

CAERNS

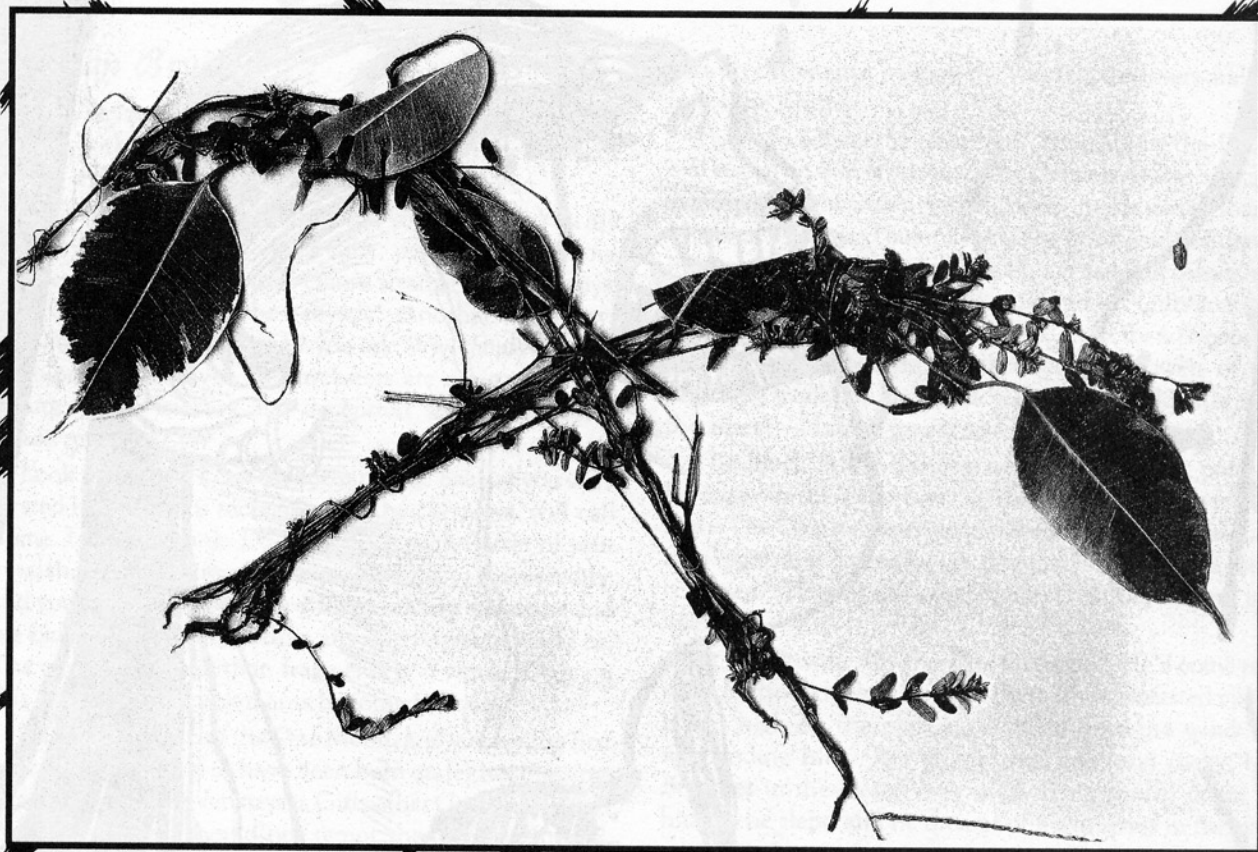
PLACES OF POWER



*A World Sourcebook
for Werewolf: The Apocalypse™*

CAERNS

PLACES OF POWER



A Garou World of Darkness



LEGENDS OF THE GAROU

Fragments of a Whole

by Alan Bryden

Luna's glory smiles upon you, my cubs. Not her fragments — the gibbous moon, the full moon, the crescent moon. All her beauty smiles upon you.

Only recently did you learn what you truly are. You are Garou. The Uktena are your tribe; you have found your auspice. You will find other Garou strange in many ways. One Garou will always be a mystic. Another will always rage and pounce. *Why is that?* you ask. *Why should a Garou be so predictable?* Even the tricksters are constant, never failing to use trickery and deception when wise words would serve best.

Look above you. Look at Mother Luna. Each of you were Firsted here, on this sacred site, at the caern you will call home. I see you blink. Do not. With each flutter of your eyes, she appears differently. Simply cast your gaze steadily, and you will see beyond the different masks she wears and see *Luna*, more beautiful than any one fragment could be. The auspices are just that: fragments of a whole. Only on this site will all the fragments be joined as one.

This is the Caern of the One Moon, and you are the first generation of Garou to have been born under her blessing. Great gifts will be given to you, Gifts other Garou will never understand. You should not tempt them to try. Indeed, even the location of this place must be kept secret. Other tribes have unwittingly betrayed our secrets in the past. Suffice it to say that they call this caern an "enigma": a place of paradox, with mysteries only the Uktena understand.

The first of my two tales tells of how this caern was discovered 20 years ago by an Uktena called Breathes-in-the-Desert. It tells of our first victory over the Black Spiral Dancers. The second tale tells of how the caern was opened. The battle for the caern was lost until we played our terrible

joke on the enemy, making the winners the losers and the losers the winners.

How was our caern discovered? Breathes-in-the-Desert had stolen an evil fetish from the Dancers. It was a simple theater spotlight with a rotating hood. Inside was its source of power, a captured moonbeam. The hood could be drawn in front of the moonbeam. If the hood was half drawn, the light could be shone on a Philodox, and her Gifts could be doubled, regardless of Luna's aspect. Even for a Ragabash, if the spotlight was on, but hooded, the powers of the Ragabash would be increased. The hood would only alter the aspect — Luna's power was still contained.

The Black Spiral Dancers were furious. They pursued Breathes-in-the-Desert across the earth, drooling for his flesh. The Uktena's pack spread across the land, spreading false signs and travelling in disguise. The Dancers were confused. They hunted everywhere, but found them nowhere.

At last Breathes-in-the-Desert stopped. He'd come to a place far from the humans and their Wyrms-infested cities. It was high on the plateau, shielded from the winds by surrounding hills. The ground was cold and rocky, but Breathes-in-the-Desert was tired. Luna smiled down to him, so he slept, and he dreamt of his mistress in the sky.

As he dreamed, Luna lifted him to her breast. They became lovers.

For a month, they were inseparable, always embracing or walking hand in hand. Eating and sleeping, loving and working, strolling in the darkest gardens and sitting by firelight for hours and hours.

One night they stood at a precipice, gazing across the dark ocean. Luna lifted the stage light and shone it upon herself. Slowly, she rotated the hood, turning her auspice from full to half to dark and back again. Breathes-in-the-Desert looked into her face and thought back to their

month together, when she was arbitrary and just, mysterious and open, full of mischief and deadly serious. The hood moved faster and faster and faster, and the face of Luna changed faster and faster and faster until she was one being— not Luna the full moon or Luna the half-moon or anything other than Luna, a single being, contradictory and complete.

The stage light faded. Luna turned to Breathes-in-the-Desert. She let the light slip from her fingers, and it fell to the depths below.

"I love you," said Luna, speaking the words with everything in her. "I love all Garou."

Then Breathes-in-the-Desert awoke. Luna shone above him, smiling to him. Had a month passed? Or only a night? Dawn was near, and the sun was lifting his head slowly from the east.

Howling came from the west. Torturous sounds were summoned from black lungs and poisoned throats.

The sounds were made by Black Spiral Dancers. Three of them descended upon Breathes-in-the-Desert. They saw the amulets he wore and laughed, for he was only a Theurge. They knew he would be a dangerous foe if he was prepared, but a Theurge has no hope against an ambush of three Ahroun hunters. They leapt quickly to stop him from evoking a charm.

Breathes-in-the-Desert ducked; the first Dancer's claws scraped his back. Breathes-in-the-Desert then lifted his finger and with just a touch, his enemy went sprawling into the others.

The Dancers scrambled free, confused, and Breathes-in-the-Desert used their moment of surprise to scrape his claws on a rock beneath his feet.

"You will never see her fullness!" he howled. The Garou leapt, raking a Dancer and tearing her chest apart. Polluted blood sprayed into the dawn sun.

The other Garou looked into the sun and were blinded, but only for a moment. Their eyes filled with milky fluid, and Breathes-in-the-Desert had vanished. Then one Dancer felt the muscles of his back sliced apart from razor-sharp claws. His neck was crushed in the Uktena's jaws. Breathes-in-the-Desert kicked the filthy corpse away and spat at the last Dancer.

The Dancer cowered, shaking in fear. "Who are you, who has the powers of all aspects?" Her voice quavered at the sight of Breathes-in-the-Desert.

"There are things you will never know, Ak-Gah!" he replied. He could sense the Dancer's name written upon her poisoned heart, and the Dancer was frightened even more. "There are things you know now that you will soon forget!"

Breathes-in-the-Desert clasped his fetish — a bag of dust from the bones of man and wolf — and pointed at Ak-Gah. She quivered more, and sunk to all fours. Her eyes grew dull. She became wiser than she'd ever been before as she turned fully into an animal. That much is clear, for she

turned and ran into the wilderness, and simply ate and slept and hunted as a beast for the rest of her life. Breathes-in-the-Desert returned to the plateau, and he knew it would be his home.

We are now sitting by that plateau. That was how this caern was discovered. Breathes-in-the-Desert is godfather to every one of you. When he looked across the desert after the fray, he knew that a caern had to be formed to show Luna in all her glory. He was filled with love for Luna.

The spotlight, however, was empty. Luna had taken back what was hers.

Quickly, he called to the brothers of his tribe, and they carried the bodies of the dead Dancers to a place far away. They left the useless fetish in the dead Garou's clutches for their tribe to find.

We won that battle. We won with bravery, trickery and secrets no tribe can hide as Uktena do. But the true battle was yet to come. While the caern had been found, it had still to be opened. And during the opening, the Umbra rippled and shook, and even we have difficulty hiding in the shadows.

Attend the tale of Anhai, the metis.

Anhai seemed normal, even attractive, although her throat appeared scarred. She could sing more beautifully than any in the pack. Across the plains, her voices — yes, voices — sang sweetly. She could charm violent creatures and draw them to her hand. Her voices were truly beautiful, but once you saw her, the sight was almost too terrible to bear. She had a second mouth torn in her throat. It sang sad, beautiful songs, but to see that gaping red hole where only fur should be was too much.

She rarely sang, and only then in the mountains, far away from the others. "I'll bet the Black Spiral Dancers would appreciate me," she would joke half-heartedly. The others would say nothing.

One evening, Breathes-in-the-Desert returned the pack and told of what he had dreamed. He told his pack about the caern they must open. He kept the caern's location secret to a very few, but Anhai was not foolish. Perhaps she guessed the secret.

That night, Anhai left the pack. That betrayal at such a moment must have given the elders a fright, yet the plans for the caern went ahead without change. Surely, Breathes-in-the-Desert *must* have known of this, and certainly he had spoken to Anhai before she left. We will never know for sure.

Did Anhai betray our sept? Perhaps there were moments over the next months when she truly felt herself to be a Black Spiral Dancer. Certainly she danced the Black Spiral itself, and there she would lose much of her self and her mind.

On the night of the ceremony, all was ready. The Uktena packs spread across Gaia, walking in processions from site to site. They left Garou at each place, chanting and praying, to confuse the Black Spiral spies as to where the caern's

location truly was. Breathes-in-the-Desert, cloaked in disguise, finally paused at a barren spot in the mountains and motioned to his Garou to prepare for the ceremony. Breathes-in-the-Desert and five elders sat in a circle and began to chant. The others spread out to guard them.

Before they even began, the surrounding wilderness came alive with the howls of the Black Spiral Dancers. A hundred or more surrounded them, followed by their Banes and fetishes. Breathes-in-the-Desert cocked his ears and smiled grimly. Anhai's voices were still beautiful, even in the terrible din.

The army of the Wyrms attacked. Bounding from the darkness, the Dancers charged madly, gleefully swinging their claws to and fro. Occasionally a few would attack their own compatriots, or blunder past a quiet Uktena who would attack from behind.

The first wave was pushed back. Although there were nearly three Black Spirals to one Uktena, they turned their tails and fled as the elders chanted on.

Anhai sang once more. It was no longer a steady, sad song, or even a strong, warlike song that she would keen when singing to the Uktena. This song was of the Dancers. It wavered maniacally. Her voices laced into impossible patterns of madness and glory. The Black Spiral Dancers once more broke into a frenzy, and the Uktena guards were struck dumb with fear. They charged once more, but this time the Dancers were not filled with glee. They were consumed by rage as they tore apart the frightened guards. They reached the inner circle.

"Stop!" commanded Anhai, and the Black Spiral Dancers paused and drooled. They circled. Some chewed upon the dead flesh of friend and foe alike.

"You look well, Anhai," said Breathes-in-the-Desert. "You no longer try to hide your gift."

She sneered. "You too, father. I told my friends all about you — and about my dear departed mother. You were

fortunate she died giving birth; she might have affected your clan standing."

"Have you come home, Anhai?"

"I will never come home, father. There is no caern here. Just old men chanting nursery rhymes."

"But our sept will have a home," said Breathes-in-the-Desert. "They are opening the caern now, miles away."

"You will never see it, father. Nor will I."

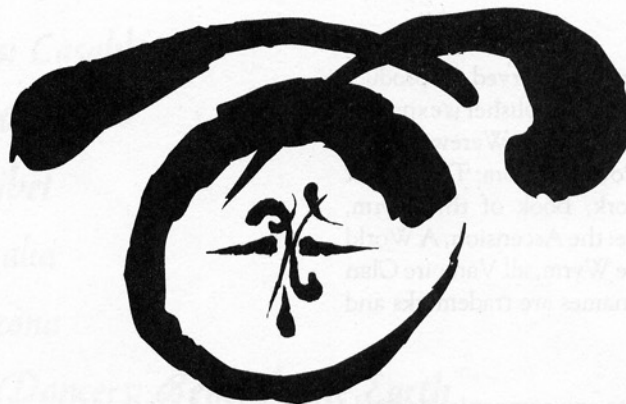
She pounced. Breathes-in-the-Desert gave no resistance to his daughter's attack. She slashed his throat and tore his head from his body.

She crouched over his fallen body. "Come, my sisters! This is your victory!" Anhai laughed and tossed her father's head in the air. It fell down in the dust. "Look! There is no caern here. The true caern has been opened, and it will never open to you!" She laughed again, nearly falling in stupor. "This great battle over a stretch of nothing. All your glory was for nothing. The jesters will sing of this for a hundred years! I will never be part of a tribe so foolish!" Tears were streaming from her eyes. "I am Uktena! You believed me when I said that the only one who could open this caern was the one who discovered it. Ha! Anyone can do it! Why don't we try right now? Chant the magic words! — 'Ohwa — taygoo —' "

They leapt upon her. Every Black Spiral Dancer left living pounced and tore her to pieces. They tore the pieces to pieces, and when there were no more pieces, they tore at each other. Their hopeful Hive was now a ruin.

The few Uktena left quietly disappeared. They returned to their pack, now a newly formed sept. They gathered around the caern, this caern, where you pups were born fifteen years ago.

You are the first brood of pups to be born in the full sight and blessing of Luna. Do not waste your Gifts, children, for you are blessed, part of a special breed that can accomplish much. You are Uktena. You are Garou.



Credits

Authors: Emrey Barnes, Steven C. Brown, Phil Brucato, Alan Bryden, Sam Chupp, John Gavigan, Harry Heckel, Christopher Howard, Sam Inabinet, Izumi Hideo, David Key, Kenneth Meyer, James A. Moore, George Neal, Roderick Robertson, Ryk Strong, Teeuwynn

Development: Bill Bridges

Editing: Brian Campbell

Art Director: Richard Thomas

Art: John Bridges, Sam Inabinet, SCAR Studios, Dan Smith, Ron Spencer, Joshua Gabriel Timbrook, Brion Wackwitz

Maps: Brian J. Blume

Cover Art: Scott Hampton

Typesetting and Layout: Sam Chupp

Logo and Back Cover Design: Michelle Prahler

Special Thanks

Lyndi "King of the Tyrants" Hathaway-McKeeman for her dinosaur that eats soldiers, steals sports cars and steps on kids.

Wes "I Don't Throw Up" Harris for going back on his word after a night at the Yacht.

Travis "Miniature Brain" Williams for making sure everything is compatible with those little metal guys.

William "Parental Guidance" Hale for taking care of his new baby — er, car.

Rebecca "Shake and Bake" Schaefer for being lifted off her feet at the Howl-In.

Danny "Do Something Funny" Landers for providing the comic relief in four-square.

Rene "Lucky" Lilley because no one can come up with a special thanks for her for this book!

Dedication

To Vincent Price, 1911 - 1993, the gentlemanly master of darkness. His films include such horror classics as *House of Wax*, *Theater of Blood*, *The Raven* and *The Abominable Dr. Phibes*. Thrillers will never be the same without his voice.

© 1993 by White Wolf. All rights reserved. Reproduction without written permission of the publisher is expressly denied, except for the purpose of reviews. Werewolf: The Apocalypse, Caerns: Places of Power, Umbra: The Velvet Shadow, Rage Across New York, Book of the Wyrms, Vampire: The Masquerade, Mage: the Ascension, A World of Darkness, Garou, Kindred, the Wyrms, all Vampire Clan names and all Werewolf Tribe names are trademarks and copyrights of White Wolf.

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

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

CAERNS

PLACES OF POWER

Contents

| | |
|--|-----|
| <i>Legends of the Garou: Fragments of a Whole</i> | 1 |
| A lesson on Luna and the sacrifices required of caerns | |
| <i>Introduction</i> | 8 |
| Expanded rules for Moon Bridges | |
| <i>Black Furies: Greece</i> | 14 |
| <i>Bone Gnawers: Washington D.C.</i> | 26 |
| <i>Children of Gaia: San Francisco</i> | 36 |
| <i>Fianna: Ireland</i> | 46 |
| <i>Get of Fenris: Germany</i> | 56 |
| <i>Glass Walkers: Hong Kong</i> | 66 |
| <i>Red Talons: Alaska</i> | 76 |
| <i>Shadow Lords: Japan</i> | 86 |
| <i>Silent Striders: Casablanca</i> | 96 |
| <i>Silver Fangs: Russia</i> | 106 |
| <i>Stargazers: Tibet</i> | 116 |
| <i>Uktena: Australia</i> | 126 |
| <i>Wendigo: Arizona</i> | 136 |
| <i>Black Spiral Dancers: Beneath the Earth</i> | 146 |
| <i>Appendix: The Kitsune (Werefox)</i> | 155 |

These native *hengeyokai* (shapeshifters) of Japan know many secrets of the East.

SCAR
'93



Introduction

Nature, of which they feel themselves to be embodiments, and which is at the same time their sanctuary, will end by conquering this artificial and sacrilegious world, for it is the Garment, the Breath, the very Hand of the Great Spirit.

— Frithjof Schuon, *The Feathered Sun*

The Primal Land

All across the Earth, there are places of spiritual power and strength. These places are dangerous to the ignorant and unwary, to those who would destroy. These places have defenders— the Garou.

There are legends about these sites. The truth behind them is garbled through the haze of the Delirium. To humanity, the wilderness is a place of fear, filled with the terror of the unknown. This is because of the rabid defense of the woods upheld by the Garou. While they defend their sacred homelands from defilers, their careless disregard for humanity has had a telling effect. Humanity now has an insatiable drive to wipe out the wilderness and tame the savage lands beyond their backyards.

But the wilderness is not the only abode of spirit left in the world; the cities also have pure spots. Although most of the tribes will not admit it, some Garou have discovered ways to awaken what has long slept in warrens of concrete and steel. They use the strange yet natural elementals of electricity and glass.

The fate of these sites is in the hands of the Garou. They can be held for future generations or squandered in fits of rage...

How To Use This Book

This book has three purposes. First, it is meant to provide a look at Garou throughout the Gothic-Punk world and illuminate some of the struggles going on all over the Earth. Second, it is meant to provide places of adventure for travelling packs of Garou. Each caern has story ideas listed with it; the Storyteller can use these springboards to build a full-fledged, world-spanning chronicle. Finally, it is meant as a character book, providing full write-ups and game statistics for many NPCs. The Storyteller should feel free to use these NPCs in any situation, even if he does not use their particular caern settings.

The Noteworthy Caerns

Within this book are details on 14 caerns throughout the world. These caerns are the most well-known to the Garou, for they are the ones that thread the major Moon Bridge routes throughout the world. These are not the only caerns in their respective areas, but they are the most noteworthy to outsider Garou.

The most famous caern in the world is the Wheel of Ptah, run by the Silent Striders in Casablanca. From there, many of the major Moon Bridges depart, sending Garou across Gaia's world to their destinations. Other *Werewolf* sourcebooks have detailed many caerns throughout North America. The most well-known of these are the Central Park Caern (run by the Sept of the Green) and the Gaia's Hand Caern at New York's Finger Lakes. However, Storytellers should feel free to make a caern of their own creation just as important or powerful.

Moon Bridge Route Maps

Moon Bridge routes between two sites are listed as primary, secondary or tertiary. A primary route is one that is routinely kept "safe" (see "Moon Bridge Types" below) through renewed rites between the two caerns. A secondary route is also "safe", but is not traveled as often. There is a chance that, in any given year, the two septs may neglect the proper rites. A tertiary route is one that is rarely travelled, and it may or may not be safe, depending on how long ago the last trip was made (Storyteller's discretion).

The Moon Bridge Route maps have some caerns listed that do not appear in this book. These locations can be found in the previous *Werewolf* supplements listed below:

- **The Amazon** — The major caern in the Amazon is the Hollow Heart Caern. Many Garou travel to this site in search of glory in the Amazon War. See *Rage Across the Amazon*.
- **Black Hills National Forest: Pure Heart Caern** — This is a caern run by Wendigo, Uktena and Children of Gaia. See *Valkenburg Foundation*.
- **Chicago: The Wind Catchers Caern** — This is the major caern left in the city after the War of Chicago. See *Under a Blood Red Moon*.
- **Saskatchewan: Winter Wolf Caern** — This xenophobic Wendigo caern has some ties with the Sept of the Green in New York's Central Park. See *Rite of Passage*.
- **Washington State: Caldron Rock Caern** — This Red Talon caern is xenophobic and anti-human. See *Valkenburg Foundation*.

Further Reading

The caerns given here are from all over the world. However, there is not enough space here to provide full details on their geography or the human cultural and political situations in each region. Any Storyteller using a caern presented here may wish to do some extra research on

the land in which the caern appears. Most libraries should have all the extra information desired; back issues of *National Geographic* can be especially useful. Traveller's guidebooks can also be helpful and provide extra maps.

Many of the supernatural residents of foreign lands in the World of Darkness can be drawn from the myths and legends of their lands. Researching the native mythology for the places given in this book is highly recommended. White Wolf plans to release more detailed sourcebooks on some of these regions in the future.

Moon Bridges

If the Garou are Gaia's immune system, then Moon Bridges are her veins and arteries. They allow the Garou to travel across the world to fight her infection. They were originally developed as a desperation measure by a brave Theurge willing to gamble his very life and spirit while placing his trust in Phoebe, the Incarna of the Moon. Moon Bridges became commonplace during the Impergium, where they were used to keep track of the human population as a whole.

The first transoceanic Moon Bridge was opened to the Hand of Gaia Caern from the Silver Fangs' Caern of the Crescent Moon in Russia. It was the result of a Silent Strider's urgent need to bring the wise and respected Silver Fang Philodox, Walks-With-Gaia, to a peace meeting between the tribes of the Pure Ones and the European Garou, a meeting that resulted in the Five Nations Pact.

A Moon Bridge is actually a nonsentient spirit called a Lune, which shapes itself into a pearlescent, elastic, roughly textured tube of force about 10 feet in diameter. Drawing from the power of Luna (the Celestine), the spirit elongates itself and stretches through an area in the Aetherial Realm of the Near Umbra. This area is called the Aether. The Bridge arches up until it reaches the limits of its power and then begins to descend. As it descends, it slopes out to a safe grade and eventually terminates in the caern of its destination. The Moon Bridge establishes itself at the speed of light, so it takes only a moment to connect from one caern to another.

Running on the "floor" of a Bridge is easy for a Garou in any form, and the grade of descent or ascent is never more than 10 degrees. Actually running through a Bridge is not required, although most Garou do run. If a Garou walks, she will arrive at roughly the same time as one's packmates. The spirit actually carries the Garou within it at an incredibly fast rate.

Garou travel through a Moon Bridge single file. Travelers emerge from the Bridge in the same order as they entered it, regardless of the individual speed of the Garou involved. Before it closes, a Moon Bridge can carry five Garou per level of the originating caern. If necessary, another Moon Bridge may be opened immediately a second later to send another group through. This becomes impor-

tant when a caern is under attack or is being evacuated via Moon Bridge.

Time in a Moon Bridge is nonexistent except on the longest trips. Even then, one has a few moments to note the surroundings before exiting at the destination point. The walls of the Moon Bridge are only translucent, but they occasionally become transparent, showing the Garou flashes of the Umbra they are passing through. Sometimes an evil spirit or Black Spiral Dancer on an aisling through the Aether will leap onto a Moon Bridge shrieking past and attempt to ride it to its destination. It will have to deal with the caern's totem as well as any Warders who may be watching.

Distances

The distance a Moon Bridge can traverse depends on the caern where the gate is opened. If the Moon Bridge is not opened at a caern (such as by a Lune or other spirit), the distance is 1000 miles.

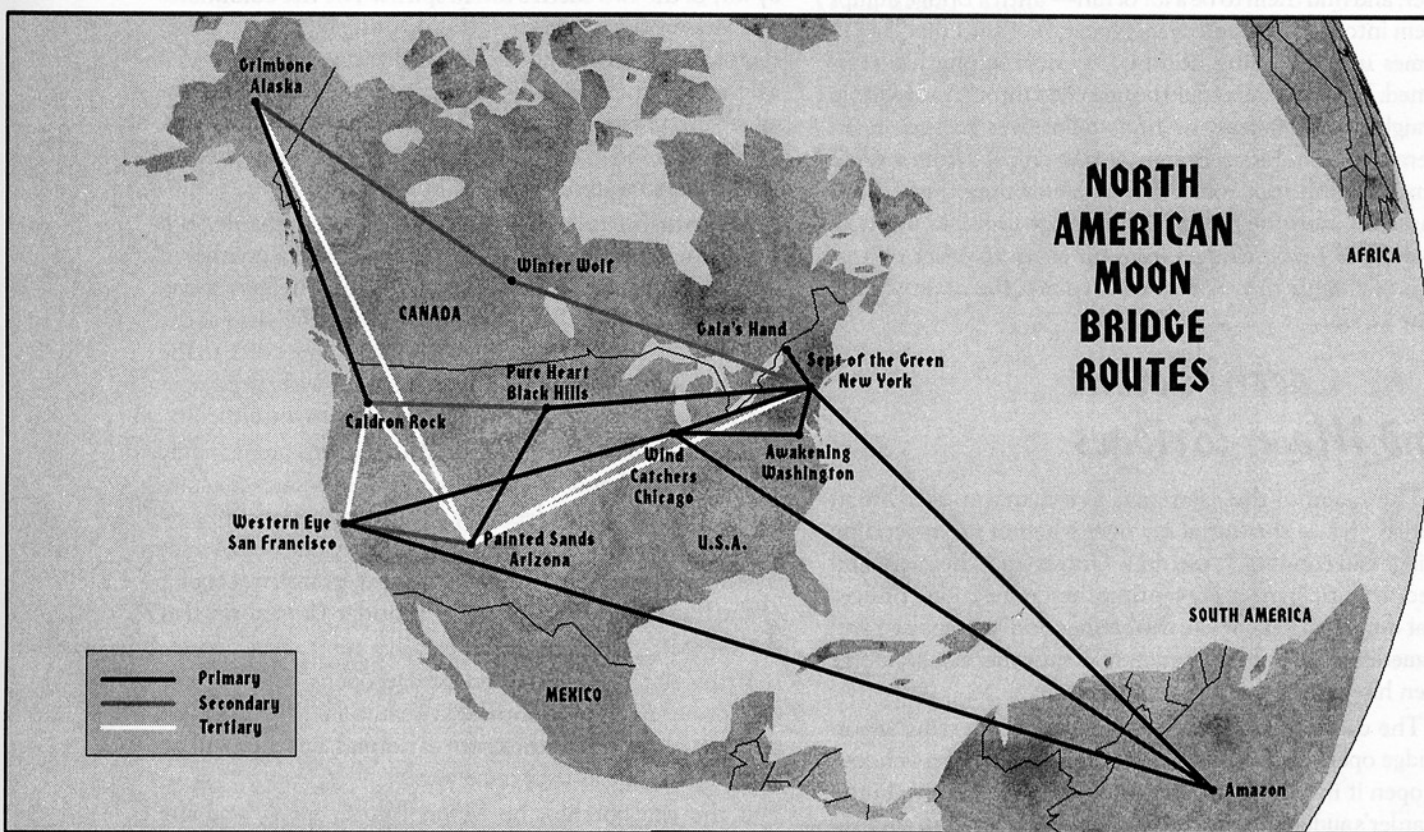
| Caern Ranking | Distance Possible |
|---------------|-------------------|
| 1 | 1000 miles |
| 2 | 2000 miles |
| 3 | 3000 miles |
| 4 | 6000 miles |
| 5 | 10,000 miles |

Moon Bridge Types

There are three kinds of Moon Bridges: Safe, Attack and Wild. A Safe Moon Bridge is one opened between two caerns whose Gatekeepers (and totems) agree on opening the Bridge. A Safe Moon Bridge can be made safer by the Rite of the Opened Bridge (see below).

Attack Moon Bridges are opened to caerns that do not wish to receive them for whatever reason. Perhaps the septs involved are quarreling, perhaps their Totems don't get along, or perhaps one believes the other to be tainted by the Wurm. An Attack Moon Bridge must break through the spiritual defense of the caern's totem. They are opened with the Rite of Luna's Spear (see below). They are very dangerous to travel, but once established, they can be considered safe.

The third kind of Moon Bridge is a Wild Moon Bridge. A Moon Bridge is wild when a caern either opens a Bridge to a Lesser Pathstone (see below), accesses a caern it has never accessed before or opens to a caern without a Pathstone. If the caern initiating the Moon Bridge has a damaged or Lesser Pathstone, all Moon Bridges opening from it are considered Wild. These Bridges are the most capricious and dangerous of all, but they have been excellent last-ditch methods for travel. They are sometimes the only option facing a Garou.



Safe Moon Bridges

These are opened during normal times with the consent of both caern totems involved. Roll three dice. If a "1" comes up on all three dice, something goes wrong with the Bridge: either it dies in mid-course (which leaves the characters floating in the Umbra someplace) or it connects to some place radically different. This botch should be annoying, but not especially dangerous. Performing the Rite of the Opened Bridge once a year at the caern will negate the need for the roll.

Attack Moon Bridges

These are opened during times of war and when there is trouble getting through to a caern which may be under attack. The Moon Bridge actually breaks through the spiritual defense of the caern totem. This is done through the Rite of Luna's Spear (below). Roll two dice. If they both come up "1", the Moon Bridge botches and something bad happens: either the characters are deposited in a strange part of the Near Umbra, or they find themselves materializing on a street in a strange city, or they suddenly find themselves back at their own caern.

Wild Moon Bridges

These are opened by the foolhardy and the desperate. They are capricious and rarely deliver their travellers to the appropriate destination. Some Ragabashes love them, however, and find them to be a lot of fun—until a Bridge dumps them into a strange and deadly location. Roll 1 die. If a "1" comes up, something horribly, horribly wrong has happened. The travellers could be funneled through a Hellhole straight into Malfeas, or find themselves locked in an eternal circular Moon Bridge, or take damage from a Wyld Flux backlash that rocks the Bridge as they travel it. A Ragabash with the Open Moon Bridge Gift can use it to open Wild Moon Bridges from his caern to other caerns. This is a highly risky venture, but such is the nature of the New Moon.

The Caern Totem and Moon Bridges

The totem of the caern acts as a manager over Moon Bridges. It has the initial say over whether an impending Bridge can connect. It can draw Gnosis from the caern and erect a spirit barrier preventing the connection. Bridges that don't instantly make the connection are repulsed and immediately collapse. The caern on the other side wouldn't even have time to send a Garou through.

The caern totem decides where the connecting Moon Bridge opens within the bawn of the caern. It may choose to open it in a deep, dark dungeon under the caern, in the Warder's audience chamber, in the Umbra, or in an ambush prepared for such an occurrence. Many caerns have special

"waiting areas" set up for newly arrived travellers, especially if the caern is a powerful one in a central location.

The totem is in constant communication with the Gatekeeper of the caern, who can technically order the totem to "close the caern" or "open the caern." The totem will usually do as it damn well pleases, but the Gatekeeper is usually a powerful Theurge with the ability to coerce the totem if need be.

Moon Bridge Rites and Gifts

Rites

Rite of the Opened Bridge

Level 4

This is essentially the same rite given in the *Werewolf* rulebook (with a few changes). Once per year, a sept must renew the connection between its caern and caerns that will be used as destinations for Moon Bridges. This rite is enacted simultaneously by both caerns during a moot. This can be hard, for if one caern is on the other side of the world, then one of the septs must enact the rite during the day.

This rite establishes a spiritual connection between the Pathstone of one caern and the Pathstone of another caern by way of the two caern's totem spirits. The rite culminates in a Moon Bridge spontaneously opening between the two caerns. Garou from both caerns will travel and join in a wild revel, which usually occurs at both caerns. This rite must be renewed once every 13 full moons (roughly a year). These rites used to be timed by the star's positions, but now synchronized watches are used by some septs.

The ritualist rolls Wits + Enigmas. The difficulty is 8 minus the level of her caern. She must make a number of successes equal to the target caern's level. She may spend Willpower on the roll. If her Pack Totem is the same as the totem of the caern, she receives a bonus of three dice to the roll. If this rite was previously successful with the target caern, then the ritualist gains a -1 modifier to the difficulty.

If the rite succeeds, the Moon Bridge opens immediately and the spirit-bond between the two Pathstones is established. Safe Moon Bridges may now be opened at any time between the two caerns. The Bridges may be opened with the Rite of the Opened Caern (as in the *Werewolf* rulebook), or the Ragabash Gift: Open Moon Bridge (if performed at the caern).

If the rite fails, no Moon Bridge opens, and the rite cannot be tried again until next year. Safe Moon Bridges may still be opened to the caern as normal, but they will no longer be as safe as they once were.

If the rite botches, no Moon Bridge opens, and the Pathstone in the caern is scorched with the badly handled energies. From there on out, the Pathstone will only open

Wild Moon Bridges, and other caerns must actually send an Attack Moon Bridge to open to that caern. Botching this rite often leads to the Rite of Ostracism being performed on the offending Garou.

The Rite of Luna's Spear

Level 3

The Rite of Luna's Spear causes an Attack Moon Bridge to pierce the barrier of the caern totem and connect to the target caern. It must enacted with the aid of a caern totem.

The ritualist rolls Wits + Enigmas. The difficulty of the roll is dependent on the level of the targeted caern: six for Level One or Two, seven for Level Three, eight for Level Four, or nine for Level Five. The ritualist may determine where the moon bridge opens in the caern if she rolls a number of successes equal to the level of the caern. A number of Gnosis points equal to the level of the targeted caern must be expended by the ritualist (or a total from all the participants in the rite).

Note that the use of this rite can be considered treasonous to the Garou, and Gaia's Vengeful Teeth will await any who teach it to the foes of the Garou. This rite may only be enacted on the Full Moon.

Gifts

Open Moon Bridge (Level Three Ragabash Gift)

This Gift opens Wild Moon Bridges from any caern, regardless of whether the caern totem wishes it. It cannot open Attack Moon Bridges, but it can open Safe Moon Bridges, providing the Rite of the Opened Bridge is in effect between the two caerns.

Speed of Thought (Level One Silent Strider Gift)

Use of this Gift may allow a Garou to "pass" a Garou in front of her while traversing the Moon Bridge, thus coming out ahead.

Spirit of the Bird (Level Two Uktena Gift)

Flying through a Moon Bridge is the same as walking or running.

Umbral Sight (Level Three Theurge / Uktena Gift)

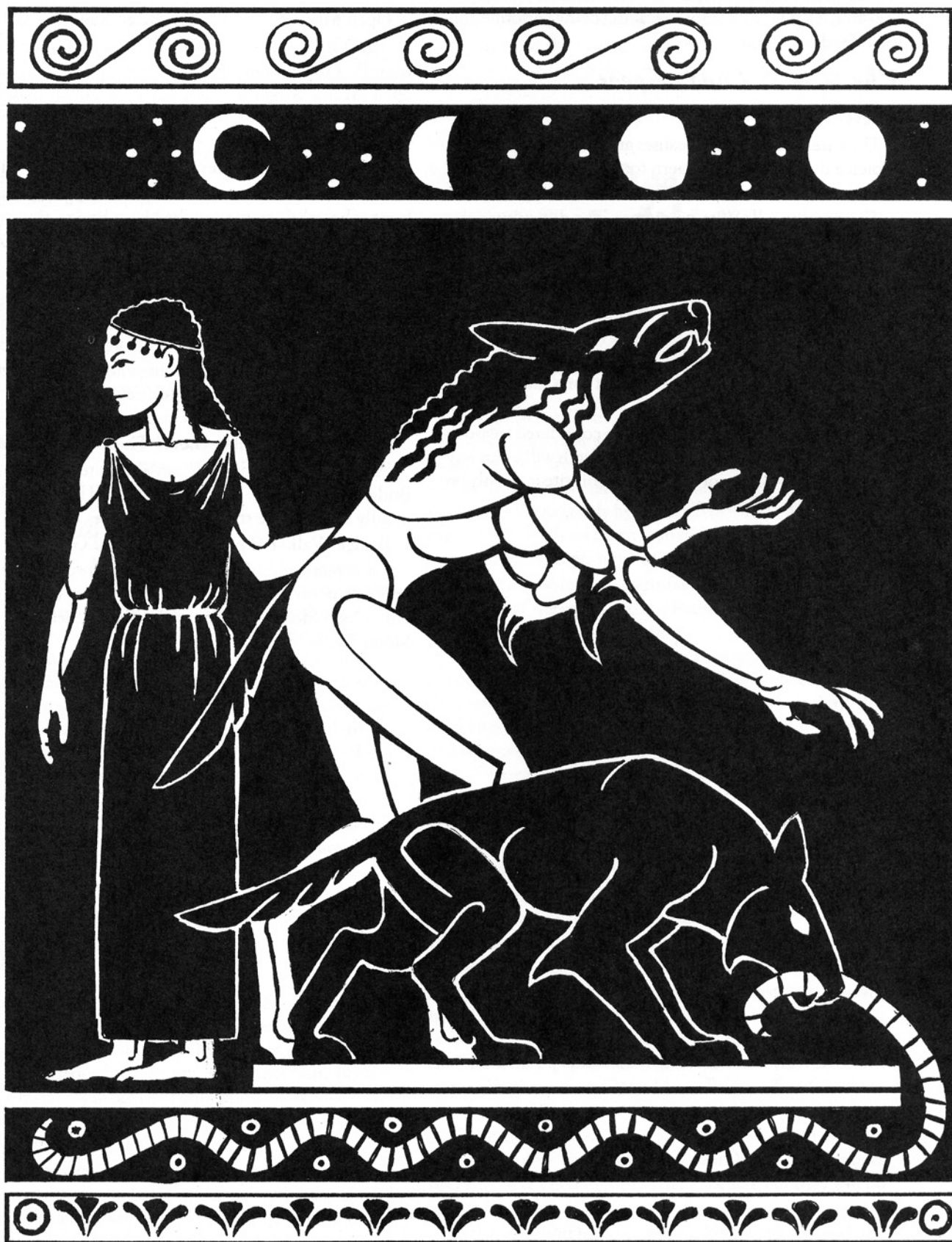
A Garou can tell who is arriving via a Moon Bridge with a roll of Perception + Occult (difficulty 7, three successes required).

Pulse of the Invisible (Level Three Theurge Gift)

A Theurge with this Gift can always tell when a Moon Bridge is opening up. If she is can see this location, she can usually see who the travellers are.

Bridge Walker (Level Four Galliard Gift)

This creates mini-Moon Bridges that are considered Safe only in a point-to-point fashion. It can also be used as the Gift: Open Moon Bridge if used within a caern (see Open Moon Bridge, above).



MAN SPENCER © 1993

Black Furies: Greece

by Phil Brucato

*To the center of the earth you have taken me
and showed me the goodness and the beauty
and the strangeness of the greening earth,
the only mother —
and there the spirit shapes of things, as they should be,
you have shown me and I have seen.*

— Black Elk, *Black Elk Speaks*

Sept of Bygone Visions

Caern: Miria (Ecube to the Greeks), an island in the Aegean Sea.

Level: 4

Gauntlet: 3

Type: Reputedly Visions, actually Wyld.

Tribal Structure: Only Black Furies. The caern is closed to others, but female visitors are permitted. Males are strictly banned, as are Get of Fenris and Shadow Lords of both sexes.

Totems: Themis, the Dream-Weaver

Geography

Ecube (called Miria by the Furies) is a huge island of stone jutting from the Aegean Sea. It sits about 95 miles off the coast of mainland Greece (see map and notes of Greece, below). Despite the apparent mineral content of the island,

the soil of Miria is quite fertile. Trees sprout from natural terraces along the mountainsides. The top of the island appears to be level rock with a scattering of trees.

The "harbor" of Miria is a treacherous lagoon ringed by wave-washed rocks. Travel by boat is hazardous at best and suicidal in all but the calmest weather. The top of the island is too uneven for an airstrip. Approach by helicopter is possible, but mysterious high winds dissuade any pilot with an ounce of sense from trying to land. To top it off, the island is legally owned by a group of Greek strega, or witches, who have resisted all attempts to buy the island. The safest method of travel to the island is by Moon Bridge, which virtually excludes human intrusion and discourages even Garou trespassers.

Cliffs rise up nearly 300 feet from the water in steep grades occasionally broken by terraces. One easily defended path winds up from water level along one of the terraces, snaking to other "landings" before reaching the top. There are no buildings of any type visible from the sea, and many humans assume that the island is uninhabited. At the top,

the cliffs recede, forming a depression ringed by stone. Within this depression is the Dreamscape Glen, the body of the caern.

Bawn

The "bawn" of this caern is actually composed of the waters around it, extending out about a quarter-mile from the island itself. Water spirits and air elementals (see "Guardians") patrol the bawn, warning away trespassers with sudden attacks of "bad weather". Persistent intruders get smashed into the rocks at the island's base. To the Furies, the entire island is sacred ground, and they do not like unwelcome visitors.

The Dreamscape Glen

At the top of the island is a huge Wyld Glen. The land shifts constantly. The terrain is dreamlike and has few permanent features. The Pool, the Womb and the Circle (see map) never change location, but other sites appear, move or disappear entirely without warning. These changes do not always adhere to the laws of physics. Odd mists flit through the Glen; strange sounds and sights dance just outside of clear perception; colors and textures shift constantly. Trying to get one's bearings here is pointless; the topography changes hourly. The Bygone Visions Sept has learned over the centuries to cherish the transitory beauty of all things.

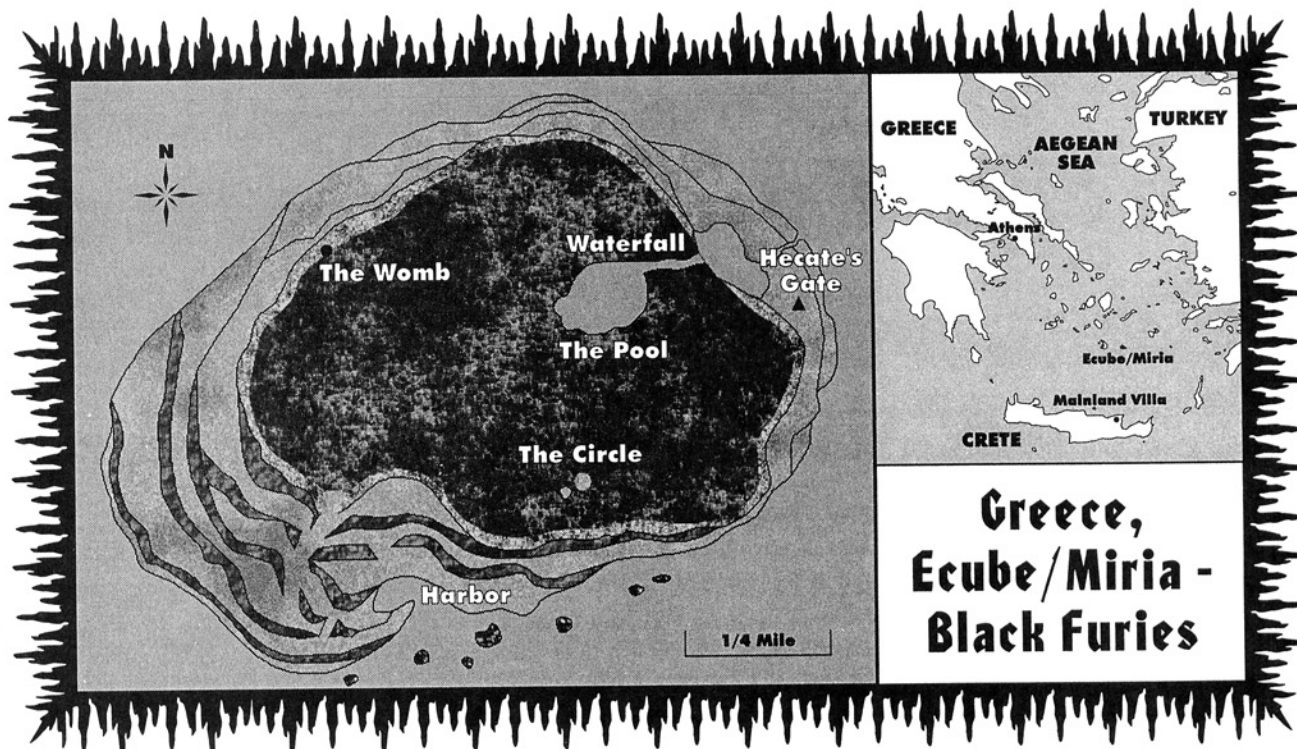
This surreal effect is disconcerting to many visitors, but it does provide the caern's greatest defense. Visitors of hostile intent have been lost wandering the changing Glen while friendly spirits led sept members right to them. Many visitors, and many sept members, view the ever-changing landscape as an endless source of pleasure. It's hard to get bored when home looks different every day!

Another constant of the Glen is that all manifestations are natural. No buildings, earthworks or other constructs will ever appear, and any built will not remain for long.

The Center

Visitors will be led to believe that the center of the caern is the Vision Pool, a small freshwater lake about 150 feet deep. Visions are sometimes granted here. Often they are true; sometimes they are false. Iona Kinslayer will open the power of the caern to her visitors if she finds them worthy, but she often uses her Dreamspeak Gift to manipulate unworthy seekers into some other task that she feels needs doing.

The Vision Pool is so amazingly clear that some swear they can see the bottom. Ringed with huge trees of amazing age (many of them home to Glade Children), the Pool grants a feeling of tranquillity to all who visit its shores. Sleepers by the Pool will dream sweetly and are free from nightmares, even if they receive no visions.



The Circle

The Pool is not the true center of the caern. Although the Pool is beautiful, its original magic has faded (see "History"). The real center is the Circle, a patch of bare earth an even 18' in diameter. A bonfire pit dominates the center. There are no markings in or around the Circle itself. A small pool, as fresh and clear as the Visions Pool and about three feet deep, sits off to the side of the Circle, and a crude stone altar sits beside that. Other than this, the area is bare of everything, even grass. Nothing ever grows there.

The Circle is the site for all sept moots, revels and ceremonies. Fallen Furies and Kinfolk are cremated in the bonfire, and their remains are scattered around the Circle. Legend tells that the grass was burned clear by the Rage of Pegasus (see "History") when she landed. Others say the Circle was the site of the caern's first Moon Bridge. In any case, the Circle is kept secret from visiting Garou unless Iona Kinslayer says otherwise.

Landmarks

The Womb

If the Circle is secret, the location of the Womb is sacrosanct. The Womb is a natural vault, winding down from a pit beneath the Glen. Unlike a normal cave, the walls and floor of the Womb are smooth, almost polished, and the Womb descends beneath level ground rather than burrowing into a cliffside.

The Womb is a storehouse for treasures stolen by the Freebooters camp (see *Werewolf Players Guide*). Within its winding passages, chambers guarded by spells contain uncounted fetishes, talismans, devices and relics that have been stolen and hidden over the centuries. In the deepest corner of the Womb rest two of the five Fury artifacts: the Bow and the Loom.

The Womb is the heart of the caern, the true purpose for the Sept of Bygone Visions. Only a select few outside of the sept know of the Womb and its function. Iona Kinslayer would kill to protect this secret; if word got out, the caern would be attacked.

The Womb itself is covered with an illusion of a grove of trees, and a Rite of the Badger's Burrow hides the caern in the Umbra. Visitors are unlikely to discover the ruse except by accident or by spying on one of the sept members.

A warding pictograph near the entrance acts as an "alarm system". If a character triggers the ward, Kyra Firefoot and a number of other guardians will quickly arrive — and they won't be happy!

A winding path leads down into the Womb, and a maze of passages branches off from the main chamber. Within these passages are the resting places of the stolen treasures. Only Iona, Kyra and Teiresias know the layout of the entire Womb and know which artifacts are stored where. The layout of this area and the treasure within it are up to the



Storyteller. Some possible artifacts are listed under "Story Ideas".

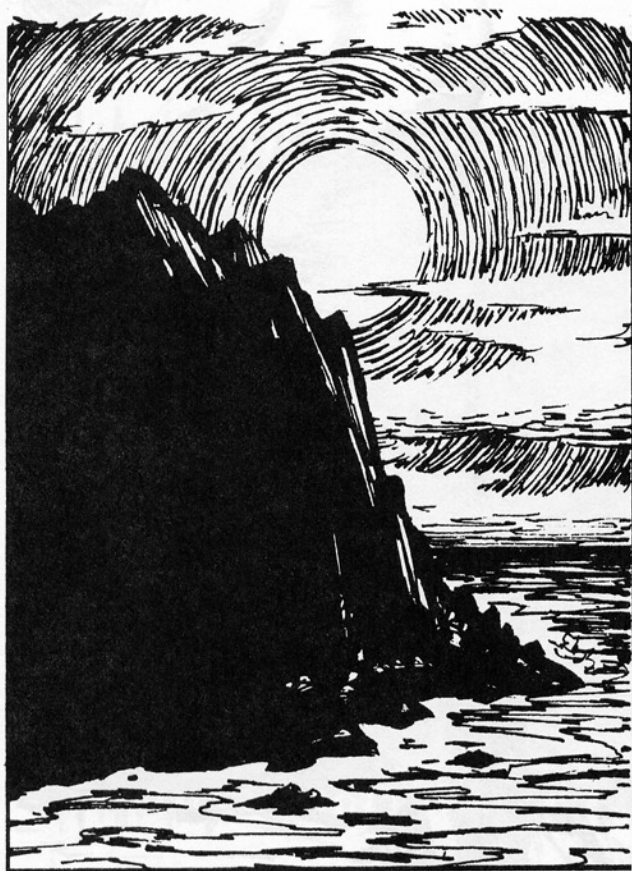
Hecate's Gate

Welcome to my nightmare...

— Alice Cooper

This permanent location for the island's Moon Bridge lies on the northeast terrace near the waterfall. Laid out in sun-bleached mosaic tile, the "gate" is actually a circle enclosed in a triangle. Each side of the triangle is 13 feet long. The area around the triangle is bare earth, and a small ceremonial bath is nearby. Visitors are required to wash before entering or leaving, and the sept members always do. The gate is the only obviously artificial feature on the island.

Themis allows travel through this Bridge only with the sept's permission. Intruders are trapped "between" in a hideous nightmare dimension. After several long moments, a gentle woman's voice will warn them to turn back. If they refuse, they will see a woman clad in mists fade into being before them. She shrugs sadly and walks away, leaving them in torment. She returns some time later. If they refuse her offer a second time, the trespassers remain forever... (This is Themis' Totem Realm. The Storyteller is encouraged to create its own Laws. See *Umbra: The Velvet Shadow* for other sample realms.)



ANIMATED © 1997

Because any Moon Bridge to the island must pass through both the Aetherial Realm and Themis' Totem Realm, the Rite of Luna's Spear cannot be used without Themis' permission. Only one such attack has succeeded, and since then, Themis has strengthened her magics against the rite.

The Terraces

At several points along the side of the cliff, natural terraces branch out. Many have paths leading upward to the Glen. The vegetation on these terraces is unusually dense for an island cliff, and much of the wildlife seems definitely out of place. Centuries ago, the Furies brought game (including deer, pigs and hares) onto the island of Miria. The animals serve as food, encourage the ecosystem and remain safe from the increasing tide of humanity.

Most of the wildlife keeps to the terraces; the Wyld fluctuations of the Glen distresses most of them too much for them to remain there for long. The human Kinfolk usually stay here as well for the same reason, tending the game and keeping the plant life healthy. Like their Garou sisters, these women live out in the open or in natural shelters. Once a month, on the second night of the full moon, the Argassi strega bring new game to the island for hunting.

The Harbor

jutting out from the island is a tiny horn which rings the island's only seaward access. Rising from the lagoon at just above sea level is a rocky beach from which the Kinfolk launch fishing boats; the narrow path to the upper levels of the island winds up from here. The two boats and fishing nets are stored in a nearby cave; the path is kept clear.

The Mainland Villa

The base for the Argassi Kinfolk is actually located on Crete. This villa, really a small communal farm, is considered part of the bawn, although it is located some 70 miles away. After the attack in 1868 (see "History"), the villa was moved from mainland Greece. The property, located near Neapoli, includes over a hundred acres for raising and protecting wildlife. Another large pack of Kinfolk wolves roams the area, and the forest is stocked with game. The locals keep a respectful distance from the villa, and the Argassi encourage this with a combination of favors and intimidation.

Greece

Characters will have to go to Greece to visit the Bygone Visions caern. The location of the caern is not common knowledge among the tribes, and visitors will have to hunt for clues. This can be a difficult task if no one speaks Greek. English will do in the larger towns and cities, but investigation will be nearly impossible without an interpreter.

Greece is a parliamentary democracy with good relations to the U.S. and Western Europe for the most part. An

informal country, much of Greece is rural by U.S. standards. While political unrest keeps the country interesting, Greece lacks much of the urban blight and crime that characterizes her more industrial cousins.

The weather in Greece tends to be warm, with average temperatures between 75 and 90 degrees Fahrenheit in the summer and 50 to 75 degrees in the winter. Rain falls often, but not constantly, and winds blow inland from the Mediterranean, particularly in midsummer. Fodor's and Baedeker's guidebooks to Greece are recommended for easy access to useful facts.

The Umbrascape

Miria looks very much the same in the Umbra, a vast Glen of constantly shifting geography surrounded by ocean. A vast number of spirits, mostly Naturae, virtually infest the area. Glade Children and Wave Riders (see "Guardians") surround and help protect the caern from Blight. Because of the sea and protecting spirits, the caern is as hard to approach "sideways" as it is in the real world.

History

The Wrath of Pegasus

Some Garou folklore traces the Black Fury tribe from the Gorgons, the original Garou visited by Gaia and entrusted with five artifacts. According to these tales, these five mighty sisters waged the Impergium against the Greeks until Wyrms-tainted Greek heroes sought them out and slew them. The Incarna Pegasus appeared to the Daughters of the Gorgons, renamed them the Black Furies, and led them to new strongholds. These Furies, called the Second Daughters, raised caerns in these places. The Circle is said to have been created when Pegasus first landed on the island, still hot with Rage. Younger Furies doubt the literal truth of these tales, but Siren's Rock remains a powerful caern regardless. It was here that the Bow and the Loom were hidden, and here that the first Calyx saw the visions that guided the Furies' future.

Despite this rich history, the size of the island and the changing nature of the Dreamscape Glen made Siren's Rock impractical as a stronghold. When a group of daring Furies looted a Ventrue vampire's magic collection during the sack of Rome, they fled to the island. The sept leader stashed the most powerful booty in the Womb and safeguarded it with magic. Since then, the Visions Sept has proven to be a reliable hiding place.

In the early days, the Dreamscape Glen was more stable. The phenomena, though strange and wonderful, rarely became as bizarre as the modern Glen. Throughout the centuries, Siren's Rock rode out the turbulent changes on mainland Greece, mostly by grace of isolation (and a *really* bad reputation among Greek mariners). A group of Kin-folk, the Argassi witch clan, bought the island outright

from the Orthodox Church in the 17th century during the Turkish dominion in return for some favors "under the table" (probably to the detriment of the Turks). It has remained their legal possession ever since.

During its early years, the caern was considered a place of powerful visions, but by this time the magic of the Pool had worn thin. The island still served as a frequent meeting place for the Inner Calyx, however, and other allied tribes (Children of Gaia, Stargazers and Silent Striders) were often welcome as well, so long as their representatives were female. Word spread of the powerful prophetic gifts of the pool of the wondrous Glen. Many of the other tribes, particularly the Shadow Lords, were jealous of so powerful a caern and conspired to win Siren's Rock and its secrets from the Furies. In a fierce battle at the mainland villa in 1832, an allied force of Get of Fenris and Shadow Lords attacked and burned the villa.

They never arrived at the island, or anywhere else. The Wave Riders saw to that.

Nevertheless, damage had been done. Years of battling the Greek vampires and the depletion of Greece's meager wolf population had weakened the tribe as a whole. A large moot was called, and peace of a sort was negotiated. The Visions Sept was opened to Garou visitors of all tribes, though males were still prohibited. The safeguards on the Womb were strengthened to hide the artifacts, and some were moved elsewhere.

A Get of Fenris Theurge broke the peace in 1868, passing into the Womb through the Umbra and stealing several fetishes from the caern. She was slain in turn by the Furies, and the caern was closed again. After this, the visions for which the caern had become famous ceased for nearly a century, and the Glen became more and more unstable. Changes that normally would have taken days to occur happened overnight. Iocasta the Wise, the Mistress of the Rite, had word spread throughout the tribes that the magic had fled the caern and the rumored treasures had been scattered.

In fact, the power of the caern had shifted. As energies were channeled into hiding the Womb, the Glen became a sort of Wyld vortex of its own accord. After years of trying to stem the increasing chaos in the Glen, Iocasta gave in and accepted the changes as the will of Gaia.

A beneficial side-effect of the Glen continues to be its suppression of Weaver and Wyrms corruption. While within the Glen, Wyrms fetishes will not function, and objects of technology quickly break down. As Freebooter Furies acquired objects of power from their enemies, they continued to bring them to the caern to be stored without harm. Naturally, this hiding place had been kept strictly secret. Allies of the Furies, unknowing, mourned the passing of the island's magic.

Sadly, the secret had not been secret enough...

Never Bomb a Werewolf

The Nazi occupation of Greece during World War II brought about great changes to the caern. Hitler's occult research turned up legends of a storehouse of artifacts in the Aegean sea; the local garrisons burned the mainland villa and tried to storm the "witch's island". When "bad weather" defeated every attempt, the Nazis bombed the island out of sheer spite. The subsequent murders of over two dozen Luftwaffe officers and pilots (blamed on Greek partisans) did nothing to repair the damage. It was during this time that the Bow of Artemis was broken and many of the hidden fetishes were buried forever.

It took all of the power of a young Fury named Iona and her many allies among the tribes to preserve the caern. For this, she was granted guardianship of the caern, although she broke many rules while doing so.

Jona's Vision

*The lunatic says goodbye to those who say they love him.
He's wise within himself as this craziness surrounds him.
From his lips come truths within insanity,
and people passing by don't hear and cannot see.*

— Kings X, "Visions"

While healing her friend Tyrus (renamed Teiresias, see "Characters") at the Pool, Iona had a great visions, the first at the caern since 1868. She saw Themis walking with her through the Glen, counseling her to reopen the caern to a limited few. Themis would grant dreams to everyone on the island. Some would be guiding visions, but most would

Themis, the Dream-Weaver

Background Cost: 6

A powerful spirit revered by the ancient Greeks, Themis was once regarded as a patron of balance and justice, and of air and earth. As the balance of the Triat shifted, the Dream-Weaver slipped into the gray area between Wyld and Weaver. Her present Realm is a dream sphere inhabiting this middle ground; aid and advice from Themis come only through dreams.

Followers of Themis gain 100 Wisdom each and an additional point in Enigmas and Gnosis. Galliards of Themis gain the DreamSpeak Gift and may also receive prophetic visions (Storyteller's option), although their meaning will be quite obscure. Players should interpret the dreams themselves rather than simply making an Enigmas roll.

Packs serving Themis must spend a good deal of time in the deep wilderness, observing and meditating on the balance of the Tellurian. They must oppose injustice whenever they can.

Ban: Glass Walkers will never be chosen by Themis. Too much of the Weaver exists in them.



simply be dreams. Meanwhile, Iona would continue to hide powerful fetishes until the day of the Apokolyps.

To this end, Iona spread the word that all artifacts hidden at the caern had been destroyed. To repay those who had helped her, she reopened the caern to the tribes, with one exception: the Shadow Lords remained barred from the island. Iona claims this is because of their treachery in 1868, but she is secretly afraid that they will try again to seize the caern. In her vision, she saw a dark shadow pass across the Glen. She fears this to be a sign of the Shadow Lords' success.

In 1967, several Get of Fenris females travelled to the caern, claiming sanctuary from abusive mates. Once there, they opened a Moon Bridge of their own to bring their brothers across to take the caern. The plot failed, and Get of both sexes have been banned ever since.

At this point, the Bygone Visions caern remains open to a limited number of visitors. Those who would visit the Dreamscape Glen and the Visions Pool must first contact the Argassi strega, who then consult with the sept. From there, either Kelonoke Wildhair or the Kinfolk Aegina will set up a number of tests for the visitors to determine their worthiness. These tests are left to the Storyteller's discretion, but should involve courage, honor, wisdom and self-reflection. Male visitors are still prohibited, which has led some modern Garou to dub Miria the "Paradise Island Sept".

If a visitor passes the tests, the Argassi will ferry her to the island. Only five visitors are permitted per month. Gifts or favors are always welcome, but not required.

The Sept

For such a powerful caern, the Bygone Visions Sept is remarkably small, consisting of only four Furies and an additional five to ten rotating guards. The small size of Siren's Rock makes a large sept impractical; the power of these Furies and the nature of the island make them enough.

Iona Kinslayer leads both Garou and Kinfolk of the sept, though many sept members prefer going to Kyra first. As warder, Kyra often mediates disputes, mostly among the Kinfolk. Teiresias lends his counsel to both and confers with the many spirits of the caern. Both he and Iona tend to sept magic and rituals. Kelonoke is the sept representative, and frequently travels with the authority of a sept leader. When at home, she assists Kyra with the safeguarding of the caern and the choosing of visitors. The Argassi Kinfolk and their Lupine cousins see to the daily maintenance of the sept and the securing of artifacts bound for the Womb. Argassi within the Sisterhood act as "drop points" for stolen fetishes, then relay them to the villa, where they are brought to the island for safe keeping.

Like the Black Furies as a whole, the Bygone Visions Sept is a fractious group. Iona, despite her flouting of the rules, is a firm traditionalist. Kyra, a former vagabond and a vampire's friend, rejects many of the old ways while

searching for a newer path. Teiresias bridges the two; while his behavior is rooted in tradition, his station contradicts strict Fury custom. Kelonoke, the only sept member born into the sept, is a pure reflection of both tradition and change.

The sept's obvious enemies are the Shadow Lords and the Get, who are banned forever from the Glen. Elders of both tribes still hope to seize the powerful caern for their own use. Some mages still search for the fabled resting place of Bathory's Chalice of the Rain God's Tears, and their quest may yet lead them to Miria. Clans Tremere and Giovanni offer great rewards to anyone who locates this hiding place of magic treasures, and some witch-hunters seek to purge the Argassi strega from the island.

The sept's most insidious enemies, however, are within the tribe itself. Iona's flouting of ancient bans and her reopening of the caern have met with opposition; the rumor that the Bow had been broken while in her keeping (basically untrue) shows the distrust that some Furies have for the caern keeper. Iona's Rank would probably be higher if she were judged by accomplishments alone, Teiresias would certainly be better regarded if he were female, and Kyra's known kinship with a leech has tainted her renown.

Enemies within the Furies often seek to discredit the sept so that they may replace the current keepers with their own partisans. Since Iona and Kyra have powerful friends as well, any undermining of their stewardship would have to be subtle. Player character Furies may find themselves on either side of this division over one of the tribe's most sacred sites...

Another problem the sept has is reproduction. Iona and Kyra are old, and only Kelonoke is of breeding age. The Argassi, honoring the Fury custom of Kinfolk lineage, seek out suitable Garou to breed with, but the next sept generation, like the last, will probably come from outside the sept rather than from within.

Rites

If you want good dreams, pray to Grandmother Moon.

*If you want to walk to the good red road,
then rise before dawn
and pray the sun up.*

— Rolling Thunder, Cherokee medicine man

The Black Furies are a tribe fond of ritual, even among Garou. Rites at the sept, particularly moots, are marked by lengthy oratories and responses. Iona, often in her Mask of the Rite, chants poetic prayers, while Kyra and Teiresias provide the appropriate responses. The entire Glen seems to shift in time with the rite; visitors are often struck by the sheer beauty of the complex ceremony.

In addition to the usual lunar moots and seasonal rites, the sept has elaborate greeting rites for new visitors, Moon Bridge travels and battle. The island Argassi often participate, and guests are welcome (and sometimes expected) to join in.



From JOURNAL OF THE 1993

Personalities

Jona Kinslayer

Position: Sept Leader, Mistress of the Rite

Breed: Homid

Auspice: Galliard (Artisan)

Nature/Demeanor: Curmudgeon / Alpha

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

Abilities: Alertness 3, Athletics 1, Brawl 3, Dodge 3, Empathy 2, Expression 2, Primal-Urge 3, Subterfuge 4, Animal Ken 4, Etiquette 3, Melee 2, Leadership 4, Enigmas 3, Linguistics 5, Medicine 1, Occult 4, Politics 5, Rituals 5

Backgrounds: Allies 3, Contacts 5, Kinfolk 4

Gifts: (1) Beast Speech, Persuasion, Sense Wyrms; (2) Call of the Wyld, DreamSpeak, StareDown; (3) Coup de Grace, Song of Rage; (4) Shadows by Fire Light, Spirit Ward, Wings of Pegasus; (5) Gorgon's Gaze, The Thousand Forms

Rage 3, Gnosis 8, Willpower 10

Rank: 5

Rites: All

Fetishes: Silver Sword, Fang Dagger, Phoebe's Veil, Mask of the Rite (Level 4, Gnosis 7; a large Greek ceremonial mask that grants an extra level of Leadership, adds two points to Charisma, and amplifies the user's voice so that everyone within 50 feet may understand her slightest whisper)

Image: A majestic black wolf with streaks of pure white in her fur. In Homid form, Iona is an elderly Greek woman. She is tall and strong despite her 72 years, with flowing salt-and-pepper hair, fine features and the eyes of a survivor.

Roleplaying Notes: Despite your Galliard nature, you are a traditionalist at heart. You have little time for foolish cubs. Decades of struggle have hardened you, but not broken you. You have a keen sense of humor, but few ever see it.

Background: Before the Nazis came, Iona was a beautiful dancer from a sept in northern Greece. With her friendliness and energy, she made friends easily; with her keen mind, she excelled at magic and ritual.

When she discovered that members of her sept and Black Fury Kinfolk had been corrupted by the Wyrms' Nazi agents, she killed most of them and fled south. This deed won her great renown among the Furies, but killed her zest for life. With her friend Tyrus, she led brilliant strikes against the Nazis. Tyrus was captured and tortured, and Iona broke centuries of tradition by bringing him to the Pool for healing. After her vision by the Pool, Iona dedicated herself to the rebirth of the caern.

Despite her many enemies, Iona continues to do things in her own fashion. Still, she remains true to the old ways. The selfishness and disrespect of the newer generations of Garou disgust her. Some Furies consider her an old crank, but simple respect means a great deal to Iona. A properly reverential youngster will find that Iona has a good side after all.

Despite her many enemies, Iona continues to do things in her own fashion. Still, she remains true to the old ways. The selfishness and disrespect of the newer generations of Garou disgust her. Some Furies consider her an old crank, but simple respect means a great deal to Iona. A properly reverential youngster will find that Iona has a good side after all.

Kyra Firefoot

Position: Warder, Mistress of the Challenge

Breed: Lupus

Auspice: Philodox (Mother)

Nature / Demeanor: Lone Wolf / Gallant

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

Abilities: Alertness 3, Athletics 3, Brawl 5, Dodge 5, Intimidation 3, Primal-Urge 4, Streetwise 2, Animal Ken 5, Drive 2, Etiquette 3, Firearms 3, Melee 1, Leadership 3, Stealth 3, Survival 4, Enigmas 3, Linguistics 4, Medicine 1, Occult 3, Philosophy 2, Rituals 4, Archery 3, History 2

Backgrounds: Allies 2, Kinfolk 2

Gifts: (1) Heightened Senses, Resist Pain, Scent of the True Form, Sense the Unnatural, Sense Wyrms; (2) Curse of Aeolus; (3) Coup de Grace, Wisdom of the Ancient Ways; (4) Body Wrack

Rage 7, Gnosis 5, Willpower 9

Rank: 4

Rites: Rite of the Opened Caern, Moot Rite, Gathering for the Departed, Rite of Wounding, Rite of Spirit Awakening, Rite of Passage, Rite of Ostracism, The Hunt, Rite of the Opened Bridge, Badger's Burrow

Fetishes: Thunder Arrows (a quiver of arrows that transform in flight into lightning bolts, doing 8 dice of aggravated damage to their targets. She has 18 of these arrows), 12 Bane Arrows

Image: A stocky black wolf with reddish highlights and dark red "boots" on each paw. Her Homid form is a broad-shouldered woman of about 45 with dark red hair, blue eyes and dark skin. In either form, her right leg is crippled. She hops quite well, however...

Roleplaying Hints: For a Philodox, you make a good Ahroun. Your gruff manner masks a keen and inquiring mind. Test others constantly. Like Iona, you do what you please.

Background: Kyra wandered as a lone wolf for years throughout Europe before traveling to the Dreamscape Glen to see what all the fuss was about. She was enraptured by its changing nature and stayed on to assist Hylia Knoxos, the old Warder of the caern.

Kyra was instrumental in foiling the Get of Fenris attack in 1967, though her leg was damaged badly in the fight. When Hylia passed on a year later, she entrusted Kyra with her post, despite objections from Iona.

The sept leader and the Warder have never really gotten along; Kyra is just too charismatic for Iona's comfort. And then there's the matter of Kyra's old friend, Brunhilde, a Gangrel vampire (see the **Vampire** supplement *World of Darkness*). Despite the conflict between the two Furies, both would die for the caern, and they present a formidable united front to any threat.

Kyra is bluff and hearty, testing everyone she meets with jibes and challenges, sizing them up by their reactions. Her fairness endears her to some Garou and alienates her from others.

Kelonoke Wildhair

*Although she be but little
still she is fierce!*

—William Shakespeare, *Midsummer Night's Dream*

Position: Warder's Proxy, Sept Ambassador

Breed: Homid

Auspice: Ahroun (Warrior)

Nature / Demeanor: Confidant / Maker

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

Abilities: Alertness 3, Brawl 4, Dodge 5, Empathy 3, Subterfuge 3, Drive 2, Etiquette 5, Melee 1, Survival 2, Computer 1, Linguistics 4, Politics 3, Rituals 1

Backgrounds: Pure Breed 5, Contacts 2, Mentor (Kyra) 3

Gifts: (1) Inspiration, Persuasion, Razor Claws, Sense Wyrms; (2) Staredown, True Fear; (3) Disquiet; (4) Bacchantes' Rage

Rage 9, Gnosis 3, Willpower 10

Rank: 4

Rites: Rite of the Opened Caern, Moot Rite

Fetishes: None

Image: Small, as wolves go; sleek and black with a narrow muzzle. Kelonoke's Homid form is a stunningly beautiful Greek girl, about 5' 3" with a strong, graceful build. Her 32 years have only deepened her beauty.

Roleplaying Hints: You are essentially two women. One is winningly friendly and wickedly smart; the other is a demon from hell. The side you show to others is entirely up to you.

Background: Kelonoke is the perfect ambassador. She is charming and attractive, with a Machiavellian streak a mile wide and the raw power to back up her words with force. Born to the sept, Kelonoke showed early promise and has been groomed for her position since childhood. Her devotion to the caern is total, and she will rip to shreds anyone who threatens her home. She and Kyra share a special closeness.

Kelonoke is also a respected member of the Maenads, a berserker faction of the Furies whose rages make Red Talons cower. Full Moon moots of the Maenads are typically celebrated by heavy drinking followed by killing sprees. More level-headed Furies tolerate the Maenads as long as they choose their moot sites with care, preferably with an eye towards damaging the Wyrms and not the Veil.

Kelonoke's unlikely combination of beauty and beast makes Iona (and many other Furies) nervous, but she has a good heart and an iron will. Many see in her the spirit of Isthmene, the most beautiful and wrathful of the Second Daughters. If she survives to a higher Rank, she may well succeed Iona when the Iona passes on.

Teiresias

Position: Gatekeeper, Healer, Advisor

Breed: Metis (male, weak legs)

Auspice: Theurge (Wise One)

Nature / Demeanor: Visionary / Caregiver

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

Abilities: Alertness 2, Brawl 2, Dodge 4, Empathy 5, Expression 4, Intimidation 5, Primal-Urge 4, Subterfuge 4, Animal Ken 4, Etiquette 3, Stealth 5, Survival 2, Enigmas 5, Linguistics 4, Medicine 2, Occult 4, Politics 3, Rituals 4

Backgrounds: Past Life 3, Mentor (Iona) 5

Gifts: (1) Mother's Touch, Sense Wyrms, Spirit Speech, Truth of Gaia; (2) Command Spirit, Curse of Aeolus, Name the Spirit, Scent of Sight, Sight From Beyond;

(3) Exorcism, Pulse of the Invisible; (4) Body Wrack; (5) The Thousand Forms.

Rage 3, Gnosis 10, Willpower 8

Rank: 5 / 3 (depending on whether one is an ally or enemy of Iona's)

Rites: All Level One through Four Rites

Fetishes: Harmony Flute, Phoebe's Veil

Image: An old and scraggly gray wolf with withered legs and closed eyes. As a Homid, Teiresias is an old blind man with weak legs (his metis deformity), short white hair and the beard of a prophet. Despite his infirmity, he has a commanding presence.

Roleplaying Hints: You see the inner person, not the shell of the persona. Towards good people, you are friendly and encouraging. Shallow pretenders merit little more than a good rap on the skull! Spirits surround you always; give them a riddle or two and maybe they'll go away...

Background: Tyrus, a bandy-legged metis, was gifted at birth with a preternatural awareness of everyone and everything around him, making him very popular with some of his sept and very unpopular with others. This ability, coupled with his honesty, made him a natural arbitrator of disputes. Sadly, not everyone agreed with his decisions, and he had to flee the sept soon after his Rite of Passage.

He met up with Iona during World War II, and the two became fast friends. The Nazis gouged out his eyes trying to get him to inform. She has never forgotten his sacrifice. Rather than kill him, she brought Tyrus to the Bygone Visions caern to heal him.

Her gamble paid off. Tyrus, renamed Teiresias after the mythical seer, bound spirits, healed wounds and channeled powerful forces to help restore the caern. To Iona's relief, the Inner Calyx later declared that the metis had won his place at the sacred caern. Not everyone accepted this decision, however. His split Rank is a reflection of Fury prejudice. Teiresias' habit of wandering around talking to spirits puts many visitors ill at ease, but he is a Wise One, after all.

Teiresias accepts his lot with good grace, cultivating his formidable magical talents and dispensing advice (whether it is wanted or not). As healer, he instructs the Argassi in his art. As the Wise One, he shares his extraordinary insight with the rest of the sept. He has a special fondness for Kelonoke, appreciating the purity of her Rage. He never leaves the island, but can be found muttering to the spirits around him in the strangest places...

Other Guardians

The few Garou of the sept are only the most obvious line of caern defense.

The Argassi Strega

This clan of Greek witches is composed largely of sept Kinfolk and functions as a part of the sept. Two covens of Argassi are responsible for the upkeep of the sept, one at the

mainland villa and one at the island itself. Other related Kinfolk work with the Sisterhood for the benefit of the tribe as a whole. The strega are trained extensively in combat and are conversant with wilderness survival and herbal medicine.

Aegina, the coven priestess, is a striking Greek woman in her mid-forties. She governs the day-to-day activity of the villa, but answers to Iona, who is considered the Grand Mistress of the Argassi. For purposes of magic, Aegina has a few Gifts, including Mother's Touch and Beast Life.

All Argassi have magical abilities in addition to their training. Each has the Sense Wyrms Gift and an additional Level One Gift. Use the "SWAT team" listing in the *Werewolf* rulebook for Argassi stats, substituting Survival 4 for the Law and Police Procedure abilities. (If you own the *Vampire* supplement *Hunters Hunted*, then the Argassi will have Hedge Magic and some Numina for psychic powers.)

Wolves

Two large Kinfolk wolf packs live within the sept, one on the island and one near the villa. Use the Kinfolk stats in *Ways of the Wolf*.

Spirits

Because of the powerful nature of the caern and the unspoiled splendor (to say nothing of the weirdness) of the Glen, many Naturae make their homes here. These spirits help the caern shrug off corruption.

Most dangerous to visitors are the Wave Riders inhabiting the watery bawn. Like Glade Children, these Naturae cleanse the area around them. The Wave Riders are water spirits with a nasty sense of humor. Unlike Glade Children, they take offense to humans in their territory. Wave Riders use their abilities to aggressively defend their waters, often by turning the ocean against sea craft or by enticing mariners to destruction on nearby rocks. These tactics gave rise to the tales of the sirens, nereids and storm creatures that infest the Aegean Sea. There are six Wave Riders around the island. Although they leave the Kinfolk alone, anyone else is fair game...

Four air elementals "patrol" the skies above the island, turning away or destroying any aircraft that get too close. Thanks to the Wave Riders and elementals, the "witch's island" has developed a reputation for hazardous weather patterns, keeping it clear of human "contamination".

The Treasure of the Womb

Buried inside the Womb is a wealth of stolen fetishes, talens, books and other objects of power. In addition to their personal fetishes, the members of the sept have access to this storehouse as well. Each Garou has a special fetish that bypasses the spirit ward; retrieving items from the

Womb takes a fair amount of time and is not usually done except in extreme emergencies.

Assume that the Womb holds at least one each of the fetishes and talens described in the **Werewolf** rulebook, and several Wyrms items as well (though they probably won't be active...) Other fetishes are left up to the Storyteller's discretion. A few suggestions:

Bathory's Chalice

Level 4, Gnosis 7

An iron chalice, with a delicate stem and intricate filigree. Rumored to have belonged to the legendary vampiress, Elizabeth Bathory, this fetish confers a year of lasting youth to whoever drinks from it. However, it must be filled with the blood of a virgin.

The Rain God's Tears

Level 4, Gnosis 9

A collection of fist-sized topaz talens created by Mayan mystics. Each "tear" allows the wielder to call up a storm as per the Gift: Invoke the Spirits of the Storm. Each "tear" is good for one use.

A Library of Lore

One chamber holds a collection of rare books and scrolls that mages would kill for. Among them are legendary books of white craft (the Standing Stones Book of Shadows, the Sixth and Seventh Books of Moses) and black magic (the Black Bible, Das Drudenstein).

Story Ideas

Sometimes dreams are wiser than waking.

— Black Elk

The underlying theme of most stories involving the Bygone Visions Sept is "things are not always as they seem." The auspices of the sept seem incongruous with their behavior, the "visions" are often false, the Glen is impermanent and the entire nature of the caern is a ruse. At some point, player characters will discover some of the truths behind the Visions Sept.

The tone of these stories should be one of wonder mixed with apprehension. The Glen, in particular, is an eerie place, pastoral one moment, threatening the next. Characters should feel off-balance here.

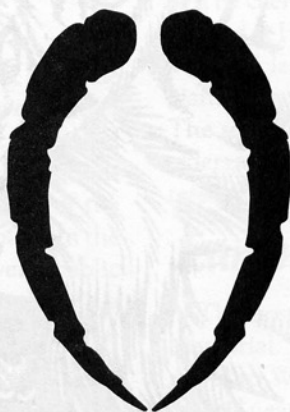
Male pack members, or those belonging to banned groups, may stay at the villa while their sisters visit the caern. A number of adventures may be run concurrently with action on the island. Masquerading as a female or a Fury is possible, but dangerous.

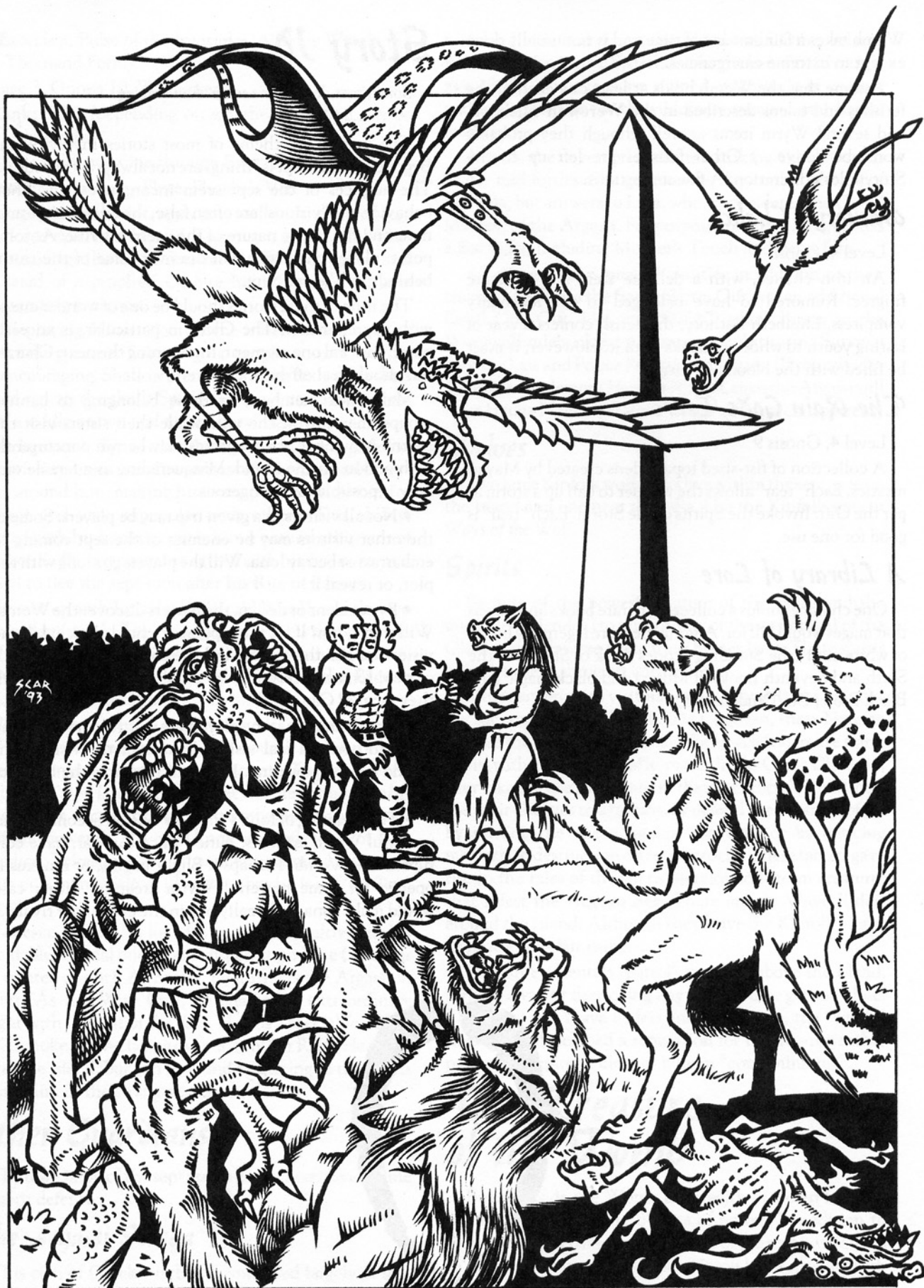
- Not all visitors in a given trip may be players. Some of the other visitors may be enemies of the sept coming to embarrass or betray Iona. Will the players go along with the plot, or reveal it?

- By accident or design, the players discover the Womb. Will they go in? If so, the sept faces a hard choice: kill the visitors or risk the caern. Will the characters steal a fetish or two? Iona will certainly try to kill them then. How will they escape? Can they?

- Iona decides that the players are worthy, and opens the caern to power a real vision. Whatever the vision is, it should be overpowering. How will this alter the fabric of the game?

- The meaning of Iona's "shadow" vision becomes clear; powerful Wyrms artifacts, buried since the war, have corrupted the Womb. Perhaps a Blight begins, or a nexus is opened for some powerful Wyrms creature. Either case would make Iona look really bad in the eyes of her rivals...





Bone Gnawers: Washington D.C.

by Harry Heckel

Sept of the Awakening

Caern: Hains Point in Washington, D.C.

Level: 3

Gauntlet: 4

Type: Wisdom

Tribal Structure: Open, but dominated by Bone Gnawers

Totems: The Awakening, the Eagle and the Rat. (The Awakening is a powerful spirit whose domain remains a mystery. It represents the return of the caern.)

Geography

Hains Point is located at the southern tip of East Potomac Park. The park is on a peninsula of land between three rivers: the Washington Channel, the Potomac River and the Anacostia River. On the other side of the Potomac is Washington National Airport. On the other side of the Washington Channel is Fort McNair, an army base. In the park itself, there is a public playground and several public golf courses. To the north of the golf courses, there is a building for the Capital Region Headquarters of the National Park Service, the agency responsible for all monuments and parks in the Washington, D.C. area. At the north end of the peninsula is the Potomac Tidal Basin and the Jefferson Memorial. Sidewalks encircle East

Potomac Park, and trees, including the famous cherry blossoms, cover the area around the peninsula.

Bawn

The bawn includes the entire East Potomac Park peninsula. It also encompasses the Potomac Tidal Basin and stretches north to Independence Avenue. Leeches and Wyrms minions have prevented the Bone Gnawers from extending the bawn any further.

Center

The caern centers around the statue of The Awakening, located at Hains Point. The sculpture consists of five parts: a head, a left hand, right arm, left knee and right foot of a giant hairy man (could this be a Garou in Glabro form?). The sept holds all of its meetings at the statue. The sept elders sit on the sculpture during the meeting. The head is reserved for the Sept Leader, Mother Tamara.

Landmarks

The most impressive landmark in the bawn is the Jefferson Memorial. The monument inspires Garou and tourists who travel to Washington, D.C. The Garou protect the playground near the Awakening. They watch the children who come to play there and are constantly seeking more Kinfolk.



The Bone Gnawers do not have a burial ground in the bawn. The bodies would no doubt be desecrated by the Leeches. Instead, whenever a member of the sept dies, they place the body on board a boat and sail down the river to the Chesapeake Bay. There, after a Gathering for the Departed, they give their fallen comrade to the bay.

The surrounding area is under dispute. A powerful community of Leeches in Washington, D.C. claims the Mall as part of their territory. Because the Bone Gnawers cannot afford a confrontation with the Leeches, the bawn ends at Independence Avenue, just south of the Lincoln Memorial. The Garou don't risk the Veil on the Mall because there are more agents of the Wyrms and Leeches in Washington, D.C. than Garou. The Bone Gnawers do have reason to travel to the Lincoln Memorial: the Reflecting Pool provides a powerful gate into the Umbra. The Gauntlet around the pool only has a strength of two.

Fetishes sometimes find their way to the Smithsonian Museum of Natural History. Bone Gnawers will break in and retrieve them from the humans. The Garou and the Nosferatu Leeches have a truce, allowing the Bone Gnawers free access to the Metro system. Most Garou also use the C&O Canal for travel into and out of the city, although the Glass Walkers prefer National Airport.

Umbrascape

In the Umbra, thick grasses cover East Potomac Park. The Potomac and Anacostia rivers flow wildly around the

peninsula. Only the 14th Street Bridge, connecting the peninsula with the Virginia side of the river, disturbs the natural scene. The bridge appears as a bundled net of webbing. Mists shroud the peninsula, shielding it from viewers on the river banks.

Washington National Airport looks like a large web with thousands of glowing strands reaching out into the sky to more Weaver spirits. These intricate webs give the sky above the caern an eerie appearance.

The only structure on the peninsula is a ruined Greek shrine on the site of the Jefferson Memorial. Dust covers the monument, and there are cracks in the marble.

Where the sculpture of the Awakening rests in the physical world, a spirit lies in the Umbra. The entire body of the spirit is exposed. This is the Awakening, the caern totem. The spirit is shifting from Crinos form to Glabro.

Radiant Glade Children live in the flowering cherry trees. They shine with spiritual energy and keep the area free from blight.

History

The origin of the caern is a mystery. The Bone Gnawers believe that it was abandoned after the sacrifice of the Croatan tribe and was originally one of their sacred sites.

In the early days of English colonization, a pack of Black Furies called the Sky Eagles discovered the caern on a small island in the Potomac. They opened the caern and dedicated it to their pack totem, the Eagle. The Sky Eagles warred against the Wyrms wherever they found it in the New World, as well as battling tribes that they felt were taking unfair advantage of the European invasion.

Kinfolk of the Black Furies established two towns near the caern, Georgetown and Alexandria. The safety and spiritual life of the protectorate brought wealth to the planters and traders of the towns.

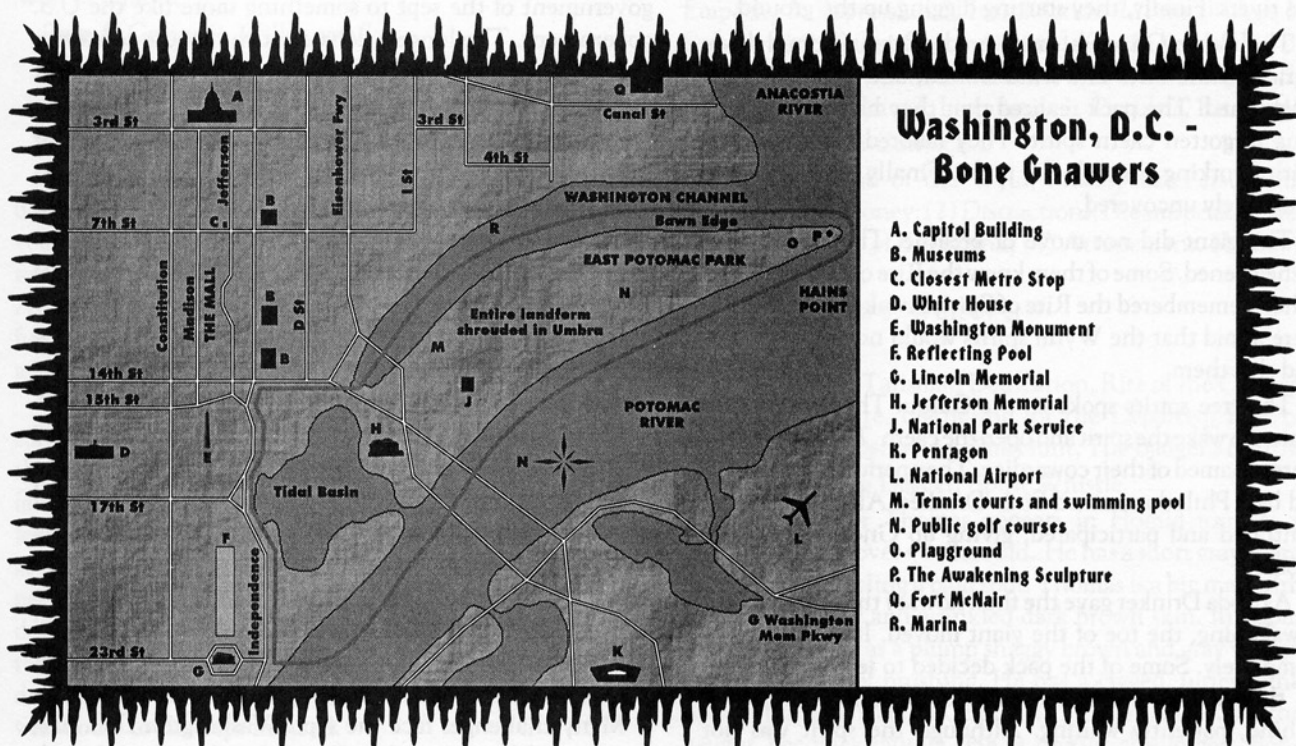
In 1790, Thomas Jefferson made a compromise with Alexander Hamilton to locate a single national capital in the Potomac region. George Washington surveyed the Potomac, and he decided that the pristine area around the caern would be perfect for the nation's capital. The Black Furies' care for the land around the caern was their undoing.

The Black Furies resisted the efforts to build the new city near their caern. They caused construction accidents and terrorized workers, but their efforts were not enough. In 1800, President John Adams moved the capital to Washington, D.C. despite the lack of development.

The Wyrms came with the humans to the city.

The Wyrms soon located the caern. Agents of the Wyrms dumped soil and waste into landfills that stretched out to the island. Fomori and vampires attacked the sept incessantly. The Black Furies refused to abandon the site. They held the Wyrms at bay for over a decade.

Reinforcements reached the minions of the Wyrms in 1814 when the British burned Washington D.C. Black Spiral Dancers, Banes and fomori from the Old World



swarmed the caern during the fire. The sept struggled against the endless waves of enemies, but their Apocalypse had come. The Black Fury Philodox, Chryseis Athene, performed an ancient ritual, the Rite of the Scattering, as her sisters died protecting her. So that the caern was not violated by the Black Spiral Dancers and the Wyrms minions, Chryseis released its spiritual essence into Gaia and the new city. Both the Garou and the Wyrms lost the caern.

The aftermath of the Rite of the Scattering plagued the agents of the Wyrms. The rite left its legacy in the architecture of the city, the planning of the nation's capital, the ideals of its leaders and the spirit of the new nation. In time, however, the Defiler Wyrms corrupted and decayed the spiritual strength of Washington, D.C. The politicians and bureaucrats had holes in their spirits large enough for many Banes to feed.

During the twentieth century, Washington D.C. grew in size and decay. Each decade gave the Wyrms new minions and agents in the nation's capital. Finally, the unopposed power of the Wyrms reached its peak during the 1950s with the McCarthy era.

In its greed to consume and corrupt, the Wyrms moved too quickly. The 1960s brought revitalization to the United States. The Civil Rights Movement and the Vietnam War sparked many protests throughout the country. The youth of America was imbued with the Wyld.

In 1968, members of the Poor Peoples' Protest erected a shanty town called Resurrection City south of the Reflecting Pool. A pack of Bone Gnawers were among the protesters.

One evening, after a little too much of a good time, the Bone Gnawers stepped sideways through the Reflecting Pool to tour the Washington D.C. Penumbra.

The Umbrascape startled them. Everything they saw was tainted and dark, even the protesters' tents. Twisted and barbed webs were lashed between government buildings. Darkness enveloped the Lincoln Memorial and the Washington Monument. Scraggs perched on the museums. Cobwebs lay across the grasses. Only the cherry blossoms and a ruined shrine that stood on the site of the Jefferson Memorial were free of the Blight.

The Bone Gnawers made their way to the shrine. A solitary Lune glowed in the center. She begged them to follow the land south so that they could save the city. The Bone Gnawers decided to investigate. As they headed south, a group of Banes assaulted them. The pack persevered and fought them off.

When they finally arrived at Hains Point, they found nothing. The pack held a vote on whether they should wait for something exciting to happen or just leave. After the vote, the pack turned to walk back to the Reflecting Pool.

As they were walking back, a Rat Jaggling scrambled out of one of the penumbral trash bins. "My Children, you must scavenge better than the others who have come here. Go back and search as though there was food to find, for what lies hidden is sustenance for the spirit."

The sight of the Rat stunned the young Bone Gnawers. They ran back to the point and started a frenzied search. They turned over every rock and rummaged through all of

the garbage they could find. One of them even dove into the rivers. Finally, they starting digging up the ground.

The Bone Gnawers discovered a giant homid body buried in the dirt. The wind shifted, and the Penumbra brightened. The pack realized that they had unearthed a long forgotten caern spirit. They labored to release the spirit, working through the night. Finally, the giant was completely uncovered.

The giant did not move or breathe. The Garou were disheartened. Some of them knew the Rite of Opening, and others remembered the Rite of Spirit Awakening, but they were afraid that the Wyrms spirits would notice their rites and slay them.

The tree spirits spoke to the Garou. They begged the Garou to wake the spirit and open the caern. The werewolves were ashamed of their cowardice. They performed the rites, led by a Philodox named Soda Drinker. All of them concentrated and participated, giving up Gnosis to aid the process.

As Soda Drinker gave the final howl of the Rite of Spirit Awakening, the toe of the giant moved. It did not wake completely. Some of the pack decided to leave, frustrated by the night. Soda Drinker and a few others remained behind, patiently waiting. Although the spirit was not instantly revitalized, the caern surged to life. Spiritual energies flowed into the Umbrscape around Hains Point. Soda Drinker and her fellow Bone Gnawers formed the Sept of Awakening to tend and protect the caern.

In 1980, a sculpture was placed over the caern site in order to focus spiritual energy in the caern's center. As the spirit awakens, the sculpture twists and changes, slowly transforming into a werewolf.

The Sept

The Bone Gnawers dominate the sept, and the Glass Walkers have some influence. The caern is functional and open to all tribes. With the exceptions of the Bone Gnawers and the Glass Walkers, only dregs and outcasts from other tribes belong to the sept, many of whom are metis. Slightly over twenty Garou belong to the Sept of the Awakening.

At moots, the sept makes decisions by voting. All members, regardless of rank, receive a single vote. Mother Tamara rules in case of ties, but she defers to the other officers of the sept if the matter falls under their responsibilities. During the debates before voting, all Garou present are allowed to freely voice opinions, even non-members.

The Bone Gnawers debate about everything, sharing a belief that any idea is worthy of discussion. The sept produces new interpretations of the Litany at almost every moot. Many of their rulings are far too liberal for other tribes to accept. They also debate issues facing the nation. The Bone Gnawers try to influence the national government on such matters as health care reform and the environment, although they do make a few mistakes. One

of the lengthiest discussions has been on changing the government of the sept to something more like the U.S. government. The longest debates at the moots concern a much simpler issue: whether to order pizzas and what to put on them.

The Sept of the Awakening allows any Garou to join or use the caern if they pass the sept's challenges and obey its rules. This includes Garou who may be outcasts from other septs. The Bone Gnawers need as many warm bodies as possible to defend the park. The sept protects all of its members. Because of this practice and some of their interpretations of the Litany (such as "Fight the Wyrms, unless you're going to get killed") the sept is unpopular with other Garou, particularly the Shadow Lords, Get of Fenris, Black Furies and the Silver Fangs. The Sept of the Awakening only has good relations with the Sept of the Green.

The Sept of the Awakening has certain ground rules. All National Park Service rules are obeyed in East Potomac Park during the day. No harm comes to any humans in the park at that time. At night, no human must be allowed to violate the caern. All members must accept the decisions of the entire sept. Finally, all sept members must attend at least one moot at the caern every six months.

Many challenges face the sept. Washington D.C. harbors powerful minions of the Wyrms. Leeches control much of the national government. Pentex firms have offices of lobbyists dedicated to achieving Pentex's twisted objectives. The district has an alarming problem with drug trafficking. The members of the Bone Gnawer Hood have made fighting these problems a priority.

Despite the constant challenges and struggles, the caern spirit continues to change and grow stronger. Some members of the sept bring up a question as they watch the spirit change form: *when will he rage?*

Personalities

Mother Tamara

Position: Sept Leader and Master of the Rite

Breed: Homid

Auspice: Philodox

Tribe: Bone Gnawers

Nature / Demeanor: Caregiver / Confidant

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

Abilities: Alertness 3, Athletics 2, Brawl 3, Dodge 3, Empathy 4, Expression 4, Primal-Urge 3, Streetwise 3, Leadership 5, Stealth 2, Survival 1, Law 2, Politics 3, Rituals 4

Backgrounds: Past Lives 3, Contacts 3, Kinfolk 2

Gifts: (1) Cooking, Persuasion, Scent of Sweet Honey, Truth of Gaia; (2) Call to Duty, Jam Technology, Scent of the True Form, Staredown; (3) Reshape Object, Wisdom of

the Ancient Ways; (4) Attunement, Spirit Ward; (5) Riot, Wall of Granite

Rage 5, Gnosis 9, Willpower 7

Rank: 5

Rites: All

Fetishes: Harmony Flute, Phoebe's Veil

Image: In Homid form, Tamara is a striking woman with dark hair and dark eyes. She is 46 years old and still looks young. Tamara is fond of plain clothes and can usually be found watching the children at the playground near the Awakening. In her wolf forms, she has well-kept dark gray fur with reddish highlights and a black raccoon-like mask across her face.

Roleplaying Notes: The caern is your life. You have stayed in East Potomac Park since 1968, after you gave up the name Soda Drinker when founding the sept. You're fairly easy going and share many of the burdens of sept leadership with other Garou. You have a curious streak about the world outside of the bawn. You love knowledge, particularly about the Umbra and magic, spending a great deal of time talking with spirits. You want to build foundations for the future of the sept, based on freedom and democracy. You have a soft spot in your heart for all of those who come to the sept in need.

Background: Tamara Williams was born into a well-off, conservative family in southern Maryland. She rebelled in many creative and intelligent ways, pursuing the arts, the occult, liberalism and rock music. When she received a full scholarship at Columbia University, she left, never to return. In her first week at Columbia, a pack of Bone Gnawers kidnapped her and took her to the Sept of the Green in New York. The Bone Gnawers named her Soda Drinker.

She lived in Greenwich Village for a few years, soaking in the culture. When a group of Garou decided to travel around the country in a magic bus (a 60s van), she went with them. They attended various concerts and protests and discovered many new experiences. Then, at Resurrection City, her life changed.

Now, she is the Sept Leader and also Master of the Rite (or Mistress of the Rite, as many of the sept members call her) for the Sept of the Awakening. Tamara has intimate knowledge of the bawn and the penumbra permeating Washington, D.C. She uses her Gift: Call to Duty to bring forth spirit allies to the Garou. She binds spirits and creates fetishes for the sept.

Father Thomas, "Worm-Baiter"

Position: Caern Warder

Breed: Homid

Auspice: Galliard

Tribe: Bone Gnawers (The Hood)

Nature / Demeanor: Caregiver / Judge

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

Bone Gnawers: Washington, D.C.

Abilities: Alertness 4, Athletics 2, Brawl 3, Dodge 3, Empathy 3, Expression 3, Intimidation 2, Primal-Urge 2, Streetwise 2, Subterfuge 5, Animal Ken 1, Leadership 3, Performance 4, Repair 3, Stealth 2, Survival 4, Enigmas 2, Investigation 1, Law 2, Linguistics 1, Occult 2, Rituals 4

Backgrounds: Contacts 3

Gifts: (1) Call of the Wyld, Mindspeak, Persuasion, Scent of Sweet Honey; (2) Distractions, Dreamspeak, Trash Magnet; (3) Gift of the Skunk; (4) Attunement, Shadows by the Fire Light

Rage 8, Gnosis 5, Willpower 9

Rank: 4

Rites: Rite of Talisman Dedication, Rite of the Opened Caern, Moot Rite, Gathering for the Departed, Rite of Passage, Rite of Ostracism, The Hunt, The Badger's Burrow

Fetishes: Fang Dagger, Spirit Whistle

Image: Father Thomas appears in Homid form as a fisherman. He's over 40 years old. He has a short gray beard and gray hair circling a bald spot. Thomas is a big man with a bit of pot belly and wrinkled dark brown skin. In Lupus form, he appears as a plump shaggy brown and gray wolf in desperate need of brushing. He has a jagged, furless pink scar on his right side. In Crinos, he retains his scar, but the weight becomes muscle. He is one of the largest Bone Gnawers.

Roleplaying Notes: Imagine a taller, stronger version of James Earl Jones. Now picture him changing into a werewolf





when he gets angry. Father Thomas is a kind and gentle man, but you wouldn't want to get him upset.

Background: Thomas Brown is a big man. He is the oldest of six children, and his alcoholic father abandoned his mother when Thomas was ten. His mother worked two jobs to support her kids, and Thomas was responsible for his siblings. The Change came over him when he saw his younger brother Jeffrey being beaten by a gang. Thomas raged, and he only left two kids as survivors. His mother confronted him afterwards. Thomas tried to tell her, but couldn't. Thomas was released from jail on odd technicalities due to the intervention of Bill Cameron, who brought him to the sept. Thomas now lives in East Potomac Park, and he does a lot of fishing, hence his name.

Thomas gained renown with his storytelling ability. Father Thomas is the Warder of the caern, and he is also the leader of the Hood movement to take back the streets. Thomas is responsible for guiding and helping many of the outcasts who come to the caern. Dishonesty is the only sin Thomas won't forgive.

Thomas is respected by all the Garou who come to the caern. As a Galliard, he uses his abilities to help the people who come to the park, and doesn't isolate the caern from the people. Thomas feels that the spiritual energy of the caern is good for the humans as well. He enforces all of the rules of the caern.

Cracked Teeth

Position: Master of the Challenge

Breed: Metis

Auspice: Ragabash

Tribe: Bone Gnawers

Nature / Demeanor: Director / Judge

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

Abilities: Alertness 4, Athletics 1, Brawl 3, Dodge 2, Empathy 3, Intimidation 5, Primal-Urge 5, Streetwise 2, Subterfuge 4, Animal Ken 1, Leadership 4, Stealth 4, Survival 3, Enigmas 5, Medicine 3, Rituals 3, Science 1, Politics 3

Backgrounds: Contacts 1, Allies 2

Gifts: (1) Cooking, Open Seal, Scent of Running Water, Sense Wyrms; (2) Curse of Hatred, Odious Aroma; (3) Beg, Mental Speech, Open Moon Bridge; (4) Infest, Whelp Body

Rage 3, Gnosis 8, Willpower 9

Rank: 4

Rites: Rite of Contrition, Rite of Cleansing, Rite of Talisman Dedication, Rite of the Opened Caern, Rite of Passage, Stone of Scorn, Voice of the Jackal, The Hunt

Fetishes: Baneskin

Image: Cracked Teeth is a tall bald man with cracked and brittle teeth. One of his eyes is a dead, black orb that hangs in his head. He has purple blotches over his entire body, the result of a well-developed case of AIDS. He has the metis disfigurements of Loose Teeth and Weak Claws (see *Werewolf Players Guide*).

Roleplaying Notes: You have a strong and mocking personality, acting like Socrates turned Garou. You constantly point out what you feel the truth is, and take everything in infuriatingly good humor. You will serve as a mentor for any Ragabash or Theurge.

Background: Cracked Teeth is an opinionated Bone Gnawer metis. He has fought for his rights and the rights of others his entire life. He was one of the first to come to the new caern in D.C. to escape "oppression" in New York. He champions the causes of all persecuted peoples. Cracked Teeth helps his favorite causes by "gathering" information for them. According to Cracked Teeth, most corporations and all lobbyists are agents of the Wyrms. He believes the Wyrms has tainted the Garou, and that they must change the Litany to survive the Apocalypse. He is fond of quoting Thomas Jefferson.

Cracked Teeth infected himself with AIDS from a used drug needle. This is his test for the fifth rank, his symbol of personal death and rebirth, as well as a statement to others. He defies the prejudices against the AIDS-infected. If he achieves fifth rank, he will gain the Survivor Gift and overcome the disease. He is a font of information on almost anything for those who would ask. He loves talking politics, and he is very liberal. Cracked Teeth is hailed as a hero by the metis population of the sept. However, he may soon be a dead hero as AIDS continues to drain him.

William "Father Bill" Cameron

Position: Keeper of the Land

Breed: Homid

Auspice: Galliard

Tribe: Glass Walker

Nature / Demeanor: Gallant / Conniver

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

Abilities: Alertness 3, Athletics 1, Brawl 2, Dodge 3, Empathy 4, Expression 3, Intimidation 3, Primal-Urge 1, Streetwise 3, Subterfuge 4, Drive 2, Etiquette 4, Firearms 2, Leadership 3, Performance 4, Stealth 1, Computer 2, Investigation 3, Law 4, Medicine 1, Politics 5, Rituals 2, Science 1

Backgrounds: Contacts 4, Allies 3

Gifts: (1) Control Simple Machine, Mindspeak, Persuasion; (2) Cybersenses, Jam Technology, Power Surge; (3) Control Complex Machine, Data Flow, Elemental Favor, Reshape Object; (4) Attunement, Camera Eye

Rage 3, Gnosis 7, Willpower 7

Rank: 4

Rites: Rite of Contrition, Rite of Cleansing, Rite of Talisman Dedication

Fetishes: Cellular Phone (Level 3, Gnosis 6; this fetish allows Bill to use Mindspeak on himself and one other without a Willpower point. All he needs to know is a name and phone number.)

Image: Bill Cameron has sandy brown hair and blue eyes, and is of average height and build. He usually wears glasses and suits. In Crinos form, his fur is a metallic gray with yellow markings in circuitry patterns on his coat. In Lupus form, he simply looks like a large gray wolf. He is in his late thirties or early forties.

Roleplaying Notes: You have an air of rushed confidence. You always have time to do what you want, but you nonetheless hurry. You try not to draw attention, but if you find potentially useful allies, you will recruit them. You like Georgetown nightclubs and know how to party; your favorite hangout is a club called the Black Magic.

Background: Bill is a big-time lawyer in Washington D.C. He works with the Environmental Protection Agency, the National Park Service and the Occupational Safety and Health Administration (OSHA). His favorite activity is enforcing government regulations on unsuspecting companies. Bill finds ways to have companies fined up to \$25,000 a day for violations. He loves it. Bill even uses a few elementals to help him create some violations when he feels companies deserve it. He figures that he can not only destroy most of the Wyrms' plans, but pay off about half the national debt in fines, while making himself extraordinarily rich in the process.

Bill has the duty of being Keeper of the Land for the caern as a hobby, although he likes the golf courses in East Potomac Park. He talks about taking over the caern with fellow Glass Walker Olivia Wainwright, but he wants to keep the Bone Gnawers on his side. Besides, he might need some political "muscle" in the future.

Bill has two major problems that he can't reconcile. First, the Awakening sculpture has become available for purchase for \$400,000. He can't bring himself to break this to the sept. Second, a little-known rag, Deviant Magazine, published an article by one Art Morgan stating that Bill was a werewolf. Bill has no idea who Art Morgan is or how Deviant Magazine got this information. Currently, Bill plans to ruin a company called Nastrum Enterprises. That ought to take his mind off things.

Michael Atreides

Position: Gatekeeper

Breed: Homid

Auspice: Ahroun

Tribe: Bone Gnawers (adopted, born a Black Fury)

Nature / Demeanor: Visionary / Director

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

Abilities: Alertness 3, Athletics 3, Brawl 5, Dodge 2, Empathy 2, Intimidation 3, Primal-Urge 3, Streetwise 1, Drive 1, Melee 4, Leadership 3, Performance 2, Stealth 4, Survival 1, Enigmas 4, Investigation 2, Law 2, Linguistics 1, Occult 1, Rituals 4

Backgrounds: Pure Breed 3, Mentor 5



Gifts: (1) Persuasion, Inspiration, Scent of Sweet Honey, Sense Wurm; (2) Stare-down, Spirit of the Fray, (3) Combat Healing, Silver Claws

Rage 7, Gnosis 7, Willpower 6

Rank: 3

Rites: Rite of Talisman Dedication, Rite of Contrition, Rite of Cleansing, Baptism of Fire, Rite of Binding, Rite of the Opened Bridge

Fetishes: Silver Whip (Level 3, Gnosis 6; the whip adds one level to Melee and does not cause Gnosis loss. Mother Tamara created the whip for Michael. The grip is made of steel.)

Image: Michael Atreides is immediately recognizable among the Bone Gnawers in Crinos, Hispo or Lupus form. His coat is night black with silver highlights. He is a Black Fury. In human form, he is a tall Greek-American young man with black hair, dark eyes and a tan. He likes to wear stylish clothing, although he usually dresses in athletic apparel for biking around East Potomac Park.

Roleplaying Notes: You are quiet, with a hint of danger about you. The Bone Gnawers adopted you, and you are extremely protective of them. You want to earn the right to lead the Garou through the Apocalypse. You study anything that might aid you in the future. You have no patience for any type of prejudice.

Background: Michael is a descendant of the Black Furies of the Eagle Sept. The Eagle appeared at the caern

shortly after his Rite of Passage. Michael learned the history of the Black Furies at the site. For his Rite of Passage, he was sent to the Black Furies' homeland in the Umbra. Two Black Furies attacked him, trying to drive him from the realm. Michael "accidentally" slew one, and when the other cornered him, he was saved by the Eagle. The Eagle told him many things. Michael had wanted to find and join the Black Furies before the rite; now, Michael feels that he needs to stop his "sisters'" arrogance and make the Black Furies a complete tribe of males and females. The Black Furies are descended from priestesses of Artemis, but Artemis worked with her twin, Apollo. Michael believes that the Black Furies will not survive the Apocalypse without their male counterparts.

He has taken the last name Atreides since his Rite of Passage. He and his fellow Ahrouns use bicycles to patrol the bawn. Michael has recently become the Gatekeeper of the Caern. He wears the Pathstone on a necklace, and the Eagle has come to his aid to help close the Moon Bridge from invaders.

Blood-Licker

Position: Guardian #1

Breed: Homid

Auspice: Ahroun

Tribe: Bone Gnawers

Nature / Demeanor: Confidant / Bravo

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

Abilities: Alertness 2, Athletics 3, Brawl 4, Dodge 3, Primal-Urge 4, Streetwise 4, Subterfuge 1, Drive 1, Stealth 3, Survival 1, Investigation 3, Linguistics 1, Rituals 1

Backgrounds: Contacts 2, Allies 1

Gifts: (1) Cooking, Persuasion, Razor Claws; (2) Jam Technology, Odious Aroma, Sense Silver

Rage 7, Gnosis 3, Willpower 5

Rank: 2

Rites: Rite of Talisman Dedication

Fetishes: None

Image: Blood-Licker is a large, light gray, jackal-looking wolf with matted fur. In Homid form, he is an average-looking, clean-shaven black man of average height in good physical condition. He is 23. He dresses in sweats.

Roleplaying Notes: You are fairly friendly and helpful. You enjoy meeting Garou, especially Ahrouns. You show people things instead of talking about them. You are the sept's vampire expert, but you don't like to discuss the undead.

Background: Blood-Licker is one of the defenders of the caern. He knows the Metro system better than any other Garou. He spends most of his time patrolling the city with his Black Rat Pack, hunting agents of the Wyrms. He rents an apartment near Howard University.

Blood-Licker joined the sept as a youth. He doesn't recall his life before the Change except in violent nightmares. Blood-Licker is attached to Father Thomas, and he tries hard not to look bad in Father Thomas' eyes. He lost ritual combats constantly while growing up, and he was named for licking his wounds. He doesn't like his Garou name.

As an adult, however, he has slain a number of vampires. When he raged in a battle, he ended up drinking Leech blood. He has the Potence Discipline from drinking vampiric blood. On any strength roll, Blood-Licker automatically receives an extra success. However, he is much more prone to Rage. All of his Rage difficulty numbers are reduced by one. This Potence only lasts after he has recently feasted on vampire blood, but Blood-Licker is growing addicted to the blood of the Leeches. He hasn't told anyone at the caern about this craving, not even members of his Black Rat Pack.

Blood-Licker has a Leech source named George Lawrence who lives in the sewers and chain smokes. He knows that George is a recovering drug addict who likes the San Antonio Spurs and is one of the Nosferatu. George is one of the keepers of the Metro truce. He provides Blood-Licker with information about the Wyrms' activities. Blood-Licker has considered telling him about his possible addiction, but he has refrained so far. Currently, he avoids George so that his friend doesn't become a meal. For his part, George has noticed the change in Blood-Licker, and he may try to contact other Garou.

Blood-Licker's addiction does not register on the Gift: Sense Wyrms. (This would no longer be true if he were to perform a bestial act that would, in a sense, reduce his "Humanity".)

Story Ideas

1. The U.S. government investigates a Pentex subsidiary. Pentex pays off a number of Congressmen and Justice Department officials to kill the investigation. The Garou arrive in Washington, D.C. to steal evidence and leak it to the press, possibly harming Pentex and certainly hurting their political pawns.

2. The government tries to sell millions of acres of federal land to Pentex for development, including large sections of several protectorates. Since this action would be unpopular with voters, Pentex and the Congress downplay it. The sept steals records and leaks them to the press in an attempt to stop this.

3. Blood-Licker and the members of the Black Rat pack have become ghouls of a powerful Leech. They are blood bound to this vampire, and they start attacking other septs and members of the Sept of the Awakening. In desperation, the Bone Gnawers try tracking them down. Optionally, they could attack other septs on the East Coast to further the Leeches' plans, bringing characters in from elsewhere to stop them.

4. The Sept of the Awakening decides to accept a ronin who has been hunted across the country for violations of the Litany. The players' pack is sent to recapture her.

5. The caern spirit awakens, sending all of the members of the Sept of the Awakening into a Rage against the Wyrms and its minions in Washington, D.C. Mother Tamara uses her Riot Gift, and chaos reigns in the nation's capital. The Veil is threatened and members of other tribes enter the city to stop them. However, every Garou that enters is consumed with Rage. The characters have to communicate with spirits to solve the problem. They learn that the spirit rages because of the deaths of the Croatan. The pack must travel into the Umbra and seek out the Turtle totem from the Croatan Tribal Homeland to calm the spirit and preserve both the Veil and the city. (See *Umbra: The Velvet Shadow* for more detail on the Croatan Homeland.)

6. A national official from the pack's area is a servant of the Wyrms. She has started passing laws authorizing the hunting of wolves to protect other animals. As the wolf population faces near extinction, the players must travel to the Sept of the Awakening and ask for help in stopping the politician before her proposal becomes law.

7. If the characters are falsely accused by enemies of violating the Litany, they may flee to the Sept of the Awakening for sanctuary until they can clear their names.



Children of Gaia: San Francisco

by Richard Strong

Sept of the Western Eye

Caern: Muir Woods National Monument in the Bay Area Protectorate. Located near Mt. Tamalpais on the Marin Peninsula, near the town of Muir Woods. The next largest town nearby is Mill Valley.

Level: 3

Gauntlet: 3

Type: Wisdom

Tribal Structure: Children of Gaia, with Uktena; open to all

Totem: Aeolus (Fog)

Geography

The caern of the Sept of the Western Eye is located in a small hollow in the hills, deep in the redwoods of the Muir Woods National Monument. Muir Woods is surrounded by Mt. Tamalpais State Park. Mt. Tamalpais is the tallest peak on the Marin peninsula, overlooking the San Francisco Bay to the east and the Pacific Ocean to the west.

Bawn

The bawn of the caern extends to the edges of Mt. Tamalpais State Park. This park is very heavily travelled during the day, and camping is permitted in specific areas. The guardians of the caern are usually busy keeping track of who is near the caern. Due to the large amount of casual human traffic through the park, the bawn is structured in layers to prevent humans (or enemies) from walking into the caern itself. Although the Children of Gaia believe in peaceful co-existence with the humans, the caern is well hidden.

The outermost layer of the bawn is the park boundary. The park is patrolled by Kinfolk among the rangers and tourists. The next layer of the bawn is a hidden series of paths that lead around the site of the caern. These paths are hidden with magic and skill, and are difficult to find (Perception + Enigmas, difficulty 7) if one does not already know the way. These paths are cleverly laid so that, even after finding the paths, visitors do not realize there is a hidden cleft in the hills. It is easy to get lost in this section of the woods.

The final layer of the bawn is the path leading to the caern itself. The path can be reached from the main trail only by leaping over a huge boulder. The boulder is the "main gate" to the caern, and is *always* guarded by a Garou

in a ranger uniform (whether he is actually a ranger depends on who is on guard duty). The top of the boulder is not flat. It has a steep face and a sharp edge facing upwards. To enter the path that leads directly to the caern, one must leap completely over the boulder in one bound (Strength + Athletics, difficulty 6, three successes required).

Center

The center is a clearing. In the middle of the clearing is a rough circle of five young redwoods. These trees were planted by the Children of Gaia when they assumed control of the caern earlier this century. The trees are around 85 years old and stand over a hundred feet high.

The Uktena of the sept have kept a secret tradition here. There is a medicine circle of carved and painted stones beneath the roots of these trees. Many years ago, before the coming of the Children of Gaia, the Uktena secretly placed the stones. They are powerful fetishes to protect the caern and ensure that the Cataclysm remains asleep (see below). Each stone was a gift from another sept. Each stone is a powerful fetish of its own.

Landmarks

There is a grove of very old redwoods near the caern within the inner bawn boundary. The Graves of Hallowed Heroes are in the grove. The trees bear glyphs signifying who is buried here. To mundane eyes, the glyphs would appear as very old bear markings high off the ground. There are about twenty graves. Every spring equinox, a special Rite of Remembrance is held by the entire sept. The Rite lasts for three days. During this time, contests are held, and stories of the fallen heroes are told again and again so that the younger sept members can learn them.

A small stream flows from east to west through the center of the caern. Nearby, there is an area where the guardians sleep and relax. Many of the lupus members of the sept consider this area their "home".

Umbrascape

Within the inner bawn, the Umbra is strong and the Gauntlet is thin. This is a restful place in the Umbra, and it is frequently used for meditation. The entire area was once a Glen, but now there is far too much human traffic nearby for a pure manifestation of Gaia. However, throughout the redwood forests, the trees are old enough, and have enough presence, that they appear in the Umbra much as they do in the mundane world.

Within the redwood forest of the Umbra, the caern is plainly marked and well guarded. Trees and bushes form a line around the outer bawn that is difficult to penetrate (Wits + Survival, difficulty 7), and the paths are an ever-changing maze. Only the sept members know its secrets. There are always one or more guardians present in the Umbra near the caern.

History

The caern was created by Hawk-Sees-the-Sun of the Uktena at some time in the distant past, long before the white man came to California. The redwoods were obviously sacred to Mother Earth. After much consideration, the site on the slopes of Mt. Tamalpais was chosen as a caern.

The Uktena tell stories passed down through the years about meetings with Sir Francis Drake, who wintered at nearby Point Reyes in 1579. The tribe tended the caern and their Kinfolk among the Ohlone Indians for centuries, but when the white man first began to arrive, the Uktena cast powerful magics. The purpose of these magics is still unknown. They might have been divinations of the future or wards against the coming of the invaders. Whatever the purpose, the magic went awry and caused a great Cataclysm.

The Uktena seldom speak of "the Great Cataclysm" that occurred several generations after Drake was in the area. Before the Cataclysm, the land we know as the San Francisco Bay was a large, pleasant valley, separated from the Pacific Ocean by a narrow wall of the coastal mountain ranges. Sometime in the early 1600's, a traumatic event occurred that rent the Umbra and caused a huge earthquake in the mundane world. The entire valley floor was lowered by as much as 50 feet. The coastal mountain range broke open, creating the Golden Gate, the strait where a famous bridge would eventually be built. The waters of the Pacific flooded into the new bay.

The nature of the Cataclysm is a closely guarded secret among the Uktena of the sept, but it is known that the Uktena have never told the Children of Gaia the purpose of some of their secret rites. The Uktena use secret rites to keep the Cataclysm at bay. These rites involve the five sacred stones that form a very powerful fetish.

The years between 1750 and 1910 were the worst for the sept and its native kin. As missionaries claimed souls and poisoned folkways, farmers and ranchers took the land and hunted down the natives as if they were animals. At Mission Dolores, many Native Americans died of disease and malnutrition. The site is now a Blight, haunted by the tortured spirits of thousands of dead natives.

The sept tried its best to defend and succor its people, but there were not enough Garou. Too much energy had to be given in special rites to heal the rents in the world torn by the Cataclysm. Finally, in the early years of the 1900s, the sept held a last moot. The leaders of the sept invited the Children of Gaia to aid them in holding the caern and maintain peace with the humans so that the Uktena could concentrate on spiritual affairs.

With the moderating influence of the Children, and the help of powerful Kinfolk like John Muir, the caern has been protected. The sept has been able to avoid many of the troubles that have occurred in the Bay Area.

After the Children of Gaia became involved with the caern, Alsea Walks-the-Distance became the Voice of the Goddess. Duncan Evenhand was the Arm of the Goddess. Alsea and Duncan began the sept's policy of working within the system to defend caerns and protect the wilderness in California. They were able to build a powerful network of dedicated environmentalists in the Bay Area, including Kinfolk, and their grassroots campaign helped in the establishment of many parks. Alsea was laid to rest in the sacred grove in 1955, and Duncan followed her in 1963. Celeste Snowtop became the Voice of the Goddess, and Tim Rowantree was named Arm years later. During the turbulent decade of the 1960s, Celeste was active in the "counterculture" that was focused in and around the San Francisco/Berkeley area.

The Sept

The sept is controlled by the Children of Gaia, but the spiritual affairs of the caern are left in the hands of the Uktena. The Uktena trust no one with the secret of the Cataclysm and the rites that hold it at bay, but they are willing to sacrifice anything to see that the rites are maintained. By and large, the Children have worked well with the Uktena, although the Uktena are ever vigilant against any other tribe or pack gaining power at the caern. Their greatest fear is that the Cataclysm could become a tool in the hands of a power-hungry or warlike tribe, and they speak in hushed tones of the disastrous effects for Gaia should it ever be unleashed.

Personalities

Celeste Snowtop

Position: Voice of the Goddess / Sept Leader

Breed: Homid

Auspice: Philodox

Tribe: Children of Gaia

Nature / Demeanor: Judge / Caregiver

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

Abilities: Alertness 4, Athletics 2, Brawl 1, Dodge 1, Empathy 4, Expression (Singing) 3, Primal-Urge 2, Subterfuge 2, Animal Ken 2, Leadership 4, Enigmas 3, Rituals 4, Politics 3

Backgrounds: Contacts 5, Pure Breed 5

Gifts: (1) Mother's Touch, Persuasion, Truth of Gaia; (2) Calm, King of the Beasts, Staredown; (3) Dazzle, Wisdom of the Ancient Ways; (4) Serenity, Beast Life

Rage 4, Gnosis 5, Willpower 8

Rank: 4

Rites: Assume Celeste knows any rite necessary to the functioning of the caern, except the secret rites concerning the Cataclysm.

Fetishes: Friendship Ring, Fang Dagger

Merits: Venus Rising, Calm Heart

Image: As a Homid, Celeste is a strong, handsome black woman in her late 50s or early 60s. She has obviously spent most of her life outdoors. She has white hair that she wears in a short "natural", and her tanned face is creased with laugh lines. In Lupus form, she has the same white hair and appearance of effortless strength. In particular, the sound of her howls always seems to carry far beyond the normal range.

Roleplaying Notes: Celeste radiates an aura of good will and strength of character. She is someone people turn to for advice. Look openly and honestly at each person who speaks to you. Celeste will never willingly lie outright, although she will steer a conversation away from sensitive matters. Celeste is a firm member of the Patient Deed faction among the Children.

Background: Celeste was born in the late 40s in San Francisco. Her parents were jazz beatniks who later joined the radical peace movement. She was raised in and around the Bay Area, and she has an immense amount of "pull" through various contacts. When she was of age, she was contacted by her uncle, Duncan Evenhand, and taught her true heritage. She has worked long and hard to maintain the peace and prosperity of the Bay Area and its extensive system of parks. Now she has begun to search for someone



San Francisco - Children of Gaia

- ☆ Caern Site - Muir Woods National Monument
- △ Mount Tamalpais - 784 feet



to take over her position, for she has begun to feel the weight of the years.

Able Heart

Position: Warder

Breed: Lupus

Auspice: Ahroun

Tribe: Children of Gaia

Nature / Demeanor: Survivor / Lone Wolf

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

Abilities: Alertness 3, Brawl 5, Dodge 3, Primal-Urge 3, Firearms 3, Melee (Klaive) 4, Leadership 3, Survival 3, Investigation 2, Medicine 3, Rituals 4, Kailindo 2

Backgrounds: Pure Breed 2, Kinfolk 1

Gifts: (1) Heightened Senses, Mother's Touch, Resist Pain; (2) Luna's Armor, Scent of Sight, Sense the Unnatural; (3) Heart of Fury; (4) Beast Life, Stoking Fury's Furnace Rage 4, Gnosis 3, Willpower 4

Rank: 4

Rites: Moot Rite, Rite of Binding, Rite of Praise, Rite of the Winter Wolf, Badger's Burrow

Fetishes: Grand Klaive (difficulty 7, Strength + 5 damage)

Merits / Flaws: Reputation, Danger Sense / Dark Fate, Animal Musk

Image: As a Homid, Able Heart appears as a stocky, barrel-chested man of average height. He has brown eyes and close cropped brown hair. He smiles and laughs quickly, but always watches his surroundings. Several large scars run across his chest and arms. As a wolf, he is fairly large, with the same short brown hair. Able Heart's klaive is a two handed, curved weapon of silver with a leather handle; when not in lupus form, he always carries this strapped to his back.

Roleplaying Notes: You have a rare attitude, for Gaia has shown you your own death. You have come to fully accept it. Be direct, but not too solemn. You have seen the face of combat, and know to enjoy the good times while you can. Life is short, and you know from your dreams that you will be destroyed while fighting against the Wyrms. This knowledge lends a passion to every action that you take, for this day may be your last...

Background: Able Heart was born in the "Barren Ground" of central Canada. He was found by his pack and taught his heritage. He gained his name not through a vision, but by refusing to kill a Bane-ridden human that he captured. Instead, he treated the sickness with herbs and the human with love and compassion, eventually driving out the Bane.

Able Heart became involved in the militant American Indian movement in the 1970s after receiving visions of his own destruction while fighting the Wyrms. Since he met Celeste, however, he has returned to the philosophy of non-violence. She has taught him to accept his fate. He continues to hone his martial skills, but now views them as a part of his way of life, not a problem solving technique.

Tim Rowantree

Position: Arm of the Goddess / Guardian

Breed: Homid

Auspice: Ahroun

Tribe: Children of Gaia

Nature / Demeanor: Director / Traditionalist

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

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

Backgrounds: Allies 2, Familiar Spirit 3

Gifts: (1) Inspiration, Persuasion, Resist Pain; (2) Jam Technology, Staredown; (3) Silver Claws, Spirit Friend Rage 4, Gnosis 5, Willpower 6

Rank: 3

Rites: Rite of Wounding

Fetishes: Spirit Whistle, seven Pine Daggers

Merits / Flaws: Calm Heart / Uneducated (illiterate)

Image: A large, gentle man with heavily callused hands, long sandy blond hair and blue eyes. He normally wears



jeans and a tie-dyed T-shirt. He puts his hair in a ponytail. In Lupus form, he has light brown, slightly shaggy fur. Tim's spirit ally is always around him, hovering in the Umbra. His spirit friend is a Jagglings spirit from a grove of Rowan trees near Tim's birthplace.

Roleplaying Notes: Be somewhat shy, but not overly so. Always look around and keep tabs on who is present. Be very supportive of Celeste.

Background: Tim grew up in remote eastern Quebec among illiterate, simple homesteaders who had no place in the busy modern world. He always loved the deep forests that surrounded his home, and as a boy, he learned to survive in the deep woods. When the Change came, Tim gladly accepted his role as a defender of the forests. He traveled widely before making this caern his home in the 70s.

March Lion

Position: Master of the Rite

Breed: Lupus

Auspice: Galliard

Tribe: Uktena (Banetender)

Nature / Demeanor: Austist / Judge

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

Abilities: Alertness 4, Athletics 1, Brawl 2, Dodge 3, Empathy 3, Expression 4, Primal-Urge 2, Animal Ken 2, Etiquette 3, Melee 3, Leadership 2, Performance 2, Enigmas 4, Occult 3, Rituals 5

Backgrounds: Past Life 3, Totem 4

Gifts: (1) Heightened Senses, Mindspeak, Sense Magic; (2) Call of the Wurm, Dreampeak, Sense the Unnatural, Spirit of the Bird; (3) Detect Spirit, Invisibility; (4) Hand of the Earth Lords, Shadows by the Firelight

Rage 4, Gnosis 7, Willpower 4

Rank: 4

Rites: Assume March Lion knows any rite necessary to his station. He also knows the secret rite: Chain the Cataclysm (Level 5).

Fetishes: Fang Dagger, many small fetishes and talens

Merits / Flaws: Favor, Mixed Morph / Sign of the Wolf

Image: A fairly small, wiry man with an air of determination. March Lion has the black hair and dark brown eyes of a Native Indian. As a wolf, his coat is shiny black.

Roleplaying Notes: March Lion is quick and energetic, with a clever wit. He loves to tell stories. His years have begun to tell upon him, and he (like Celeste) is now in search of someone worthy who can take his place. He is the senior among the Uktena of the caern, and he acts as mentor and teacher to those of his tribe.

History: Born free in the wilds of British Columbia, he was called by his dreams after the Change to come to California. He has led a life full of the study of Garou ritual, and is a true expert. The previous Master of the Rite at this caern asked him to assume the duties as a personal favor. The debt still needs to be repaid by the kin of the previous Master. March Lion was originally of the Earth Guides faction of the Uktena, but has been a Banetender for many years now.

Hot Eye

Position: Gatekeeper

Breed: Metis

Auspice: Philodox

Tribe: Uktena

Nature / Demeanor: Conformist / Confidant

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

Abilities: Athletics 3, Dodge 3, Empathy 3, Primal-Urge 1, Subterfuge 2, Melee (Staff) 3, Performance 3, Stealth 2, Enigmas 3, Linguistics 5, Occult 3, Rituals 4,

Backgrounds: Mentor 3

Gifts: (1) Create Element, Scent of the Truth Form, Shroud; (2) King of the Beasts, Spirit of the Fish; (3) Eyes of the Cat, Mental Speech

Rage 4, Gnosis 4, Willpower 5

Rank: 3

Rites: Rite of the Opened Bridge, Chain the Cataclysm

Fetishes: Staff of the Mule (when wielded by a metis, this oaken staff acts as a Silver Sword)

Merits / Flaws: Church Ties, Natural Linguist / One Eye (left)

Image: Hot Eye is a middle-aged Mesoamerican Indian. He wears a patch over his right eye in all forms, and carries his staff in all but Lupus form. As a wolf, his fur is patchy brown and white.

Roleplaying Notes: Never speak first, unless there is an emergency. Your gift with languages enables you to guess a great deal about someone's upbringing based on how they speak, so you are a very careful listener. When speaking, always act as though you are fluent speaking a language other than the one you're using — use unusual phrases and search for the correct words.

Quote: "¿Habla Espanol? English? We must have talk about all of this before you go. I think that we can help you, of course, but we must... share... our information, then we will be preparing better."



Background: Hot Eye was born in Guatemala during the worst of the civil war. His parents slept together because they assumed that they would both be dead very soon. When, to their surprise, they survived into calmer times, they left Hot Eye among kin in the remote villages. The child's affinity for languages was obvious, so the village priest took him in and raised him. Hot Eye was sent to the University of Guatemala, where he studied linguistics. He joined the church as expected of him, but then the change came. After discovering his true heritage, he travelled to America to join the fight against the Wyrms. During the '70s, Hot Eye was part of the migrant farm workers' struggle for rights. That was where he met Able Heart and Celeste.

Sharon Morning Cloud

Position: Keeper of the Land

Breed: Human

Auspice: Ragabash

Tribe: Uktena

Nature / Demeanor: Conformist / Autist

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

Abilities: Alertness 2, Athletics 2, Brawl 1, Dodge 2, Empathy 3, Expression 2, Animal Ken 4, Etiquette 3, Performance 2, Enigmas 2, Science (Botany) 3

Backgrounds: Kinfolk (Ohlone Indians)

Gifts: (1) Blur of the Milky Eye, Sense Magic, Smell of Man; (2) Sense of the Prey, Spirit of the Bird; (3) Gremlins Rage 3, Gnosis 5, Willpower 5

Rank: 3

Rites: Gathering for the Departed, Rite of Remembrance, Rite of Summoning

Fetishes: none

Merits / Flaws: Common Sense, Moon-Bound / Dark Secret (gave birth to a metis)

Image: Sharon is a slightly built Native American woman in her mid-twenties. She has long dark hair and brown eyes. As a wolf, she is smaller than average, with long dark fur.

Roleplaying Notes: Be quiet, somewhat secretive. You are always busy tending herbs or plants in and around the site of the caern. While you seem friendly and open, there is a certain point past which you will not let friendship develop. You do not want to share intimacy with anyone — after all, the last time you did, it led to the birth of a metis. Because of this, you have a great deal of trouble dealing with metis, and generally ignore them unless forced to interact. Even then, your manner will become noticeable, wooden and forced.

Background: Sharon is an Ohlone Indian; her tribe is native to the Californian coast. Her Uktena uncle raised her and taught the heritage of her People. She was raised on the Round Valley Indian Reservation, but has lived in San Francisco all her adult life. Five years ago, she fell in love with a Bone Gnawer she met in Golden Gate Park. Things got out of hand, and she became pregnant. Her lover abandoned her, and when her child was born, she gave it to her kin on the reservation. She was unable to deal with the emotional trauma. She very rarely visits the reservation because of this.

Silent Fist-That-Wins

Position: Master of the Challenge

Breed: Lupus

Auspice: Ahroun

Tribe: Uktena

Nature / Demeanor: Traditionalist / Bravo

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

Abilities: Alertness 4, Athletics 4, Brawl 5, Dodge 4, Primal-Urge 3, Firearms 2, Melee 4, Stealth 5, Enigmas 2, Medicine 2, Kailindo 3

Backgrounds: Mentor 4

Gifts: Clenched Jaw, Secrets

Rage 5, Gnosis 3, Willpower 4

Rank: 3

Rites: none

Fetishes: Klaive

Merits / Flaws: Huge Size / Mute

Image: A truly huge man, Fist-That-Wins stands eight feet tall in homid form. He keeps his black hair cropped short. As a wolf, he is huge. His fur is a heavy, short coat. His Crinos form is 12 feet tall. In all of his forms, he is covered by the scars of his career as a fighter.

Roleplaying Notes: Silent Fist-That-Wins has the knack of showing up when there is a fight that he should be in. He does this by using his skill at stealth to sneak around and listen. He knows that his real duty is to help keep the Uktena in charge of the rituals of the caern by defeating any challenge that might interfere.

Quote (signed, not spoken): "My duty is not to fight. My duty is to win."

Background: Fist-That-Wins is very young to have such an important position. Hot Eye and March Lion support him, however.

San Francisco Garou and Others

There are many Garou of different tribes who are allied to the sept, aiding them in small ways in return for access to the caern.

Bongos: Bongos is a Bone Gnawer beatnik who knows his way around — you can find him at a bookstore called City Lights. He's been writing bad poetry since he read Keroac in the late fifties. He's the leader of the local





Gnawers, who have a low-level caern hidden in the city. The Bone Gnawers live in Golden Gate Park among the many homeless tents there. The Bone Gnawers have gotten into some nasty fights with vampires who come looking for an easy drink.

Roderick Harrington, "Money Bags": Roderick is a high-finance Glass Walker. He has many deals going on with Asian firms in the hopes of contacting strange new Asian technology spirits. He runs the local Glass Walkers, who are settled in Silicon Valley, gathered around an ever-shifting network caern. The caern center can be changed to any computer hooked up to their massive network of supercomputers. These guys are on the forefront of Umbra cybertech.

Morihei High Mountain: Morihei is a Stargazer Kailindo master who will teach his art to others. He is quite old now, but amazingly fit. He has a Wendigo student who is impulsive and reckless, but is slowly learning patience. He has contact with a Nosferatu and is helping him search for Golconda.

Rokea: A recent phenomenon of the coast is the increase of Great White Sharks. This was caused the intervention of some environmental activists to save the sea lion population. Now the number of sea lions has grown out of proportion, and sharks have moved into handle the excess. There may or may not be a Rokea (wereshark) among the Great Whites.

A club belonging to the Kindred of San Francisco (the Vampire Club) is detailed in *AWorld of Darkness*.

The Wyrms

The Wyrms has no strongholds in the area— at least, none the Garou are aware of. But evil lurks where it's least expected. The minions of Corruption who work in and around the Bay Area are secretive. Make no mistake, they are active, but rarely do their plans become obvious until it is too late. For now, they lurk and wait, waiting for an opportunity to wreak havoc.

The Underlings: This is a small Black Spiral Dancers pack, living in the sewers of S.F. They are from the Horrid Hole Pit in Death Valley (mentioned by Charles Manson in his ravings). They are eager to prove themselves against the Garou.

Developmental Neogenetics Amalgamated

D.N.A. is well-entrenched into the area, especially in Silicon Valley. These high-tech scientists are involved in many genetics labs in the area, and gather information and data. They have some info taken from a captive Garou in Washington state (see "Weird Science," in *Valkenburg Foundation*). Doctor Dag Jragghold, an outside supervisor, has just arrived, and can spread some light on the perplexing data.

Dag is one of the few who is aware of the Garou. He has come to the area to supervise the research on the specimens gathered at N.N.L. He recognized the peculiar Garou DNA immediately. He is now desperate to retrieve some more samples, which means he is gathering a high-tech hit squad to find a local Garou and capture him.

D.N.A. is well equipped with bizarre scientific devices well beyond the knowledge of the scientific community. They have kept this technology quiet, waiting until they can fully secure the patents. They are also wary of introducing it for fear that they would fall under heavy government scrutiny and regulation.

Story Ideas

1. The Glass Walkers caern has a virus. It threatens to destroy the caern and corrupt the penumbra about Silicon Valley. The sept asks the characters to journey to the CyberRealm, in the Umbra, to destroy the virus.

2. D.N.A. targets the character pack as guinea pigs for their experiments. The Garou must take on the high-tech world of the Bay Area genetics labs.

The Cataclysm

No one is sure what the Cataclysm is — not even the Uktena. It has been held dormant by rites for a long time. Only the diligence of the Uktena has kept it dormant. The

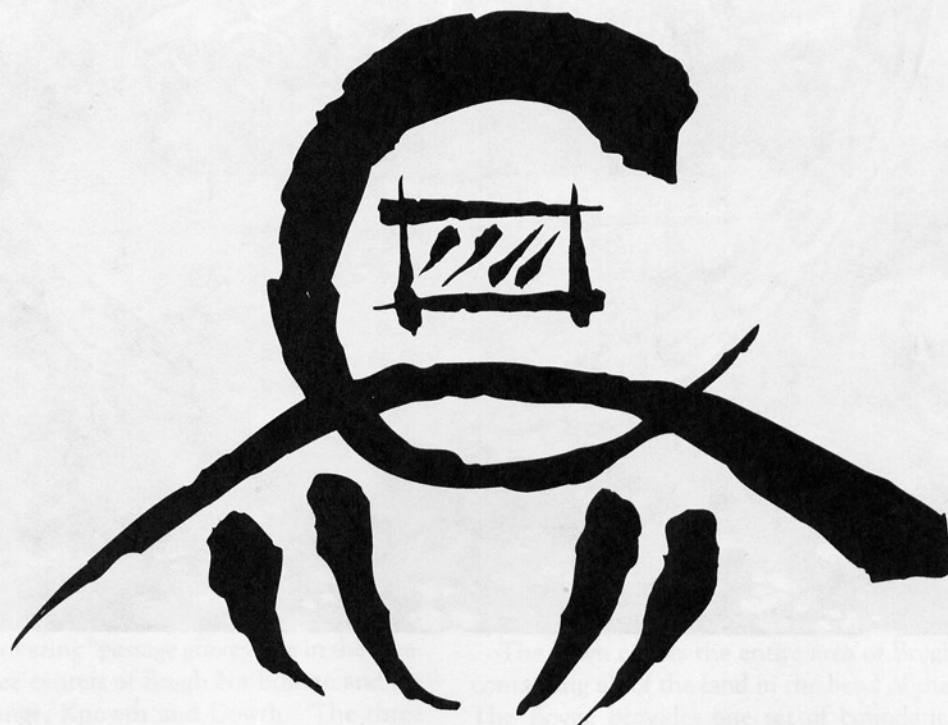
lore handed down to them speaks of it both as a giant Bane bound under the earth, struggling to escape its cage, and as an elemental of such size and power that it would unhinge the mind of any who would witness it.

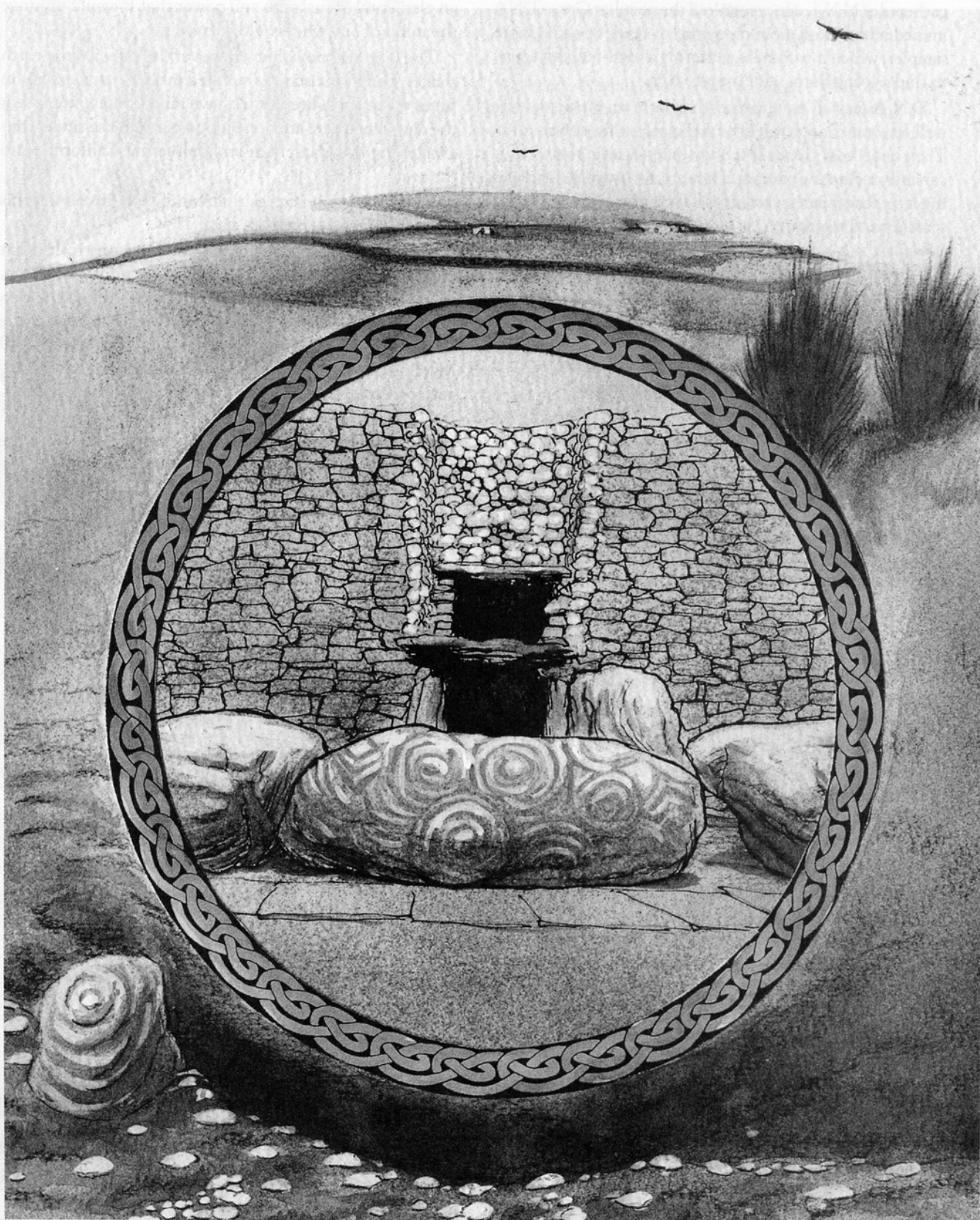
The Uktena know that whenever they are lax, the earth shakes. San Francisco has suffered massive earthquakes in times when the Uktena rites have failed. The Uktena fear the day when there are none left to perform the ritual, thus awakening the Cataclysm and delivering California into the sea.

There are many stories that can be run involving this disaster waiting to happen.

1. Pentex has learned of the Wyrms monstrosity that created the Cataclysm. They are preparing to awaken it, using the Underlings, a pack of Black Spirals in San Francisco. Your sept has sent you to warn the Sept of the Western Eye, but the Black Spirals will try to stop you. Will March Lion even listen? Or will he interpret it as a plot to gain control of the caern and the secrets of the Uktena?

2. Seismologists are setting up some new equipment to study California's shifting tectonic plates. Spirits warn the Garou that the technology spirits that live in these new devices will awaken the Cataclysm. Can the Garou destroy the devices before they are used?





Fianna: Ireland

by Harry Heckel
with John Gavigan

The Sept of the Tri-Spiral

Caern: Brugh Na Boinne, County Meath, Leinster, Ireland

Level: 5

Gauntlet: 3

Type: Gnosis, Honor and Plenty

Tribal Structure: Open, controlled by the Fianna

Totems: The Stag and Dana

Geography

Between the towns of Navan and Slane, on the north bank of a bend in the Boyne River, lies Brugh Na Boinne. It is one of the oldest and most potent caerns in the world.

Spiral and bi-spiral patterns mark many ancient sites in the British Isles and northwestern France. The tri-spiral pattern is unique to Brugh Na Boinne. The design is an interlinking pattern of three spirals, and it represents the three centers of the caern at Brugh Na Boinne.

Three mounds covering "passage graves" are in the area. They form the three centers of Brugh Na Boinne and are located at Newgrange, Knowth and Dowth. The three

centers form an equilateral triangle. The points of the triangle are one kilometer apart. Newgrange lies at the nadir pointing to the south. Knowth is to the northwest; Dowth is to the northeast. A similar triangle exists between Brugh Na Boinne, Tara and Tailteann. Tara is the ancient home of the High King of Ireland, and Tailteann is the site of the annual Grand Moot of the Fianna, celebrating the ancient festival of Lughnasa on August 1st. Brugh Na Boinne might be the only caern in the world with three centers.

Fertile farmland surrounds Brugh Na Boinne. Kinfolk of the Fianna own these lands, raising cattle and growing oats. They also own several farmhouses made of wood. The Newgrange House, next to the mound of the same name, is made of stone. The government recognizes the Mac Fionn family as the owners of the Newgrange property. The leaders of the Tri-Spiral Sept all take Mac Fionn as their last name and deed the property to their successors.

A building containing a museum and visitor's center stands near the Newgrange mound.

Bawn

The bawn covers the entire area of Brugh Na Boinne, containing all of the land in the bend of the Boyne river. The Boyne provides one set of boundaries. The bawn

extends north to the main road that runs between the towns of Navan and Slane.

Centers

The three centers of Brugh Na Boinne share certain characteristics. Each center contains a "passage grave" covered with earth. The passages are constructed with massive slabs of stone leading to a central chamber with a corbelled ceiling. In corbelled ceilings, each stone partly overlaps the one below. All the stones come together at the top. Sometimes a small hole is left at the top and covered by a capstone. Inside, corbelled chambers look as if they were vaulted. Networks of grooves in the stones channel water away, keeping the roofs waterproof.

Each center contains a secret chamber with no entrances or exits. Instead, permanent spirit gates exist in the Umbra between the central chambers and the secret chambers. Fianna symbols mark the gates on the physical plane. Tri-spiral symbols mark spirit gates between the three centers. The secret chambers serve various purposes. The Fianna use the secret chamber at Newgrange for rites. The secret chamber at Knowth holds sept fetishes, including ancient faerie weapons. The Garou store food in the secret chamber at Dowth, preserving an ancient tradition of helping their Kinfolk in case of famine. Spirit guardians protect each secret chamber.

Newgrange

Newgrange sits on high ground above the river Boyne. A stone circle 340 feet in diameter surrounds the mound. This circle is identical to the smaller circles of Avebury near Stonehenge. The sun rises directly above the heel stone on the morning of the summer solstice, the longest day of the year, and various menhirs chart out the 19-year lunar cycle.

A wall of white quartz holds back the earth around the entrance to Newgrange. An elaborately decorated stone lies in front of the low doorway. Various designs have been carved on it, including the Fianna symbol. A roof-box—an opening similar to a window—lies above the entrance. The passage into Newgrange slopes upward towards the central chamber of the mound.

The central chamber at Newgrange is shamrock-shaped. The passage forms the stalk, and three small chapel-like spaces open off the central space to form the leaves. Each niche contains a massive stone bowl holding the ashes of Tuatha De Danann nobles. Abstract designs are chipped into the stones: spirals, whorls, scallops, circles, chevrons and even stylized serpents.

Once in the center, an individual may look south-southeast to the far side of the Boyne through the roof-box. Every year, at sunrise on the winter solstice, the shortest day of the year, the sun shines through the roof box into the chamber. For a few moments, the dark carvings inside the mound catch the sunlight, and the corbelled ceiling glows with an unearthly light.

The full moon shines into the chamber on the night before Samhain, an ancient Celtic festival celebrated on October 31st. The Christians changed the name of this night to Halloween. The carvings also glow on this sacred night.

The Gauntlet lowers inside Newgrange when the carvings light, and for those brief moments, the Umbra and physical world are one. Garou present have all of their Gnosis replenished. No clouds have obscured the sun or moon during the winter solstice or the eve of Samhain for the past 4,000 years.

The center at Newgrange is a Caern of Gnosis.

Knowth

The passage grave at Knowth is one-and-a-half times the size of Newgrange. Two passages lead to the central chamber. Designs like those found at Newgrange cover the central chamber at Knowth. The Tri-Spiral sept holds war councils, dispenses Garou justice and performs rites at Knowth.

As an extra precaution, a massive stone in the Umbra hides the spirit gate to the secret chamber at Knowth. When a Garou presses a carving of the Fianna tribal symbol, the stone pivots to reveal the spirit gate. Garou leaving the secret chamber must press a tri-spiral symbol on the other side of the stone.

The center at Knowth is a Caern of Honor.

Dowth

Dowth is the twin of Knowth. It resembles Knowth in many ways. However, the carvings inside Dowth are covered in gold. Riches worthy of faerie kings rest in the niches at Dowth. None of the Fianna dare touch the golden valuables. The faeries cursed them so that anyone who takes them from Dowth will come to no good end.

A spirit gate allows the sept to access the secret chamber at Dowth. The secret chamber of Dowth is much larger than the secret chambers of Knowth and Newgrange. It is the size of a large banquet hall. Within the secret chamber, taps flow with an unlimited supply of water and beer. Food of all sorts adorns the tables, and no matter how much the Garou eat, there is still more. The Tri-Spiral Sept holds great banquets here. Only sept members may enter the chamber, and Bron Mac Fionn, the sept leader, discourages gluttony at the banquet table. Instead, the sept distributes food to Kinfolk during famines or hard times.

The center at Dowth is a Caern of Plenty.

Landmarks

Archaeologists refer to the region around Brugh Na Boinne as the Boyne Valley cemetery. Tumuli (small passage graves) and several standing stones dot the area. Many graves of faerie and Fianna heroes lie in this area. Their spirits sometimes manifest themselves in Brugh Na Boinne.

A building containing the visitors' center and museum stands in front of the entrance to Newgrange. A cluster of oak trees conceal the entrance from the museum. Tours of Newgrange and the exterior of Knowth leave from here. The building contains a coffee shop and a version of the history of Brugh Na Boinne suitable for humans.

Umbrascape

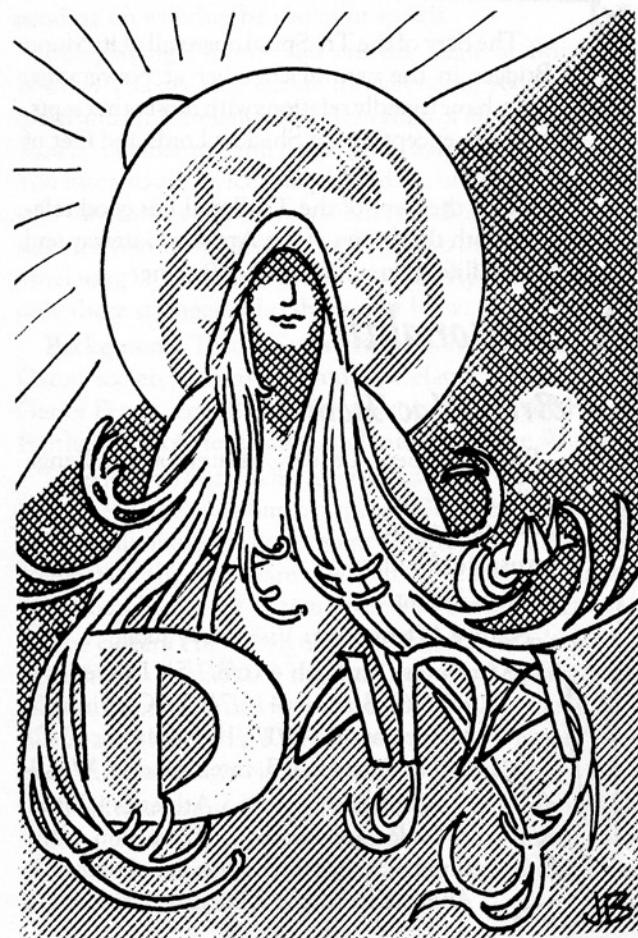
The Umbra and the physical plane are almost indistinguishable at Brugh Na Boinne. Only a subtle change in feeling occurs when a Garou steps sideways here. Everything in the Umbra somehow feels more "real" than in the physical world.

Animal spirits roam about Brugh Na Boinne, and sometimes Garou in the Umbra can view the Stag himself. A manifestation of Dana serves as the caern totem for Brugh Na Boinne. Although there are three centers, only one Moon Bridge may open from Brugh Na Boinne at any time.

History

Over 4,000 years ago, Brugh Na Boinne drove the Wyrms from Ireland by defeating the Fir Bolg, a race of fomori. They then created the Tuatha De Danann and the Fianna.

According to Fianna songs, the Tuatha De Danann were faeries who fought alongside the Lupines to drive Wym influence from Ireland. Both Garou and faeries built the



caern for access to the Umbra. Together, they explored the Umbra and discovered secrets about the universe. Then the faeries left.

The Fianna claim that they don't know why the faeries left. Many of them do have theories. Some say it was because the influence of the Weaver was too strong for the Wyld within the faeries. Others believe that the faeries tired of the challenges of the physical world compared to the limitless wonders of the Umbra. One story is that humanity and the Weaver overwhelmed the Fair Folk.

The faeries left behind trods in the Umbra and a gateway to Arcadia near the Fianna Tribal Homeland. Some faeries may have stayed behind, intermarrying with the mortals or the Kinfolk of the Fianna.

The Fianna continued to tend and use Brugh Na Boinne. The city was a center for the retelling of ancient legends. It also was a staging ground for wars against invaders.

One of the greatest battles the Fianna faced was with the Get of Fenris. The Get of Fenris and their Viking Kinfolk invaded Ireland many times. Although the Get won many battles, they never conquered all of Ireland. The Fianna managed to repulse them every time, and Brugh Na Boinne never fell into the hands of the Get.

However, many of the Fianna betrayed Ireland. Factions of the tribe supported the United Kingdom's attempts to take over the island. War broke out between the tribe's brothers and sisters as Garou took sides in the human conflict. This tragedy continues to the current day.

Humans weren't allowed near the Brugh, but as dark rumors spread about the mounds at Brugh Na Boinne, human hunters started to investigate the mounds. To prevent these rumors, the Sept of the Tri-Spiral decided to allow humans to visit the Newgrange center. Soon, in the minds of the locals, Brugh Na Boinne was another harmless relic of their ancestors.

The Fianna realized an unexpected benefit of this practice. The Umbra exerts a benign influence on humans visiting Brugh Na Boinne, making them subconsciously more aware of the beauty and fragility of Gaia. This influence helps ease the effects of the Delirium and helps them resist the Wym.

In the 20th century, the Office of Public Works (OPW), a section of the Government's Department of the Environment, set up the Monuments Division to manage sites like the Brugh. The Fianna Galliards used their Gifts to make certain the first director of the Monuments Division was Kinfolk, and since then, many employees of the Monuments Division have been either Kinfolk or homid Garou. Thus, the sept indirectly supervises all archaeological excavations, surveys and investigations in the area, insuring that their sacred sites remain unharmed.

The Sept

The Fianna organize their septs differently from those of the other tribes. The Sept Leader, or Righ, is responsible for



the duties of the Master of the Challenge, and she leads the sept in war. Also, Fianna septs have an extra officer, the Keeper of the Song, who is responsible for knowing the Song of the Sept.

Every Fianna sept has a song. Part of it is sung at every meeting so that the sept members don't lose touch with their past. The entire song is almost never performed, because for many septs it would take weeks. The Keeper of the Song must know the entire song, and he is responsible for singing the songs of the members of his sept into the oral tradition.

The Tri-Spiral Sept dedicates itself to preserving Brugh Na Boinne and defending Ireland from the Wyrms. The sept is open to all members of the Fianna tribe, although they dislike members of the Brotherhood of Hern camp. Other Garou must sing with them and drink Bron's brew (made with the Gift: Brew), before they are allowed to use the caern.

The Tri-Spiral Sept protects its members. The sept takes any threats made against a member of the sept or the caern seriously. The low population of the area and the presence of nearby caerns reduces numbers in the sept. Fianna come from across the globe to defend Brugh Na Boinne, helping them maintain an active membership of almost twenty.

The Sept of the Tri-Spiral opens all of its Moon Bridges in the central chamber at Newgrange. They have friendly relations with most other septs, with the exceptions of Shadow Lords and Get of Fenris.

Also, the Sept of the Tri-Spiral has good relations with the faeries of the Arcadia Gateway and the wildlife living in Brugh Na Boinne.

Personalities

Bron Mac Fionn

Position: Sept Leader, Master of Challenge (Righ)

Breed: Homid

Auspice: Galliard

Tribe: Fianna

Nature / Demeanor: Visionary / Judge

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

Abilities: Alertness 3, Athletics 4, Brawl 5, Dodge 3, Empathy 2, Expression 4, Intimidation 3, Primal-Urge 4, Subterfuge 3, Animal Ken 3, Drive 2, Etiquette 1, Firearms 1,

Melee 4, Leadership 5, Performance 5, Stealth 2, Survival 2, Enigmas 3, Linguistics 1, Medicine 2, Occult 2, Rituals 4

Backgrounds: Mentor 5, Totem 4, Contacts 1

Gifts: (1) Beast Speech, Call of the Wyld, Persuasion, Resist Toxin; (2) Brew, Distractions, Howl of the Banshee; (3) Faerie Kin, Ley Lines, Song of Rage; (4) Balor's Gaze, Faerie Blood; (5) Call the Hunt

Rank: 5

Rage 7, Gnosis 10, Willpower 9

Rites: Rite of Contrition, Rite of Cleansing, Rite of Talisman Dedication, Moot Rite, Gathering for the Departed, Rite of Binding, Rite of the Opened Caern, Baptism of Fire, Rite of Passage, Voice of the Jackal, The Hunt, Rite of the Fetish, Rite of the Opened Bridge, The Badger's Burrow, Rite of the Shrouded Glen

Fetishes: Fang Dagger, Gae Bolg (Level 4, Gnosis 7; this massive ancient spear has a difficulty of 5 and does Strength + 5 damage because of to powerful spirit energies within it. When the spear impales an opponent, the shaft splits in a hundred different directions. When removed, the spear joins itself together instantly.)

Image: Bron is a large black wolf with bright green eyes. He wears his many battle scars proudly. The most noticeable of them run across his left cheek. In Homid form, he is a tall, burly man (about 6'1") with a red beard and mustache. He appears to be in his late 40s. He is the type of man who looks either extremely friendly or intimidating, depending on whether he smiles or scowls.

Roleplaying Notes: You are the Righ of Brugh Na Boinne. You are responsible for defending your sept, the caern and all of Ireland. The High Righ of all the Fianna in Tara is your mentor, and the position may one day be yours. You listen to all advice and pretend to consider it, but only your own inner counsel truly matters in the end. You would sacrifice your life to defend the land. You believe that your inner song holds the key to surviving the Apocalypse. Trust only those strangers who share your brew.

Background: Through great effort, Bron climbed through Garou society. Always defending Ireland, he has fought Get of Fenris, crazed Red Talons, members of the Fianna Brotherhood of Hern camp, and minions of the Wyrm.

Bron follows Dana as his totem, and she has never guided him falsely. She gives him her special Gift of Entrancement (roll Manipulation + Performance, difficulty 8). All other members of the sept share this ability. He may also use his background points of Totem as the Past Lives background.

The current High Righ of the Fianna was Bron's mentor when he was a cub. As he has risen through the ranks of the Fianna, Bron has risen as well. Bron took the name Mac Fionn after becoming Righ. It means "son of Fionn", and every Righ at Brugh Na Boinne takes the name.

Bron has a vision of utopia which he keeps to himself. He wants a world where werewolves, faeries and humans live together in harmony. He laments the loss of myth and magic in the world.

Bron keeps his own counsel. Most of the Fianna mistakenly believe he makes decisions based on their arguments. A few of the songs of Tears-of-Gaia have swayed his decisions, but she is the only member of the sept with that ability. Bron rarely calls the traditional Fianna Hunt, due to the number of Kinfolk living near Brugh Na Boinne.

Son-of-Moonlight

Position: Warder

Breed: Lupus

Auspice: Theurge

Tribe: Fianna (Eire Fundamentalist)

Nature / Demeanor: Fanatic / Alpha

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

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

Backgrounds: Totem 2, Allies 3

Gifts: (1) Leap of the Kangaroo, Mother's Touch, Persuasion, Sense Wyrm; (2) Command Spirit, Glib Tongue, Name the Spirit; (3) Exorcism, Ley Lines; (4) Beast Life, Song of the Dire

Rank: 4

Rage 7, Gnosis 6, Willpower 7

Rites: Rite of Contrition, Rite of Cleansing, Rite of the Opened Caern, Rite of Binding, Rite of Wounding, Rite of Ostracism, The Hunt

Fetishes: None.

Image: Son-of-Moonlight has a crimson (almost blood red) coat in Lupus form. In Homid form, he has dark hair and green eyes. He is 28 years old and stands at 5'11". Son-of-Moonlight has a feral appearance in all of his forms.

Roleplaying Notes: You want wolves to reclaim Ireland for their own. For now, you conduct secret raids against the people of Ireland with groups of others. The others do not suspect you, blaming your savage attacks on Red Talons, ronin or Black Spiral Dancers. You realize that the sept is too weak to understand their heritage. Too many of them are from homid stock. You will one day dominate them, after Bron has left for Tara. The wildlife around Brugh Na Boinne aids you in your righteous cause, including a wolf pack that you have brought to the area. You save your greatest hatred for Irish Wolfhounds, mercilessly slaughtering any you find.

Background: Son-of-Moonlight was born in a zoo in Leinster. The first and largest of his litter, Son-of-Moonlight dominated his brothers and sisters. When he got older, a zookeeper accidentally placed him in a pen with one of the other male wolves. During a fight for dominance, Son-of-Moonlight experienced the Change. He tore through the bars of the pen and fled into the night.

The Fianna found Son-of-Moonlight and brought him to Brugh Na Boinne. After learning about his true nature, Son-of-Moonlight devoted himself to the sept and defending his fellow animals.

Son-of-Moonlight spent many of his early days with the Fianna protecting the wildlife of Ireland from hunters and polluters. The actions of humans appalled Son-of-Moonlight. Also, as Son-of-Moonlight recalled his past lives, he remembered Irish Wolfhounds and men hunting and eradicating the wolves of Ireland. His soul cried out for vengeance.

Son-of-Moonlight serves as warder for the Tri-Spiral Sept. He hates letting humans travel into the caern, no matter what healing effects it may have on them. Son-of-Moonlight secretly aids the Eire Fundamentalist camp of the Fianna tribe. He constantly looks for potential recruits. With time, Son-of-Moonlight grows bold. He knows that Bron Mac Fionn will not be Righ forever. He has grown careless about his anti-human sentiments.

Ailis

Position: Guardian #1

Breed: Homid

Auspice: Ahroun

Tribe: Fianna

Nature / Demeanor: Survivor / Gallant

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

Abilities: Alertness 2, Athletics 2, Brawl 4, Dodge 3, Empathy 1, Expression 2, Intimidation 3, Primal-Urge 3, Streetwise 2, Drive 1, Melee 2, Performance 4, Stealth 3, Survival 3, Enigmas 3, Investigation 2, Linguistics 2, Medicine 2, Occult 1, Rituals 2

Backgrounds: Totem 3, Kinfolk 2

Gifts: (1) The Falling Touch, Persuasion, Razor Claws, Resist Toxin; (2) Howl of the Banshee, Spirit of the Fray, Staredown; (3) Combat Healing, Faerie Kin

Rank: 3

Rage 7, Gnosis 6, Willpower 6

Rites: Rite of Talisman Dedication, Rite of the Opened Caern

Fetishes: Klaive

Image: Ailis is an athletic woman with long red hair, blue eyes and freckles. She is 26 years old and 5'6". In Lupus form, she is a well-proportioned wolf with a red coat and green eyes.

Roleplaying Notes: You are the leader of the Wild Hunters pack. You enjoy flirting with male Garou, although you do it subtly enough to avoid any threat to the Litany. Otherwise, you like to portray a challenging dangerous guardian, an image closer to your true self. Ultimately, you are the most important thing in your life.

Background: Ailis grew up as part of a Catholic family in Belfast. Unlike many Garou, she was fairly popular in school, and many of her friends were Protestants. When

violence between Protestants and Catholics escalated, her family moved to County Meath, Ireland, where she underwent the Change.

Her mother Mavin was Kinfolk, and she helped her daughter find her way to Brugh Na Boinne. At Brugh Na Boinne, Ailis gave up her human name of Kyrie O'Neill. She adapted well to life as a Garou.

Ailis joined the Wild Hunters pack, and after a disastrous journey to the Scar (see *Umbral: The Velvet Shadow*) cost her pack leader his life, she took control. The Wild Hunters scour the Umbrscape and go on many missions to the Fianna Homeland and the Arcadia Gateway for the sept. The Wild Hunters have the Stag as their pack totem. Ailis feels closer to the Stag than to Dana.

Ailis retains close ties to her mother and her twin brother, Blane, who now works for the Office of Public Works. Blane and Mavin O'Neill both know Ailis's secret. Her father does not, and he has disowned her. Although Ailis is close to her family, she retains a strong sense of independence. She loves her family, but no one tells her what to do.

Ailis does not understand why her twin, Blane, is not a Garou. He behaves like a homid Garou, but he has never undergone the Change. She and the Wild Hunters have considered trying to draw the beast out in him.

Ailis and the Wild Hunters enjoy travelling into cities when they get the chance. All of the members of the pack are musicians, and they like to play "rock group" and perform in nightclubs.

Cormac Mac Eire

Position: Guardian #2

Breed: Metis

Auspice: Ahroun

Tribe: Fianna

Nature / Demeanor: Penitent / Director

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

Abilities: Alertness 4, Athletics 3, Brawl 5, Dodge 2, Empathy 1, Expression 3, Intimidation 5, Primal-Urge 4, Animal Ken 2, Melee 2, Leadership 4, Performance 3, Stealth 2, Survival 4, Enigmas 3, Investigation 3, Linguistics 1, Medicine 2, Occult 2, Rituals 3

Backgrounds: Totem 5

Gifts: (1) Create Element, Inspiration, Razor Claws, Resist Toxin; (2) Curse of Hatred, Spirit of the Fray, True Fear; (3) Eyes of the Cat, Mental Speech, Woadling; (4) Balor's Gaze

Rank: 4

Rage 8, Gnosis 5, Willpower 7

Metis Disfigurement: Albino

Rites: Rite of Contrition, Rite of Cleansing, Rite of Talisman Dedication, Rite of the Opened Caern

Fetishes: Klaive, Rager



Image: Cormac Mac Eire is an unusually large white wolf with pink eyes. Strangely (for an Ahroun), he has no battle scars. In Homid form, he remains an albino, with white hair and pink eyes. He is wiry and stands at 6'4", making him the tallest member of the Sept of the Tri-Spiral. His hair and clothing are always unkempt. He is uncomfortable in any form except Crinos. Cormac is around 36 years old, but he often seems older.

Roleplaying Notes: You act determined and commanding. You stand by your word and live by the twin icons of honor and glory. However, deep down, you resent your metis breed. You find yourself inferior and spend long periods of time in introspection. Only by doing the best possible job for the sept as a guardian can you forget your failings.

Background: Cormac's parentage remains unknown. The Fianna named him "Son-of-Ireland". He grew up at Brugh Na Boinne, and the Fianna disregard for the metis was drilled into him at an early age. He knows the area around the caern intimately, and if not for his breed, he would be the Warder of the sept. Bron has some respect for the metis.

Although just a guardian, Cormac has reached heights in Fianna society that most metis would not dare to contemplate. Cormac throws himself passionately into his duties. This narrow-mindedness is both his greatest strength and weakness, allowing him to achieve many things, but blinding him to the needs of others.

Several times, Cormac survived battles when his pack died around him. Cormac saves a special hatred for the

Black Spiral Dancers. One of his former packmates, a Galliard known as Autumn's Daughter, betrayed his pack to Black Spirals. Now, she is Oonnal'los'kry of the Decayed Toadstool pack. She knows his true nature and taunts him with this knowledge in combat. She defeated him in single combat during their only encounter since her betrayal. She spared his life, claiming he would one day join them. She is also Rank Four.

Cormac doesn't drink or revel with the members of his sept, preferring to stay to his duties. His songs are about pain and suffering. The sept enjoys his songs because they feel he gives voice to the emotional suffering of the Irish people and the land. Most sept members don't realize that Cormac's songs reflect his inner self.

He loves legends of the heroes of Ancient Ireland and has a powerful attachment to his past lives through Dana. Cormac digs through the mounds when no one watches in search of fetishes and knowledge of the past.

Cormac stays in the passage grave of Knowth during the day in order to avoid the sunlight, which burns him badly. He cares about Tears-of-the-Land, who shows him kindness, and he will sacrifice himself to protect her.

Tears-of-the-Land

Position: Master of the Rite, Keeper of the Song

Breed: Homid

Auspice: Philodox

Tribe: Fianna

Nature / Demeanor: Maker / Martyr

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

Abilities: Alertness 2, Brawl 3, Dodge 3, Empathy 4, Expression 3, Instruction 3, Intimidation 2, Primal-Urge 3, Subterfuge 1, Drive 1, Etiquette 4, Melee 2, Leadership 2, Performance 5, Stealth 1, Survival 3, Enigmas 4, Investigation 2, Linguistics 1, Occult 3, Rituals 5

Backgrounds: Totem 4, Familiar Spirit 4

Gifts: (1) Persuasion, Resist Toxin, Scent of True Form, Truth of Gaia; (2) Call to Duty, Strength of Purpose; (3) Faerie Kin, Wisdom of the Ancient Ways; (4) Faerie Blood

Rank: 4

Rage 5, Gnosis 7, Willpower 6

Rites: Rite of Contrition, Rite of Cleansing, Ritual of the Questing Stone, Rite of Talisman Dedication, Rite of the Opened Caern, Moot Rite, Gathering for the Departed, Rite of Binding, Rite of Wounding, Baptism of Fire, Rite of Spirit Awakening, Ritual of Summoning, Rite of Passage, Rite of Ostracism, Voice of the Jackal, The Hunt, Rite of the Fetish, Rite of the Totem, Rite of the Winter Wolf, Rite of the Opened Bridge, Rite of the Shrouded Glen

Fetishes: Harmony Flute, Klaive

Image: Tears-of-the-Land is 33 years old with short red hair and green eyes. She is around 5' 5". Males find Tears-of-the-Land irresistible in all of her forms. As a wolf, she has a glossy red coat and bushy tail.

Roleplaying Notes: You love Ireland more than anything else. You love its culture, its history and the land itself. You also love songs and stories of all types. You portray a sad mournful artist willing to sacrifice her soul to save Gaia. Faeries are some of your best friends, and you long to perform at the court of Arcadia.

Background: Tears-of-the-Land was raised in County Meath at a farm along the banks of the Boyne river. Her family raised oats and kept milk cows. Tears-of-the-Land can't remember a time when the beauty of the land didn't fill her heart with music.

When she was still a small child, a small beautiful faerie visited her and sung her stories about Ireland, the faeries and the Fianna. When the Change came, Tears-of-the-Land embraced it, and she cherished every bit of her Garou nature. The Fianna who came to kidnap her were surprised at her reaction of excitement instead of fear.

The Garou took her to Brugh Na Boinne. Tears-of-the-Land completely gave up her human life to live the life of the Garou. She travelled across Ireland, hoping to see all of the beauty of the island.

Tears-of-the-Land discovered the sickly taint of the Wyrm and the artificial starkness of the Weaver destroying the Emerald Isle. Returning to Brugh Na Boinne, she communed with nature spirits and faeries to learn a way to turn back the tide of the Apocalypse.

Tears-of-the-Land continues on her odyssey for knowledge, while applying what she knows to help the Tri-Spiral Sept. The Fianna recognize her as a Philodox of amazing wisdom, who certainly will someday join the Council of Song. Tears-of-the-Land weaves the songs of all the members of the sept into the Song of Brugh Na Boinne, placing them in context with the past. She performs the Song of Brugh Na Boinne before every meeting of the sept.

In hopes of reaching the humans, Tears-of-the-Land uses the name Emerald when writing songs for many popular musicians. Every few months, she considers recording her own album, but she fears it would lead to breaking the Veil.

Mary O'Reilly, "Deirdre"

Position: Keeper of the Land

Breed: Homid

Auspice: Galliard

Tribe: Fianna

Nature / Demeanor: Reluctant Garou / Traditionalist

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

Abilities: Alertness 2, Athletics 2, Brawl 2, Dodge 1, Empathy 3, Expression 2, Primal-Urge 2, Subterfuge 4, Drive 2, Etiquette 3, Firearms 3, Melee 2, Leadership 2, Performance 3, Stealth 2, Computer 2, Enigmas 1, Investigation 3, Law 3, Linguistics 2, Occult 1, Politics 3, Rituals 2, Science 1

Backgrounds: Resources 4

Gifts: (1) Beast Speech, Mindspeak, Persuasion, Resist Toxin; (2) Dreamspeak, Glib Tongue, Jam Technology; (3) Faerie Kin, Song of the Siren

Rank: 3

Rage 6, Gnosis 4, Willpower 6

Rites: Rite of Talisman Dedication, Rite of Contrition, Ritual of Cleansing, Rite of Binding, Gathering for the Departed, Rite of the Opened Caern

Fetishes: None.

Image: Mary O'Reilly's Lupus form has a night black coat and pale green eyes. In Homid form, she has shoulder length brown hair and blue eyes. Mary is 33 years old. She is a tall woman, nearly 5' 9". Mary has dedicated clothing to her, and she is never caught in anything revealing while in Homid form.

Roleplaying Notes: You always follow traditions. That was the way you were raised. Don't question authority and don't rock the boat. Perhaps that's your problem with being a werewolf. Everything werewolves do goes against some kind of authority. Nonetheless, you are a Fianna, so you follow their rules. You like to remain in Homid form and settle things by talking.

Background: Mary O'Reilly underwent the Change late in life. She was well on her way to becoming a lawyer when it happened. Mary has never forgiven herself for being a

Garou. Instead of becoming a rich international lawyer, she is now a bureaucrat in the Office of Public Works, Monuments Division.

Mary does all of the administrative things necessary to take care of the area around Brugh Na Boinne. She keeps people out of the mounds at Knowth and Dowth. She makes certain that the visitors' center and museum keeps running. She takes care of covering up any Veil problems as well.

Despite her reluctance to accept her heritage, sometimes Mary enjoys the revels and the sense of family in the Sept of the Tri-Spiral. Deep within her subconscious, she needs the Fianna to fill the emptiness in her life. However, she will never admit that she has such a need.

She is more likely to respond to her human name than her Garou one.

Wind-Across-the-Hills

Position: Gatekeeper

Breed: Lupus

Auspice: Ragabash

Tribe: Fianna

Nature / Demeanor: Gallant / Jester

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

Abilities: Alertness 3, Athletics 5, Brawl 3, Dodge 4, Empathy 2, Expression 2, Primal-Urge 2, Streetwise 2, Subterfuge 2, Drive 1, Performance 3, Stealth 4, Survival 2, Enigmas 4, Investigation 3, Linguistics 1, Occult 3, Rituals 4

Backgrounds: Totem 2, Contacts 2

Gifts: (1) Blur of the Milky Eye, Heightened Senses, Persuasion, Scent of Running Water; (2) Blissful Ignorance, Howl of the Banshee, Sense the Unnatural

Rank: 2

Rage 4, Gnosis 5, Willpower 8

Rites: Rite of Talisman Dedication, Rite of the Opened Caern, Rite of Spirit Awakening, Rite of the Opened Bridge

Fetishes: Phoebe's Veil

Image: Wind-Across-the-Hills is a lanky chap with long dirty blond hair that constantly falls in front of his face. He is about 5'9", but seems taller. In Lupus form, he is a black and red furred wolf with the usual Fianna green eyes. Wind-Across-the-Hills has a constant smile forming on his face. He is 23.

Roleplaying Notes: You are confident, witty, good-looking and fast. Everything you do is fast. You like beautiful women, and you love good drink. You exist to enjoy life to the fullest, and you try to help everyone else do the same.

Background: Wind-Across-the-Hills lives a life blessed by the luck of the Irish. Extreme convenience follows him everywhere. He didn't undergo the Change until after he was well past puberty. He was kidnapped by Garou as a

teenager while leaving a bank, mere moments before Protestants bombed it. During his Rite of Passage, his pack invaded a Black Spiral Hive and discovered that all the Black Spiral Dancers had recently killed each other.

Wind-Across-the-Hills is the youngest Garou ever to receive the Pathstone of Brugh Na Boinne. He has travelled far through the Umbra from the Wyld Reaches of the Aetherial Realm to beautiful Pangaea. Wind-Across-the-Hills has proven his ability to extract himself from scrapes, and he makes his stories sound absolutely thrilling. Bron Mac Fionn likes the potential of the young Garou.

Wind-Across-the-Hills is the fastest member of the sept. He loves to run in all of his forms. When he meets most Garou, he challenges them to a quick race. If they take losing well, he likes them. If they beat him, he gains instant admiration for them. Wind-Across-the-Hills also loves to flirt. He nearly got hurt badly when a Black Fury took his playfulness the wrong way.

Wind-Across-the-Hills has many human and wolf acquaintances in the Leinster area. He loves the night life of Irish cities. Wind-Across-the-Hills also loves to travel. He has reined that passion in since he was granted this new responsibility. He is very close to Tears-of-the-Land, and he would like to get closer to this attractive older woman.

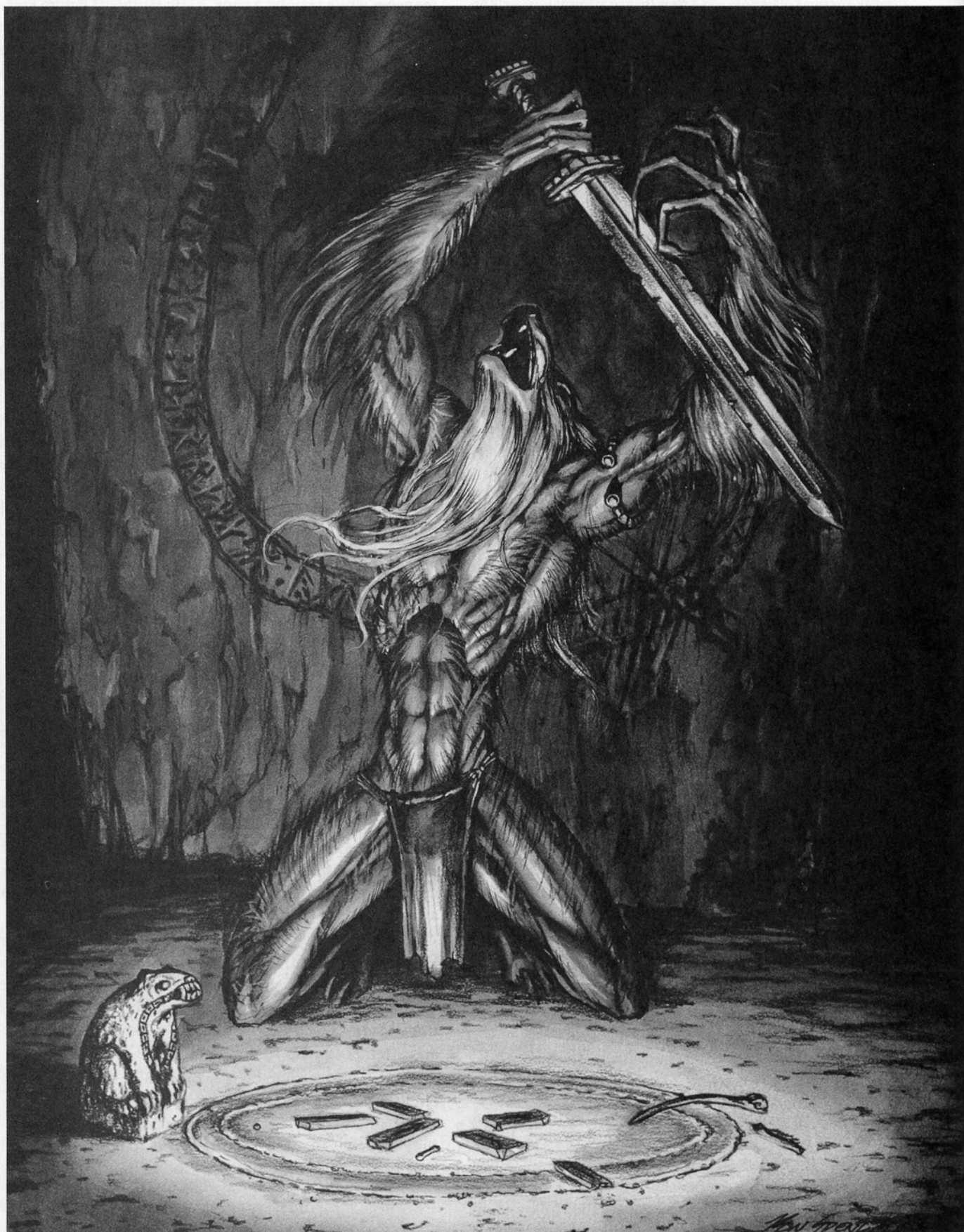
Story Ideas

1. Garou may come to the Tri-Spiral Sept in order to perform powerful rites or create potent fetishes when the Umbra and physical world merge at Newgrange. Also, creatures of the Wyrms could try to disrupt the event. Perhaps a Leech with weather control might attempt to block the sun during the winter solstice or the moon on the eve of Samhain. The results could be catastrophic.

2. Son-of-Moonlight and his fellow Eire Fundamentalists try to recruit player characters for their cause. The players must decide whether to join or report Son-of-Moonlight's activities to the Tri-Spiral Sept. Also, the Eire Fundamentalists could break the Veil during one of their attacks. Players could be asked to retrieve a videotape of an attack in the hands of an international journalist.

3. The Garou learn of an impending attack by the Brotherhood of Hern camp of the Fianna against Brugh Na Boinne. They go to warn the Tri-Spiral Sept and help fight off the attackers. Alternatively, a group of Technomancers from **Mag: The Ascension** could investigate the caern and attempt to strip it of its energy.

4. The player characters accidentally disrupt a faerie circle or find a fetish belonging to faeries. The faeries curse the player characters, causing all sorts of annoying misfortune to befall them. The players seek out the Tri-Spiral Sept to intercede with the faeries for them so that they may free themselves of the curse.



Get of Fenris: Germany

by James A. Moore

Sept of the Blood Fist

Caern: Schwarzwald — The Black Forest

Level: 3

Gauntlet: 3

Type: Strength

Tribal Structure: Get of Fenris. Closed to all others, but visitors are tolerated.

Totems: The Wild Boar

Geography

The Schwarzwald rests in the Gutachal valley, surrounded on one side by the Rhein River and on the other side by a branch of the distant Swiss Alps. The Black Forest is serene and tranquil in the areas where humans have made their homes. It lives up to its namesake in the primeval parts of the forest where the Get of Fenris dwell. The entire area of the Black Forest covers over a hundred square miles.

Bawn

The majority of the Black Forest is open to visitation, but in the very heart of this forest, there is an area so full of trees that it is almost inaccessible by any form of vehicle. There are no roads and only a few foot paths. This is the bawn of the Caern of the Blood Fist.

The Center

The center of the caern is an almost empty glade. A large stone that has been weathered by centuries of storms is in the middle of the glade. Runes cover the stone. It marks the final resting place for many of the Get's greatest heroes of old. The inscriptions in this stone are alleged to have been carved by great Fenris himself.

Landmarks

There are several small towns in the area surrounding the sept that would be of mild interest to the visiting Garou. Wolfach, Gutach and Triberg are the closest.

Wolfach is known primarily as the home of the last glassblowing factory preserving centuries-old traditional methods in modern Europe. Gutach is known for the deliberate preservation of ancient buildings: thatched roof huts are predominant here, and many of the Get have Kinfolk living in the area, deliberately remembering the days when the Impergium was strictly enforced. Triberg has become too popular with tourists to satisfy the Get in the region, but the waterfalls that flow from the Gutach River — a tributary of the Rhein — are the tallest in the area and have remained untouched by man. The area is sacred to the Get simply for its stark purity, and many a tourist has found out the hard way that littering is strictly forbidden. In truth, all of the towns are really little more than villages that have

stood the test of time. Over the decades, they have been adapting to accommodate tourists.

The primary industries in the area include glassblowing, preparing hams and building cuckoo clocks. Most of these simple duties are handled by the local citizens. Usually these are Kinfolk of the Get.

The nearest of the small mountains contains a place held sacred by the Get, a burial ground for the more recent heroes of the sept. The only indication that this area is special is that it is kept meticulously cleared of all debris. This site is slowly developing into a minor place of power, and Garou who come here to meditate or contemplate often leave with a clearer sense of purpose than when they arrived.

Umbrascape

In the Umbra, the power of the Schwarzwald and the meaning of the name—the Black Forest—can be truly felt. The area appears much as it does in the material world, but is darker and slightly more threatening. Here the forest is always as dark as night, and the voices of great heroes long gone can still be heard, calling challenges to the invading forces that have struck this area in the distant past.

History

The Skalds (Moon Dancers) of the sept tell a story of how Fenris placed a great caern in the Black Forest. It was established on the very spot where the sept's original founders fought off the invading forces of the Holy Roman Empire in the years between 9 B.C. and 9 A.D. While the Romans managed to conquer most of the Black Forest, they never managed to gain a serious foothold in the area where the Sept of the Blood Fists now stands. The more boastful of the Get claim that many Black Furies were taught their proper place in the 19 year attempt to conquer the area. No one really believes by these boasts are accurate. The Black Furies never fought alongside the Roman conquerors.

It is known with certainty that the area of the caern has existed since at least A.D. 300, around the same time that the Roman Empire was driven away from the area that is today Germany. The great stone at the center of the caern lists seven names: Torragash the Slayer, Walkarn the Sword-Breaker, Baldur Bright-Fang, Lorkush Thunderhowl, Boshtagg Mountain Breaker, Londis Fenris-Pup and one name that appears to have been deliberately scratched away some centuries ago. No one at the caern will discuss the missing name, and anyone asking too many questions will be invited to leave. The lucky ones leave alive.

The Sept

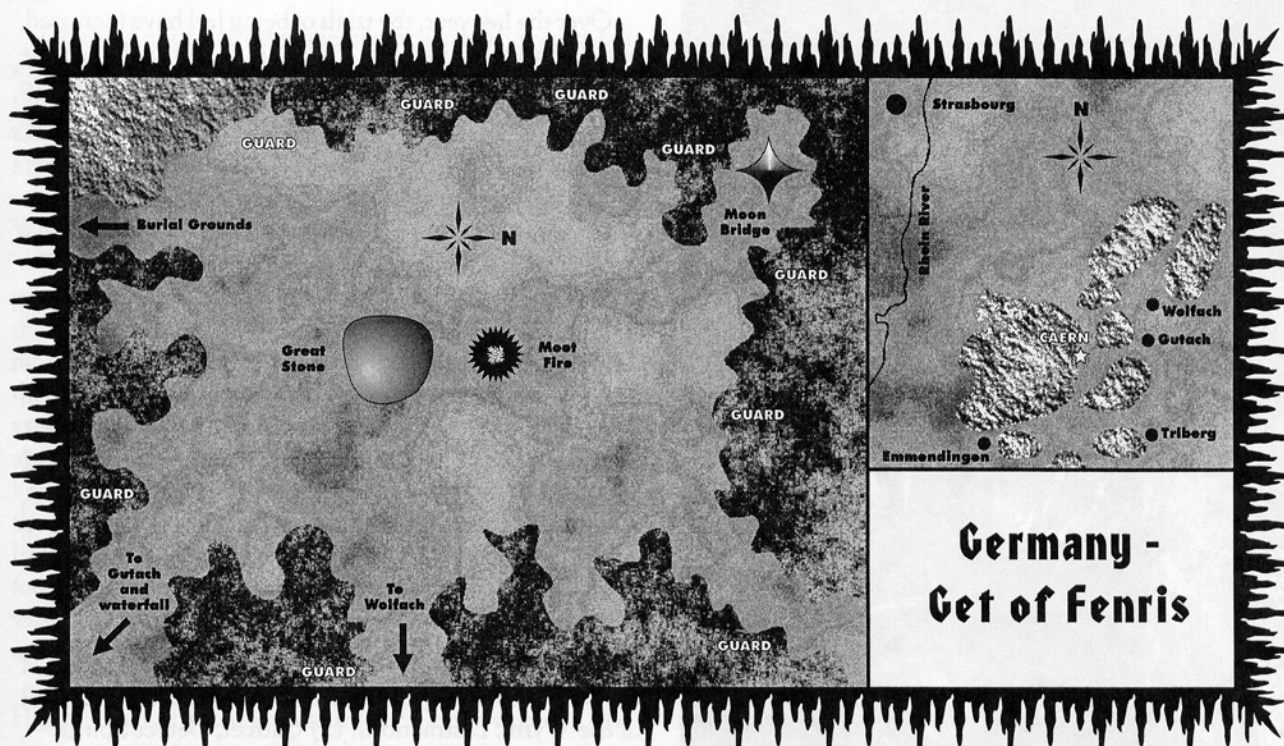
Members of the Sept of the Blood Fist take great pride in living up to their name. The entire sept is made up of Get of Fenris, and like many of the Get, they consider themselves warriors above all else. Tradition is strong in the

caern, and all who would enter the area are challenged to a physical confrontation. Normally, the confrontation comes to nothing more than a good-natured wrestling match, but there are always exceptions, especially for anyone who comes to the Black Forest with a chip on his shoulder.

The primary threat that faces the sept in recent years is a continuous influx of Sabbat Kindred. The Sabbat have recently come to a decision—at least temporarily—to keep a great deal of distance between their meeting places and the caern located in the southern section of the Black Forest. While the distance has been of some help, many of the younger warriors have taken up the sport of “Leech Hunting.” At the present time, the number of Sabbat who flaunt their presence is rapidly dwindling. One full scale assault on the caern was attempted by a sizable group of Sabbat some five years ago; none of the attacking vampires have been heard from since.

The Get that rule in the Sept of the Blood Fists take great pride in the lack of industry in the area, pointing out to all who visit that there are few places left that are so uncorrupted by the Wyrms. The more prudent visitors tend to ignore the roads that have been cut into many of the giant trees in the area.





Personalities

Lars Johannssen, "Jarl Torgus Firemane"

Position: Sept Leader

Breed: Homid

Auspice: Ahroun (Modi)

Nature / Demeanor: Alpha / Confidant

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

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

Backgrounds: Allies 5, Pack Totem 4 (Boar)

Gifts: (1) Inspiration, Persuasion, Razor Claws, Resist Pain, Smell of Man; (2) Stare-down, Snarl of the Predator, Spirit of the Fray; (3) Disquiet, Heart of Fury, Silver Claws; (4) Might of Thor

Rage 8, Gnosis 6, Willpower 8

Rank: 4

Rites: Rite of Cleansing, Rite of Talisman Dedication, Rite of the Opened Caern, Moot Rite, Rite of Wounding

Fetishes: Fang Dagger, Monkey Puzzle, The Paw Of Fenris (Level 6, Gnosis 8; This is not actually great Fenris' paw. It is a gauntlet worn by the various Jarls of the Blood Fist Sept over the years. This powerful fetish allows the bearer to strike in combat with a -3 to all difficulties in hand-to-hand combat and an additional three dice of damage. It also ensures that the Jarl cannot succumb to frenzy, as with the Gift: Stoking Fury's Furnace.)

Image: Torgus Firemane is of average height and is brutally wide. He has a chest span of four-and-a-half feet, and the rest of his body equally heavyset. Torgus' size as often reminds people of a tree. In all of his Garou forms, his hair is dark red with light blond highlights. Torgus has just turned 42.

Roleplaying Notes: Above all else, you respect bravery; honesty is a close second. You greet all Garou as family unless they show signs of weakness. Your face is open and friendly, but quick to grow red with rage if you are insulted.

Background: Torgus Firemane has only recently become the Jarl of the Blood Fist Sept. Late last year, he was forced to challenge the previous Jarl, Raven Corpse-Killer, to a battle for the leadership of the sept. Raven was accused of consorting with the Wyrms, and his defeat was both brutal and final.

In truth, it was Raven who had started dealing with the Sabbat, trying desperately to find a way to slow the hideous creeping problem of growing old. The pain that Torgus felt at being forced to kill his own teacher was lessened by the



knowledge that he had saved the old lupus from being fully corrupted by the Wyrms.

Over the last year, the trials of being Jarl have increased, and Torgus often wonders if he is up to the challenge. He keeps his doubts to himself and will accept any challenge to his right to lead the sept—provided the challenger has just cause for the challenge.

Scar Throat Leech-Killer

Position: Warder

Breed: Lupus

Auspice: Galliard (Skald)

Nature / Demeanor: Bravo / Fanatic

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

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

Backgrounds: Allies 3, Pack Totem 1, Past Life 4

Gifts: (1) Call of the Wyld, Heightened Senses, Leap of the Kangaroo, Razor Claws, Sense the Unnatural; (2) Call of the Wyrms, Distractions; (3) Catfeet, Detect Spirits

Rage 6, Gnosis 8, Willpower 7

Rank: 3

Rites: Rite of Cleansing, Rite of Contrition, Ritual of the Questing Stone

Fetishes: Phoebe's Veil, Baneskin

Image: Scar Throat Leech-Killer is lean and gray, with a large bald patch at his throat from where he survived his first encounter with the Sabbat. He bears markings on his fur like those of a tiger and will almost never be seen in Homid form. When he is forced to become Homid, his hair is light blond and his face has sharp features.

Roleplaying Notes: You take your duty as Warder very seriously, and will challenge virtually anyone that comes within the bawn of the caern. In issues involving the humans, your opinions are very similar to the Red Talons, and even Homid breed Garou are inferior to you.

Background: Scar Throat earned his name before he had even gone through his Rite of Passage. His first change came about as a result of an attack by a Gangrel Antitribu in the woods. The Sabbat vampire never knew what hit him; one second he was sinking his fangs into the throat of his prey, and the next moment he was losing his head. Fortunately, Scar Throat's father, Raven Corpse-Killer, was nearby when the Change occurred. No permanent lunacy evolved from the attack, save perhaps for a strong hatred of Leeches.

Scar Throat will go out of his way to attack any vampire that he captures and has even been known to use his Gift: Call of the Wyrms to draw vampires into ambushes. While Scar Throat understands the reasons why Torgus Firemane killed his father, he has not yet fully come to terms with his father's death.

Guardians

It is the duty of every sept member to guard the caern, but some of the more militant Get have made the duty a full-time obligation. At any given time, the Guardians can be found roaming the perimeter of the bawn, carefully setting branches to rustle loudly if any creature should dare to enter. The leader of each patrol on duty carries a Spirit Whistle and a Sanctuary Chime.

The three Garou who have made a permanent task of guarding the bawn are all metis and have jointly agreed that the best way to prove their worth is to perform their duties more militantly than anyone else. No one is certain where these three came from. They were quite literally dropped at the edge of the bawn during a fierce winter storm and abandoned by a parent or pack too ashamed to face up to the humiliation of their sins. The three of them were found by the sept, half frozen. Raven Corpse-Killer was so impressed by their survival, and their decision to try tackling him for food, that he allowed them into the sept. It is unknown whether or not they are truly Get of Fenris, but they certainly act the part.

The three metis have gained the names Freke, Gere and Hugin. Two of them are named for Odin's wolves. The third is named for one of Odin's ravens.

Freke, Gere & Hugin

Breed: Metis

Auspice: Theurge

Nature / Demeanor: Survivor / Conformist

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

Abilities: Alertness 3, Athletics 3, Brawl 3 (Hugin 5), Dodge 5 (Hugin 2), Empathy 3, Expression 3, Intimidation 2, Primal-Urge 2, Animal Ken 2, Etiquette 1, Melee 4, Stealth 3, Survival 4, Enigmas 3

Backgrounds: Allies 2, Mentor 3

Gifts: (1) Inspiration (Hugin only), Razor Claws, Sense Wurm, Spirit Speech; (2) Burrow, Command Spirit (Freke only), Curse of Hatred (Gere only), Name the Spirit

Rage 8, Gnosis 5, Willpower 5

Rank: 2

Rites: Rite of Contrition

Fetishes: Fang Dagger

Image: Freke is completely bald and bears symbols tattooed on his body, one for every victory he has had over an enemy. In addition, he is truly and repulsively obese.

Gere is hunchbacked and has one clubbed foot. His fur is almost white. He often has the effect of terrifying the vampires he runs across. Gere is huge in all his forms. He is seven feet tall in Homid form. In Crinos form, he is almost ten-and-a-half feet tall.

Hugin looks enough like a Black Spiral Dancer that most who meet him would assume the worst if not warned in



Ken Spencer © 1993

advance. His ears stand largely above his head, much like those of a bat. His fur is a dark, glossy black, and his fangs thrust from his mouth in every possible direction. As with many metis, his musk leaves those around him on edge, and those that do not know him well could easily decide to attack. Hugin allows one swipe before getting to the business of breaking a few bones in anyone foolish enough to attack without provocation.

Roleplaying Notes: You show deference to everyone, provided that they do not insult your appearance or your abilities. Above all else, you know that the Get took you in, and you will do your very best to live up to the standards of the tribe. You will attack if provoked and stop only after the fool who provoked you is a bloody pulp on the ground.

Sky Eyes Dances-With-Luna

Position: Master of the Rite

Breed: Lupus

Auspice: Philodox (Forseti)

Nature / Demeanor: Martyr / Traditionalist

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

Abilities: Alertness 4, Athletics 4, Brawl 1, Dodge 1, Empathy 4, Expression 5, Intimidation 5, Primal-Urge 5, Animal Ken 4, Leadership 2, Survival 2, Enigmas 5, Law 4, Linguistics 1, Politics 1, Occult 3, Rituals 5



Backgrounds: Past Life 5, Pure Breed 3, Pack Totem 3 (Fenris)

Gifts: (1) Heightened Senses, Razor Claws, Resist Pain, Sense the Unnatural, Truth of Gaia; (2) Strength of Purpose; (3) Catfeet, Detect Spirits, Wisdom of the Ancient Ways; (4) Beast Life, Scent of Beyond; (5) Geas, Horde of Valhalla, Song of the Great Beast

Rage 4, Gnosis 9, Willpower 8

Rank: 5

Rites: Rite of Cleansing, Rite of Contrition, Ritual of the Questing Stone, Stone of Scorn, Voice of the Jackal, Rite of the Fetish, Rite of the Totem, Rite of the Winter Wolf, Rite of the Opened Bridge, Rite of the Shrouded Glen, The Rending of the Veil, Rite of Caern Building, Gaia's Vengeful Teeth

Fetishes: Harmony Flute, Sanctuary Chimes

Image: Sky Eyes Dances-With-Luna is a venerable old Garou. Once-blond hair has gone almost entirely gray, and claws once capable of rending iron have started to weaken. Still, he maintains the skills needed to be a Master of the Rite, and holds the endurance to perform rituals almost constantly. Torgus Firemane turns to Sky Eyes whenever he has doubts as to what he should do. True to his position, Sky Eyes gives his advice freely. Over the last few years, he has felt a decrease in both his strength and agility; he fears that erosion of his mind is not far behind.

Roleplaying Notes: You are solemn and carry yourself with a stiff dignity. Your joints hurt more these days, and

you are weary of this life, but Gaia is obviously not done with you. Torgus Firemane once offered you the right to lead the sept, but you are more content to celebrate the ways of the Garou through rituals and moots.

Background: Sky Eyes Dances-With-Luna received his name as a result of the incredible passion and energy he has always displayed when performing rites for the sept. More than anyone else in the caern, Sky Eyes holds to the old ways. While he is not the Jarl of the Bloody Fist Sept, he is the main figure of authority and wisdom that Firemane turns to in times of crisis.

Else Waldenkrieg, "Wyrms-Guard"

Position: The Gatekeeper

Breed: Homid

Auspice: Galliard (Skald)

Nature / Demeanor: Director / Bravo

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

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

Backgrounds: Pack Totem 3, Past Life 2, Kinfolk 4

Gifts: (1) Mindspeak, Razor Claws, Resist Pain, Smell of Man, Stare-down; (2) Dream-speak, Halt the Coward's Flight;

(3) Disquiet, Reshape Object, Song of Rage; (4) Hero's Stand

Rage 8, Gnosis 8, Willpower 5

Rank: 4

Rites: Rite of Cleansing, Rite of Contrition, Ritual of the Questing Stone, Stone of Scorn, Voice of the Jackal, Rite of the Fetish, Rite of the Totem, Rite of the Winter Wolf, Rite of the Opened Bridge, Rite of the Shrouded Glen, The Rending of the Veil

Fetishes: Silver Sword, Monkey Puzzle, Baneskin

Image: Wyrms-Guard is a very attractive woman in her 40's and has the athletic build of a long distance runner. She bears several small scars on her arms and one large scar that runs from her shoulder to her ear. Her hair is a pale blond, and her eyes are green. While she is a serious warrior, her face normally carries an easygoing smile.

Roleplaying Notes: Absolutely no one will get past you without permission. The Moon Bridge of the sept is your responsibility, one that is never taken lightly. You lead the seven Garou handpicked by you with near military order, never permitting a pup with an attitude to get the best of you.

Background: Wyrms-Guard is the only female Get treated with true respect in the sept. At the age of 14, she was sent with several others on her Rite of Passage, and she returned alone, injured but alive. No one since who has questioned her abilities to fight has stood long against her rage. Wyrms-

Guard is a fearsome taskmaster, never allowing slack to anyone that has been assigned to assist her in the guarding of the Moon Bridge. She never tolerates insolence.

The closest caern on good terms with the sept is located in Berlin's Grunewald Forest and is also the strict property of the Get of Fenris. The Get there make Else nervous, for they associate with at least one Leech. That Leech has even come and met Else, and admittedly, it is that Leech who has allowed the Get to live in Berlin without fear of being hunted down by the other Wyrmlings in the area. She is still wary of him, however.

Gaia's Favored Child

Position: Keeper of the Land

Breed: Lupus

Auspice: Philodox (Forseti)

Nature / Demeanor: Martyr / Lone Wolf

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

Abilities: Alertness 2, Athletics 1, Brawl 3, Dodge 3, Empathy 5, Expression 2, Intimidation 1, Primal Urge 5, Animal Ken 5, Survival 1, Enigmas 5, Rituals 2

Backgrounds: Pure Breed 4

Gifts: (1) Heightened Senses, Resist Pain, Sense the Unnatural, Truth of Gaia; (2) King of the Beasts, Scent of



Get of Fenris: Germany

Sight, Strength of Purpose; (3) Wisdom of the Ancient Ways

Rage 1, Gnosis 10, Willpower 6

Rank: 3

Rites: Rite of Cleansing, Rite of Contrition

Fetishes: Clawed Cane (Gnosis 6; The Clawed Cane was designed for two purposes: it allows Gaia's Favored Child to walk without too much impairment — she can go at half the pace of the average Garou — and allows her to attack an enemy. Although the Keeper of the Land is not strong, when she activates the Clawed Cane in combat, she can do an extra four levels of damage by striking with the Cane's clawed foot. The Clawed Cane is carved entirely from marble and is effectively shatterproof.)

Image: Gaia's Favored Child is feeble, warped and disfigured enough to appear as if she was born metis. Her arms are spindly, lacking in muscle and seeming to have extra joints that should not exist. Her legs are stumps that can barely support her body. Her face appears to be covered with a thick fleshy caul, covering much of her eyes, and even a portion of her mouth. She has no visible ears.

Roleplaying Notes: You no longer speak, and every step is insufferable agony. Still, you have your duty to maintain, and you are not merely Garou, but Get of Fenris. There is no surrender, not even to the voice in your soul that cries out for the solace of death.

Background: Five years ago, the Leeches attacked in force. They had planned well, for most of the sept was in the Grunewald, assisting against an attack by the Kindred of what was then West Berlin. The sept returned and found several of their elders dead. They also found Gaia's Fiercest Pup. She had been broken and reshaped by the hideous powers of the Sabbat Leeches. Around her lay the remains of some dozen vampires.

Her once perfect face was destroyed; her once powerful arms had been altered, leaving much of her fur and muscle balled into useless knots of agony against her shoulders. Gaia's Fiercest Pup became Gaia's Favored Child when she refused the offer of bloody mercy that was made to her. Gaia's Favored Child preferred to either die of her wounds or die in combat. There would be no mercy.

Realizing her uselessness as a warrior, Gaia's Favorite Child became the Keeper of the Land, a title that had never been used before at the Sept of the Bloody Fist. Despite her endless agony, she maintains the duties fanatically, even going so far as to walk to the closest mountain and maintain the clearing of the fallen heroes' gravesite.

No mercy is shown to any who would insult the Keeper of the Land. Not ever. No exceptions.

Stigghalf Bone-Breaker

Position: Master of the Challenge

Breed: Homid

Auspice: Ragabash (Rotagar)

Nature / Demeanor: Judge / Bravo

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

Abilities: Alertness 3, Athletics 3, Brawl 5, Dodge 5, Empathy 2, Expression 2, Intimidation 5, Primal Urge 3, Animal Ken 1, Melee 5, Leadership 1, Stealth 3, Survival 2, Enigmas 1, Law 4, Linguistics 1, Politics 1, Rituals 1

Backgrounds: Pack Totem 2, Past Life 3

Gifts: (1) Open Seal, Persuasion, Razor Claws, Resist Pain; (2) Blissful Ignorance, Sense of the Prey; (3) Open Moon Bridge, Reshape Object, Spirit Ward; (4) Hero's Stand, Luna's Blessing

Rage 7, Gnosis 5, Willpower 8

Rank: 4

Flaw: Monstrous

Rites: Rite of Cleansing, Rite of the Opened Caern

Fetishes: Fang Dagger

Image: Stigghalf is a brute in every sense of the word. His face is a mass of scars from his many challenges, and his barrel chest displays numerous scars from the attacks he has survived. Most of all, his often broken teeth grin for all to see when the time comes for challenge. He is perhaps the ugliest non-metis ever to be born, and he wears every scar on his pug-ugly face with great pride.

Roleplaying Notes: You are always in a good mood, especially when you are tossing a Garou pup around the



caern and teaching all non-Fenris what it means to be a fighter. No Garou is forbidden to enter the sept— as long as they can get past you or through you. Of course, you prefer for them to try to get through you. It's more fun that way.

Background: Stigghalf Bone-Breaker earned his name by shattering the spine of a Black Spiral Dancer that attempted to sneak past him. Stigghalf was still in his teens at the time. His willingness to fight at the drop of a hat finally convinced Raven Corpse-Killer to give him the job of Master of the Challenge just to keep him out of trouble.

While Stigghalf's formal duty is judging any challenges, he is known to participate in as many of them as he can reasonably manage without causing offense to the sept. When bored, Stigghalf enjoys a good rowdy fist fight with others of the sept who are acting frustrated or tired. Stigghalf holds strong to the idea that too much relaxation is a bad thing.

Story Ideas

The Sabbat have recently made new allies in the Black Forest: the Black Spiral Dancers. The Dancers have recently started moving into the area from the industrial areas of what was once East Germany, searching for powerful Wyrms tools left behind by the Roman conquerors of old. Among these items is a sword rumored to be capable of cutting through granite and a powerful fetish, a rotted acorn seed that can turn the most powerful caern into a Blight.

Recently, Banes have been seen to the north of the sept, and the Get of Fenris are baffled by this sudden appearance. There is no indication of anything in the area that should be drawing the Banes in such numbers.

In truth, the Black Spiral Dancers have recently located the sword and fetish that they were looking for, but they have not yet been able to master the powers of the Wyrmsblade and the Blightseed. It is only a matter of time.

Recent digs by human archaeologists in the area have unearthed great numbers of Roman coins, and the coins have had a tendency to bring out the worst in people.

Greed, lust and a tendency towards violence are rapidly becoming the norm in the small towns where these coins have been found. Many of the Get believe that these coins are possessed by Banes of corruption, and that any who bear the coins will quickly fall victim to the Wyrms.

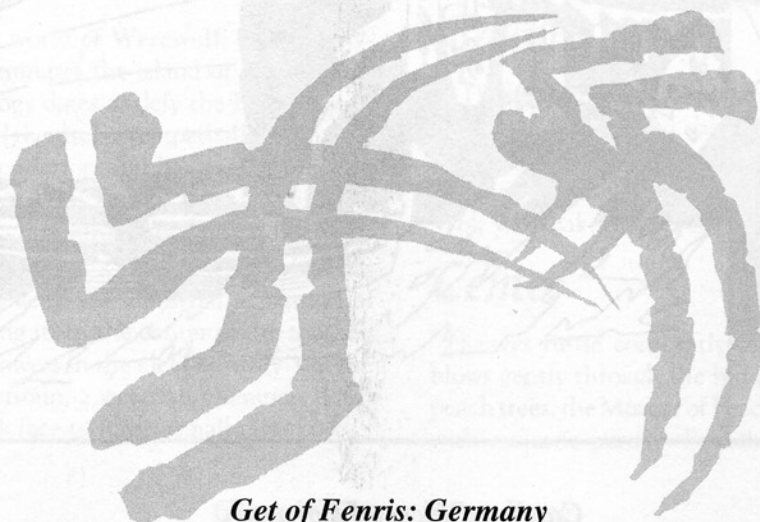
In the Umbra, a fearsome shrieking howl has recently started blasting through the perpetual darkness. Many of the Get rejoice with the secret belief that they are hearing the howls of great Fenris. Many others secretly fear that the howls come from another, darker source. A third group, the ones that keep their opinions to themselves, believe that the howls are indeed the howls of great Fenris, but that he is displeased with his Get. The howls are only heard when a Garou is alone in the Umbra. None know what to make of these sounds, but plans are in the making to investigate the area thoroughly.

Several of the areas surrounding the sept have recently been acquired by a company called Geistburg— "Ghost Town." The Get have no idea of just what is planned by this company, but the lands are still being purchased at considerable expense.

While the faeries of the Black Forest have not been seen in decades, rumors of recent sittings of gnomes have been spreading. The Get are worried that this portends the reopening of an old, abandoned faerie hill, or worse, a gate to Arcadia. While the Get have traditionally gotten along well with gnomes and dwarves, they are always wary around the fey and their tricks.

Last among the Garou's problems, the Gangrel so recently driven from the area have started returning. Many of the vampires are old, powerful and dangerous. The Get believe that these Gangrel could be allies against the Sabbat and the Black Spiral Dancers, but none has been able to start an agreement on how to approach them. There is too much conflict within the sept for a solid agreement on how to handle these vampires, and the Get of Fenris have never been known for their diplomacy.

With all the activity that has recently started in the Black Forest, there is only one certainty: violence and destruction are heading towards the Blood Fist Sept, and the Get of Fenris are preparing for full scale war.



Get of Fenris: Germany



Glass Walkers: Hong Kong

by Emrey Barnes

Sept of the Council for Universal Trade

Caern: Hong Kong

Level: 3

Gauntlet: 3

Type: Plenty

Tribal Structure: Glass Walkers (*boli zousizhe*) share power with the Bone Gnawers (*wantong*), Stargazers (*xing kannmengou*), Children of Gaia and Fianna.

Totem: The Smiling Happy Buddha

Geography

In the Gothic-Punk world of Werewolf, ecologically-minded technology dominates the island of Hong Kong. Only Western technology dares to defy the Balance, and Western companies find themselves perpetually fighting in court over charges of pollution and bad trade practices. However, in the Gothic-Punk world, they are winning their cases, aided by legal backing from Pentex, Inc.

A large portion of Hong Kong's forested western half has been set up as a zoo to keep the industrial expansion of humanity from damaging it. In the center of the zoo, the High West Mountain towers in the clear blue sky. On the eastern side of the mountain, a waterfall plummets down from the tree-lined rock face to form a small placid lake.

Unknown to all but the local Garou, and a select few of their Kinfolk, the waterfall covers the entrance to a hidden grotto in which thousands of peach trees grow. The peach trees grow high enough into the sky that they appear to be the peak of the mountain. The caern itself lies within this quiet peach grove.

The Council for Universal Trade closely guards the secret of the caern's location. Visiting packs are brought to the sacred site with their senses negated by specially crafted fetishes. Outsiders who learn of the caern's location are forced to stay until they have been "deemed worthy" by the Warder of the caern; this is usually a 10-year period of time, during which the interloper must serve with each of the caern officers (Warder, Guardians, Master of the Rites, etc.)

Bawn

The bawn reaches out past the edges of the zoo to enclose the newly constructed shopping mall (owned by Jo Wu, Sept Leader of the Council for Universal Trade) and the back lot of the Wok Wok Rik film company (owned by Wok Wok Rik, elder of the Council for Universal Trade).

Center

Leaves rustle constantly in the unearthly breeze that blows gently through the hidden glen. The largest of the peach trees, the Mother of Peach Trees, lifts her giant limbs with majestic purity. Branches filled with giant, juice-

The Smiling Happy Buddha

Background Cost: 5

The Smiling Happy Buddha, a totem spirit of Respect, not only endows his followers with feelings of tranquil peace, but also provides for their material and monetary needs. He is also known as Mi-lo Fo, the Laughing Buddha. He is a big jolly fellow, although he is sometimes depicted as thin and starving. Mi-lo Fo is the patron saint of silver and goldsmiths.

Packs chosen by the Smiling Happy Buddha receive an extra two points of Willpower per story, and also have three points of liquidated Resources at their disposal for each story. In times of great stress, the Smiling Happy Buddha might appear to help Garou of great renown focus their will and block out all distractions (This is similar to the Silver Fang Gift: Mindblock).

Code of Conduct: The Smiling Happy Buddha wishes his followers to "spread the wealth" to all members of the community. The Smiling Happy Buddha demands that his followers be peaceful among themselves. Above all, his followers must not hoard money, but rather help increase the rate of its flow.

laden fruit reach to the sky. White sand, made from the ground bones of the caern's dead metis Garou, neatly covers the area around the massive tree's root system.

When the caern is opened (with the Rite of Caern Opening), the transcendent form of the Smiling Happy Buddha appears within the trunk of the primordial peach tree. There, he sits cross-legged and smiling. His large belly jiggles in waves from his silent inner laugh. His right palm is opened to the sky, symbolically flowing with wealth and gifts, while his left palm faces the viewer. The middle finger and thumb on his left hand form a circle, and the other fingers pointing upwards, offering peace and tranquility.

The Smiling Happy Buddha not only knows peace with Gaia, but he also knows that, within the balance of the three major universal forces (Order, Chaos and the Dragon), there is more than enough wealth for everyone.

Landmarks

The Hall of Heads

"We have been studying the phenomenon of past life experiences for thousands of years. If you travel to the far western side of the cavern, you will find the bleached skulls of the renlei langren (dead homid Garou) of Hong Kong packs. The skulls are stacked by their past life relatives.

"Though it does not have the power of the caern proper, we respect it as a sacred site for finding peace of mind and acceptance of death."

— Mystic Orchid, Children of Gaia Theurge of the Caretakers of the Peach Grove

"I have known Garou who claim that connecting to their ancestors was easier when they were in direct contact with their ancestor's skulls."

— Plant-in-the-Machine, Philodox of the Hong Kong City Farmers

Bone Field

"When we, the lang langren (lupus Garou), feel we are losing that-which-makes-us-live, we wander toward the rise-set (the southern edge) of the sacred peach grove. There we slide into the final sleep."

— Leaping Wonder, Philodox of the Caretakers of the Peach Grove

Cockroach Pit

"We have managed to maintain the Balance by our adherence to tradition. Out of respect to the patron totem spirit of the most ancient of Glass Walker houses, we have incorporated a special porcelain-rimmed pit into the layout of the Peach Grove. Hundreds of thousands of subspecies of cockroaches inhabit the bottom of the five foot round, granite-lined pit. They gnaw at the wastes, thereby processing it within their digestive systems. In this state, the remaining matter is used to bed the peach trees. It is in this manner that we show our respect to the Cockroach."

— Rose Thorn, Ahroun of the South China Traders (attributed A.D. 900)

"When I was young, my grandmother once told me a story about how the cockroaches had underground passageways that led from the Cockroach Pit in the hidden peach grove to the city of Hong Kong. There, the Bone Gnawers could call upon them to infest the buildings of people they despised."

— Zu Lo'lang, "Hand of Vengeance", Ahroun of the Iron Brotherhood (attributed 1978)

Umbrascape

"The Rite of the Shrouded Glen has been used to hide the great caern's impression in the yingzi shijie (the Umbra). Other sections of Hong Kong have been "hidden" likewise by the Council for Universal Trade in order to ensure the secrecy of the Mother of Peach Trees Caern."

— Jeffy MacBade, leader of the Swift Dealing Smile Pack

"The Umbra is balanced, as is the Tellurian. Order (the Weaver) and Chaos (the Wyld) both have their way in the world, as does the crisp shining Dragon that rises into the sunlit sky to rend asunder the work of Order and Chaos alike. He erases the slate so that their work can be created anew."

— Enlightened Wolf, leader of the Northern Mountain Temple pack (attributed A.D. 750)

"The Children of Gaia talk about their peaceful glens and elysian fields, but those bastions of Nature can't hold a candle to the brilliant, heavenly forest that fills the Penumbra of the Mother of Peach Trees Caern. Everything is blossoming over with beautiful plant life, and an overpowering feeling of satisfaction fills the air like a sunny day.



"As the Umbra laps out of the hidden glen, the feel of the Umbra changes to a metallic starkness. Wires begin to attach themselves to places and things in the physical world. Information arranges itself out into a controlled mathematical equation far too complex for most to decipher."

— John Mimby, Fianna Galliard of the Swift Dealing Smile Pack.

History

"While the Get of Fenris and Shadow Lords persisted in the dementation of humanity, we gently coaxed them from their tree settlements to ground-based cities that we had designed."

"It was obvious when these 'apes' developed fire that they would use technology as a fulcrum to change the course of our world. It was, therefore, our duty to guide humanity along the appropriate path in accordance with nature."

"First and foremost, our goal must ever be to promote the advancement of science in an environmentally conscious manner."

— Timely Waterwheel, the great Galliard sage (attributed c. 2200 B.C.)

The Glass Walkers have fought as a stabilizing force in the progression of Chinese society as far back as 4000 B.C. They learned to live with humankind and helped the advancement of engineering and politics in order to keep humanity aligned to the Balance.

Several Glass Walker houses and their Kinfolk settled in Hong Kong around 700 B.C. One Glass Walker House, the

South China Traders, searched for pivotal nexus points within both the physical world and the Umbra; in the hidden peach grove, they had found more than they had ever dreamed.

Lead by Inner Rhythm (the great Theurge), the Glass Walker Houses, with the aid of Bone Gnawer packs, cast the Rite of Caern Building in 4 B.C. The caern was consecrated to the Smiling Happy Buddha.

The South China Traders have had the majority of responsibility for the caern from that date, though the caern has become so large that other tribes now take part in the many duties associated with the caern.

With Europe and western Asia choked with violence, several packs of the Children of Gaia and Shadow Lords migrated into Siberia and Mongolia. In late A.D. 900, the invading Mongols, assisted by the Shadow Lords, began to forcibly drive the Glass Walker and Bone Gnawer Garou from mainland China. The Children of Gaia drifted down south behind the advancing troops and tried to heal, with compassion and respect, the damage that the Shadow Lords had caused.

The human country of Portugal built a trading port in Hong Kong around A.D. 1514, making them the first of the European countries to make permanent trade links with Hong Kong. Hong Kong was seized in 1841 by the British as a part of the spoils in the first Opium War, during which many Garou died.

The Council for Universal Trade (*Zhengwuhui bu Shuohua Pubiande Shangye*) broke free from the Glass Walker House

of the South China Traders in 1898 to stabilize international trade. The New Territories were leased to Britain for 99 years. Many of the remaining South China Traders found the mounting influence of the "white man" unbearable and formed the dreaded Pirates of the South China Sea. The Pirates made a pact with the Council, ensuring the safety of the Sept of the Council for Universal Trade. When they established their own caern, the Pirates took a new totem spirit, Tin Hau.

Peaceful and prosperous, Hong Kong was ripe for the picking by the Japanese during World War Two (1941). Rumors ran rampant that Western (German and Italian) Kindred were flooding into Hong Kong with the Japanese army.

The Pirates of the South China Sea could not stand idly by and watch the island bawn of the Sept of the Council for Universal Trade become tainted by Europe's unbalanced influence. Boarding Japanese ships, the members of the house stole armaments and rebelled with nautical terrorist tactics.

Firearms became a symbol of power, and the Iron Brotherhood House (*Tie Tongbao*) was formed. Forsaking the sea to wear silk suits and tote firearms, they blended with the criminal underworld and brought about the birth of the Hong Kong syndicates. In the late '40s, the Iron Brotherhood house took over the post of Guardians of the Sept of the Council for Universal Trade from the Pirates of the South China Sea.

As the communists began their purge of China, one of the few remaining Stargazer packs migrated to Hong Kong. The Council for Universal Trade, eager to gain new allies, offered the Stargazers the position of Gatekeepers.

By 1956, the population of Hong Kong surged to over 2.5 million humans, and the Council for Universal Trade sent out the call to the mainland packs to protect the sept. The mainland packs were having their own problems. In 1967, China was swept with a cultural revolution. Hong Kong was the safe haven for protesters. Later, in 1978, refugees began to flood into Hong Kong from Vietnam.

The Council for Universal Trade panicked and tried, through their monetary might, to secure Hong Kong's future trade status. In a bold move in 1984, they managed to have diplomats from Britain and China sign an agreement concerning the return of Hong Kong to mainland China. China would regain control of Hong Kong, but it would remain capitalist instead of falling to the harsh regime of the communists.

Hong Kong remains a pivotal center for world trade. Ethics are a necessary and respected part of business. Although restrictions are becoming less rigid, technology remains ecologically-minded.

(For further information on the city of Hong Kong, see the *Vampire* supplement *A World of Darkness*.)

The Sept

The Mother of Peach Trees Caern is a cornucopia of prosperity, allowing money and resources to run rampant



within Hong Kong. No price is too high, and no item is too forbidden.

"Those who have been empowered at the Mother of Peach Trees Caern are imbued with a deep, overwhelming sense that Nature and Technology must work together as one, collaborating in peace and harmony to preserve the Balance."

"It is for us to teach that the only correct way for technology to advance is in a manner that is safe for the environment and attuned to Gaia's will. We must never forget this fact."

"Technology in its pure form is at one with Nature. We must not corrupt the Balance for the allure of quick material wealth. We must work to ensure that science and technology are used reasonably by all."

"The Earth is our greatest resource. We cannot squander its wealth needlessly. The Dragon would be forced to swoop down and burn us all into nothing with its all-consuming fire-like breath. It is in our hands to create machinery that will lead us to a more balanced tomorrow."

— Hu Jang, "Lightning Strike", Ahroun of the newly founded Iron Brotherhood (1953)

The Glass Walker and Bone Gnawers work together, as they often have for thousands of years. The Glass Walker packs trust the Stargazers as honest and truthful Garou. Glass Walkers look down upon Shadow Lords due to their part in the Mongolian invasion (circa 1280). There are no Shadow Lords within Hong Kong.

Children of Gaia in Hong Kong tend to feel that the Glass Walkers are tense and overly concerned with humanity. The Children of Gaia and the Stargazers treat one another as packmates, spreading information amongst themselves freely. The Asians begrudgingly allow the local Fianna into their moots.

Personalities

Jo Wu, "Limitless Hard-Drive"

Position: Sept Leader

Breed: Homid

Auspice: Philodox

Tribe: Glass Walker

Nature / Demeanor: Alpha / Alpha

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

Abilities: Alertness 2, Empathy 3, Expression 4, Intimidation 3, Primal-Urge 3, Subterfuge 3, Etiquette 5, Firearms 2, Melee 3, Leadership 5, Performance 4, Repair 3, Computer 3, Enigmas 2, Investigation 1, Law 4, Linguistics (English) 1, Medicine 2, Politics (Global Trade) 4, Rituals 2

Backgrounds: Allies 5, Contacts 4, Kinfolk 3, Resources 5, Pack Totem 5 (the Smiling Happy Buddha)

Gifts: (1) Persuasion, Scent of True Form, Smell of Man, Truth of Gaia; (2) Jam Technology, Strength of Purpose; (3) Cybersense, Tongues, Wisdom of the Ancient

Ways; (4) Scent from Beyond; (5) Geas, Summon Net-spiders.

Rage 3, Gnosis 6, Willpower 10

Rank: 5

Rites: Rite of Contrition, Rite of Cleansing, Rite of Talisman Dedication, Rite of the Opened Caern, Moot Rite, Gathering for the Departed, Rite of Wounding

Fetishes: Coin of Wealth, Dream Trap, Loon's Refund

Merit: Corporation CEO

Image: Jo Wu is a straight-laced businesswoman of the capitalist '90s. Dressing American, she holds herself with pride, self-importance and savvy. A monetary mastermind, Jo Wu has millions of dollars squirrelled away in banks across the planet. She can manipulate nearly anything and does so as she sees fit. Companies have collapsed and individuals have disappeared due to Jo Wu's corporate influences.

Roleplaying Notes: You are as calm as the new day breeze that sweeps in from the horizon, drifting cool and refreshing into the humid cityscape. To you, corruption is not allowing the influence of the Smiling Happy Buddha to run unchecked across the planet. Your goal is to keep Hong Kong open to world trade without compromising the stable co-existence between technology and the environment.

You have the utmost respect for anyone, unless you are betrayed. If someone does betray you, the Iron Brotherhood is always willing to take your blood money.

Quote: "What is important in today's society is making as much money as possible. Money will do everything for you. If you don't believe me, then you are the fool."

Background: A native of Hong Kong, Jo Wu has spent her life learning about business. She quickly climbed through the ranks of the Council for Universal Trade. Her leadership in changing the electric power sources in Hong Kong from coal to solar panels and windmills was her final step in ensuring her position as Lord of the Glass Walker House.

Jo Wu has allied the Council with the Hong Kong City Farmers, preventing the western evils of "environmentally incompatible industry" from invading the island. The Council's businesses work in tandem keeping Pentex' money, and their unethical business tactics, out of mainland Asia.

Song Chiang, "Welcome Rain"

Position: Warder

Breed: Homid

Auspice: Galliard

Tribe: Glass Walker (City Farmer)

Nature / Demeanor: Curmudgeon / Caregiver

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

Abilities: Alertness 2, Empathy 3, Expression 3, Intimidation 1, Primal-Urge 4, Streetwise 2, Subterfuge 1, Animal Ken 4, Etiquette 3, Leadership 4, Performance (Drum) 3,

Survival 1, Herbalism 2, Kailindo 1, Meditation 2, Computer (Robotics) 3, Enigmas 4, Linguistics 4, Medicine 3, Occult 1, Politics 1, Rituals 3, Science (Hydroponics) 4

Backgrounds: Allies 4, Contacts 4, Kinfolk 2, Resources 4

Gifts: (1) Beast Speech, Control Simple Machines, Mindspeak; (2) DreamSpeak; (3) Control Complex Machines, Cybersenses, Invent, Tongues; (4) Attunement, Bridge Walker, Shadows by the Fire Light

Rage 4, Gnosis 7, Willpower 9

Rank: 4

Rites: Rite of Contrition, Rite of Cleansing, Ritual of the Questing Stone, Rite of Talisman Dedication, Rite of the Opened Caern, Moot Rite, Rite of Binding, Baptism of Fire, Rite of Spirit Awakening, Ritual of Summoning, Rite of the Totem, Rite of the Opened Sky

Fetishes: Bells of Rain, Lagomorph's Boon, Spirit Drum, Sacred Soil

Merits / Flaws: Longevity, Park Department Ties, Judicial Ties / Soft Hearted

Image: Bristling with an air of dignity, Song Chiang's long silky beard cannot be missed in a crowd. In Lupus form, fur covers his face in a black mask. His body fur covers him like brown bark.

Roleplaying Notes: A very sincere and gentle man, Song Chiang lives by his word. He links his artistic ability directly to Awen and tends to try to fight his battles on an emotional level rather than leaping into physical combat.

Quote: "We must stand together as solid as the bricks in a wall; our minds must be focused upon the will of Gaia, projecting it outwards like plant life into the cities of the world."

Background: As a young adult, Song Chiang was prone to fits of Harano when inebriated. He lost great renown by scribbling on the walls of Hong Kong bars, especially when he wrote poetry about the Garou. As he aged, his character grew stronger, and the strength of his soul forged the way for him to become leader of the Hong Kong City Farmers and Warder of the Mother of Peach Trees Caern.

Song Chiang is respected for his level-headed forethought. He not only relies upon his own intuition about threats to the caern, but also uses the combined sensory powers of all the Garou on the island (through his Galliard Gifts).

Song Chiang has befriended both the Junk Junk King (leader of the Bone Gnawer pack known as Broken Junk City) and All-Seeing-Eye (leader of the Bone Gnawer pack known as the Watchers of the Streets), and they come to visit him often.

Easygoing Song Chiang only hates injustice.

Wu Yong, "Iron Ghost"

Position: Guardian

Breed: Homid

Auspice: Theurge

Tribe: Glass Walker (Wise Guys)

Nature / Demeanor: Director / Autist

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

Abilities: Alertness 4, Brawl 1, Dodge 3, Intimidation 4, Primal-Urge 4, Streetwise 2, Subterfuge 3, Drive 3, Firearms 5, Leadership 4, Repair 2, Stealth 1, Survival 1, Disguise 2, Fast-Draw 4, Instruction 3, Kailindo 2, Computer 3, Enigmas 3, Investigation 2, Law 1, Linguistics 3, Medicine 3, Occult 1, Politics 3, Rituals 3, Science 2

Backgrounds: Allies 5, Contacts 4, Kinfolk 5, Resources 3

Gifts: (1) Control Simple Machines, Mother's Touch, Persuasion, Smell of Man; (2) Heat Metal, Jam Technology, Power Surge, Stare-down; (3) Control Complex Machines, Disquiet; (4) Corner Shot, Doppelganger

Rage 2, Gnosis 7, Willpower 9

Rank: 4

Rites: Rite of Contrition, Rite of Cleansing, Ritual of the Questing Stone, Rite of Talisman Dedication, Gathering for the Departed, Rite of Binding, Rite of Wounding, Rite of Spirit Awakening, Ritual of Summoning, Rite of Passage, Rite of Ostracism, Stone of Scorn, Rite of the Totem

Fetishes: Dream Trap, Sands of Sleep, Death Dust, Fire-Elemental Bullets (Gnosis 5; if a successful firearms hit has been scored, roll activation. If successful, the round burst into flames upon impact and does three dice of aggravated damage. Wu Yong has five of these bullets)

Merits / Flaws: Underworld Ties, Ambidexterous / Intolerance (injustice)

Image: Wu Yong wears nothing but the finest, pristine white silk suits. Calm and gentle in his everyday life, his mafia-like tactics strike like lightning.

Roleplaying Notes: Honor is the way of life. You live by seeing that justice is done. Your enemies are evil and injustice. You are always in control.

When the time comes for killing, you fire two .45 automatics with blazing speed and perfect accuracy.

Background: When Wu Yong was still young and living in mainland China, he transported small packages for the local black market. Upon his Firsting in the '80s, "Iron Ghost" found himself in a new scale of power and intrigue as a member of the Iron Brotherhood.

Run and composed mostly of Kinfolk humans, the Iron Brotherhood has sworn an oath to ensure Asian trade supremacy in Hong Kong. The Brotherhood also serves as an equalizer and righter of wrongs. The Chinese in Hong Kong respect them and often give gifts to members of this organization.

Wu Yong took to the methods of the Iron Brotherhood like a fish to water. His ability in planning and completing "jobs" allowed him to advance rapidly within both the organization and the house. In a short 10 years, Wu Yong had managed to become house leader and one of the chief officials in the Iron Brotherhood; thus, "Iron Ghost" gained the caern office of Guardian.

Arthur Chang, "Weaving Wheel"

Position: Master of the Rite

Breed: Homid

Auspice: Theurge

Tribe: Glass Walker

Nature / Demeanor: Traditionalist / Visionary

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

Abilities: Alertness 2, Athletics 1, Brawl 1, Dodge 1, Empathy 3, Expression 4, Intimidation 1, Streetwise 1, Subterfuge 3, Etiquette 4, Leadership 3, Performance 4, Repair 2, Survival 2, Meditation 2, Computer 1, Enigmas 4, Investigation 2, Law 3, Linguistics 3, Occult 4, Politics 4, Rituals 5

Backgrounds: Allies 2, Contacts 2, Familiar Spirit 3, Kinfolk 1, Resources 3

Gifts: (1) Mother's Touch, Persuasion, Smell of Man; (2) Command Spirit, Name the Spirit, Sight from Beyond; (3) Elemental Favor, Exorcism, Pulse of the Invisible; (4) Spirit Drain, Spirit Ward

Rage 3, Gnosis 10, Willpower 7

Rank: 4

Rites: All

Fetishes: Key to the Umbra, Lagomorph's Boon, Luna's Gossamer Thread, Clear Water, Sacred Soil



Merits / Flaws: Corporate Ties, Media Ties, Judicial Ties / Banned Transformation (soothing music), Short

Image: In Lupus form, Arthur's coat runs molted with spots of black, brown and gray. In Homid form, Arthur's short, thin figure makes him appear nonthreatening.

Roleplaying Notes: Arthur travels out into the Umbra constantly as he fulfills his sept duties. In the physical world, he relies upon his cunning; in the Umbra, he likes muscling his way around with his arcane powers and knowledge of the occult.

Arthur loves being around others and is eager to meet others who study the manipulation of the unseen. If Arthur gets in an argument at a moot, all of the Theurges present will side with him out of respect and friendship.

Background: Arthur grew up in a rich family. He was very shaken at his becoming, but since then he has learned to acclimate himself quite well. His skills at making friends had much to do with his learning Gifts and rites from nearly every Theurge on the island.

Perfector of Forms

Position: Gatekeeper

Breed: Homid

Auspice: Philodox

Tribe: Stargazer

Nature / Demeanor: Judge / Confidant

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

Abilities: Alertness 4, Athletics 3, Brawl 5, Dodge 4, Empathy 3, Expression 1, Intimidation 1, Primal-Urge 2, Animal Ken 2, Etiquette 3, Melee (Staff) 4, Leadership 3, Stealth 3, Survival 1, Herbalism 2, Meditation 5, Kailindo 2, Enigmas 4, Linguistics 2, Medicine 2, Occult 3, Rituals 3

Backgrounds: Past Life 3, Pure Breed 2

Gifts: (1) Balance, Persuasion, Scent of True Form, Truth of Gaia; (2) Surface Attunement, Inner Strength, Strength of Purpose; (3) Preternatural Awareness, Weak Arm; (4) Scent from Beyond, Ultimate Argument of Logic; (5) Circular Attack, Geas, Wall of Granite

Rage 3, Gnosis 5, Willpower 9

Rank: 5

Rites: Rite of Contrition, Rite of Cleansing, Ritual of the Questing Stone, Rite of Talisman Dedication, Rite of the Opened Caern, Moot Rite, Rite of Binding, Baptism of Fire, Rite of Spirit Awakening, Rite of Becoming, Ritual of Summoning, Rite of Passage

Fetishes: Gaia's Poultice, Heart of the Spirit, Silver Sword (not always carried), five Pine Daggers, three Master's Plasters (Gnosis 8; a small piece of herb-smeared oil paper. It will temporarily heal one wound, negating Dice Pool penalties until it is removed. If it is removed before natural healing or regeneration can take place, the complete wound will return.)

Merits / Flaws: Longevity, Double-Jointed, Ambidextrous / Slip Sideways

Image: Pure, flowing gray fur covers Perfector of Form's athletic lupine body. Even in Homid form, his eyes still hold the keen but calm edge of a wolf. His bald head is lined with scars made by burning incense cones. He wears the trappings of a Buddhist monk, as his pack is composed of the descendants of Shaolin monks. Though he is a man in his 70s, he possesses an uncanny strength and limberness.

Roleplaying Notes: There is always enough time for everything. When you have to act, you must use all that is within you to the greatest effect in the shortest period of time. It is very important to meditate constantly in order to free your mind from the trappings of reality that clutter your thoughts.

Quote: "One's mind must be clear and free before one can truly see. The subconscious mind taints all that we sense. It is our duty to purify ourselves so that we can transcend this false view of life."

Background: For many years, Perfector of Form wandered mainland China learning about the Balance. On a trip to Hong Kong, he was brought to the sept, and he has not left since. The peace and tranquility of the hidden peach grove filled his mind. As the layers of reality seemed to peel away, he knew his purpose in life—to become pack leader of the Gatekeepers of the Peach Grove.

Revenge-of-the-Land

Position: Keeper of the Land

Breed: Lupus

Auspice: Ahroun

Tribe: Children of Gaia

Nature / Demeanor: Caregiver / Bravo

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

Abilities: Alertness 4, Athletics 3, Brawl 3, Dodge 2, Empathy 3, Expression 3, Intimidation 3, Primal-Urge 3, Animal Ken 2, Leadership 4, Performance 2, Stealth 4, Survival 5, Instruction 2, Kailindo 2, Mediation 2, Enigmas 2, Occult 2, Rituals 3

Backgrounds: Past Life 4, Pure Breed 4

Gifts: (1) Heightened Senses, Inspiration, Razor Claws, Resist Pain; (2) Leap of the Kangaroo, Luna's Armor; (3) Detect Spirit, Spirit Friend; (4) Clenched Jaw; (5) Beast Life, Elemental Gift, The Living Woods

Rage 5, Gnosis 9, Willpower 8

Rank: 5

Rites: All (Level Three and below)

Fetishes: Elk Tooth Necklace, Friendship Ring, Rager, Tree Cloak (Level 3, Gnosis 6; a small twig bound by Garou hair. When the fetish is activated, the Garou can appear, to all natural senses, as a tree. Of course, the Garou must stand in place. The difficulty is 4 near similar trees, 6 near different trees, and 9 in the city.)

Merits: Untamable, Fair Glabro

Image: In wolf form, Revenge-of-the-Land's dark, black fur runs flawlessly along her delineated musculature. In Homid, she will not wear clothing and appears as a very stereotypical Chinese woman with straight, hip-length hair of purest black.

Roleplaying Notes: Revenge-of-the-Land especially hates what she terms "the silly false nature" of Chinese gardens. She dislikes the use of metis bone matter as fertilizer about the base of the Great Peace Tree, but supports it because it is tradition.

Quote: "No step on flowers, stupid ape!"

Background: Revenge-of-the-Land grew up in the mountainous northern provinces of mainland China. She made her way southward, changing packs and gaining notoriety for her "back to the basics" approach.

Eventually, she was selected at a multi-tribal moot in mainland China to head the Children of Gaia pack known as the Caretakers of the Peach Grove. It is this pack's sacred duty to insure that the peach grove stays in its natural, healthy state. She has dedicated herself to this position for life.

Li Kw'ei, "Spinning Buzz Saw"

Position: Master of the Challenge

Breed: Metis

Auspice: Ahroun

Tribe: Glass Walker

Nature / Demeanor: Deviant / Reveler

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

Abilities: Alertness 3, Athletics 3, Brawl 4, Dodge 3, Primal-Urge 5, Streetwise 2, Subterfuge 3, Swimming 4, Drive (Ships) 4, Etiquette 3, Firearms 4, Melee 4, Leadership 3, Repair (Boats) 4, Survival (Sea) 3, Kailindo 3, Meditation 1, Computer 1, Enigmas 3, Investigation 2, Law 1, Linguistics 4, Occult 2, Politics 2, Rituals 3, Science (Oceanography) 3

Backgrounds: Allies 1, Contacts 3, Kinfolk 1, Resources 5, Pack Totem 5 (Tin Hau)

Gifts: (1) Persuasion, Control Simple Machines, Create Element, The Falling Touch; (2) Power Surge, True Fear, Curse of Hatred, Sense Silver; (3) Invent, Control Complex Machines, Heart of Fury, Eyes of the Cat, Mental Speech, Elemental Favor; (4) Attunement, Wither Limb, Clenched Jaw

Rage 9, Gnosis 7, Willpower 7

Rank: 4

Rites: All (Level Three and below)

Fetishes: Crystal of Personal Warmth (Level 2, Gnosis 6; a scarlet crystal in a wrapper. When activated, it will keep a Garou at a comfortable temperature for 12 hours. This is used to prevent hypothermia.), Tool Stick, three Glitches (Gnosis 8; a small, magnetized gear with a broken tooth.

Place it on a machine and activate it. The machine will not function correctly until the machine is completely disassembled and reassembled), Tool Talens

Merits / Flaws: Mechanical Aptitude / Vengeance

Image: Li Kw'ei is large, muscular wolf with gray-brown fur; a streak of black hair runs along his neck and circles around his head. Li Kw'ei's eyes are so far around the sides of his head that his angle of vision reaches almost 300 degrees. In Homid form, Li Kw'ei's head seems hideously deformed, with a beak-like face. Li Kw'ei's gnarled, muscled body strikes quite a menacing sight.

Held back in a ponytail, his long black hair cascades back from his bristle-bearded face. He wears the loose fitting clothing of a sailor and always has a utility belt jam-packed with tools. Li Kw'ei keeps a pair of utility axes nearby at all times.

Roleplaying Notes: Gruff and straightforward, Li Kw'ei's tolerance for what he deems is out of line is very low. People who do not treat him with the respect that he justly deserves will find his wraith quite menacing.

Quote: "If it's a fight you want, it's a fight you'll get!"

Background: Li Kw'ei grew up in a Glass Walker House called the Pirates of the South China Sea. As a metis Garou, he was always kept hidden by the leaders of the Pirates. He learned the ways of the House and quickly rose to take the seat of House Lord. Li Kw'ei upholds this honor as the Master of Challenge with the greatest of respect and dignity.

Story Ideas

1. The characters need to make a business deal, but are thwarted at every turn. This may be due to Kindred intervention by the Ventrue Business Alliance, or their money might have links to Pentex. Local Glass Walkers or Bone Gnawers direct the characters to the caern so that they can be empowered by it. There, the pack will begin to discover why their money is "tainted".

The Council For Universal Trade, the Iron Brotherhood and the Hong Kong City Farmers are the three Houses of Glass Walkers in the city proper. The Bone Gnawer pack, Watchers of the Streets, tends to mill about the crowded alleys of Lascar Ro or Cat Street Market (see *World of Darkness*).

2. Get the characters involved with smuggling or with smugglers. The Iron Brotherhood, the Pirates of the South China Sea and the Broken Junk City Pack have smuggling connections. If the characters are westerners, they may need to request the assistance of the Swift Dealing Smile Pack of the Fianna tribe. If the characters travel out to sea at night, they will no doubt run into the ghost vessel T'o Ngho (see *World of Darkness*).

3. If the characters try to start business dealings in Hong Kong that will harm the environment or are linked to Pentex, they will be accosted by the Hong Kong City Farmers and the Iron Brotherhood. The City Farmers

control the Department of Public Housing and Building Permits. The City Farmers will attempt to instill the eastern viewpoint upon these obviously ignorant westerners in order to protect the environment. The Iron Brotherhood will come to the Hong Kong City Farmer's aid if necessary to protect the natural balance or to insure justice.

4. Spooky Tooth, a band formed by a pack of Glass Walkers, has been at the top of the heavy metal charts for a while. The band shows up at the characters' caern and asks for help in convincing the packs of Asia into believing in the threat of the Wym. (The band is also concerned about the fight over the Amazonian jungles and has found out that the caern has not been sending troops.) Spooky Tooth will try to convince the pack to go to Hong Kong and discuss the existence of the Wym (despite beliefs about the Dragon) with the leaders of the Sept of the Council for Universal Trade.

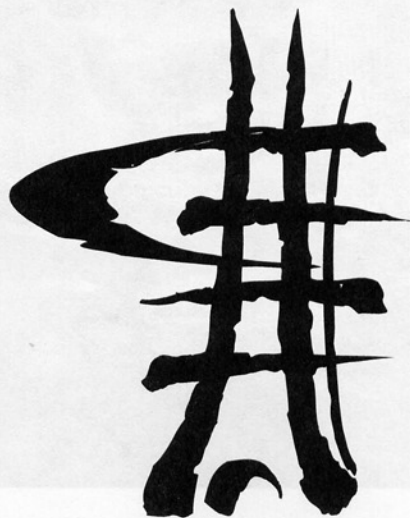
The members of the Sept absolutely believe in the Dragon and will not listen to Western "propaganda" about the Wym. From that point on, the situation leads to a debate within the Sept of the Council for Universal Trade at a moot before the transcendental form of the Smiling Happy Buddha glowing from within the Peach Tree.

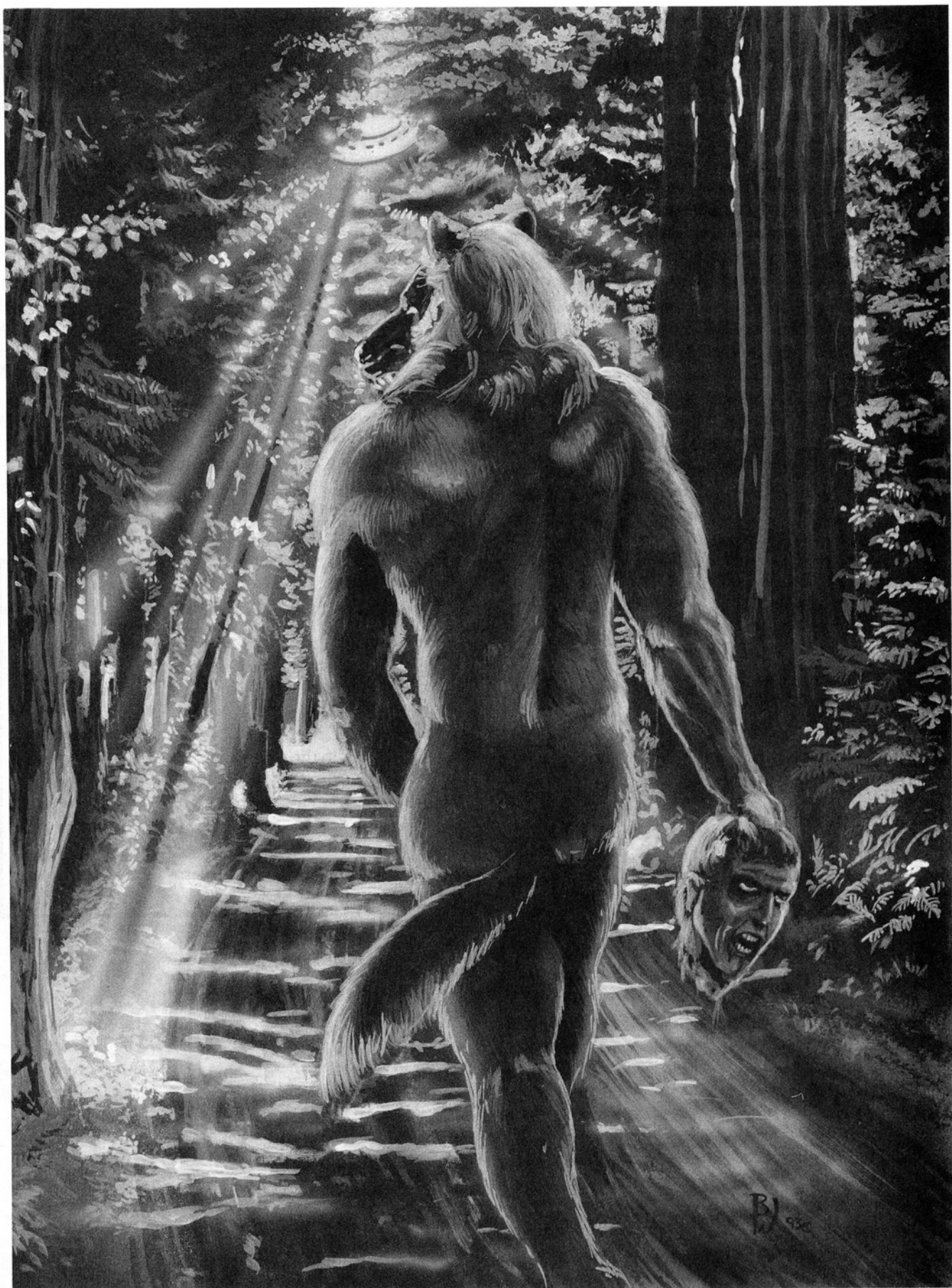
Tin Hau

Background Cost: 4

Tin Hau, goddess of the sea and fishermen, is a Totem of Wisdom. She has a big moot on the 23rd day of the third moon of the New Year. Tin Hau attunes her followers to the South China Sea. This gives characters an extra two dice on all rolls while sailing in the South China Sea. In the past, storms have stopped for passing "pirate" ships, and storms have sunken enemy ships when Tin Hau felt that her Garou "children" were in danger.

Ban: Tin Hau will not allow the sea to be desecrated. Tin Hau will send storms to destroy those who pollute the South China Sea.





Red Talons: Alaska

by Steven C. Brown

*And though it seems from here/ That she was never there/
Light beams disappear/ Into her blackened hair/ I wonder if they
reappear/ She was right/ She was right there/ She was right there
all the time/ Collapsing all the way*

— Frank Black, "Places Named After Numbers"

Sept of the Weeping Daughter

Caern: Grimbone Creek, located 15 miles west of Lawson, between Mount Bona and Mount Sanford in the Wrangell Mountains of Alaska.

Level: 2

Gauntlet: 4

Type: Sorrow

Tribal Structure: Closed; open only to Red Talons

Totems: The Weeping Daughter

Geography

Where there is sorrow, there is holy ground.

— Oscar Wilde, *De Profundis*

Grimbone Caern is located in a small ravine with eight to ten foot embankments on three sides— the north, east and south. On the west side, there is a shallow creek. The caern itself is roughly 160 feet in diameter. It is surrounded

by dense forest, making it hard to see from a distance. The forest is known by all local humans to be stalked by hungry wolves and haunted by the ghosts of dead Eskimos.

Bawn

The sept does not keep an eye out for intruders beyond 500 yards of the caern itself. Because it is located deep within haunted woods, humans seldom brave the threat of ghosts and roaming wolves. However, there are numerous booby traps designed to alert the sept to nosy humans. Many animal spirits and a few "Walkers" (see *Umbrscape*, below) aid in protecting the caern from desecration.

The Center

Near the northern end of the caern is a shrine to the Weeping Daughter consisting of a mound of smaller stones surrounding a large oblong piece of shale turned on end. The shrine is eight feet tall. Many ancient spirit symbols of the Wendigo and Red Talons, along with painted and



decorated skulls of moose and bear, lie at the foot of the center stone.

Within the caern are the burial mounds of long-dead Wendigo who lived in the deep forest and cared for an ancient caern that was destroyed by Wyrmlings. The mounds are preserved and protected by the sept. A small burrow enters the side of the hill on the eastern side; this is where the Garou live. The passage branches off into five chambers.

Landmarks

Grimbone Caern is located in what is called Bloody Woods, the site of many fierce battles between Garou and Wurm minions. In addition, the forest is the location of many sightings of strange lights in the sky, many missing persons reports and the occasional report of UFO abduction.

Umbrascape

At the center of the caern, in the Umbra, the burial mounds of the Garou lie open. There are no dead present, although their bodies are in the burial mounds in the real world. There are always voices in the forest of the Umbra, and sometimes, when the wind catches the trees just right, the voices bleed through into this world.

In the Umbra, the forest around the caern is filled with the spirits of long dead animals. While most animals who die continue the journey onward after death, those who remain as spirits here appear as they did when the life left their bodies. Some remain half-eaten yet fully conscious; others bear only the wound which brought them down. The spirit animals continue to exist, feeding on their natural prey in the Umbra.

While most "Walkers" are the ghosts of Eskimo, some are dead Wendigo and Red Talons. Anyone who dies near the caern has a choice. He can stay in the local Umbra, or he can continue his journey into the afterworld without a guide. Thus, many former members of the sept are present in the Umbra. They help living sept members as much as possible. The dead always appear as they did when they were buried. They are corporeal on the Umbra, though cold and pale. They smell of death and bear all the wounds that were on their body at the time of their death.

The Weeping Daughter, who is occasionally spotted on the Umbra in the woods nearby (and occasionally, though less often, in the real world), appears to be an ancient Eskimo woman in her twenties. She wears clothing of beaver skins and beads of seal teeth. She radiates a natural aura of pale-blue light, and all near her experience something similar to Harano while in her presence. She is the caern guardian on the Umbra, but she can also provide assistance to the Garou in the real world with her "Walkers".

History

*The world is weary of the past,
Oh, might it die or rest at last!*

— Percy Bysshe Shelley, *Hellas*

On their journey into the interior of the continent, a pack of Wendigo founded the caern and established the Sept of the Open Heart. These Wendigo were tough, and their caern was powerful. They succeeded in forcing the Wyrmlings into retreat when they attacked them, and when there were too many Wyrmlings to face, the sept would hold up in its caern deep within the forest, where it was protected from assault by powerful Wyldlings.

A stupid Ragabash accidentally freed powerful Wyrn beasts from their mystical prisons. Attacks were launched on the Wendigo from hidden caves deep within the mountain. The Wendigo fell before the onslaught of the Wyrn, and their powerful caern was destroyed. The few who survived buried their dead and then committed suicide in shame for their dishonor in failing to save the caern that had long protected them.

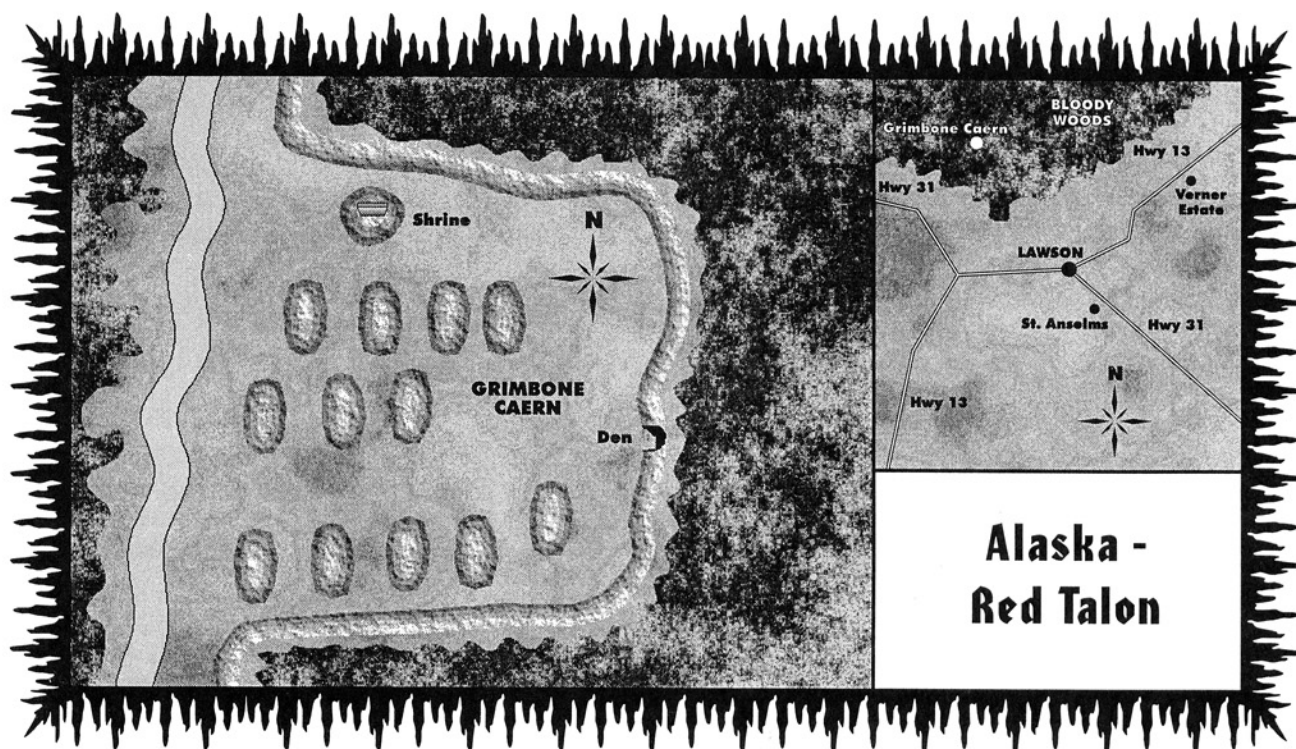
Centuries later, a pack of Red Talons, known as the Strong Backs, came to America and headed north for a real frontier. However, little did they know, many Black Spirals had made it to the area before them. The Black Spiral packs known as the Crawlers-From-Void and the Doom-Hurlers had already dug out tunnels, sharing a caern with the same

Wyrmlings who destroyed the Wendigo caern. The Black Spirals attacked and were defeated, but they still managed to kill half the Red Talons.

The remaining Red Talons escaped into the Umbra. They travelled for miles until they wandered upon the burial mounds of the Wendigo. The Black Spirals had not yet tainted the site. The place had a feeling of power to it, but it was tainted with an aura of fear. The Red Talons feared they faced another battle.

They were met on the Umbra by the Weeping Daughter and her thralls, including the Wendigo "Walkers". The Red Talons felt the Harano of the Weeping Daughter and the Wendigo. The Weeping Daughter told the pack that if they would protect the burial mounds and keep the white men from encroaching further, she and her minions would aid them.

The Red Talons discussed this for three nights, and finally the pack split on the issue. Many thought it was unnatural to seek the protection of ghosts and protect the burial sites of homid Garou. Yet while many found the experience frightening at first, they realized this was a caern with the power to protect them. The Red Talons believed the caern had to be protected until they could rebuild their number to a sufficient size to challenge the Black Spirals. Once the Spirals were defeated, the Talons could turn upon the humans nearby and destroy them. Then, and only then, would they found their own caern in the heart of the wilderness and live in peace with the world.





The Red Talons who left the pack were all killed by the Black Spirals, but the ones who stayed and bred with the wolves nearby prospered. The Black Spirals were driven back into their holes in the earth, and the Red Talons turned their attention to the human town nearby. Within a matter of days, the Red Talons hunted down and killed (and ate) most of the humans in the town and surrounding area. The Red Talons returned to their caern and resumed breeding with wolves and hunting in the forests. Since that time, the town of Lawson has been rebuilt. The Red Talons have yet to destroy it for a second time. However, the day may come soon.

After a time, the Black Spirals began rearing their ugly heads again. This time, they had the assistance of a number of Banes, freed from mystical confines imposed by the Wendigo. During this time, the powers of the Weeping Daughter proved especially helpful. The "Walkers" ripped apart the Banes, and the Black Spirals were cast into a long-term state of Harano by the Weeping Daughter.

The Sept

*You're the champion of sorrow,
You're the love and the pain,
You're the fighter of evil,
Yet you're one and the same.*

— Stone Temple Pilots, "Naked Sunday"

The Sept of the Weeping Daughter is so small it consists of only one pack. It has always been small due to the sept's

xenophobic attitude towards other Garou, particularly homids, and the pack's constant battles with the Black Spirals.

Personalities

Heart-of-Winter, Alpha Male

Position: The Warder

Breed: Lupus

Auspice: Galliard

Nature / Demeanor: Alpha / Alpha

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

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

Backgrounds: Kinfolk 3, Pure Breed 2

Gifts: (1) Beast Speech, Heightened Senses, Mindspeak; (2) Sense of the Prey, Sense the Unnatural; (3) Distractions, Song of Rage, Trackless Waste

Rage 7, Gnosis 5, Willpower 9

Rank: 3

Rites: Rite of Cleansing, Rite of the Opened Caern, Moot Rite, Baptism of Fire, Rite of Passage, Rite of Ostracism, Rite of the Winter Wolf

Fetishes: Bear Claw Dagger (Level 4, Gnosis 7; this is an ancient Wendigo artifact in the form of a steel-bladed knife with a decorated bear jaw for a handle. The knife grants the owner +2 damage and allows the owner to summon the Strength of the Bear: once per week, the fetish may be activated to add 5 dice to Strength. The effect lasts for one scene.)

Image: A slow-moving wolf with a dark gray back and a light gray underbelly. Heart-of-Winter is well fed, but not fat. He has long jaws and longer-than-normal teeth. His face never betrays his emotions. In his Homid form, he stands 5'9" and weighs approximately 200 pounds. He has short, straight, dark black hair. He has no beard and only a small amount of body hair, and appears to be in his mid-thirties.

Roleplaying Notes: He is generally very quiet, but when he speaks, he usually says something important. He does not tolerate others challenging his leadership, and he is very volatile and cruel when he needs to be. He enjoys relaxing and does little other than hunt and sleep. In conversation, he is polite but firm in his positions. He dislikes putting his sept in danger unless he is there with them.

Background: Heart-of-Winter was born into a wolf pack near the caern. He has spent his entire life in Bloody Woods with only a few minor excursions into territories beyond. He was discovered by the Garou and given the Rite of Passage younger than most. He proved he was a cunning



and resourceful lupus who lived without fear. He was a quiet individual, even by lupus standards, but this only enhanced his image as a leader. By the time he reached adulthood, Storm-Chaser, the old Alpha, was getting old. He proved no match for Heart-of-Winter, and thus Heart-of-Winter became the new Alpha.

He has been the Alpha since adulthood, proving his abilities as a cautious and wise leader. He respects Storm-Chaser, and he knows he still has a lot to learn from the old Garou, but he does not like him. He grows weary of Eater-of-Bears' ways and he would punish her greatly if she did not play such a vital role in the sept. Her great influence among the wolves is both an asset to the sept and a hindrance to his own authority. He knows Greasy-Fur wants to one day be the Alpha, but he will not give in to him; he does not believe he is suitable to lead. He respects Stands-Like-Mountain very much and hopes she will one day challenge Eater-of-Bears for the Alpha position.

Old Storm-Chaser, Beta Male

Position: Master of the Challenge, Master of the Rite, Gatekeeper

Breed: Lupus

Auspice: Theurge

Nature / Demeanor: Judge / Confidant

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

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

Backgrounds: Past Life 4, Pure Breed 2

Gifts: (1) Mother's Touch, Sense the Unnatural, Sense Wurm, Spirit Speech; (2) Beastmind, Command Spirit, Name the Spirit, Scent of Sight; (3) Pulse of the Invisible; (4) Beast Life, Spirit Drain

Rage 2, Gnosis 10, Willpower 8

Rank: 4

Rites: Rite of Talisman Dedication, Rite of the Opened Caern, Rite of Binding, Rite of Spirit Awakening, Ritual of Summoning, Rite of Passage, Rite of the Fetish, Rite of the Opened Bridge

Fetishes: Spirit Whistle and various talens, including a good supply of Ghost-Tobacco (Gnosis 6; when smoked by a Garou, all spirits in a fifty yard radius will become intoxicated. Prolonged exposure will make spirits so drunk that they might play pranks or "pass out". Some spirits can become addicted to the smoke and will serve the smoker to get more.)

Image: In Lupus form, Storm-Chaser has ruddy-brown fur and is slightly larger than other wolves. In Homid form, he is a white-haired old man in his late sixties: 5' 6" and 130 pounds. He has a beard and keeps a pair of bifocals in Homid form.



Roleplaying Notes: Storm-Chaser is on the verge of becoming an old one. He has fought many battles and survived. Now he enjoys telling the other sept members about his escapades. He is clever; if asked for advice, he will ask questions and lead the conversation so that the questioner will answer the question for herself. He loves to have fun and has a great sense of humor.

Background: Storm-Chaser is the last of his generation. He was once almost a Ragabash, rejoicing in his love of tricks and defiance of the sept. However, this cost him his best friend in battle. He has never forgiven himself. He sometimes suffers Harano, and often goes off into the woods to be alone. When he is not depressed, he is a very lively fellow who delights in storytelling.

He is very kind to all members of the sept, helping teach them all he knows. He knows his time is coming soon, and he wants to leave them prepared. He believes in Heart-of-Winter's leadership abilities, and he has faith in his wisdom. He dislikes Eater-of-Bears, seeing her as a threat to the others. Even for a Ragabash, she is unhinged, and she reminds him of himself when he was young. He has taken a special interest in Stand-Like-Mountain. He sees wisdom in her, as well as a heart filled with bravery. He knows her courage will be a useful weapon against the Wurm one day. He also knows she will one day leave the sept behind to fulfill a greater destiny. He does not fully trust Greasy-Fur, but he is willing to teach him as much as he is willing to learn, which seems to be a great deal.

Eater-of-Bears, Alpha Female

Position: Guardian

Breed: Lupus

Auspice: Ragabash

Nature / Demeanor: Predator / Alpha

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

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

Backgrounds: Allies 5, Kinfolk 4, Past Life 1

Gifts: (1) Beast Speech, Blur of the Milky Eye, Leap of the Kangaroo, Scent of Running Water; (2) Scent of Sight, Sense the Unnatural

Rage 9, Gnosis 4, Willpower 6

Rank: 2

Rites: Rite of Contrition, Rite of the Opened Caern

Fetishes: Amulet of Good Cheer (Level 2, Gnosis 6; this fetish renders the owner immune to Harano as long as it is worn. However, when the amulet is initially removed, the owner suffers Harano for an indefinite period of time.)

Image: Eater-of-Bears is a sleek, muscular wolf of medium-brown and black coloration. She is unusually graceful when she moves. Her Homid form is that of a 5'9", 130

pound attractive woman in her mid-twenties. She has long black hair down to her waist.

Roleplaying Notes: Eater-of-Bears is a very aggressive Garou and a true Ragabash. She is the one member of the Red Talons in the area who constantly harasses townsfolk and kills travelers. She runs with a large number of wolves, and she often takes her huge pack through downtown Lawson at night. She is seldom openly defiant of Heart-of-Winter, but she can be very sarcastic for a lupus. She loves the hunt and especially the kill; she would be as good an Ahroun as she is a Ragabash.

Background: Eater-of-Bears was a whelp when she was taken along with two others for her Rite of Passage. She was the only one to survive; the other two were killed by a Bane-infested grizzly bear. She would have been killed had she not run away to seek the aid of her former wolf pack, made up of Kinfolk. With their aid, she slew the bear and feasted upon it, thus becoming the Eater-of-Bears. Later, she would eat all the bears within close range of the sept.

She recently became the Alpha female. The former Alpha died fighting a Black Spiral Dancer. Eater-of-Bears now leads her army of wolves in total freedom. Due to her strong tie to her Kinfolk and other wolves, she is very powerful despite her lack of personal greatness. She dislikes Heart-of-Winter because he is a member of the Anti-Extinction Faction, as are the other sept members.

She enjoys pretending to be a human hitchhiker. Once she is picked up, she slays the driver and takes his valuables. She often leaves her name in blood on one of the windows so humans will know the killing was not a wolf attack.

She patronizes Storm-Chaser and tries intimidating him subtly whenever she can get away with it. She sees Stands-Like-Mountain as a potential rival, and she sees Greasy-Fur as a pathetic excuse for a Garou. She wants the sept to turn from their ways of solitude to join the Red Talon fight against the Wyrms and the humans.

Stands-Like-Mountain, Beta Female

Position: Guardian

Breed: Lupus

Auspice: Philodox

Nature / Demeanor: Confidant / Conformist

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

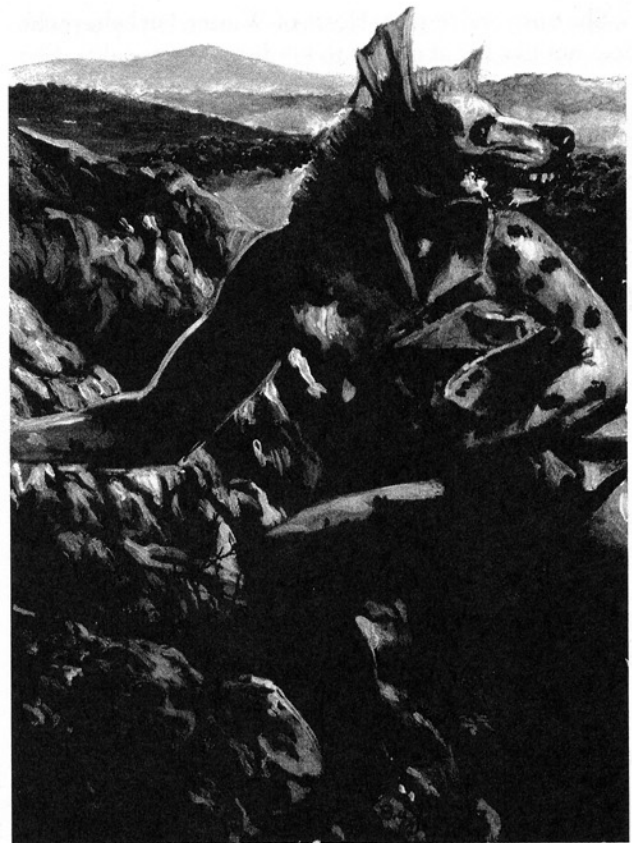
Abilities: Alertness 2, Athletics 3, Brawl 4, Dodge 3, Intimidation 2, Primal-Urge 4, Animal Ken 2, Repair 2, Stealth 2, Survival 3, Enigmas 3, Rituals 2

Backgrounds: Contacts 2, Pure Breed 1, Kinfolk 2

Gifts: (1) Beast Speech, Heightened Senses, Resist Pain; (2) Call to Duty, King of the Beasts, Sense the Unnatural

Rage 7, Gnosis 5, Willpower 5

Rank: 2



Rites: Rite of Contrition, Moot Rite, Baptism of Fire, Rite of Passage, Rite of Ostracism

Fetishes: Fang Dagger

Image: Stands-Like-Mountain is a stocky, dark brown wolf. Her ears are a little large, and the tips of her paws are white, as is the underside of her neck. Her Homid form is that of a 5'6", 135 pound woman with medium-length, curly-brown hair. She appears to be in her mid-twenties.

Roleplaying Notes: She is very friendly, and she loves to meet Garou from outside her sept. Stands-Like-Mountain travels a great deal and spends about as much time away from the sept as she does in the sept. She is kind to humans, though she is cruel to them in the presence of other Red Talons. She secretly desires moving to a large city, but knows this is next to impossible. Still, she has not yet ruled out the possibility.

Background: Stands-Like-Mountain was born to a wolf pack in the Northern Territories. She was found by a pack of Red Talons. Shortly afterwards, all but one were killed by a Pentex First Team. The Red Talons turned her over to Storm-Chaser, an old ally. He knew he was going to get vengeance, and he figured he might not return. He didn't. Stands-Like-Mountain became part of the Weeping Daughter's Sept. She has since been a firm supporter of taking the fight to the Wyrms, but unlike Eater-of-Bears, she does not favor murdering humans unnecessarily.

She trusts and respects Heart-of-Winter, but believes he does not like her at all due to his distant personality. She loves Storm-Chaser as the father she never had, and she looks to him for advice and training. She gets along with Eater-of-Bears and is the closest thing to a friend this rebellious Garou has. She believes Greasy-Fur will one day be a great leader and hero of the Garou, but he must first overcome his inexperience.

Greasy-Fur, Gamma Male

Position: Keeper of the Land, Guardian

Breed: Lupus

Auspice: Ahroun

Nature / Demeanor: Maker / Cub

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

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

Backgrounds: Kinfolk 2, Pure Breed 5

Gifts: (1) Heightened Senses, Razor Claws, Scent of Running Water, The Falling Touch

Rage 7, Gnosis 3, Willpower 6

Rank: 1

Rites: None

Fetishes: None

Image: In Lupus form, Greasy-Fur is a fat black wolf. His hair is so shiny that it does look greasy. He moves slowly and has a stocky build. In Homid form, he is 5' 11" and weighs 270 pounds. He has long, straight black hair. He enjoys his Homid form, and often uses it. He has a large collection of human clothes so he can go into town. He appears to be in his late teens.

Roleplaying Notes: Greasy-Fur desires to one day lead his sept. However, he knows he has a long road ahead of him. He will not make his move until he knows he is ready. Until then, he is obedient. He can be cocky and occasionally acts too impulsively, but he is very brave and possesses the keen ability to recognize personality flaws in others, which he uses to his advantage.

Background: Greasy-Fur was found alone in the woods about 60 miles north of the caern. He was given the Rite of Passage alone and was eventually accepted. He seemed to be a slow learner until a pack of Black Spirals attacked the caern. This was the first time he came face-to-face with death. It frightened him because he was so unskilled. He was almost killed, but Stands-Like-Mountain saved him. Since that time, he has put a great deal of effort into becoming the best Garou he can be.

He hopes to one day lead the sept, but he also knows that will take time. He respects Heart-of-Winter as a leader, but fears him. He sees Storm-Chaser as over-the-hill and weak,

but Storm-Chaser still has his uses. He sees Eater-of-Bears as the member of the sept with the most freedom, the one who fits his image of a good Red Talon, but he does not trust her. He highly respects Stands-Like-Mountain and is infatuated with her, despite the fact that he had to take on her duties as Keeper of the Land (he has to keep the Garou burial mounds clean).

Lawson, Alaska

Now, inside this place we hide away, we here it near although it's miles away. We hear it near and hope it turns away. Turn away...

— 10,000 Maniacs, "Tolerance"

Lawson has a population of 3,700. Despite its small population, there are plenty of strange individuals and places that might make their way into a **Werewolf** story. A group of characters could easily make a quick trip into town. Here are a few possibilities.

Yorgus Meat Processing Company

This meat processing plant has been operating for two years now. At least two of the nine employees are fomori of limited power. One fomor, Michael Fishbane, enjoys raising hamsters and guinea pigs, which he eats alive. He also possesses the power to make others vomit on command. The other fomor, Rachel Rain, is the plant secretary and can squeeze acid out of her breasts. She also has nasty, necrophilic relations with farm animals.

The plant will register to any Garou using Sense Wyrms. The place is filled with rotting corpses ranging from moose and seals to missing children. The plant is well-guarded by Pentex-programmed Banes and large Wyrms-corrupted huskies.

Ralph's Comic Book, Bait, and Tackle Shop

This establishment, owned by Ralph Needlemeier, caters to both the fishing and comic collecting elements of Lawson society, providing the finest hand-made lures, fresh bait and hard-to-find comic collectibles around. The Black Spirals of the mountains come in every few weeks to pick up the new Idol and Marble comics they've grown to love and indulge in some tasty snacks. Greasy-Fur also shops here.

Wiggly Mart

Wiggly Mart, at the corner of Spinely Way and Main Street, is the only grocery store for miles and miles. Felix Nix, the butcher, is a cannibal who makes frequent trips out of town on weekends to pick up hitchhikers. He then murders and eats them (and occasionally sells them). He has yet to run into Eater-of-Bears, the Ragabash homid-killer, who often poses as a hitchhiker to draw in her prey.

TV 7 Lawson

TV 7 is a local station with no major network affiliations. All the programming is done by the people of Lawson. Shows include: Farming with Ray, The Black Power Fishing Hour with Mustapha Alajawan, Dr. Yuganoff's World of the Strange-Yet-Natural, The Model Builder's Club, televised Society for Creative Anachronism meetings, Cooking with Running-Bear, Country Line Dancing at the Beavertail Roadhouse, The Sunday Devotional with Brother Eddie, Hunting with Grisly Addans, and the popular weekly Bobsled Racing program.

The Monastery of Saint Anselm

The brothers of St. Anselm's found a location suitable for their ascetic needs on the outskirts of this small Alaskan town. There are currently 17 monks at the monastery. The building is one of the few left standing from the original town of Lawson. Part of the monastery has been closed off since that time; word has it there is something behind the walls the monks do not wish to disturb. The monastery is also the location for the only Christian cemetery nearby. There are many interesting gothic grave-stones. Obscure noises are commonly heard after sunset arising from behind the locked gates.

The Outer Fringes

Few people are brave enough to live outside of town. It is said that roving wolf packs are not afraid to attack armed men. Although wolves do not normally attack humans, this rumor is actually true—in Lawson. Eater-of-Bears is driving her Kinfolk into losing their fear of humans. Even more sinister are the "Walkers", the frequent UFO abductions and the occasional wandering Wyrms creatures.

Dr. Yossif Yuganoff, a ex-Soviet naturalist who lives outside town, is studying the wolves. He does not know it, but he is a Silver Fang who has never made his transformation. His Kin Fetch was lost, and thus no Garou found Yossif. In the last few months, his study of the wolves has degenerated into an attempt to join them on some level, but he has yet to discover how.

The Verner Estate

Alfred Verner brought his family and his great wealth to Alaska, where he founded the original town of Lawson. He had his ante-bellum mansion moved from Alabama to Alaska, and it still stands today as one of the few original buildings of Lawson.

The mansion was left alone for some unknown reason during the destruction of the first town, as if some force was protecting it. Today, the peculiar descendants of the Verner family still inhabit the estate, which is now avoided by most

of the people in town as a strange place. The Verner estate is quite large, but most of the sheds, stables and gardens are in a state of decay. The Verner family, considering itself to be superior to others, has its own family cemetery on the estate. There is also a pond in which more than one member of the family has drowned.

The family consists of Delilah Verner-Braun, the current matriarch of the family. She is age 81 and has outlived her husband (who died of poisoning) by 25 years. Her son, Charles, is a 47-year-old man who never married. He has lived on the estate since birth, and he is the only member of the family who goes into town regularly. Fulton Verner, brother of Delilah, is 94 years old and totally insane. He has never recovered from the Great War (and it seems that insanity is a common curse among the family). Abigail-Lynn, great-granddaughter of Fulton, came to live at the estate after her parents were killed on safari. She dislikes the family and fears Delilah, spending most of her time in her room. Horace Verner, a 33-year-old cousin, also lives on the estate, but little is known about him other than the fact he is a brilliant scientist who cannot find work due to his unorthodox thinking and former experiments. Legend has it, at least one member of the family spent his entire life locked in the basement after committing unspeakable acts.

Weird People of Lawson

There are other strange people of note residing in Lawson. Jim Tauttelbaum, who manages the only fast food restaurant in town, is supposedly Jim Morrison. He bares a striking resemblance to the famed lead singer of the Doors, and those who have visited his home have noticed photographs and other nostalgia supporting this claim.

Another particularly noticeable character is Robert Neighbors, a long-time science-fiction fan and comic collector. Robert is often seen in the guise of Dr. Where, the hero of a poorly-done British sci-fi show. He occasionally appears in other not-so-noteworthy costumes.

There is also a squad of militant lesbian eco-warriors who base their operations in Lawson. The five women in the group often start fights among the less environmentally-conscious patrons of the Beavertail Roadhouse.

One final group worth noting are the teenagers who form the local Black Dog gaming group. This group of seven hardcore gamers have entrenched themselves in a Black Dog game called *Lycanthrope: The Rapture*. They believe there really are werewolves in the woods of Lawson. They have contacted various government organizations, but they have yet to be taken seriously. After all, they're just teenage gaming geeks with no real evidence. However, their story has been featured on *Spottings*, a show concerning the supernatural, on Omnibus TV. Some werewolf hunters may have seen it.



Shadow Lords: Japan

by Hidenobu Izumi and Kenneth Mayer

The Sept of Ichijyo Modoribashi

Caern: Ichijyo Modoribashi Bridge, Kyoto, Japan

Level: 4

Gauntlet: 3

Type: Caern of the Homeland (see below)

Tribal Structure: Restricted to the Hakken (Shadow Lords), Nine-Tails (Kitsune werefoxes) and very few selected human On-Myo Sorcerers.

Totem: Various Shinto Kami (spirits)

Geography

The caern is located at the Ichijyo Modoribashi Bridge, near the intersection of Ichijyo Street and Horikawa Avenue. It is a 10 to 20 minute walk from the Imadegawa station of the Karasumaru subway line. A bus from the Kyoto bullet train station is available; the fare is 150 to 250 yen. It is also a 10 to 20 minute walk from the old Japanese capital and Kyoto City Hall.

Bawn and Center

Because this is a shrine in the center of the city, humans enter the caern all the time without knowing it. The center

of the caern is the bridge, but there are certain problems conducting moots where cars pass frequently, so most rites are conducted within the shrine next to the bridge or, sometimes during moonless nights, under the bridge. (Many Nine-Tails have the ability to become invisible at night when hidden from moonlight.)

Caern of the Homeland

Ichijyo Modoribashi caern is linked to the land about it more deeply than most caerns; it is tied to the culture and history of Japan. The caern's closeness to the supernatural world of Japan allows it to minimize the Gauntlet, allowing communication with any gods, spirits or demons who may choose to listen. Any summoning spells or rituals conducted here have their difficulty reduced by two.

The gateway to the spirit world here is so open that even humans may open the caern and use its power for gaining wisdom and insight into the soul of Japan or their own souls. Only the most devout and clear-minded of individuals are considered worthy of enlightenment. Nonetheless, many have communicated with their gods or local spirits. Humans who come to the shrine to meditate may gain a vision from the land. It is up to the Storyteller to arbitrate this special form of enlightenment.



The Shrine

The adjacent shrine, Seimei Jinjya, is dedicated to the greatest sorcerer in Japanese history, Abe-no-Seimei, who is supposed to have assisted the Imperial Court during the 11th and 12th centuries. Legends tell us that he used this caern often for summoning the Twelve Godly Generals, his spirit servants. The Nine-Tails claim that Abe Seimei was a Nine-Tail. Some question this declaration, since the supposed descendants of the Abe clan, the Tsuchimikado clan, are definitely human.

On-Myo-do and Jyu-Kin-do sorcery are Japanese schools of sorcery that access spirits, both corrupted and uncorrupted; these sorceries are used by both Nine-Tails and humans. This is why some trusted human sorcerers are allowed access to the caern by the Nine-Tails.

Umbrascape

On the Umbra, the caern is more serene and beautiful than in the physical world. No cars travel the bridge, but spirits wander by on foot or pushing carts before them. The city still exists around the bridge, but it is also more beautiful, as if it has achieved its ideal perfection here. However, once one goes around the corner of a building and out of sight of the caern, the inevitable stamp of the Wyrms and Weavers can be seen. The buildings are slightly more ominous, towering above the streets, and the sounds of traffic become overpowering, even though no cars can be seen.

History

The Ichijyo Modoribashi Bridge Caern encompasses the adjacent Seimei Shrine and has traditionally been the territory of the Kitsune, or "Nine-Tails", a race of werefoxes. In 1945, however, the Hakken, a clan of Japanese Shadow Lords who lost their battle against the Kindred in Tokyo, fled to Kyoto and the safety of the caern. The Nine-Tails and the Hakken recognized that they had a common enemy and formed an alliance against the vampires. The two groups of shapechangers have a history of bloody conflict stretching back to the "warring states" period of Japanese history, but the coalition so far has been a stable and successful one. They rule the caern together.

The Kitsune have been the traditional protectors of this caern for centuries. The caern lies in the center of Kyoto, but the shrine precinct is surrounded by willows and other trees, giving the area a pleasing air of harmony between nature and civilization.

The old Imperial Court of Japan lies nearby, also a common dating spot for local college students from Do Shi Sha University. Because of this very public nature of its location, it is difficult for creatures like vampires or rival Garou to orchestrate an armed takeover, as they do not want their activities observed by humans.

There are two forces aiming for takeover of the caern. The first, the Bushi clan of Japanese vampires (see *Dark*

Alliance: Vancouver for details on this clan), rose to power at the end of the Warring States period in the 16th century with the powerful warlord Oda Nobunaga as their leader. Nobunaga is known by historians for his progressive government, the introduction of free economic competition and his semi-Western, logic-based philosophy and tactics. He was ruthless in war, using muskets and other new technologies of the time for mass extermination of his more traditional opponents (who often employed cavalry tactics). His strength, cunning and prowess in battle seemed inhuman (and, in fact, were), and more than one observer of the time suspected supernatural involvement in his success.

After Nobunaga was killed by being "pierced through the heart by an arrow and burned to death," the Hakken and the Nine-Tails, in cooperation with the Tokugawa shogunate, conducted a campaign disguised by an anti-Western, anti-Christian inquisition to destroy the vampires. They tried to keep Western influence and technology from corrupting Japan, but when the Tokugawa shogunate fell, the tide shifted in favor of the Bushi. Long-oppressed vampires started to fight back, gaining a foothold in a rapidly Westernizing Japan. Some rumors have been spreading that Nobunaga, now considered a god by Japanese Kindred, has risen from torpor, but this information remains unconfirmed.

Garou from the United States, led by the Shadow Lords, are also trying to take the caern. The Western Shadow Lords came to Japan with the U.S. military during the end of the occupation period. They quickly started to establish a power base in Tokyo city, securing a position in the Japanese underground during the sixties. Their greatest weakness in the war against the Kindred was their lack of a major caern in Japan, but they soon learned of the caern in Kyoto. With a haughty bigotry that many Japanese consider characteristic of Americans, the Shadow Lords decided that they had a right to the caern because they were conducting a war against the vampires, ostensibly in the name of Gaia.

By skillful political manipulation—the hallmark of their tribe—the Shadow Lords managed to start a covert but nonetheless large-scale war between the Nine-Tails and the Kindred. They planned to take the caern while the Nine-Tails were preoccupied with the war. Defense of Ichijyo Modoribashi seemed scant until the Western Garou started the raid; the Shadow Lords lost quite a few of their notable warriors and a score of younger werewolves before the carefully placed traps and thaumaturgical might of the Nine-Tails.

Since then, the Shadow Lords have conducted several unsuccessful takeover attempts. The Nine-Tails have since signed a truce with the Bushi, with the Japanese Shadow Lords in concordance.



The Garou in Japan

Long ago, during great Garou migrations, members of several tribes found their way to Japan. They mingled with the populace, and now they are so thoroughly interbred that, for all practical genetic and social purposes, they are completely Japanese. These tribes included the Shadow Lords, Stargazers and, much later, Bone Gnawers and Glass Walkers. Japanese legends include stories of great warlords being protected by elite wolf-men warriors. Their belief in Gaia has evolved into the same sort of respect for "cosmic harmony" held by many others, including the Kitsune, but that balance remains personified in the Mother of All Things. For the most part, Eastern Garou are much like their Western counterparts. The only real differences are the result of their influences from human culture and society. The Shadow Lords of Japan have changed drastically.

The Japanese Shadow Lords could almost be considered a separate bloodline from their Western brethren. They take their roles as guardians very seriously, and while they are by no means guileless, they are far less concerned with petty power struggles and political gains. They are by far the strongest Garou tribe in Japan, though geometrically increasing industrialization is giving the Glass Walkers greater and greater power. When they do resort to political maneuvering, they are characterized by a patience and subtlety that makes the most careful, crafty American or European

Shadow Lord appear as a lumbering barbarian. Shadow Lord plans often span generations. One leader will put events in motion which even his great-grandchildren may not see come to fruition.

However, they see themselves as the samurai of the shapechangers and are primarily concerned with maintaining their protectorates. While they share the same Gifts as their Western equivalents, they feel far more kinship with Japanese humans than with Western Garou. They resent the intrusions of these "barbarians". They are determined to prevent further incursions while fighting the increasing corruption from the Wyrms in the form of industrialization and Kindred fecundity. There are too few of them to respond with simple violence, so they have switched tactics to a constant cat-and-mouse game with their enemies. Perhaps they have a far-reaching plan that they are smoke screening with their small skirmishes, or perhaps decades of peace with the other metahumans of the archipelago have dulled their instincts. In any case, they could not have come across any other enemy so like themselves, and yet so totally ignorant of their heritage and destiny.

There is a small faction of Uktena who are descended from the Ainu, the aboriginal peoples of Japan. While the Ainu for the most part exhibit few separatist tendencies (unlike, for example, the Basques in Spain), Ainu Uktena have made several forays into gaining independence and a homeland for their people. While they have remained weak for centuries, there is evidence that the Ainu are



forging alliances with other discontented groups in Japan, both supernatural and mundane, in an effort to gain the power to achieve their ends. They have little contact with the Japanese majority Garou, and loathe the aristocratic Kitsune (Nine-Tails), but there have been rumors of Ainu werewolves contacting the Western Garou, whose interests seem to coincide with their own... for now.

The Supernatural Community

The island of Japan is split into countless domains of different supernatural beings. Each spirit is tied strongly to the land of its origin and generally refrains from entering the territory of another. If a human sorcerer kills too many spirits without a mandate to do so, vengeance will be extracted. This also applies to spirits that cause needless harm to the human community. The Nine-Tails are the enforcers of this unwritten law of balance. The Kindred, separated by their Embrace from any sense of the effect they were having on their world, killed many humans and spirits alike and ravaged the homeland of the Hakken Shadow Lords. Now they face the wrath of all Japan.

The Sept

Personalities: Shadow Lords (Hakken)

Chikara Sakaki

Position: Sept Leader

Breed: Homid

Auspice: Ahroun

Tribe: Hakken Shadow Lords

Nature / Demeanor: Caregiver / Director

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

Abilities: Athletics 2, Brawl 5, Dodge 3, Primal-Urge 4, Melee (Kendo) 5, Leadership 2, Stealth 3, Kailindo 3, Linguistics 1, Occult 2, Rituals 1

Backgrounds: None

Gifts: (1) Aura of Confidence, Fatal Flaw, Persuasion, Razor Claws; (2) Luna's Armor, Staredown, Spirit of the Fray; (3) Heart of Fury; (4) Open Wounds

Rage 6, Gnosis 4, Willpower 7

Rank: 4

Rites: None

Fetishes: None

Image: Chikara is a stocky athletic type in his early twenties, and may or may not be carrying a gargantuan





katana in his canvas sack (it is illegal to carry a sword in public).

Roleplaying Notes: Children learn kendo (Japanese fencing) from Chikara, and they love his smile. He is cheerful and fun to be around. But when he is enraged, his heritage as a true Shadow Lord becomes evident.

Background: Chikara has a glorious history as a student champion of various martial arts, such as karate, aikido, judo and kendo. He was surprised to learn from one of his kendo masters that he was not a human, but he never felt ashamed of it. He entered Nippon University and studied teaching. He has a second life as one of the leaders of the Hakken Garou, but it is only secondary to him. He sees himself as an educator. A few Western Shadow Lords who heard about his peaceful self-image laughed, until they had their heads removed by a six-foot katana.

Katsutoshi Hongo

Position: Caern Warder

Breed: Homid

Auspice: Philodox

Tribe: Hakken Shadow Lords

Nature / Demeanor: Bravo / Director

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

Abilities: Brawl 3, Empathy 4, Expression 3, Intimidation 5, Primal-Urge 2, Streetwise 5, Subterfuge 4, Drive 2,

Firearms 2, Leadership 4, Computer 3, Investigation 3, Law 4, Politics 5

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

Gifts: (1) Aura of Confidence, Persuasion, Truth of Gaia; (2) Stare-down; (3) Icy Chill of Dispair; (4) Roll Over; (5) Assimilation, Geas, Obedience

Rage 4, Gnosis 3, Willpower 6

Rank: 5

Rites: None

Fetishes: None

Image: Katsutoshi is a walking example (or perhaps parody) of an urban Yakuza boss. A spotless white suit, expensive shoes and sunglasses make him look the part. He is an average-sized man in his sixties, still active and energetic, with an aura of presence and leadership. As a wolf, he has a patch of white fur on his chest.

Roleplaying Notes: Katsutoshi is a cunning mob boss, yet not completely evil. He has his own code of morals; many do not agree with them. (He's similar in some ways to Vito Corleone in "The Godfather.")

Background: He was born into a very influential Yakuza family. When his father died, Katsutoshi's younger brother tried to "erase" him. Katsutoshi was lying in the back alleys of Shinjuku, bleeding profusely from gunshot wounds, when a man came and showed the young man his birthright as a werewolf. After his wounds healed, he used his Crinos bulk to kill his brother. Now he leads a small but influential Yakuza group which only Garou may join. He recently moved his turf from Tokyo to Osaka when a large Yakuza group led by vampires took over his area. He awaits revenge.

Personalities: Nine-Tails

Ayaka Jinnai

Position: Guardian

Breed: Kojin (Homid)

Path: Eji (Warrior)

Nature / Demeanor: Lone Wolf / Autist

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

Abilities: Athletics 4, Brawl 5, Dodge 4, Empathy 3, Intimidation 3, Primal-Urge 3, Melee 5, Stealth 4, Survival 2, Computer 1, Enigmas 3, Linguistics 3 (Written Chinese, Ancient Japanese), Occult 3, Rituals 1

Backgrounds: Allies 4 (spirits), Resources 3, Contacts 2, Mentor 5

Jyu-ho: (1) Resist Pain, Seduction, Sense Hostility; (2) Bolt, Enduring Warrior, Moon Dance; (3) Walking Between Worlds; (4) Clenched Jaw

Rage 8, Gnosis 5, Willpower 8

Rank / Tails: 4

Rites: Talisman Dedication

Fetishes: None

Image: A tall (5' 11") woman with an unapproachable beauty. She prefers black and purple clothing and wears a golden moon-shaped locket. She stares at it when she is bored. Her black hair is cut short around her neck. In fox form, her fur is a gleaming gold and has a strip of silver extending from her temple to the base of her tail.

Roleplaying Notes: Ayaka feels she is alone in the world, the tragic result of losing many loved ones in her youth. She may succumb to sincere affection more easily than most might think, but she can always tell a fake. When she is truly upset, others may see a side of her that is usually hidden—an explosive rage. Nine-Tails are usually known as calm beings. She is an exception.

Background: Ayaka never knew her father and lost her mother when she was only seven. She grew up lonely among a family that hated her, until she met a young Jyu-Kin-Dou sorcerer. She knew little of her destiny as a Nine-Tail, and promised her love to him. He became possessed by the spirit of an ancient sorcerer, and Ayaka killed him to save his soul. Although largely wary of affection, her true love is her mentor, Kazami Hinatsune. This feeling is kept well hidden for now, as she must attend to more immediate concerns. As a guardian of the caern, she is one of the most feared of the Foxes among her opponents.



Kazami Hinatsune

Position: Master of the Rite, Gatekeeper, Master of the Challenge

Breed: Kojin (Homid)

Path: Doshi (Sorcerer)

Nature / Demeanor: Autist / Lone Wolf

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

Abilities: Alertness 4, Dodge 2, Empathy 5, Intimidation 3, Primal-Urge 2, Subterfuge 5, Firearms 3, Leadership 3, Stealth 3, Survival 4, Enigmas 4, Occult 5, Politics 2, Rituals 5

Backgrounds: Allies 5 (spirits), Resources 4

Jyu-ho: (1) Blessing the Blade, Mindspeak, Seduction, Spirit Speech; (2) Command Spirit, Moon Dance; (3) Call of the Dead, Parchment of Banishment, Pulse of the Invisible, Swarm of Servants, Walking Between Worlds; (4) Forgetfulness; (5) The Malleable Spirit

Rage 7, Gnosis 7, Willpower 9

Rank / Tails: 5

Rites: Talisman Dedication, Rite of Cleansing, Rite of Summoning, Rite of the Fetish, Rite of the Opened Bridge, Rite of Caern Opening

Fetishes: Dokko (Level 5, Gnosis 4; a Dokko is a sorcerer's dagger. This dagger has three short blades on both ends of the handle. On a successful melee attack, along with

the expenditure of a Gnosis point, it bites into the flesh of the opponent and will remain imbedded. The sorcerer can cast spells at the victim through the dagger, no matter how far the target may run. If the dagger is pulled out of the victim's body, it causes two health levels of damage, but the "homing effect" is negated. If the owner ever loses the dagger, he will find it among his possessions after three days.)

Image: Extremely tall (6' 3"), pale, gaunt and yet mysteriously handsome man who looks to be in his late 20s, except that his eyes look aged and wise. His actual age is over eighty. He prefers a black business suit; it gives him a look as if he were in mourning.

Roleplaying Notes: Kazami always seems to know what you are thinking. He does not speak much and is aloof and expressionless most of the time. When he does deign to say something, he talks somewhat like a Hollywood "wise old Oriental."

Background: Kazami attained the position of Nine-Tail "elder" quite early in his career (the honorific is based on power, not age). He is the Master of the Rite, Gatekeeper and Master of the Challenge of Ichijyo Modoribashi, but, seemingly irresponsibly, he is usually travelling around Japan with or without Ayaka, for reasons known only to him. The actual gatekeeping and rite mastering is for the most part done by a human sorcerer, who takes care of the Seimei Shrine as a part of the human community as well. He rarely speaks about himself, but he has seen life and death on many occasions and in many guises. That has hardened him considerably.

Personalities: Western Garou

Andrei Zjarkov, "Horns-of-Lightning"

Breed: Homid

Auspice: Philodox

Tribe: Shadow Lords

Nature / Demeanor: Predator / Alpha

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

Abilities: Athletics 2, Brawl 2, Empathy 4, Expression 3, Intimidation 2, Streetwise 3, Subterfuge 4, Primal-Urge 4, Drive 3, Etiquette 4, Firearms 5, Melee 5, Leadership 5, Law 3, Linguistics 3, Politics 4, Rituals 4

Backgrounds: Allies 5, Pure Breed 3, Resources 4, Contacts 3

Gifts: (1) Aura of Confidence, Resist Pain, Smell of Man; (2) Stare-down; (3) Disquiet, Paralyzing Stare, Weak Arm; (4) Roll Over, Strength of the Dominator; (5) Geas, Obedience

Rage 5, Gnosis 7, Willpower 10

Rank: 5

Rites: Rite of the Opened Caern, Ritual of Summoning

Fetishes: None

Image: Andrei always has his blond hair combed neatly and is well-dressed. He gives the impression of a likable person, but those with good perception may be able to discern his venomous personality.

Roleplaying Notes: Speak like a cool, suave KGB agent. Andrei can act charming better than most people can, but he is sadistic and unmerciful. Even when Andrei is killing or torturing, his soft, amiable smile never leaves his face.

Background: His achievements in the Shadow Lord community are more than glorious. He has strengthened the Shadow Lords as a tribe by leading many campaigns in the United States and Europe against the Silver Fangs and other tribes. The life he has led seems to be proof of social Darwinism. At the age of 26, he is only a step away from being the leader of his sept. His last obstruction to this goal is the Ichijyo Modoribashi Caern, the caern that his tribe has failed to take on countless occasions for the past three decades. Andrei and his advisors recently replaced the incompetent commander of the Garou stationed in Tokyo. Andrei has a reputation as an extremely capable leader as well as a warrior, and, along with his four advisors, he is one of the most feared Garou, even among his own tribe.

Story Ideas

1. Northeast is an unlucky direction. The Demon's Gate is northeast of the caern. On the northwest hill of Kyoto, Hiei Temple served to guard this unholy direction. Vampires are gathering to destroy the temple and are leading a Bane into Kyoto to destroy the caern of Ichijyo Modoribashi. There are rumors that Black Spiral Dancer shamans are involved, but neither the Foxes nor the Hakken have ever heard of them; only the Western Shadow Lords know about them, and they are at war with the caern leaders.

2. A Nine-Tail was found badly wounded in Kyoto city. His last word before he died was "Hakken". The relationship between the two races has started to deteriorate. The elders do not know that although the murderer was a Shadow Lord, he was not a Hakken...

3. "Within the Rajyo city gates lived a Demon. He came out only after the sun went down and devoured many people of the city of Kyoto. A brave samurai challenged the demon, and he managed to sever the demon's right arm. The demon fled, but he comes back in Kyoto after sundown from time to time to retrieve his arm. Children should be put to bed early, because the demon is looking for them to feed upon." From one of the old houses of Kyoto, a mummified severed arm from an unknown creature is found. The Rajyo gate was destroyed long ago, and the site is now a playground...

4. The Prince of Japan is visiting Kyoto for his marriage ceremony. A Hakken Garou becomes aware that the princess is a demon in disguise. The party must find the real princess before the marriage ceremony, but an unknown group of Garou intervenes...





Silent Striders: Casablanca

by Sam Chupp

Sept of the Wheel of Ptah

Caern: Casablanca, Morocco

Level: 5

Gauntlet: 3

Type: Crossroads

Tribal Structure: Open, controlled by the Silent Striders.

Totem: Ptah, Opener of the Ways

Ptah is an Incarna spirit who chooses to manifest his power in a special temple consecrated to his power; this temple forms the center of the caern. Whether this is the ancient deity that the Egyptians revered or only a fragment of the old god, Ptah is quite literally the power behind the caern. Without him, the caern would immediately go fallow.

Geography

Morocco lived under both French and Spanish rule until it gained its independence in 1956. It is a Muslim country at the crossroads of the Eastern and Western worlds and is emerging politically as a Muslim power. Moroccan troops participated in the anti-Iraq activities during the Gulf War. Its primary religion is Islam, and its primary language is

Arabic, although the Berber minority (the native people) constitutes one-third of the population. It is a constitutional monarchy, currently ruled by King Hassan II and Prime Minister Azzedine Laraki.

Casablanca is the largest city in the country of Morocco and the second largest city in Africa. It was founded by the Portuguese in 1468 on the site of the ancient city of Anfa. The city was nearly destroyed in 1755 by an earthquake and was subsequently rebuilt. It is perhaps one of the world's fastest growing cities, forming fully fifty percent of Morocco's GNP.

Bawn

The Mosque of Anfa is an ancient building that has changed hands many times over the centuries. It has been rebuilt time and again. The bawn of the caern extends to the walls of the Mosque, although mortals are watched (from spyholes in the towers and the walls) as they walk down the streets around the Mosque. Garou with the Gifts: Sense the Unnatural or Sense Wyrms scan every visitor that walks through the main arch. Arabic Kinfolk serve in the Mosque, and it is a legitimate place of prayer.

Down the street from Anfa Mosque is Siduri's Cafe, an American-style nightclub, tavern and restaurant next door to the Hotel du Jasmin. Both of these establishments are owned and operated by Berber Silent Strider Kinfolk. Max Capra is the bartender and owner of Siduri's. His wife,

Crossroads Caern

The Wheel of Ptah Caern is unique in its nature. The caern itself was not built like other caerns were. Rather, the Silent Striders discovered it from a series of riddles (with the aid of the Stargazer Theurge Sight-of-Sun). Furthermore, the caern seems to be capable of opening Moon Bridges of great strength regardless of whether the way has been prepared. A Pathstone does not have to be present on the other end. The caern's Master of the Rite has also discovered a rite which will open temporary, one-way Moon Bridges to any place he has studied carefully.

The pathways outlined in the center of the caern actually create portals and Moon Bridges to places that have never been explored: ancient caerns that sleep and await reawakening, other planes, pocket realms in the Umbra and other worlds. Because there are an infinite number of combinations of pathways and their positions relative to the stars, the crossroads is a cynosure of gates, portals and Moon Bridges which can never be fully explored. Not that the Silent Striders (or, when allowed, the Black Furies) will ever stop trying.

Since the Wheel of Ptah is at a crossroads between Africa, Australia, Asia and Europe, it sees much of the cross-continental traffic from Garou on Moon Bridging errands. Its chiminage is relatively inexpensive, and its hostelry is well-appreciated.

Siduri, is the head chef and general manager of the hotel. Siduri's Cafe is considered the Garou meeting-place of choice, and many Garou travellers of all kinds find themselves sampling the Middle Eastern shawarma, majadra, shish kabob and baba ghanoug alongside the American burgers and fries, steak and potatoes. (Hot American pizzas can be had every Tuesday night; Max has a Ragabash friend who picks them up in New York for him and Moon Bridges with them across the Atlantic in time for dinner).

Those Garou having Max as a Contact (cost: 3) have access to an immense amount of gossip, hard news and speculation about the goings-on of Garou all over the world. He hears it all. Siduri's is watched over carefully by the bouncer Ashante, a Silent Strider Ahroun who usually pulls day watch duty at the mosque. Siduri offers a number of special services for travelling Garou, including a messaging service and a map store. It's said that, for a fee, Siduri can set up a Garou with an alternate human identity, complete with a new passport and papers.

Also hidden in the same block as Siduri's is the Quiet House, a secret Silent Striders tavern. Only Silent Striders know where the bar is located (and only they know the secret pass-phrase). Its entrance is concealed and may actually be partially in the Umbra. Members of other tribes are only welcome if accompanied (some say chaperoned) by a Silent Strider. If you know the location of the bar, and

if you know the secret pass-phrase (some say it's as simple as "I'm looking for a Quiet House...") then you can get in to one of the most fascinating Garou bars in the world. Silent Striders from all over the world congregate here, and they are known to be quite talkative (despite the name of the bar, it is quite a noisy place). Some say that a powerful spirit of secrecy protects the bar, and it's true that people who overhear secrets within often have trouble remembering them later (increase recollection difficulty by 2).

Center

The center of the caern is the Wheel of Ptah itself. This room is ancient, possibly built by Egyptian priests in the old times. It is a cylindrical chamber. The ceiling and walls are a deep onyx studded with points of white light; when viewed from the center of the wheel, one can easily see the night sky as it might be viewed from this spot. The place is inherently magical in nature. The stars themselves change position as the progression of the equinoxes changes. Streaking out from the center of the wheel are many softly glowing paths. The paths are of different brightness and colors and, even though some of them are spiral and convoluted, they all terminate at some point in the far wall. These paths are walkways that each lead to a gateway portal.

In a way, the Wheel of Ptah is a crossroads for many kinds of pathways, not just Moon Bridges. It is a focal point for the power of Ptah in his guise as the Traveller of the Ways and



the Opener of the Gates. The Archivist of the caern has on record copies of the scrolls, hieroglyphs, maps and inscriptions which led to the discovery of this sacred place by the Silent Striders.

Those using Rite of the Opened Caern within the caern bounds will discover that the rite allows them to go into a deep communication with Ptah himself. This communion allows them to ask one question of the mighty Incarna and possibly have it answered. The answer might be a riddle. Ptah will not answer another question until the questioner leaves the caern by Moon Bridge and comes back another day. He will usually not answer another question if the previous answer is still not understood and/or acted upon.

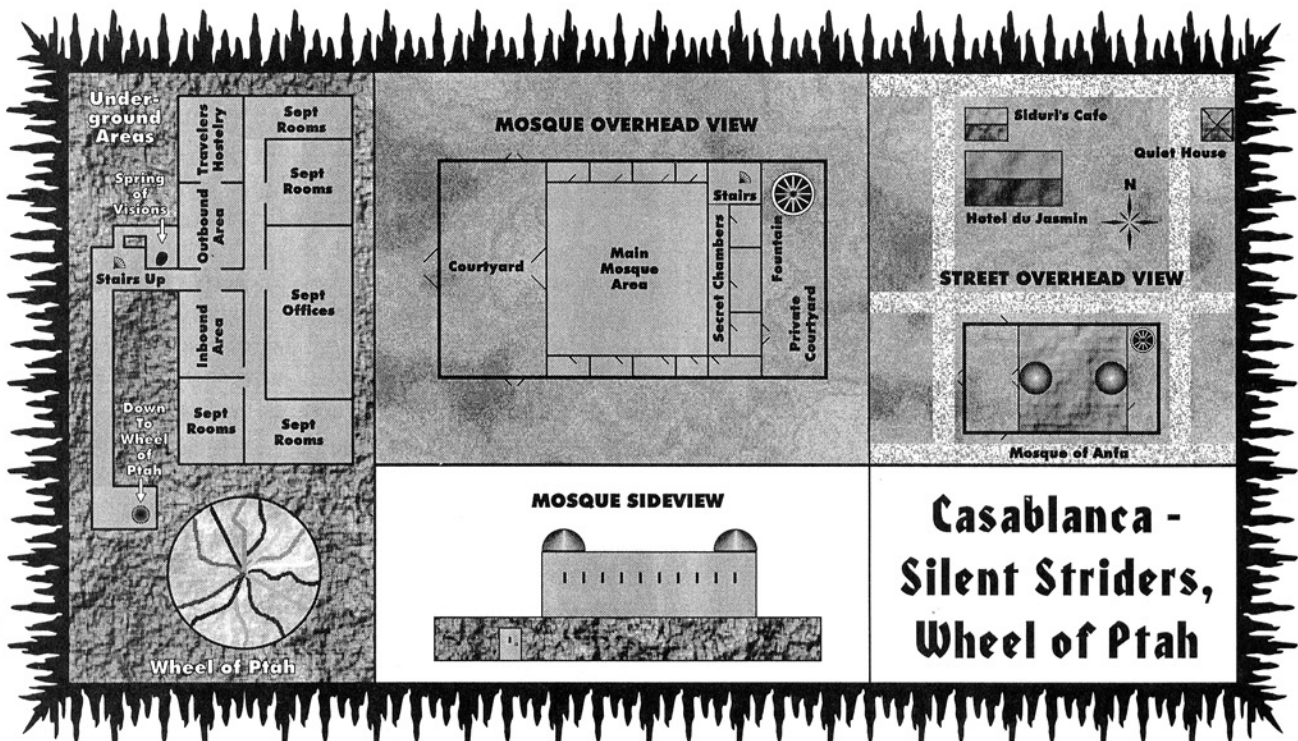
Landmarks

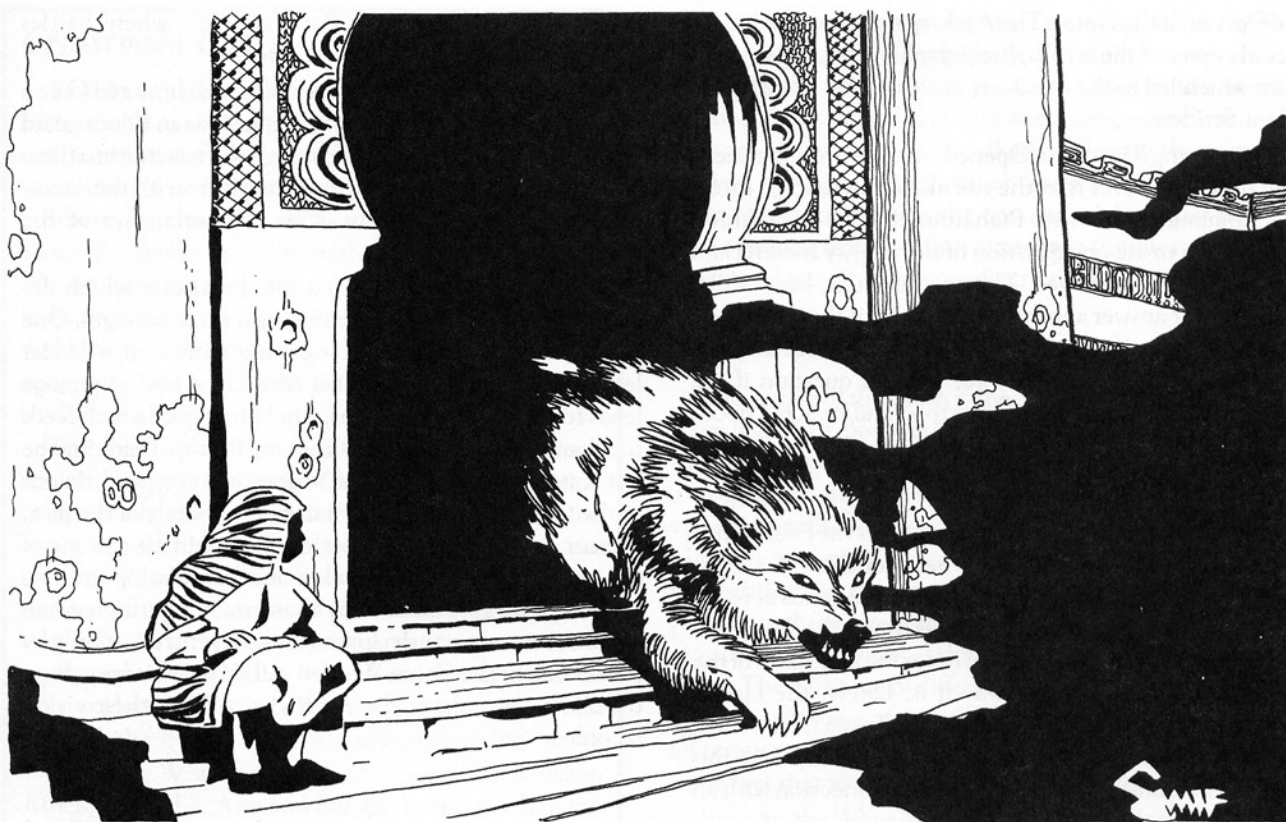
A secluded, protected courtyard protects the Fountain of a Thousand Grieving Battles. Whenever there is a great tragic Garou battle in the world, the fountain runs as red as blood. Drinking the water during this time will allow those with the Gift: Sight from Beyond to see the aftermath of the battle, no matter how far away it is. Lately, the bloody battles taking place in the Amazon and Russia have caused the fountain to run red many times. Some say that this fountain has some kind of strange spirit connection with an

Umbral realm called the "Battleground," where battles from history are continually replayed.

Beneath the mosque are catacombs with honored Garou dead, and two Ahrouns from the sept act as an honor guard on the arch to the stairway down below. From time to time, Theurges hold spirit vigils to communicate with the ancestors, but this is only done with the permission of the Warder.

A secret archway leads to a spiral staircase which descends into a chamber branching into three passages. One passage leads to a well-like opening with a rope ladder leading down into the Wheel of Ptah. Another passage leads to the Spring of Visions, a bubbling pool which feeds the Fountain of a Thousand Grieving Battles. Drinking the hot water from the Spring of Visions will give wild visions to the Garou. These visions will be alternately of the past, present and future, but most of them will be visions of danger and doom of one kind or another. During the day, a silver-lined gate closes this chamber. A spirit guardian watches it continuously: Garou can gain entry to it only by permission of the Caern Warder. All those who drink from the Spring must visit the Archivist to have their vision recorded.





The third passage leads to the “Garou only” parts of the caern, devoted to travellers and the like. The outbound and inbound rooms, the sept offices (including the Archivist’s office) and the traveller’s hostelry can be found here. Despite its primitive look, this level is air-conditioned and has electricity.

Umbrascape

The Umbra around the Sept of the Wheel of Ptah is a crossroads domain, a place where many hundreds of portals, gateways and pathways crisscross. It is impossible to tell who travels which road in this confusing web-like area. Rising up out of this complex light show of networked pathways is silent, majestic Ptah himself. His dark eyes reflect the universe. Even the Web domains around this area are regularly thwarted by opened Moon Bridges, although the tireless Pattern Spiders continually reweave them.

History

The tale of the pack that discovered the caern of the Wheel of Ptah is told at almost every major Moot Rite that the sept performs. The heroes are three Silent Striders—Night, Howl and Wind (their true names have been lost)—and one Stargazer, Sight-of-Sun. This pack trekked across forbidden plains, over tumultuous mountains and through

choked jungles to gather the 13 clues which eventually led them to this place. On the upper floor of the Mosque of Anfa, there is a small shrine honoring these clues. Unfortunately, over the years the sign-stones (hieroglyphic slabs of rock with the clues engraved in them) have crumbled, and the 13th one has been lost. The Sept Archivist has had to settle for displaying the signs under glass. Only one will be shown at a time.

The Chronicle of the Quest for the Wheel does not state at what point the caern was raised on this spot; this is because it is widely believed that the caern was in existence prior to the coming of the Garou. It is widely believed that the Wheel of Ptah is a “natural” caern, one raised without rite or ritual. Other theorists believe that the Wheel caern was raised by the Riddle Quest itself, that somehow the Quest performed the necessary function of a Rite of Caern Building, even though it certainly did not require the traditional sacrifice of Gnosis or harrowing ritualistic dangers.

Whatever its origin, the caern has formed the focus for many of the activities of the Silent Striders. Although it could be said that this particular caern may not be the “home caern” of the Silent Striders, it is certainly their most important one.

The pack met with Ptah himself upon discovering the hidden, underground temple of the Wheel of Ptah. The shimmering, faceless figure told them that he would watch over and protect the caern if they would minister to him

and keep the temple clean and in good maintenance. When Ptah showed the Garou what his temple could do, they readily agreed.

During medieval times, before the arrival of the invading Europeans, the caern flourished in the culture of the Arabic people who ruled it. It was during this time that the special traditions concerning the sept began to arise. Because of the nature of the city, and the nature of the crossroads here, the Garou leadership instated several laws that are, to this day, harshly and quickly enforced.

First of all, lupus Garou who travel through the caern are forced to either remain in the caern's bawn or take the form of a homid while in the city. This has caused quite a stink amongst the Red Talons over the centuries, but this rule has stood firm. There are very few dogs in the city, and no wolves at all.

When the Get of Fenris invaded the caern during World War II, the Silent Striders leadership quietly withdrew their support and vanished through the Wheel's many gates. Ptah also withdrew his power and, as a result, the caern itself immediately lost power. The Gauntlet slammed down like an iron fist. Moon Bridge routes all across Europe collapsed at the same time. Suddenly the Get were totally cut off from their support and had to rely on mundane transportation to get the rest of their forces into the city. Retaining the caern quickly became an impossible proposition. Ragabash harriers from the Silent Striders and the Black Furies began to appear at random intervals through gates, assisted by Ptah. No amount of cajoling could cause the great Incarna to return, and so the Get had to admit defeat, cut their losses and hie it back to the Black Forest. Since then, the Get have found it very difficult to open a Moon Bridge to the caern, while Ptah usually asserts his power to open Moon Bridges there on a regular basis just to annoy the Warder of that sept.

After this occurrence, the Wheel of Ptah Sept has enjoyed a curious reputation and tradition that is nearly unique in the Garou world: the caern is, by custom, neutral territory. Even the most bombastic of Garou will not bring war to the steps of Anfa Mosque. In fact, it is very rare that a fight between Garou breaks out anywhere near Casablanca. One of the reasons for this custom is that every Garou tribe needs the Wheel of Ptah almost equally; even the mostly anti-social Red Talons use it to travel from one pole to the other. It is well known that if you break the peace at the Wheel of Ptah, your elders will deal with you most harshly. The Silent Striders are characteristically quiescent about this custom, yet even they privately will admit to enjoying it. Still, their wisdom is great; they have not relaxed their guard one iota. The Wheel of Ptah is as heavily defended as any other caern on Gaia.

Finally, the Silver Fangs have sent a representative and delegation to the sept to "keep an eye on things" and "make sure Gaia's resources aren't being squandered." No one knows whether this is a power play by the Silver Fangs for the rich Level Five caern. The caern generates a tremen-





dous amount of status for the Silent Striders, even though most of that status is due to the extremely efficient manner in which they operate the place as a nexus of travel. The Silent Striders usually accommodate the Silver Fangs, even though they frequently request strange and even bizarre duties from the sept members assigned to assist the Fang's delegation.

The Sept

The Wheel of Ptah Sept is highly organized. Because the Silent Striders utilize it as the chief means of covering as much of Gaia's surface as possible, and because it is able to give the Striders a broader sphere of influence, only the wisest of the Striders have been assigned to the sept as leaders. Serving in any capacity for a time at the caern is considered a great honor, but the Striders need many of their best and brightest elsewhere, so they do not stay for any long period of time.

A curious side effect of the caern's central location is that those afflicted with Harano are sometimes brought out of it by service at the caern. One may easily discern the level of activity of the Garou as a whole simply by sitting in the receiving chamber and watching the different Moon Bridge parties that pass through. It is heartening to see that there are Garou all over the world fighting the good fight against the Wyrms in all its guises.

Another side effect of the caern is that many of those who have become packless for one reason or another often find packs that will accept them here. The Children of Gaia have been allowed to set up a traveller's way station here, seeing their chance to spread their influence and views by helping Garou in trouble or in need.

The downside to all of this activity is that Casablanca is a hotbed of intrigue. Although there are not many open conflicts aired, the Garou "cold war" rages behind the scenes. Several tribes, especially the Shadow Lords, have spies disguised as diplomats, "observers" or advisors that maintain a continual presence in the caern.

Furthermore, there is a chance that, because of the sheer volume of use that the Wheel of Ptah sees, the caern will soon become reduced in power. All of the talen and fetish chiminage that the Sept receives is sacrificed at a Moot Rite sending Gnosis to Ptah. It is perhaps only the wisdom of the sept's leaders which cause the caern to remain so healthy.

Archivist

The Wheel of Ptah Sept has a unique position in its hierarchy. There is always at least one Archivist in the sept. Because so much wisdom has been ported through the gateways and Moon Bridges that connect to the Wheel of Ptah, having Archivists to record this wisdom has long been considered necessary. All of the known path-star combinations that open gateways in the Wheel of Ptah and all known instances of visions from the two oracular founts in the caern are recorded. At any time, a Rank One Theurge will be on duty in the Archivist's office to document testimony.

Travellers

All travellers arriving at the Wheel of Ptah emerge from their connecting Moon Bridge in a special part of the mosque that has been prepared for them. Two Ahrouns of Rank 2 or higher are always on duty here, as is a Philodox or designated collector for the gathering of chiminage. Chiminage is decided on a per-person basis, and is purely a function of what the collector decides to ask. Fortunately for the traveller, it is usually not very much. The sept prefers talens or fetishes that they can then sacrifice to Ptah at their Moot Rite, but they will accept virtually any form of payment (including credit cards and cash: they're used to Shadow Lords and Glass Walkers by now).

Because of the amount of traffic into the Wheel of Ptah, other caerns often have to plan far in advance (through messages sent by Silent Striders, phone calls and faxes) to get a "time slot" for opening a Moon Bridge to the caern. Very rarely, the Warder will authorize "emergency" access to a caern in desperate need, but this is not done often, as it upsets the Moon Bridge schedule for weeks at a time.

Regular travellers are not allowed into the Wheel of Ptah itself: that is usually reserved for Silent Striders and those who have registered with the Warder as official explorers.

Departure

Those departing the caern must make their way to the outbound area and give their next destination to the Theurge on duty there. The Theurge is in constant contact with Ptah and is the initiator of any Moon Bridge that originates from the caern. There are times when the ways between the caerns are blocked. Travellers must then wait, usually only a few days, for their Moon Bridge connection. Some, however, wait for as long as a month until a certain phase of the moon. Sept policy is that a Moon Bridge is only established and held open for as long as it takes for all those travelling on it to pass. Then the portal to the Moon Bridge is closed and will not be opened again until all of the other travellers waiting their turns have gone.

The sept has a number of small rooms where travellers can rest and recuperate until they are able to continue with their journeys. These are, however, only temporary spaces, and those intending to stay more than one night must seek lodging in the city. Because of the mundane traffic into and out of the mosque, it is relatively easy for a number of Garou to don traditional garb and walk out of the caern without seeming out of the ordinary.

Also, if Garou travelling to the Wheel of Ptah desire it, they can connect with more mundane means of travel and still be close to Spain, France and the Mediterranean.

Personalities

Bes-por-Numin

Position: Warder

Breed: Homid

Auspice: Ragabash

Tribe: Silent Striders

Nature / Demeanor: Maker / Jester

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

Abilities: Alertness 4, Athletics 3, Brawl 4, Dodge 3, Empathy 4, Intimidation 3, Primal-Urge 3, Streetwise 4, Subterfuge 4, Etiquette 2, Firearms 3, Melee (Dagger) 4, Leadership 3, Performance (Dancing) 3, Repair 2, Stealth 5, Survival (Desert) 4, Computer 2, Enigmas (Ptah's Ways) 5, Medicine 3, Rituals 2, Area Knowledge (Umbra Near Realms) 5

Background: Contacts 4 (all over Europe)

Gifts: (1) Sense Wurm, Persuasion, Open Seal, Speed of Thought, Truth of Gaia; (2) Axis Mundi, Jam Technology, Blissful Ignorance; (3) Adaptation, Detect Spirits, Long Running, Tongues; (4) Fool's Luck

Rage 3, Gnosis 9, Willpower 8

Rank: 4

Merits: Eidetic Memory, Driving Goal (explore every part of the Wheel of Ptah)

Rites: Rite of the Opened Bridge, Rite of the Questing Stone, Rite of Passage

Fetishes: Bundle of Jackal's Laughter (Level 3, Gnosis 7; this is literally a bag of good luck in the form of golden sand. An activation roll creates a small quantity of sand in the bundle. If this sand is sprinkled on a character, the player may reroll any failed roll he has once during the duration of the scene. Only one dose of this sand will work per moon phase. The sand vanishes ten seconds after it is removed from the bundle.)

Image: Bes is a short, grinning man with a full gray beard and absolutely no hair. His eyes reflect the lights of the stars. He has a perpetual smile, even when faced with minions of the Wurm.

Roleplaying Notes: Hold your chin when you are listening to folks, and truly listen. Laugh a lot. Clap people on the back a lot. Speak in a boisterous, direct and no-nonsense fashion and be interested in everything that people say; it may give you further insight into the puzzles of life. Treat Stargazers with special interest and respect.

Background: Bes grew up among desert nomads in North Africa. He has had phenomenal luck all his life, from the exceptional education he received and the English family who adopted him to the fact that a Silent Strider was only 30 yards away when he went through his first Change.

Bes has an uncanny knack for learning exactly what he needs to know. He has even learned some of the Gifts of



other tribes and auspices. He has done this to become a better caern Warder and also to further his quest in studying the Wheel.

All his life, he has felt as though the Old Gods wanted something more for him, that the Incarna who dwell in the Deep Umbra— Ptah, Ra, Isis, Thoth— wanted him to resurrect some of the ancient mystical wisdom of his people. He sees the Wheel of Ptah as his chief mission in life, his reason for living and the focus of his spirituality.

At first, the fact that he was of the New Moon caused quite a bit of controversy, but Bes proved that he was willing to swallow his pride and play by the rules that the Philodox and Ahroun Garou had set long ago concerning Caern Warders. He takes his role as Caern Warder quite seriously. If necessary, he would die for his caern without a single thought. In the past year or so, he has been under special tutelage in the arts of war, specifically martial arts, and is contemplating beginning the study of Kailindo for its mystical benefits.

Although he is always joking and laughing, Bes quickly turns serious when discussing his caern. He is very fond of the Stargazers and is constantly pestering them for information and new wisdom. Rumors that he has considered joining them are unfounded, but it is true that he has visited the secret orrery that the Stargazers have in the Aetherial Realm.

Bes' knowledge of the Umbra comes from personal experience. He has talked with Incarna and Realm Lords, and regularly visits such places as Pangaea, the Battleground and the elusive Homeland of the Silent Striders. His knowledge of the Umbra is highly varied, and several Dreamspeaker mages have travelled to Morocco just to ask him questions.

Zosho Alemein

Position: Mistress of the Rite

Breed: Homid

Auspice: Theurge

Tribe: Silent Striders

Nature / Demeanor: Autist / Traditionalist

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

Abilities: Alertness 5, Dodge 1, Empathy 4, Primal-Urge 4, Subterfuge 4, Etiquette 4, Firearms 1, Leadership 3, Performance (Flute) 4, Stealth 3, Survival (Desert) 3, Enigmas 5, Medicine 4, Occult 4, Rituals 5

Backgrounds: None

Gifts: (1) Sense Wyrm, Spirit Speech, Persuasion, Mother's Touch, Blissful Ignorance; (2) Command Spirit, Call to Duty, Sight from Beyond; (3) Pulse of the Invisible, Exorcism

Rage 2, Gnosis 9, Willpower 8

Rank: 3

Fetish: The Ankh of Ptah (Level 5, Gnosis 7; the Ankh was a present to Zosho from the caern totem. It grants her a continuous Attunement with the caern grounds, as well as the ability to do Mindspeak with any of those within the caern. These powers require an activation roll with three successes or the expenditure of one Gnosis point per use.)

(The Ankh will also automatically draw her into the Umbra if someone attacks her in the Realm, and it enables her to step sideways without need of a reflective surface. Ptah has hinted that it has other powers, but has been quiet about them. The Ankh serves as her badge of office as well as her fetish.)

Image: Old and shrunken, Zosho rarely shifts her shape into any form other than Homid or Lupus. She has fine white hair, clear dark eyes and a pure white smile (even though she is quite elderly, Mistress Alemein has perfect teeth). Her skin is brown, tight and wrinkled. Her body is thin and angular, but ethereally graceful. In the Umbra, she seems ten years younger and much more spritely, while on Earth her shoulders droop and she shuffles along.

Roleplaying Notes: Squint your eyes and peer at whoever is talking to you. Ignore people frequently. You are so used to dealing with Moon Bridge traffic that you have trouble remembering to speak to people who are right next to you. You don't much care for social events, and aren't required to be friendly, just effective. Treat any mention of the "aged" portion of the Litany as a direct insult, and threaten the offender with a challenge. Of course, the fact that there can be no challenges at Ptah Sept is perhaps a good reason why you are still alive!

Background: Zosho Alemein has travelled the world many times over and is intimately familiar with much of it. Because of this, she is able to open up a one-way Moon Bridge to virtually any part of the world. This ability has been used in the past by several Garou heroes who have found themselves in need of instantaneous transportation halfway across the world. Mistress Theurge Alemein is perhaps one of the oldest living Garou still fighting the Wyrm. She spends most of her time in the Umbra, contemplating the intricate network of Moon Bridges that surge out from the Wheel of Ptah and communing with the great Incarna himself for most of the time. Some say that Alemein is the reason that the sept is so successful; certainly she appeases great Ptah with enormous facility and has made sure that the leadership of the sept understand Ptah's needs and position. Zosho will appear in the Realm only during the Moot Rite, held when Ptah requires it.



Sam Patel

Position: Keeper of the Land

Breed: Homid

Auspice: Galliard

Tribe: Silent Striders

Nature / Demeanor: Caregiver / Curmudgeon

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

Abilities: Alertness 3, Brawl 3, Dodge 4, Empathy 4,
Expression 3, Streetwise 3, Drive 3, Etiquette 3, Firearms 3,
Leadership 2, Performance 3, Survival 2, Enigmas 3, Occult 3,
Rituals 3, Islamic Lore 3

Backgrounds: Allies 4, Contacts 4

Gifts: (1) Create Element, Mindspeak, Persuasion,
Sense Wurm, Speed of Thought; (2) Dreampeak, Blissful
Ignorance, Messenger's Fortitude; (3) Adaptation

Rage 5, Gnosis 6, Willpower 7

Rank: 3

Rites: Rite of Talisman Dedication, Satire Rite

Fetishes: None

Image: Sam is a diminutive Hindi man with thin features, wide clear eyes and a continuous smile. He is fond of simple white cotton clothing.

Roleplaying Notes: You smile a lot, even when delivering bad news or demanding services from someone. You are a sprightly man, never in one place for long. Your voice is high and piping, and you like to hum mellifluously as you do your labors.

Background: Sam Patel is a devout Muslim who keeps the mosque up in accordance with the Koran and actually presides over the prayers there. He treats the Wheel of Ptah, the catacombs and the lower levels as if they were all sacred ground. He ruthlessly drafts low-ranking Garou and even Kinfolk in the incessant cleaning, polishing and whitewashing that must be done in order to keep the Wheel of Ptah clean and functional. Once every three years, he lovingly cleans the Wheel of Ptah himself. He dresses in ritual garb and dabs gently at the tiles with wine.

Master Patel is great friends with Siduri and Max, however, and enjoys entertaining at their establishments. He is an excellent piano player.

Story Ideas

Because of the crossroads nature of the Wheel of Ptah Sept, you may decide that your pack's current sept might give them leave to travel there and "seek their fortune" if things around their home caern become peaceful for a time. Since the Wheel of Ptah is such a powerful caern, it should be relatively easy for the pack to return from there if there are any problems.

You may use the Wheel of Ptah as a starting point for a multi-tribal pack chronicle, as it is quite easy to rationalize why a group of Garou from many different tribes might meet and decide to form a pack at such a caern.

Furthermore, the intense (and normally non-Garou) intrigue that is present around the caern will give you opportunities to tell stories about the city and the caern itself.

Finally, since the Wheel of Ptah can open up to virtually any other place on Earth or in the Umbra, you can use this caern as a means of entering such normally unreachable places as Malfeas or even the Deep Umbra.





Silver Fangs: Russia

by David Key & George Neal

Sept of the Crescent Moon

Caern: Central Urals, Russia

Level: 5

Gauntlet: 2

Type: Kingship

Tribal Structure: Silver Fang, although all tribes are welcome.

Totems: Falcon, principle totem of the Silver Fangs, whose domain consists of the sky and the mountain peaks. The various areas within the caern are home to several powerful spirits as well.

Geography

The caern claimed by the Sept of the Crescent Moon lies nestled deep within the Ural Mountains of Central Russia. It is located within a nearly inaccessible valley surrounded by the rocky crags of the Urals. Access is restricted to footpaths through the mountains or Moon Bridge; although it would be possible to fly over the area in an airplane or helicopter, the thickness of the forest and unpredictability of the terrain preclude landing. Game

abounds in this protected valley, but the Garou take care to use only what they need.

A stream flows out of the mountain at one end of the valley and winds its way through the center to finally disappear into the mountains at the other end. Along the course of the stream are numerous small waterfalls and pools. It is near the largest of these that the residences of the sept leaders can be found. These are generally concealed in thick groves or dug into the earth.

Natural beauty abounds here, and the Silver Fangs have worked hard to encourage it. There are no major structures, and all meetings take place in the open under the great trees. However, should Garou not desire to make a meeting a formal occasion by the central pool, there are some open places, such as clearings in the thick woods, where they can gather.

Bawn

The bawn surrounding the caern consists of the Urals themselves and the paths leading to the valley. A few human settlements are close enough to be watched, but the Silver Fang leaders of the sept do not consider them as threats, as they are composed primarily of Kinfolk. Unless accompanied by Garou, no humans are allowed to reach the valley. Most are driven off by scare tactics or fall victim to some sort of "accident."

Center

Central to the caern is a good sized pool at the base of a 60-foot waterfall. The pool is clear except where the silt is disturbed by the force of the falling water. The water has a year-round temperature of about 45 degrees. The pool is the central focus of the caern's power. Bare rocks, falling water and the greatest trees in the forest are found here and nearby.

Nestled behind the waterfall, and accessible only through permission of the water spirits, is a small cave. This cave leads to a crystalline grotto that is strongly linked to the Umbra. Any Garou gazing into one of the crystals of this place will find herself in the Umbra. The grotto has some other qualities as well, but the Silver Fangs will not reveal them. In fact, the spirits will not allow entry to anyone who is not a Silver Fang.

Many Garou of other tribes may be found here. This is the greatest caern in Russia and the seat of power of the native Silver Fangs. Everything here falls into order of rank. Higher ranks are given respect by lower ranks, and all bow to the Silver Fangs. Here is a place where those of true leadership and purity of breed may find the respect they deserve, where Alphas are always treated as such. Respect, obedience and leadership mark the mood of this caern and permeate the land itself. It is a place of kings and heroes, one where they will be respected.

Landmarks

There are a number of sacred sights within the valley, locations where Garou can communicate with the ancestral and lesser spirits that dwell here. Numerous trees bear marks on their roots signifying the heroes buried beneath them. On the cliff walls to the north of the caern is a detailed mural depicting the history of the caern and the history of the Garou in Russia. There are also a number of ways leading into the mountains, and several waterfalls that tumble down the tiered landscape.

See the accompanying map for the following locations:

1. This is a path that winds its way into the mountains. It is one of the few routes to the outer world, and it is one of the safest. There are a few areas where the trail is slightly treacherous. A climbing check (Dexterity + Athletics, difficulty 6) will suffice to allow safe passage. Failure indicates a minor slip or fall, and a botch will result in an embarrassing complication, such as a twisted ankle.

2. This is a path more treacherous than the first. It requires that climbing checks be made at a difficulty of 8. A failed roll means that actual damage may be suffered. Typical damage from such a fall would not be greater than one or two wound levels, although a botch would indicate that the damage would be aggravated.

3. Another path. This one leads off into the mountains in the direction of the legendary battlefield where the Silver Fangs fought and destroyed the Zmei (see History, below).

4. Yet another path. This one leads absolutely nowhere, eventually ending in a major rockfall.

5. Still another path. This treacherous route requires a great deal of climbing skill and luck. All checks to are made against a difficulty of 9 or 10, and a failure or botch indicates a fall. The distance for the fall can be anywhere from 10 to 150 feet. However, the view from the mountaintop of the surrounding peaks is breathtaking. Meditating at this spot for a full day will give the Garou a point of Gnosis; the spirit of Gaia is quite strong here.

6. This is the waterfall that feeds the stream running through the valley's center. Water plummets 70 feet into a small pool that narrows into the shallow, noisy stream.

7. Grimfang, the Caern Warder, resides in a den concealed in a thick copse within this grove. It is quite beautiful here, in a wild sort of way. The Black Fury pack resides on the edge of the grove in natural shelters. When they are not on a mission, they are the ones who care for the nearby area.

8. In this grove, the leaders of the sept maintain their dwellings. Several small cabins are nestled among the trees. Piotr, the Sept Leader, spends much of his time on the cliff nearby that overlooks the center of the caern, surveying the beauty... and his territory.

9. This is the center of the caern. A waterfall plunges 60 feet into a clear pool, causing a perpetual, shimmering rainbow.

10. Next to the center, but close enough to be considered a part of it, is the ritual area. This is a circle marked by low standing stones that serves as a place for general moots as well.

11. Within the forest on this side of the river lie the Graves of Hallowed Heroes. Many of the greatest Russian Garou lie beneath the trees here. For each hero that lies here, there is a tree marked with his name.

12. This is an ancient fir tree. Legend maintains that it was old when the caern was built long ago. Whatever the case, it is one of the largest trees in the valley and the only one that stands alone.

13. The wall of heroes. This mural is constantly being added to by the Galliards of the sept, and it is said that the mural will come to life for any who truly wish to learn the history of the sept and those within it. Having one's story added to the mural is one of the greatest honors a Russian Garou can receive.

14. The Keeper of the Land lives in a den near the base of the waterfall. Cries-at-Night dwells here, away from the other sept leaders, where she can speak and play with her cubs in peace. The waterfall nearby only drops 30 feet, but the Keeper's work has made it one of the most beautiful in the area.

15. This waterfall tumbles down a double tier and is one of Speaker to Mountains' favorite retreats when she is not wandering the mountains nearby.

16. A 40-foot waterfall plunges into a 10-foot deep pool.



Umbrascape

The Umbra of the valley is a Glen virtually identical to the valley itself. However, the spirit content of everything is more visible, and the spirits of the old heroes may sometimes be seen wandering among the trees. The leaders of the septs of Russia come for counsel here. There is a great fir near the central pool whose topmost branches support a great nest. Falcon is rumored to occasionally reside here. Legend holds that he will manifest for any Garou brave enough to risk the dangers of climbing the tree, whose Umbral representation towers a good 300 feet. The last known Garou who tried this fell from the Umbra onto the bank of the pool, covered with wounds burning with silver. The shame of this Garou, Bane Render of the Get of Fenris, is recorded on the mural wall.

History

Much of the history of Russia itself is deeply intertwined with the history of the Garou. So is the history of the Sept of the Crescent Moon. During the Impergium, a group of Silver Fangs decided that a seat of their leadership must be established so that their tribe would always be remembered.

Many years passed, and many battles were fought before the valley was discovered. The Glen it was situated on was hidden deep in the northern portion of the Middle Urals, and it was perfect for the needs of the Garou. However, the nearby mountains were the nesting place of serpent beasts

known as the Zmei. These dragon-like creatures were actually Wyrms creatures of great power. Many Garou died wrestling the Urals from their influence.

Finally, it was time. Within the hidden, sylvan valley, a group of the greatest Silver Fang Theurges of all time bent their wills to the creation of a caern there. Even at that time, the caern was a rarity. Caerns of Kingship have never been common. Thus was created the caern that would become the seat of the Silver Fangs in Russia.

Time passed, and the Impergium was lifted. Humans began their slow domination of the world, and the Wyrms began to stir anew. But the caern in the mountains remained safe, and the Silver Fangs retained their power. Little ever changed, Garou came and went, but the Silver Fangs ruled. They were able to defeat all challenges to their sovereign domain. They were vigilant in their defense of their caern. Even recently, when Wyrms creatures spawned from the nearby industrial sites attacked, the sept easily defeated them.

Now the Silver Fangs are waning in Russia. While they are always heard and acknowledged, they now are subjected to disobedience. The caern in the Urals is occasionally referred to as a "retirement home" by younger Russian Garou, as most of the Garou who control it are past their prime. While they are powerful, they are not as respected anymore. Despite efforts to the contrary by some of the more powerful Garou of the Sept of the Crescent Moon, the world is passing the caern by. It is even believed by some



that the Wyrms no longer considers the sept a threat because of its isolation.

Russia's Garou are also beginning to further doubt their leaders as a new scourge threatens them. The draining of caerns, something thought impossible, has begun to happen with astonishing regularity in Russia. Caerns are overrun, their guardians are slaughtered, and when the Garou counterattack, they discover only the remains of a place of power. Someone or something is stealing the power of the caerns. This has become a matter of concern for the Russian Garou, especially as the Silver Fangs appear to be doing little about it. Many are also concerned that Moon Bridges will not open from the caern to regions outside of Russia.

The Sept

The Sept of the Crescent Moon is run by the Silver Fangs, and as such, they control the Ural caern. All positions of power lie in the hands of the Silver Fangs, and they are not willing to release them. As this is the most powerful caern in Russia, the tribe feels it must make its dominance known here, if nowhere else. There is only one problem: their power may be fading even here. The caern itself is surrounded and under siege from the expanding powers of the Wyrms, and it is clear that the Garou of the sept are losing the war. The Shadow Lords use this fact to show the other tribes the need for new leadership.

The protectorate of the Sept of the Crescent Moon extends over a significant portion of the Middle Urals in Russia. As this is the most significant caern, and one of the oldest septs, the majority of the nearby Garou at least pay lip service to the Sept of the Crescent Moon. Thus its influence can be considered to cover the entire Middle Ural region.

Personalities

Piotr Volk

Position: Sept Leader

Breed: Homid

Auspice: Ahroun

Tribe: Silver Fang

Nature / Demeanor: Judge / Judge

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

Abilities: Alertness 5, Athletics 4, Brawl 4, Dodge 4, Empathy 2, Expression 1, Intimidation 4, Primal-Urge 5, Subterfuge 3, Animal Ken 2, Melee 5, Leadership 5, Survival 4, Enigmas 2, Occult 1, Politics (Garou) 4, Rituals 3

Backgrounds: Pure Breed 5, Past Lives 3

Gifts: (1) Inspiration, Persuasion, Razor Claws, Sense Wyrms; (2) Awe, Luna's Armor, Stare-down, True Fear; (3)

Disquiet, Silver Claws; (4) Mastery, Mindblock; (5) Strength of Will

Rage 9, Gnosis 4, Willpower 9

Rank: 5

Rites: Rite of Talisman Dedication, Rite of the Opened Caern, Rite of Wounding, Rite of Ostracism, The Hunt

Fetishes: Silver Sword

Image: Piotr is a massive wolf with silver fur that almost glows. He has at times been mistaken for a spirit in the woods by human and Garou alike. In Homid form, his age and auspice are both shown. He appears as a heavily built woodsman whose arms and chest are marked by heavy scarring, and his beard is white with age. Despite his rustic appearance, he possesses a very noble demeanor. He appears to be approaching 60, but is, in fact, closer to 85.

Roleplaying Notes: Speak in riddles that make you seem far wiser than you are. Should anyone challenge your authority, make your displeasure known immediately. Though quick to anger, you see what is befalling you and occasionally regret what your temper often brings you to do.

Background: Piotr Volk can trace his lineage back almost directly to the first leader of the Sept of the Crescent Moon. He was groomed from a young age to lead the sept, and through it, lead the Silver Fangs of Russia. Galliards in his own time sing of his deeds and pay homage to what he has done. His story adorns a portion of the wall of legend.

When he inherited the mantle of leadership from his sire 50 years ago, Piotr was the ideal leader: just, caring and ruthless in destroying his enemies. All were proud to serve under him. Age, however, has not been kind to him. The burdens of leadership have begun to grow heavy, and he finds it hard to tell enemies from friends. He sees the changes in the Garou, and sees them being forced backwards from their goal, but does not trust anyone enough to give them this information.

It saddens him greatly to see that the most promising of the new Silver Fangs, Nicolai, has fallen under the spell of corruption. This is a blemish that must not come to light on the tribe. For that reason, he gives Predatelski and his pack the most dangerous tasks, though to this day, Nicolai has always returned, and each time with more glory than the last.

Grimfang

Position: Warder

Breed: Lupus

Auspice: Theurge

Tribe: Silver Fang

Nature / Demeanor: Traditionalist / Confidant

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

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

Stealth 3, Animal Ken 4, Leadership 3, Stealth 3, Survival 4, Enigmas 4, Medicine 3, Occult 5, Politics 1, Rituals 5

Backgrounds: Past Lives 5, Pure Breed 3

Gifts: (1) Heightened Senses, Mother's Touch, Sense Wurm, Spirit Speech; (2) Command Spirit, Luna's Armor, Name the Spirit, Sense the Unnatural, Sight from Beyond; (3) Catfeet, Detect Spirit, Exorcism, Pulse of the Invisible; (4) Beast Life, Mindblock, Spirit Drain; (5) Elemental Gift, Malleable Spirit, Paws of the Newborn Cub; (6) Rebirthing (This gift is a special one bestowed upon Grimfang by Gaia herself. Upon his death, he will be reborn in the form of a cub somewhere within 2,000 miles of his demise. This is not a Past Life, but an actual reincarnation. At maturity, the cub will come into Grimfang's true powers.)

Rage 5, Gnosis 10, Willpower 10

Rank: 6

Rites: Rite of Binding, Moot Rite, Rite of Spiritual Awakening, Ritual of Summoning, Rite of Becoming, Rite of the Fetish, Rite of Passage, Rite of the Totem, Rite of the Winter Wolf, Rite of the Open Bridge, The Badger's Burrow, Rite of the Shrouded Glen, Rite of Caern Building, Gaia's Vengeful Teeth

Fetishes: Soulstone (Level 5, Gnosis 8; the soulstone allows Grimfang to look into the soul of any other Garou. By using the stone, Grimfang can tell when someone is not speaking the truth, what their plans are, what their dreams are, and the source of their deepest fears. The only drawback to this fetish is that it will not work on Silver Fangs.)

Image: A small, silver wolf with a sprinkling of black fur and half of his left ear missing. In Homid form, he is a bright-eyed, smiling old mountain man. He occasionally walks with a cane.

Roleplaying Notes: Be happy, friendly, helpful and educating. When someone manages to arouse your ire, mutter about "upstart young pups," change to wolf form and vanish into the woods. If someone truly angers you, only then will you frown, and Gaia rest the souls of those you frown upon. Let all of the young pups, and they are all young pups, have no doubt that the caern comes first.

You enjoy talking people's ears off about nothing.

Quote: "The weather's changin', malchiki (little ones)."

Background: Grimfang is as old as many of the trees in this forest, and remembers planting several of them. He was born to one of the many wolf packs that inhabit the region under the protection of the Garou and has known little life other than that of a shapechanger.

Throughout his long life, Grimfang has traveled the length and breadth of Russia, Europe and even the Orient to combat the Wurm and its manifestations. He is old now, and has held the position as Warder of the Caern since the previous Warder's death 30 years ago. He is considered to be one of the wisest Theurges in Russia, and recently has begun receiving messages and visits from Garou questioning him about the draining of caerns.

This possibility troubles him greatly, and in his concern, he has greatly increased the security on the caern. He also seeks any news of the truth behind what is happening to the other caerns. In fact, he will occasionally disappear and travel to nearby caerns to warn them and assist in shoring up their defenses.

Guardians

Grimfang has organized three guardian packs. Their primary purpose is to assist him in protecting the caern and upholding its laws. When he is gone, these packs squabble more openly than they would dare admit in his presence. They have even been known to come to blows during his lengthier journeys. Each of these packs has a special purpose in the defense of the caern.

Nicolai Predatelski leads the first of the three packs assisting Grimfang. His pack is composed of another Silver Fang, a Bone Gnawer, two Shadow Lords and even a Glass Walker. This pack deals with threats originating in the various industrial sites and cities nearby. Since these areas seem to be producing the majority of the trouble lately, Nicolai and his pack have gained a great deal of renown in a short amount of time. This has both impressed the other Garou and made some of them more than a little nervous. Nicolai himself is a soft spoken individual who looks upon all he sees with a contemptuous and angry gaze. When dealing with other Garou, even his elders, he acts as if talking with them degrades him. Some say that he will accept nothing less than absolute loyalty from his pack. Those in his pack who have given less have not returned from their city ventures.

The young Tibetan Uktena, Speaker to Mountains, approached Grimfang to ask for assistance in joining a pack. In response, Grimfang placed the pup in a pack and told her to train them in the ways of the spirits. The result was more than Grimfang had hoped for. Speaker was soon gained acclaim as a leader, and her pack was awarded the position of Guardians of the Glen. In this task they have been flawless. The pack consists of five lupus of various tribes and a single homid, a Silent Strider Ahroun who has yet to speak to anyone outside the pack. The renown of this pack has recently grown to the point that other caerns have asked them to for assistance. Speaker has thus far refused to take her pack out of the immediate area. She feels it is her responsibility to guard this caern from whatever it is that is attacking the others. She is certain that whatever it may be, it will soon attack the Ural caern in great force.

It is said among the Garou of the Ural caern that the leader of the third pack, Tatiana, is as unapproachable as she is beautiful. There can be no doubt that she has caught the eye of every male in the caern. As of yet, however, there have been no males brave enough to so much as attempt to make friends with the leader of the Black Fury strike team—which suits Tatiana just fine. She firmly believes that Garou should not mate with Garou, and what else would males be good for? Her pack is charged with protect-

ing the caern from the most obvious and dangerous threats. They have only lost one fight, and none of the pack members will so much as mention it. It bothers Grimfang that there is an opponent that can defeat this pack. It bothers him even more that they will not tell him who or what the opponent is. Even so, the pack's loyalty is unquestioned, and they will gladly die to protect the caern and those in it.

Andrei Bolkowski

Position: Master of the Rite

Breed: Homid

Auspice: Philodox

Tribe: Silver Fang

Nature / Demeanor: Director / Judge

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

Abilities: Alertness 4, Brawl 3, Dodge 4, Empathy 4, Expression (Public Speaking) 4, Primal-Urge 2, Subterfuge 2, Drive 1, Etiquette 4, Firearms 2, Leadership 2, Survival 1, Investigation 4, Law 4, Politics 3, Rituals 5, Occult 4

Backgrounds: Pure Breed 4, Contacts 2, Kinfolk 5

Gifts: (1) Lament Flame, Scent of the True Form, Smell of Man, Truth of Gaia; (2) Awe, Strength of Purpose; (3) Weak Arm, Wrath of Gaia; (4) Roll Over; (5) Geas

Rage 6, Gnosis 8, Willpower 8

Rank: 5

Rites: All Level One and Two rites plus the following: Rite of the Totem, Rite of the Fetish, Rending of the Veil, Rite of the Shrouded Glen, Gaia's Vengeful Teeth.

Fetishes: Fang Dagger, Spirit Whistle, Sanctuary Chimes

Image: A long, slender wolf, not very distinguishable, except for the silver of his fur. In Homid form, however, the wisdom of Andrei can be seen. His features inspire trust, and his manner, though serious, is comforting.

Roleplaying Notes: You are the Master of the Rite, and because of your position, others look to you for guidance. You try to never let them down. Your judgments tend to be fair, and all listen with open ears. Because of this, you make sure you are never wrong. When others doubt that you are right, you will fly into a rage. After all, you did your best, why should they shove every little mistake in your face?

Background: Andrei was born in the Ukraine to a Kinfolk family. They had not expected to have the Garou breed true in their line, but when the First Change came upon Andrei, his parents knew who to contact. This fact caused Andrei to expand his own Kinfolk connections. He has been instrumental in keeping up the Kinfolk information network that supplies the Sept of the Crescent Moon. Due to his own ability, and to the secrets he was able to find about his elders, he was given the position he now holds.

Viktor Zemtsov

Position: Gatekeeper

Breed: Homid

Auspice: Galliard

Tribe: Silver Fang

Nature / Demeanor: Conniver / Confidant

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

Abilities: Alertness 2, Athletics 2, Brawl 2, Dodge 4, Empathy 5, Expression (Dance) 5, Primal-Urge 2, Subterfuge 5, Drive 3, Etiquette 3, Firearms 2, Performance 5, Stealth 2, Enigmas 3, Linguistics 3, Occult 2, Politics 2, Rituals 4

Backgrounds: Pure Breed 3, Allies 2

Gifts: (1) Call of the Wyld, Lambent Flame, Mindspeak, Smell of Man; (2) Awe, Distractions, Luna's Armor; (3) Disquiet, Eye of the Cobra, Song of Rage; (4) Bridge Walker, Shadows by the Fire Light.

Rage 4, Gnosis 6, Willpower 6

Rank: 4

Rites: Rite of the Open Bridge, Ritual of Talisman Dedication

Fetishes: Harmony Flute, Eye of Luna (Level 2, Gnosis 4; this fetish allows the Gatekeeper to contact the Falcon when he is in doubtful about whether to allow a Bridge to be opened. The stone will simply change color depending on the answer.)

Image: Viktor is an attractive individual, both in Lupus and Homid form. In Lupus form, he is a short, powerfully built silver wolf with a single black stripe running from nose to tail. His fur is always immaculate. In human form, he is of normal build with dark hair. In both forms there is something about him that attracts others. Even he does not understand this.

Roleplaying Notes: Be charming in the extreme, and do not hesitate to use anyone. If you do use them, make sure you do so with a smile and have them be happy to come back for more.

Background: Viktor was just one of several Galliards at the sept when the old Gatekeeper died. It was then he saw his opportunity. He approached the old wolf Grimfang and offered companionship to the simple, rustic Theurge. Viktor even listened to all those old stories about how "in my day" things were different. Through this Viktor was able to manipulate Grimfang into supporting him in his bid for the title of Gatekeeper.

In fact, the old wolf saw Viktor for what he was, a weak-willed, power hungry fool. But even the most rustic of people know that everyone has their use.

Cries-at-Night

Position: Keeper of the Land

Breed: Lupus



Auspice: Galliard

Tribe: Silver Fang

Nature / Demeanor: Caregiver / Autist

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

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

Backgrounds: Pure Breed 3, Familiar Spirits 3 (Cries-at-Night is in contact with the spirits of her dead pups; they bring her information about what the spirits like and don't like about the landscaping of the caern, and they also keep her very up to date on gossip, though she rarely passes any of that information on.)

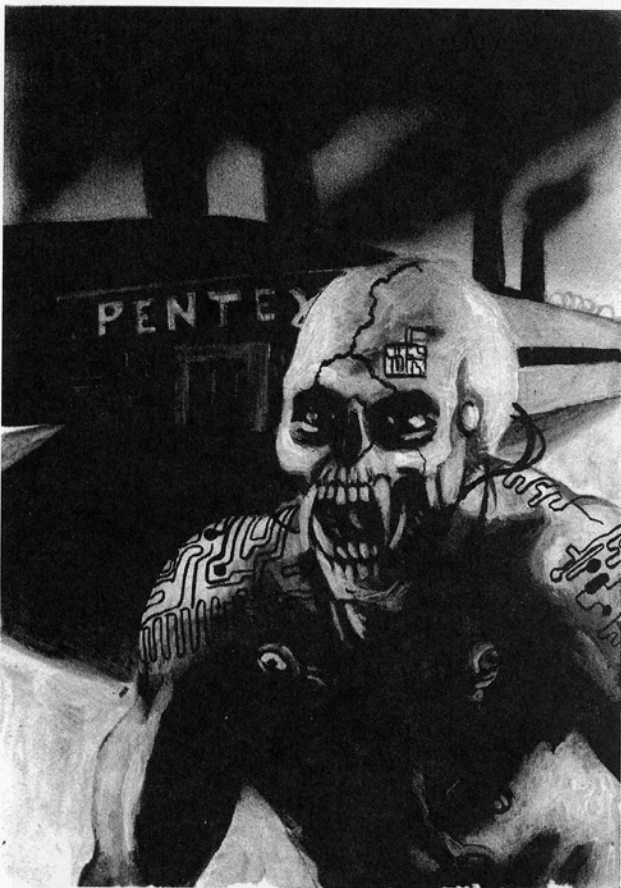
Gifts: (1) Beast Speech, Heightened Senses, Leap of the Kangaroo, Sense Wyrms; (2) Call of the Wyrms, DreamSpeak, Luna's Armor, Sense of Sight; (3) Catfeet, Wrath of Gaia; (4) Gnaw, Mindblock.

Rage 8, Gnosis 6, Willpower 10

Rank: 4

Rites: Rite of Binding, Rite of Spirit Awakening, Rite of Talisman Dedication, Rite of Cleansing, Rite of Contrition

Fetishes: Luna's Vengeful Spirit (Level 5, Gnosis 9; this spiked collar not only prevents others from grabbing the wearer's throat, but when worn and invoked under the light of the full moon, it turns the wearer into a fighting machine



of silver, much like the Gift: Luna's Avenger. In order to attune to it, the Garou must permanently give up two points of Gnosis, and the fetish may not accept the Garou even then.)

Image: Cries-at-Night is a very average looking silver wolf. In Homid form, she appears as a woman in her late twenties. Anyone paying close attention will notice that she has scars running from her neck to her knees along her underside.

Roleplaying Notes: Be quiet and keep to yourself. Talk to things that are not there (you can see your children even if no one else can). If anyone seems cast out, or in mental pain, try to console them. If a set of pups is being pushed around too much, you will adopt them, and then no one, not even old Grimfang, can mess with them and get away with it.

Background: Cries-at-Night had her first litter of pups just before she was taken for her Rite of Passage. After the rite was over, she returned to claim and raise her pups. She found that they had been recently slain, the victims of a large Siberian oil spill. It was at that point that Cries-at-Night underwent her true rite of passage. In her grief, she managed to summon up and destroy all of the Banes present in the oil spill area. Afterwards, it was her wish that no one speak of what had happened. The other Garou agreed to this, but her fellow Galliards placed an image of her on the Wall of Heroes. The picture is one of a pure silver Crinos standing over five dead wolf cubs. She is clawing a Bane with each hand and is herself being mauled by a third. If anyone watches this picture for very long, they will see the Garou go on to kill all three Banes and then lay the bodies of the cubs to rest. Continued observation of the wall will show Cries-at-Night tending the lands about the caern while the spirits of the cubs play at her feet.

Ivan Sukosin

Position: Master of the Challenge

Breed: Homid

Auspice: Ragabash

Tribe: Silver Fangs

Nature / Demeanor: Deviant / Curmudgeon

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

Abilities: Alertness 3, Athletics 5, Brawl 4, Dodge 4, Empathy 3, Expression (Insult) 5, Intimidation 3, Primal-Urge 2, Streetwise 3, Subterfuge 1, Drive 2, Etiquette 1, Firearms 2, Melee (Klaive) 5, Stealth 4, Survival 2, Computer 1, Enigmas 2, Law 1, Linguistics 1, Occult 2, Politics 1, Rituals 2

Backgrounds: Pure Breed 3, Allies 3

Gifts: (1) Blur of the Milky Eye, Lament Flame, Persuasion; (2) Awe, Blissful Ignorance, Luna's Armor, Stare-down; (3) Disquiet, Open Moon Bridge; (4) Luna's Blessing, Whelp Body

Rage 5, Gnosis 5, Willpower 8

Rank: 4

Rites: Rite of Talisman Dedication

Fetishes: Fang Dagger, Phoebe's Veil, Monkey Puzzle

Image: A lanky silver wolf with brown paws and a brown mask. His Homid form is a small, sandy-haired, lanky man in his early thirties. The left side of his neck is badly scarred, and he seems to always be peering quizzically at people when speaking to them.

Roleplaying Notes: BE A JERK! You like almost no one, least of all idiots who have to fight to settle their differences. However, you are deeply in love with Cries-at-Night, and if it were possible for her, there would be a metis at the caern and the rest of them be damned. If you ever have to face a challenge, make your opponent seem like such an idiot that he will be laughed off the field before he makes his first swing. As for those who must fight, give them silver weapons and step back. Be an impartial judge of such affairs, and provide style notes afterwards. Just remember, they should feel foolish for having to fight to begin with. Do not tolerate anyone questioning your judgment; make them appear to be foolish for doing so. Annoy everyone near you, but make yourself indispensable. Ramble about people on occasion.

Background: Some people have personality quirks; Ivan is one. This is something that has continually led him into trouble. He has been the cause of a number of conflicts among Garou and has earned a reputation of being without honor. However, he has also gained renown as being an honest judge, an image usually reserved for Philodoxes.

Ivan has seen a lot and been many places. He is listed as AWOL from the Red Army, as he was recruited shortly after basic training. He is a Muscovite by birth, and misses his home, but dares not return for fear of having his family discover what he is.

Sometimes it is possible for a person to break through the eternally annoying shell that protects him from the rest of the world, but Ivan is quick to rebuild his and deny it is there. The only notable exception to this tendency has been his relation to Cries-at-Night. Perhaps it is her quiet nature that settles the raucous Ivan, or perhaps she simply beat him into silence.

Story Ideas

The Ural caern is a true place of power for the Garou, but visitors will quickly learn that the caern is in trouble. It is under siege by opponents that it cannot yet identify. The leadership is under question. The animosity between the tribes, though not evident on the surface, is a deep running current and the attitudes of the Garou here are old-fashioned. This keeps them from seeking the help they desperately need. The tension at this caern is unmistakable, even by pups. Players visiting this caern will quickly find themselves in politics or in a fight, usually both.

This caern is also of such power that the majority of Moon Bridges opened into Russia would tend to open here.

It is the only caern in Russia where a Bridge could actually stretch all the way to the United States or Europe.

Note: The majority of these springboards concern the introduction of group of non-Russian Garou to the Russian setting. Further details on Gothic-Punk Russia can be found in the forthcoming *Rage Across Russia* sourcebook.

Investigation

Rumors abound of what has been going on in Russia, both in the world of the humans and among the Garou. At a conclave, the elders of the tribes decide that it has become imperative to discover the true plight of their Russian brethren. From among the many gathered, a pack is chosen to travel to Russia via Moon Bridge. The bridge will land the characters in the Ural Caern, where they will discover that returning home is impossible. Getting out of Russia with the information they were asked to retrieve could almost prove to be a chronicle in itself, as numerous forces are arrayed against the Garou here.

Pursuit

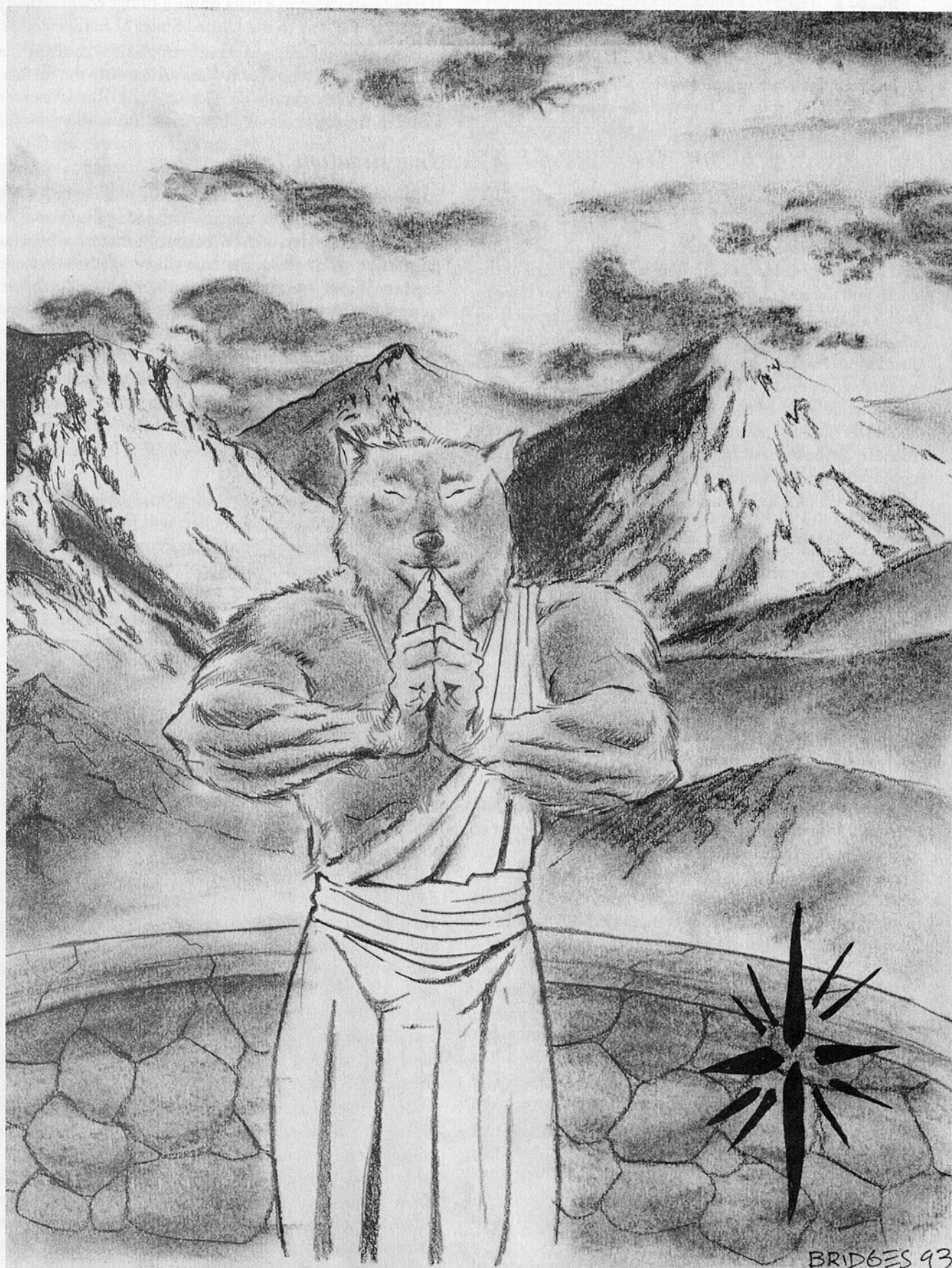
Evidence of a Pentex move into Russia has come to light, and a group of monkeywrenchers will follow. They must convince the Russian Garou of the Pentex threat and act to reduce or eliminate it. These poor souls working for Pentex will also discover another small problem— leaving the country alive.

Defector

The characters are part of a sept that has had no contact with Russia. A Kinfolk or Garou from Russia stumbles into the pack's caern by Moon Bridge, grabs the nearest Garou she sees and immediately begins to babble at them in Russian. (An Intelligence + Linguistics roll against difficulty 7 is required to identify the language.) Communication is imperative, as this person seems to be either crazy or has some information of vital importance.

Harboring this person will prove dangerous. Within two days of his arrival at the caern, an attack will come. The attackers seem to care only about recovering the defector and can consist of everything from vampires to Black Spirals to fomori. They will be accompanied by Banes as well. After the attack, it will be obvious that someone or something is extremely interested in silencing this person, and even after speaking with them, the elders will see a need to send a pack to Russia. The defector will offer to be their guide. After all, they protected her, did they not?

The pack will arrive at the Ural Caern where they will be greeted by Grimfang. The old wolf will be ecstatic that his messenger got through and will immediately take the pack aside and detail what he knows of the plight of the Ural Caern. He will lecture them at great length about the problems in Russia to them. The pack has an opportunity to establish relations between their home caern and the Russian caern of the Silver Fangs.



Stargazers: Tibet

by Christopher Howard

Sept of the Snow Leopard

Caern: Shigalu Monastery (Himalayas, Tibet)

Level: 4

Gauntlet: 3

Type: Enigmas

Tribal Structure: Stargazer; anyone who can meet the rigorous ethical, intellectual and metaphysical standards is welcome.

Totem: The Umbral Wind

Geography

Occupying a high precipice in the most impenetrable part of the Himalayas, Shigalu is difficult to reach by all but the most determined; even so, it is not completely cut off from Tibetan society. The temple resides on a mountain flanked by two fast running rivers. The rivers meet at a treacherous, precipitous gorge dubbed "The Gates of Hell."

The nearest population center is a small village named Nyalam. The people here view the inhabitants of the monastery with a mixture of adoration and awe. About 25 miles north, through the Lalung Leh pass, is a fortress of Chinese soldiers. The nearest major city is Shigaste, almost 200 miles to the northeast.

This area is among the places on Earth with the harshest weather possible. Temperature shifts of 80 degrees in a day

are not unheard of, and blue skies routinely turn to hail and freezing rain in seconds. The sept has caused landslides and has even been known to divert river courses to discourage the intrusion of civilization into the bawn.

The road from Nyalam to Shigalu is steep and winding, negotiable only on foot. In parts, it is only a paw's width wide, and the traveller is obliged to climb (extended Dexterity + Athletics roll, difficulty 6, five successes required). The path is watched at all times; if those approaching the monastery are clearly hostile, they will be harassed by wind spirits.

Bawn

The bawn extends roughly 10 miles in every direction. It includes Nyalam, Lalung Leh pass, Hell's Gate and Milarepa's cave.

Center

Winds both physical and Umbral scream incessantly around a small, black piece of flat onyx embossed with the Sigil of Marut. The stone is said to have been created by the Hindu Storm God Marut. It was, for a time, owned by agents of the Wyrms before being stolen by the sept's founder, Justinian of Byzantium.

The fury of the storm is contained within the monastery's central court. Despite the seeming strength of the storm, those who enter will only feel a strong breeze and come out only slightly damp. The true brunt of the storm is in the

Umbra, although its powers can be extended into the mundane world if so ordered. Only two members of the sept are practiced in using this technique: Lungtok and John Campbell.

Dancing in the wind, seemingly with a life of its own, is the skeleton of a Nexus Crawler slain at the time of the sept's founding. To the untutored eye, the tableau formed by the remains of the Wyrms creature is extremely disconcerting. The desiccated bones caper erratically in the storm, illuminated by flashes of lightning. At first glance, this would appear to be the center of a Black Spiral caern, not a Stargazers site. This first impression is unwarranted. The place is entirely free of Wyrms taint; moreover, the Nexus Crawler's movements are carefully choreographed in a humorous series of ridiculous and demeaning katas (it dances, begs, pouts and so on). Only Lungtok knows how the creature's movements may be interpreted to reveal the future.

Landmarks

Nyalam

This isolated town is connected to the outer world only tenuously. There are no modern communications available in the town, so their only view of the world beyond the Himalayas is carried by the occasional nomad or tourist who travels through. The buildings are made of stone and have tin roofs. Many here are Kinfolk to the Snow Leopards and guard the secrets of the temple jealously. Most people in the town are immune to the Veil, and many of the sept's members are drawn from the town's above average Lupine population.

The Umbral Wind totem opens and closes the caern's Moon Bridge inside a small shrine at the town's edge. It is in easy view of the population, who will often run to watch if they observe the Bridge in use.

Garden of the Inconstant Moment

A gentle breeze constantly sweeps through the grove of trees in the valley below the monastery. In the center of the grove is a garden of great beauty and intricacy, tended by Tara, the monastery's Keeper of the Land. In the garden's center is a mosaic made primarily of yellow and blue stones. The pattern is an extremely complicated one, representing the Apal-Be (Endless Knot). Negotiating the pattern while contemplating it will allow the character to pass into the "Crazy Umbra", a local manifestation of the Wyld in the Penumbra. (Dexterity + Enigmas roll, difficulty 8; the difficulty is lowered to six if the character is tutored by Tara or Terdak.) Once the pattern is learned, the character can enter the Crazy Umbra from anywhere in the local area.

Summit of the Snow Leopard

The summit is situated about 300 yards up the mountain. It is often visited by families of real snow leopards as well as

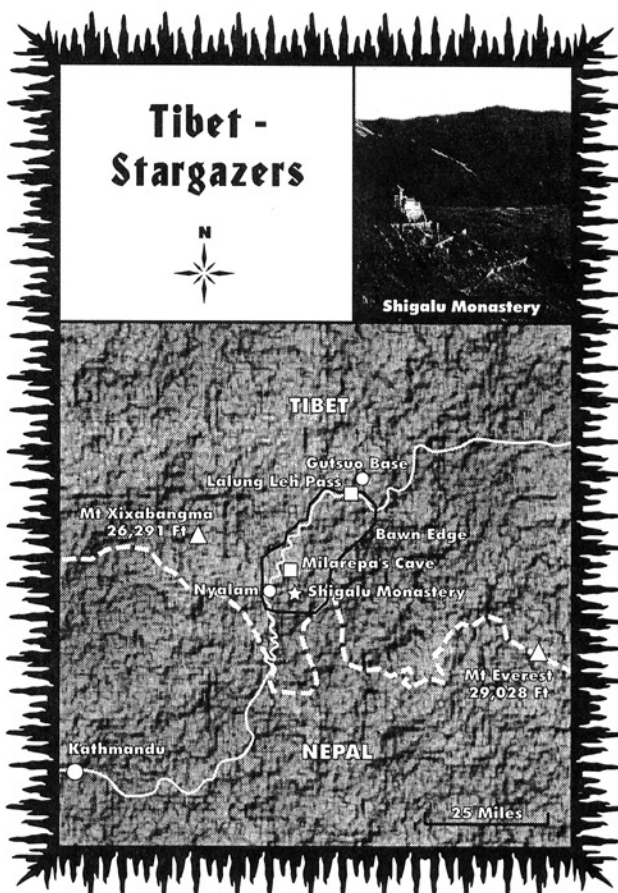
by the luck spirit, Gyasto, who appears in the form of a great cat.

Gyasto has almost become a second, though unofficial, totem to the caern. Any kind treatment (such as feeding him) will be rewarded by a blessing for the remainder of the scene (see the Merit: Charmed Existence in *Werewolf Players Guide*). Abusive treatment will cause Gyasto to disappear with a howl, leaving the offender to contend with a curse for the same period (see the Flaw: Cursed).

The Garou perform "Sky Burials" from this summit. The Sky Burial is, to western eyes, a rather grizzly way of interring the dead. This method involves cutting up the corpse into small pieces and feeding it to the flocks of birds which circle the peak, literally dispersing the deceased into the clouds. It is an old Tibetan tradition adopted by many of the Garou here.

Milarepa's Cave

The caern's earliest history was written in blood. Nowhere can that be seen more literally than at Milarepa's cave. Not far below the cave's entrance is a blasted area of slagged red stone ("The Blood Stone") where the Nexus Crawler was finally killed by the sept with assistance of the poet/sorcerer Milarepa. The stone has laid barren since that time, and a careful examination with Sense Wyrms will reveal that there are still lingering traces of the Wyrms bound up in the stone.



During the day, the cave is cared for by two novices (ghouls) from the town of Nyalam. The cave has been officially named as a tourist attraction by the Chinese tourist service. The site has infrequent visitors to see the ancient mural of the green-haired poet who reputedly found enlightenment here (overpriced postcards are also available). At night, the cave and its environs take on a completely different aspect when Milarepa, who lies dormant during the day in a secret sub-cave, walks the valley on his contemplative strolls.

Milarepa is of the Children of Osiris, a rare and reclusive sect of ascetic vampires (detailed in the **Vampire** supplement *Hunter's Hunted*). His hair is indeed green, as portrayed in his paintings. This is a result of his diet of nettles during his mortal life as an ascetic. Milarepa's enlightened nature and his unique shared heritage with the Snow Leopards allow him the incredible ability to walk unmolested near the caern. No one is sure whether he has gained Golconda, although he behaves as if he has. He considers his role to be that of a Bhodisatva in the final years leading to the Gehenna/Apocalypse he knows is coming.

He is fully capable of defending himself, and will do so in a non-lethal manner if attacked. He is a 5th generation vampire and is over 900 years old. His studies include both archaic and modern sciences, and he has travelled extensively (though discretely). His primary disciplines are Bardo, Auspex, Fortitude and Chimerstry. For most occasions, he

wears a simple cloth robe, though he may occasionally be seen wearing British Tweed. He also wears spectacles, but only as an affectation. Milarepa has a treaty of mutual assistance with the sept and is particularly compatible with Lungtok and Tara.

Umbrascape

The near Umbra is as one would expect it to be near a great caern: both easily accessible and pure beyond belief. A feeling of peace pervades the area, and benign spirits, especially air elementals, abound. The strangest aspect of the Umbra here is a phenomenon of exceptional rarity, the so called "Crazy Umbra".

The Crazy Umbra is a local manifestation of Wyld energies. It exists as a roaming area of sorts, shifting places in the Penumbra around the caern's bawn. It is a place of a constantly shifting, restless nature. Herds of trees migrate across literally rolling hills. Vines twist and turn with alarming alacrity, and spirit-gorged streams dash up cliff faces. Day follows night swiftly and erratically here. The time between sun-up and sun-down is measured in minutes or even seconds. The only constant here is the moon, always full and overhead.

Inexperienced Garou may find this unsettling, but that is nothing compared to the sensations felt by any Wyrms creature unfortunate enough to stumble into it. The spirits here are pained by the presence of such monstrosities and will act in a swift and spectacular manner to purge intruders.

The Stargazers have many theories concerning this phenomenon, but none have been proven. The most popular one is that it is an effect left over from the death of the Nexus Crawler and its ability to warp reality.

Eye Spirits are indigenous here and can be seen everywhere. They appear as floating, disembodied eyeballs with trailing stocks. Eye spirits can travel in the Umbra and the mundane world, but are unable to travel far beyond areas of the Crazy Umbra without help. To this end, they might propose to a Garou (by their distinctive non-verbal, pictorial telepathy) that they "merge". This merging gives the Eye Spirit a spiritual tether which allows them to travel, and it gives the Garou a spy which can travel through walls, reporting telepathically what it sees. This merging costs the Garou three points of permanent Gnosis, and the Eye Spirit is then considered to be a familiar spirit.

Although their thought processes are alien, their motivations are simple. They seek knowledge and experience. Only one can attach to an individual.

Eye Spirit (Jagging)

Rage 2, Willpower 5, Gnosis 7, Power 40

Charms: Airt Sense, Materialize, Telepathy (cost 2, or none if merged; allows the Eye to speak to another's mind in images)



History

The sept was founded by the Stargazer Theurge Justinian, who fled Constantinople with the Stone of Marut under his arm and the minions of the Wyrms at his back. At length, he found himself on the windswept Chang-Tang plains of Tibet. Among the nomads who eked out an existence on the vast expanse were many nomadic Garou, some of whom chose to follow the charismatic philosopher.

Led by omens, they set out to find a place to settle and build a kind of brotherhood. Justinian knew it would someday be needed in the rapidly darkening world. It was at this time that Justinian met Milarepa, and a fast friendship grew between them. In 1083, they found the site of their future caern. It was only a year later, however, that the shadow of Justinian's pursuers arrived in the form of a Nexus Crawler. Although his followers had never seen a Wym creature before, they battled it valiantly. With the aid of Milarepa, they emerged victorious, but at a price. Justinian and 12 others lay dead.

The caern's stature and fame grew rapidly among the Stargazers of the world, becoming a Mecca of sorts for the philosopher sect. Although Tibet was undergoing tumultuous changes during the 12th and 13th centuries, the sept was careful not to embroil itself in human affairs, and did not take sides in the struggles between the ascendant Buddhist philosophy and the animists of the Bon faith. The two ideologies were constantly fighting for supremacy.

The sept was forced into action against the Mongol invasion (1252-53), which brought the Wyrms with it. By the close of the 14th century, the Snow Leopards had fully consolidated their position in the south and now turned their attentions to the rest of the country. Tibet's politics and geography had conspired to keep the country mostly Wym free, but there were other dangers to the sept. Various Buddhist sects (i.e. Red Hat Sect, Yellow Hat, Black Hat) battled for supremacy, and the sorcerers of the Red Hat sect became a real danger to the Garou at this time. The darker aspects of Bon also manifested themselves at this time in the form of poisoning cults. Neither the Red Hats nor the Bon cults are Wym related, but that has not made them any less dangerous. They have continued through the present.

It was also at this time that precious stones (rubies) were found near the caern. This extended the reach of the formerly poor sect far beyond the borders of Tibet. The sept's next challenge came in 1904, when they contended with an invasion of Tibet by England. The invasion was backed by the Camarilla in an attempt to open up Tibet's mineral rights to the Kindred. Several thousand Tibetans, including some Garou, were massacred in the ensuing war. Ironically, it was not force of arms that turned the tide of battle. It was the wily machinations of the philosopher and sept leader Lungtok (ancestor of today's Lungtok). Unknown to the Camarilla, he secretly travelled to England and performed a brilliant series of political maneuvers,

convincing the Crown to withdraw its troops in return for improved trade rights with Tibet. This coup is still talked about with awe and some respect by England's Ventrue.

Far more dangerous was the invasion by China in 1951 and the subsequent Cultural Revolution of 1966-76. No amount of trickery has managed to dislodge the Chinese invaders. The sept has had to settle for working behind the scenes to loosen the invader's grip and to battling the incursions of the Wym which inevitably came with China's program of modernization. Through out its history, the sept has maintained good relations with their progenitors, the Chang-Tang nomad Garou (including Silent Striders, Red Talons and some Children of Gaia) and have various formal pacts which have been followed faithfully without exception.

The Sept

Casual observers in the sept might conclude that they were in a Buddhist monastery. The temple's architecture is certainly standard for the region, and the inhabitants exhibit the air of quiet contemplation expected of Buddhist monks. But these are Garou who have seen the face of the Wym and have pledged themselves to its destruction. Knowledge is valued here not only for its own sake, but as a tool to be actively engaged. A feeling of purposeful and often martial activity will envelope anyone who long observes the Garou here. The Stargazers here are of the Zephyr camp (see *Werewolf Players Guide*) and are high masters of Kailindo.

The monastery is cylindrical; stairs spiral up the periphery past motifs depicting the Wheel of Life. The monastery's attentions are divided between the perfection of mind and body. Training courses of fiendish cleverness have been developed over the centuries to challenge novice and grand masters alike. In the monastic library is one of the greatest occult collections ever assembled by Garou. Here, both fact and fancy about Garou, the Wym and Kindred alike are available.

The philosophy of the sept can be politely described as a hodgepodge, drawing its precepts from sources as diverse as Socrates, Aquinas, Lao Tzu, the Buddha and John Locke. Strangers are encouraged to join the many impromptu debates which spring up. This philosophical bent allows the Leopards to make fine distinctions about what is and is not the Wym, permitting them to find allies (such as Milarepa) where other werewolves would not think of looking. To some, however, it adds credence to the charge that the Stargazers are far too curious about the Wym and may have been compromised by it.

Personalities

Lungtok

Position: Sept Leader

Breed: Homid

Auspice: Philodox

Tribe: Stargazer (Zephyr)

Nature / Demeanor: Visionary / Confidant

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

Abilities: Alertness 3, Dodge 5, Primal-Urge 3, Subterfuge 3, Melee 3, Leadership 5, Stealth 3, Meditation (Tantric) 4, Kailindo (Wind Dance) 5, Enigmas (Ancient) 5, Linguistics 2 (English, Chinese), Occult 3, Rituals 5, Philosophy 4, Tactics 3, Wyrms Lore 3

Backgrounds: Eye Spirit (Familiar), Allies 3, Pure Breed 4, Past Life 4

Gifts: (1) Balance, Persuasion, Resist Pain, Sense Wyrms, Truth of Gaia; (2) Surface Attunement; (3) Clarity, Whispering Wind, Wisdom of the Ancient Ways; (4) Questioning, Wisdom of the Seer; (5) Circular Attack, Geas

Rage 4, Gnosis 6, Willpower 8

Rank: 5

Rites: Rite of Cleansing, Rite of the Opened Caern, Rite of Binding, Ritual of Summoning, Rite of the Totem, The

Badger's Burrow, Rite of Caern Building, Rite of Talisman Dedication

Merits: Calm Heart, Ancestor Ally (the first Lungtok), Political Ties

Image: Permanent laugh lines and twinkling eyes belie the sometimes gruff exterior of this small Tibetan in his eighties. He wears a simple monk's robe and walks with the aid of a stick, which he casually discards in times of danger. As a wolf, he is small and golden-brown. He is one of the foremost teachers of Kailindo in the world.

Roleplaying Notes: You are calm of mind and clear of sight. Everyone you meet presents a mystery to you which you quickly unravel.

Quote: "Well done, student. Now do it blindfolded."

Background: Recognized at childhood as both the descendant and reincarnation of the former caern leader, Lungtok (see "History"), Lungtok has been groomed since birth to lead the caern. Rigorous schooling and practical experience travelling the outside world have prepared him well. Lungtok keeps in close contact with many other sept leaders and has always been a voice for unity and tolerance among Garou. He is respected by the wind spirits who aid him in any way possible.

The Cheng Sisters (Wen Cheng and Tritsun Cheng)

Position: Caern Warders

Breed: Homid

Auspice: Ahroun

Tribe: Stargazer (Zephyr)

Nature / Demeanor: Competitor / Gallant

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

Abilities: Alertness 3, Athletics 3, Dodge (Leap) 4, Primal-Urge 2, Animal Ken 2, Etiquette 1, Firearms 3, Melee 3, Leadership 4, Stealth 3, Kailindo (No-Moon Fighting) 5, Enigmas 2, Linguistics 1 (English), Occult 2, Rituals 2, Philosophy 2, Tactics (Hit and Run) 4

Backgrounds: Eye Spirit (Familiar), Kinfolk 5

Gifts: (1) Balance, Inspiration, Razor Claws, Sense Wyrms, Smell of Man; (2) Surface Attunement; (3) Clarity; (4) Body Shift, Stoking Fury's Furnace; (5) Kiss of Helios
Rage 7, Gnosis 6, Willpower 7

Rank: 5

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

Fetishes: Elk Tooth Necklace

Merits / Flaws: Daredevil, Luck / Overconfident

Image: The Cheng sisters are identical twins. Although they wear the same type of martial-arts uniform, each sister wears a different colored belt. This is sometimes the only way to distinguish one from the other. Since they often trade belts, however, this is not always a reliable method of





identification. They both wear their hair in a short-cropped, efficient manner. In wolf form, their fur is reddish gold. The first thing they always do in combat is activate the Kiss of Helios.

Roleplaying Notes: Your sept means everything to you, and you will do anything to protect it. You are in charge of security, doing your job conscientiously, but always with a light touch. You are phenomenally lucky. In combat, you move with your sister in a hurricane of eclectic precision that is dazzling to behold.

Quote: "I'll hit him high, you hit him low!" (Followed by the exact opposite action.)

Background: Born in Nyalam, where their birth was universally considered a good omen, the Cheng Sisters were taken to the temple at an early age. They also spent a good deal of time in the village and became the main liaisons between the town and the sept. They excelled in the arts of combat and quickly gained their current post of Warder. They are curious about America and have taken pains to learn English from John Campbell. Both have earned Lungtok's trust despite their glib exteriors.

Guardians

There are 14 Garou in the monastery, all of whom are trained in the art of Kailindo. Additionally, all of them are scholars who have studied the tactics and philosophy of war. Many would make first-rate pack leaders in their own rights, but they are completely dedicated to the Cheng sisters. This small army of philosopher-warriors are a devastating guerrilla force, effective far beyond their numbers. They are intimately acquainted with the surrounding terrain, and most of them have taken on Eye Spirits, making

the sept exceptionally difficult to approach by stealth. They carry an exotic array of weapons and are also trained with firearms.

Terdak Lingba

Position: Master of the Rite

Breed: Metis

Auspice: Theurge

Tribe: Stargazers (Metastatic Birth, leaning towards Ouroborosans)

Nature / Demeanor: Autist / Confidant

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

Abilities: Alertness 3, Dodge 3, Kailindo 2, Subterfuge 4, Animal Ken 2, Etiquette 2, Stealth 3, Survival 1, Computer 3, Enigmas 5, Investigation 4, Linguistics 4 (Chinese, English, Japanese, Latin), Occult 4, Philosophy 2, Rituals 5, Science (Chemistry) 4, Wyrms Lore 2, Umbra Lore 3

Backgrounds: Eye Spirit (Familiar)

Gifts: (1) Create Element, Sense Wyrms, Spirit Speech; (2) Clarity, Sight from Beyond, Name the Spirit; (3) Command Spirit, Exorcism, Pulse of the Invisible

Rage 3, Gnosis 9, Willpower 8

Rank: 3

Rites: Rite of Talisman Dedication, Rite of the Opened Caern, Rite of Binding, Rite of Spirit Awakening, Ritual of Summoning, Rite of the Opened Bridge, Rite of Lasting Glory

Fetishes: Spirit Whistle, Bata's drum

Merits / Flaws: Concentration, Fast Learner / Dark Secret, Dark Fate

Image: A tall, lanky man of indeterminate age, Terdak is most often found updating the library's files. He wears an ill-fitting Chinese business suit (circa 1955) and uses a thick pair of reading glasses. During rituals, he wears a robe of green silk. In wolf form, he is gray and mangy. His hands and face twitch with nervous energy. His metis deformity is a terrible harelip.

Roleplaying Notes: They have been kind to you here and have given you honor exceeding your metis birthright, but they do not understand you. Your addiction is knowledge, and you have spent much of your life in studying the Wyrms and its ways. You know that beneath the Corrupter Wyrms is the barest fragment of the original Wyrms of Balance. Your obsession is unhealthy, but it has also borne fruit. You know that the "Blood Stone" contains the life force of the Nexus Crawler slain there, and you think you know how to manipulate it. If successful, you will have a powerful weapon against the Wyrms. But until then, you must be secretive, for the others, in their blindness, would stop you.

Your only real friend here is John Campbell, for whom you performed the Rite of Lasting Glory when he first arrived. It is the last time you have felt really good about anything.

Background: Sired by two Chinese Glass Walkers who arrived in Tibet with the first Chinese invaders, Terdak was abandoned to the Chinese orphanage in Tibet's capital city, Lhasa. Despite cruel treatment, Terdak excelled academically and might have gone to Beijing University if it hadn't been for his Firsting. His peers played a particularly cruel joke on him at age 14, and Terdak lashed out at them with all the ferocity of a Garou. Terrified, he fled into the mountains and wandered until he came to the attention of Lungtok.

He has thrived intellectually, if not emotionally, in the scholarly atmosphere of the monastery, and he is the youngest Leopard to become Master of the Rite. Next to Tara, he is the most adept at navigating the Crazy Umbra.

Gesar

Position: Gatekeeper

Breed: Homid

Auspice: Ragabash

Tribe: Stargazer (Glass Bead Game Player)

Nature / Demeanor: Jester / Jester

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

Abilities: Alertness 4, Athletics 4, Dodge 3, Expression 3, Streetwise 4, Subterfuge 4, Drive 2, Firearms 3, Performance 4, Stealth 4, Kailindo 2, Computer 2, Enigmas (Word Games) 4, Linguistics 2 (Chinese, English), Occult 2, Rituals 5, Philosophy 1, Tactics 1

Backgrounds: Contacts 3 (Hong Kong), Resource 4, Totem 5 (East Wind)

Gifts: (1) Balance, Open Seal, Persuasion, Scent of Running Water; (2) Jam Technology, Surface Attunement, Taking the Forgotten; (3) Clarity, Open Moon Bridge
Rage 3, Gnosis 10, Willpower 5

Rank: 4

Rites: Rite of Talisman Dedication, Rite of the Opened Caern, Satire Rite, Rite of the Opened Bridge

Merits / Flaws: Daredevil, Natural Channel / Overconfident, Compulsive Behavior (Pranks)

Image: A slender, attractive youth of 20, Gesar has been forced to trade the silk suits from his Hong Kong days for a more practical, Indiana Jones image. Gesar has a wicked sense of humor and a charming smile at all times; he is also an incorrigible ladies' man. He has more clothes (all in fashion) than anybody else in the sept. In wolf form, he is a mottled gray and laughs like a hyena.

Roleplaying Notes: You would leap down the throat of the Wyrms itself just to tickle its tonsils — or at least you'd try to steal its wallet. Life was a lot more fun back in Hong Kong, running with the Urban Primitives and hitting all the hot spots. And there were the girls.... Then one day it's over. Dad comes back from "finding himself" in Tibet and "requests" you come with him. Next thing you know, you're stuck in a musty old temple in the middle of nowhere with a bunch of rejects from "The Ten Commandments". Dad's a bigwig here and starts teach you cool stuff about the Moon Bridges until — Bam! Dad's killed by Red Hats and you're the only one with the keys to the Bridge (except Terdak, and he's always holed up in the library).

That old geezer Lungtok says you're the worst Gatekeeper he's ever seen, and he wants you out, which is fine by you. Still, you aren't completely without honor, so you'll stay on until you train someone else, and you'll even obey the rules — to a point; you've already gotten into some trouble. Yeah, the place isn't all bad. The Cheng sisters are a lot of fun. And that Tara? Hot!

Quote: "What are two witty, sophisticated people like us doing in a dump like this?" (Aimed at any reasonably good looking woman who visits the sept.)

Background: Gesar was raised by his mother while his estranged Garou father, a respected Theurge, involved himself in the affairs of the caern. Gesar became a thrill-seeking thief. Most of his Hong Kong pack were Glass Walkers, and he knows a few of their tricks. The Leopards know his history and do not trust him completely, but they have also embarked upon a campaign to straighten him out. He has also discovered imaginative ways to hide himself on Moon Bridges and can become an indistinguishable blur when viewed by other travellers.

Tara

Position: Keeper of the Land

Breed: Homid

Auspice: Galliard (Waxing)

Tribe: Children of Gaia



Nature / Demeanor: Caregiver / Caregiver

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

Abilities: Alertness 3, Dodge 3, Empathy 4, Primal-Urge 2, Streetwise 3, Animal Ken 4, Etiquette 3, Meditation 3, Stealth 3, Survival 5, Enigmas 4, Area Knowledge 4, Herbalism 5, Medicine 3, Occult 3, Rituals 4, Umbra Lore (Crazy Umbra) 4

Backgrounds: Contacts 3, Resources 1, Eye Spirit (Familiar), Allies 2, Pure Breed 5

Gifts: (1) Beast Speech, Mother's Touch, Sense Wyrms, Smell of Man; (2) Dream Speak; (3) Dazzle, Reshape Object; (4) Beast Life, Bridge Walker, Serenity

Rage 4, Gnosis 9, Willpower 6

Rank: 4

Rites: Rite of Talisman Dedication, Rite of the Opened Caern, Rite of Spirit Awakening, Rite of the Opened Sky, The Badger's Burrow

Fetishes: Friendship Ring, Harmony Flute

Merits / Flaws: Immune to Wyrms Emanations, Venus Rising / Soft-Hearted

Image: Tara is as tall and slender as a willow wand. She has waist-length, straight black hair which she adorns with a headdress of gold and feathers. In the monastery, she wears a robe of gold silk embroidered with green. On her journeys, she wears brown leather travelling clothes with a yellow scarf. She carries an ornately carved walking stick. Her most noticeable features are her emerald green eyes which convey warmth, the wisdom of age and the energy of youth all at once. In wolf form, she is sleek with a shiny coat of midnight black. Her eyes are even greener in wolf form and still appear friendly.

Roleplaying Notes: Gaia is dying. Even here in isolated Tibet, the Wyrms are on the move, and you can sense it. You call this place home. There is a balance here more than anywhere else you have been. You travel a lot to salve the many hurts of Garou and human alike. You are close to Lungtok, John and especially Milarepa, who shares your devotion to the healing arts.

Background: Born in an agricultural community on the border of Chang-Tang, Tara was brought up in a poor but loving community. She started her wanderings at an early age, but still maintains contact with her family. She has been with the Snow Leopards for five years and has become, in many ways, the heart of the sept.

John Campbell

Position: Master of the Challenge

Breed: Homid

Auspice: Ahroun

Tribe: Stargazer, former Get of Fenris (Zephyr)

Nature / Demeanor: Visionary / Survivor

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

Abilities: Alertness 4, Athletics 3, Dodge 3, Empathy 1, Intimidation 3, Primal-Urge 5, Animal Ken 3, Drive 2, Firearms 4, Melee 5, Leadership 4, Stealth 2, Kailindo 5, Meditation 4, Enigmas 3, Investigation 2, Linguistics 2 (Tibetan, Chinese), Medicine 1, Occult 2, Rituals 5, Philosophy 2, Guitar 3, Tactics 4

Backgrounds: none

Gifts: (1) Inspiration, Razor Claws, Resist Pain, Sense Wurm; (2) Halt the Coward's Flight, Staredown, Surface Attunement, True Fear; (3) Clarity; (4) Merciful Blow; (5) Strength of Will, Circular Attack

Rage 9, Gnosis 5, Willpower 10

Rank: 5

Rites: Rite of Talisman Dedication, Moot Rite, Rite of Wounding, Rite of Cleansing, Rite of Passage, Baptism of Fire, The Hunt

Fetishes: Silver Sword

Merits / Flaws: Berserker, Huge Size, Reputation, Code of Honor / Dark Secret

Image: John looks like a giant out of Norse Myth and appears equally at home in the Himalayas. He is 7' tall, with long red hair and a beard, both of which are going white. His Lupine forms are that of an immense reddish brown wolf. His usual wardrobe consists of blue jeans and a leather jacket. He is rarely seen without his Silver Sword and a heavy firearm.

Roleplaying Notes: They howl your praise at the moots and call you a "hero". A visiting Fianna has immortalized you in a saga, but you know that none of it is true. Your pack was dying around you, victims of the Sabbat ambush, and yet you fought on. When you stopped seeing red, you realized you were victorious. You had saved the cubs of the Children of Gaia, every single one of them. Yet it was not heroism that moved you that day. Your recklessness is what allowed the Leeches to kill your comrades.

That was over twenty years ago, but your shame has not allowed you to speak the truth in all this time. Despite this, or perhaps because of this, you are completely honorable in all other things. Now, Lungtok has named you his successor and you feel all the more unworthy. But, if the responsibility falls to you, so be it.

Background: Returning from Vietnam disillusioned, John fell in with the counterculture of the sixties and joined a pack consisting of widely disparate tribe members. The pack discovered a Sabbat plot, which involved cubs from the Children of Gaia being used for demon fodder by a powerful Tremere Antitribu. The pack intervened and, with the exception of John, were slaughtered. John blames himself for the loss of the pack (somewhat unfairly) and drifted for a while, eventually coming to Asia in 1973, where he was welcomed by Lungtok, who, unknown to John, suspects what really happened.

Story Ideas

1. In the Gothic-Punk world of **Werewolf**, there is an entrenched, armed resistance to the Chinese invasion centered in the Chang-Tang plains. A number of Garou have joined the revolt, and the Snow Leopards often lend support. There is a major Chinese military crackdown in the offing, and certain Wurm pawns in the Chinese government are making sure that there will be enough mystical support for their troops to crush the resistance and perhaps the Leopards once and for all.

2. The Red Hat sorcerers are greatly opposed to Chinese rule and have, for the first time, opened tentative negotiations with the caern. They are honorable, but their philosophy is so obscure that any ambassador sent by the sept could fail. The Red Hats' powers are based on illusion. (If you own **Mage: The Ascension**, then the Red Hats are a Chantry of the Akashic Brotherhood.)

3. About 60 miles north of the sept, there is a poisoning cult that worships the Bon mountain spirit Dargo. Their poisons cause hallucinations and make victims very susceptible to suggestion. They also reduce a victim's Stamina by one point per minute until he is unconscious, at which point the cultists will feed on the victim's life energies. The cults are very subtle and extremely good at appearing benign. They also have some experience in dealing with Garou. Dargo is a mysterious spirit of great size and power, somehow related to the Wind Incarna.

4. The Blood Stone is a nexus of great power for more than the simple reason that a Nexus Crawler was killed here. If Terdak gives in to his curiosity about the stone, he will cast a type of Spirit Awakening spell that he has discovered in his readings. This will immediately summon at least two Nexus Crawlers and will set up a permanent beacon which will attract other Wurm creatures. The players must find a way to destroy this beacon.



Uktena: Australia

by Teeuwynn

Beware of organizations that proclaim their devotion to the light without embracing the dark; for when they idealize half the world, they must devalue the rest.

— Starhawk, *Dreaming the Dark*

Sept of the Waking Dream

Caern: Katajuta rock formation (the Olgas) in the Australian Outback.

Level: 4

Gauntlet: 3

Type: Enigmas

Tribal Structure: Closed. Power held by the Uktena aborigines.

Totems: Uktena

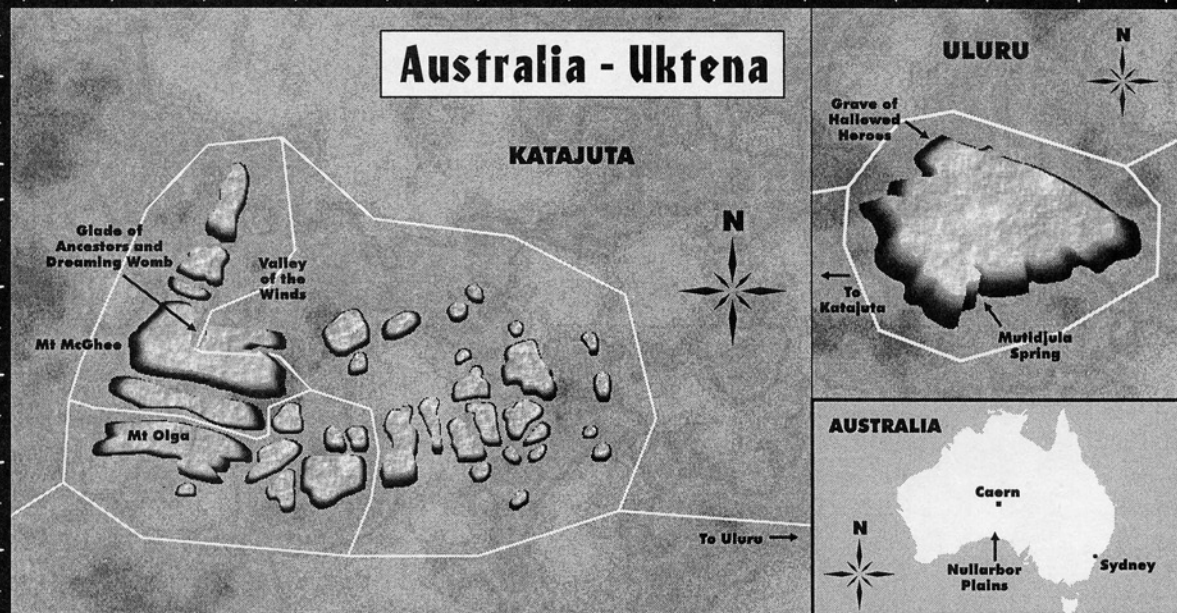
Geography

The Australian Outback is one of the harshest environments found on all of Gaia. The desert is sunny, blazing hot and arid, with temperatures climbing to over 130° Fahrenheit (surface temperatures are over 160°). Rainfall averages no more than 10 inches per year. Only the aborigines and the Garou survive unaided by technology in the sere climate. Most of the Outback is composed of flat, rocky terrain supporting only a thin layer of grass and a few ghost gum, mulga and desert casuarina trees.

Katajuta ("many heads") is a series of large, rounded rocks rising out of the flat expanse of the Outback. The largest of these rocks, Mt. Olga, is over 1300 feet tall. In sharp contrast to the rest of the Outback, the land of Katajuta is protected from the pounding sun and vaporizing heat by its sheltering monoliths. The many stone "heads" of Katajuta stand so close to each other that much of the area receives no more than an hour of sunlight each day. Consequently, the land is a fertile womb sheltering open pools of life-giving water and a rich diversity of plant life seen nowhere else in the Outback. Besides the numerous gorges found in Katajuta, there is also the larger Valley of the Winds in which numerous questing Garou have first heard their true names whispered.

Northeast of the Katajuta caern lie the shifting sands and submerged waters of the vast salt lake known as Amadeus, while to the west and northwest is the trackless red earth and sand of the Gibson Desert. South of the caern is the Great Victorian Desert, and beyond that is the mysterious expanse known as the Nullarbor Plain. Composed of layers of limestone over 900 feet deep, the Nullarbor Plain supports almost no plant life, and the small quantity of rain that falls is immediately absorbed by the soft stone. The plain is riddled with huge caverns and has several subterranean lakes. It is a place of both mystery and corruption.

Australia - Uktena



Finally, to the east of the caern stands Uluru, known to the Europeans as Ayers Rock. The mammoth red rock stands over 1,140 feet high and is roughly two miles long and one-and-a-half miles wide. It is thought that no more than a third of the great rock rises above the surface.

Bawn

Due to the extraordinarily low population density (both human and Garou) and the need to travel vast distances to find enough food to survive, the bawn of Katajuta caern is very large. It is bordered on the north by the Macdonell mountain range, on the east by the tourist town of Alice Springs and the Macumba river, and on the west by the Gibson Desert. To the south, the bawn contains both the Great Victoria Desert and the Nullarbor Plain, ending at the latter's cliffs overlooking the Great Australian Bight of the Indian ocean. In all, the bawn extends over an area more than 400 miles long and 200 miles wide. The Uktena always have at least one band of scouts patrolling the farthest reaches of their bawn at any given time.

Center

Cradled deep within the crags of Mt. Ghee lies the Glade of the Ancestors, consisting of a pool of water surrounded by ghost gum and bloodbark trees. The aboriginal Uktena consider these trees to be the past lives of many members of the sept. Often the sept's Theurges will consult with these trees in the Dreamtime (the Aboriginal name for the

Umbra). When there is a particularly strong threat to the sept, the bloodbark trees are said to weep sticky blood-red sap, and the pale white bark of the ghost gums turns a deep scarlet.

By diving into the pool's depths, the Garou pass from the kurunba (real world) into the Dreaming Womb, where the barrier between the kurunba and the Pitantjatjara (Umbra) is weakest. The Dreaming Womb is the heart of the caern. It is a large cave covered with powerful magical symbols and ochre paintings redrawn faithfully by the original painter's descendants. This repainting is necessary to keep the caern at full strength. If the paintings are allowed to fade too far, the caern will begin to lose power.

The Dreaming Womb is only accessible by diving through the pool in the Glade of the Ancestors.

Landmarks

The Outback has never suffered the ravages of human evil in the same way that almost all other parts of Gaia have been ravaged by the poisons of the children of the Weaver and the allies of the Wyrms. As such, the Australian Outback is more spiritually pristine than much of the world. However, this is not to say that the Wyrms has not begun to insinuate itself into even this far corner of Gaia. In the past few centuries, the Wyrms' taint has begun to infect even the rugged heart of the Land Down Under. Described below are some of the more intriguing areas in and around the caern.

The Valley of the Winds

Located just north of the entrance to the Dreaming Womb, the Valley of the Winds is approximately a mile and a half wide. This flat plain of red earth is situated between two "fingers" that are part of Katajuta's many rock formations.

A Garou of the sept who seeks knowledge and the guidance of Gaia allows her paws to guide her to whatever point in the valley feels right. The Garou lies down and waits to hear what Gaia has to tell her. However, she will normally wait for no more than one day and two nights for Gaia's message. Only in the gravest of circumstances will she wait longer. Death may be her ultimate answer if the listening Garou stays exposed to the elements for any greater length of time. Skywalkers hold this place in particular reverence, and it is these Uktena who most often receive messages from the land (or so they often claim).

Uluru

The Uktena believe that Uluru, known as Ayers Rock to the European newcomers, was once one of the most powerful caerns on all of Gaia. The caern was tended by the lost tribe of Garou known as the Bunyip, and the Uktena believe its totem to be the powerful spirit known as Imberombera, the Rainbow Serpent.

Although the caern does not seem to be accessible to the Uktena aborigines of the Sept of the Waking Dream, the sept firmly believes that the caern is still viable. Every inch of Uluru has been carefully examined both physically and spiritually by Uktena Theurges, and they are certain the power of the great caern awaits only the proper ritual and the correct ceremony before it will reawaken once more. But even now, while in deepest dreaming, Uluru has several important landmarks.

The first of these is on the northwestern corner of the rock. Great, long grooves mar the rock's surface, travelling hundreds of yards and continuing to the very edge of Uluru itself. The Uktena consider this place to be a Grave of Hallowed Heroes, for it is at this spot, claim some of the aboriginal Uktena, that the last known Bunyip made their final stand against the forces of the Wyrms which threatened to defile the great caern of Imberombera. The grooves are the marks left by the Bunyip's powerful claws as they fought to keep from being torn away from the rock itself and flung to their deaths below. Each groove is thought by the Uktena to be the proud marker of a particular Bunyip hero, and at the terminus of the grooves, large rocks are placed bearing the strange markings of the Bunyip tribe. Uluru herself grieves for her lost tribe, turning blood red at sunrise and sunset as a monument to the lost Garou.

The Uktena with the longest sight say the mighty Bunyip leader Jintjinjara realized the fight would be lost and howled out one final command to his sept. As one, the Bunyip leapt on the great Wyrms-beast they fought, a foul pestilent mockery of the Rainbow Serpent, biting into its putrid flesh with their mighty jaws. The combined power

and will of the last of the Bunyip drew the Wyrms-spawn over the edge of Uluru with the tribe, thus saving the caern from the Wyrms' foul taint.

The second place of interest on Uluru is a perpetually open spring near the base of the monolith. Known as Mutidjula, the open spring contains water year-round, a rare and wondrous thing in the Outback. Almost all rivers and springs flow under the surface sands and are difficult to reach. Mutidjula is a sacred site, a place of healing and rebirth. Many aborigines, including members of the sept, choose to give birth to their young by the waters of Mutidjula. Its waters are soothing and ease the pain of childbirth.

Nullarbor Plain

Beneath the limestone waste of Nullarbor Plain is a vast network of caverns, complete with underground pools and streams. It is somewhere in this network that a terrible, unseen Bane lies dormant. The Wyrms-creature is often said to be the very one the Bunyips dragged from Uluru's heights. Terribly wounded and crazed with pain, the creature wandered for days until it found the cool depths of Nullarbor Plain.

The Uktena have carved powerful wards into the walls of the caverns. The most powerful of these can be found at the largest entrance to the tunnels, a sinkhole known as Koonalda cave. The Banetender, Kooasca-ki, stands watch over the Bane, renewing the power of the wards and watching for signs of the Bane's reawakening. Recently, Kooasca-ki has reported the disturbing odor of Black Spiral Dancers in the tunnels.

Umbrascapes

The Umbra here is a realm of stark, majestic beauty. The vivid colors of the Outback are breathtaking, the air vibrant with life and power. When travelling the Umbra of the Outback, Garou from other parts of the world realize how tainted and impure their homes are. Many a traveller has returned from his journey with renewed rage over Gaia's plight. Having viewed a purer world, the illness of the Garou's homeland is revealed anew.

The Penumbra around the Australian Outback is quite powerful. Many believe it touches upon a realm known as the Dreamtime. It is believed that the Gauntlet in the Outback has remained thinner than anywhere else, allowing such a powerful realm to exist so close to the physical world. When one enters the Outback Penumbra, one also enters the Dreamtime. Theurges argue about the Dreamtime. Some say it has ties to the Legendary Realm, Pangaea and even the Flux Realm, but none know for sure if this is true. Many have searched the Dreamtime for the Bunyip Homeland domain, but none have found it, and many doubt it even exists. Others say that the whole Dreamtime is the Bunyip Tribal Homeland.

Dreamtime is a place of currents. Here the Umbra shifts and swirls as if water, all too rare on the physical plain, was collecting in the Umbra. But the currents of Dreamtime



run deep, far deeper than perhaps any other domain. Time itself runs differently here, and the most accomplished Theurges and Skywalkers can trace their way through past lives, reaching far deeper into the past than any other Garou. The Dreamtime shows these aboriginal Garou their past lives. Some of these are trees or rocks. From such ancient lives comes wisdom. But the currents of time are powerful, and a Garou must never forget her power lest she be swept away forever, leaving her body to turn to dust.

Other currents are also found in Dreamtime. Among these are the Dreaming Paths. These Paths allow a Garou who has learned its secrets to know where she is, and how to reach her destination, simply by following the correct Path. Even certain wise aboriginal human shamans know how to use these paths, as well as many other secrets of the Dreamtime. The paths are only visible in the Umbra and crisscross the continent as they have since the world first appeared, rising from the ocean of the original Dreamtime when spirit and flesh were one.

The other residents of note in the Domain are thought by the Uktena to be the ghosts of the lost Bunyips. Unlike the Uktena, whose Lupine forms resemble large dingoes, the Bunyip ghosts appear as the lost (presumably extinct) Tasmanian wolves. Their low-slung, powerful bodies are covered with stripes, and their massive jaws open wider than the jaws of any wolf. Members of the ghost tribe can sometimes be persuaded to talk with living Garou. The Uktena of the sept continually strive to get the ghost tribe to unlock the secrets of Uluru and the many Bunyip sigils for them, but so far they have had little success. If the ghosts reply at all, it is only to ask questions of the Uktena. Of course, the Uktena do not wish to give away their secrets in return for only questions and air. Some members of the sept question whether the ghosts are actually members of the Bunyip, or if they are ghosts at all. Perhaps, some argue, the Bunyip have survived and have gone into hiding for their own purposes. Worse yet, they could be of the Wyrn themselves. (This echoes the thoughts other tribes have about the Uktena.)

The nearness of the Dreamtime to the caern allows the Uktena Theurges to make daring leaps into the farthest reaches of the Umbra, plunging into the ocean of the Dreamtime. However, the knowledge gained in Dreamtime is always cryptic, consisting of strange symbols and weird dreams that must be interpreted by the dreamer. The knowledge is never granted easily to the seeker.

History

Katajuta was first established when the Uktena Philodox Calls-to-the-Night attempted to follow a Moon Bridge to Uluru. Balked at the end of her long journey, Calls-to-the-Night could not forget the feelings of pain and great power she had sensed before being rebuffed. Journeying with several companions, she undertook the dangerous sea voyage necessary to reach Australia. When the group arrived in the Outback in the mid-nineteenth century, they were

shocked to discover how many of the aborigines were Kinfolk to the lost Bunyip. None of the Bunyip, however, were found. Thinking of the Croatan tribe—the lost brothers of the Uktena tribe—Calls-to-the-Night howled at her loss as the Uktena and Wendigo mourned their lost brothers. They vowed to solve the mystery of the Bunyip.

As Calls-to-the-Night and her companions learned more of the aborigines, she realized what a vast store of mystical lore these people possessed. Additionally, the noble aborigines were being decimated by the influx of Europeans and the accompanying disease and ignorance of the Wyrml-ridden settlers. Calls-to-the-Night undertook a visionquest that took her to Katajuta. There she realized the potential of the place, and soon, the caern was built.

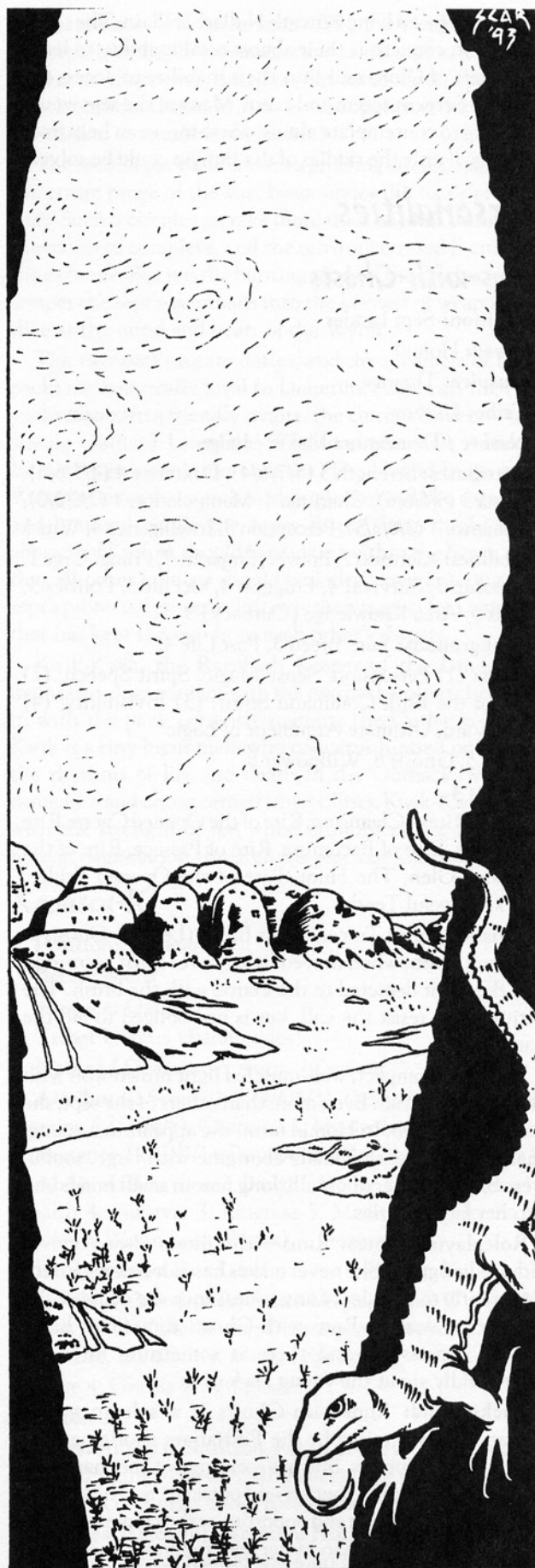
Over the intervening years, the Uktena of the sept grew in power and numbers. Calls-to-the-Night and her followers bred with the aborigines and dingoes of the Outback. The Garou were also determined to aid the aborigines in their fight to protect sacred ground. In this, the Uktena have been far more successful than they had hoped, certainly more so than their brethren in America. They have stemmed the European push into the Outback and created vast areas of land overseen and handled by aborigines (including the land around Uluru and Katajuta). The town of Alice Springs lies nearby, and tourists are still permitted into most parts of Katajuta and Uluru, but many of the sacred sites are safe from outsiders.

Unfortunately for the Uktena, although much knowledge has been gained through the teachings of the aborigines, the secrets of the Bunyip and the power of the Rainbow Serpent are still lost in the Dreamtime. Unlocking these secrets is the overriding goal of the current sept.

The Sept

The members of the Sept of the Waking Dream are all Uktena. No Garou of any other tribe are allowed membership in the sept, although other Garou are grudgingly (in some cases extremely grudgingly) allowed access to the caern if they have what the Uktena consider to be a legitimate reason. Garou from other tribes are regarded with great suspicion. The sept believes it is sitting on a gold mine of mystical information. They must explore and meditate upon this treasure. A less capable tribe would be corrupted by the vast power revealed. The sept has even become suspicious of non-aboriginal Uktena in recent years. However, the current leader believes that such an insular mentality isolates the sept too much from all other Garou and inhibits the information that could be found through a judicious exchange of knowledge. Many others in the sept disagree with her, especially the Ahroun Gatekeeper Bathes-in-Blood.

Currently, the sept has begun to believe that Black Spiral Dancers are beginning to infiltrate the Outback and corrupt this purest of lands. The sept's leaders are particularly concerned that the Dancers will find a way of awakening



the Wyrmspawn lying beneath Nullarbor Plain. The sept's other main concern is their almost total inability to learn the secrets of Uluru and thus their inability to access the Rainbow Serpent totem and caern. Many of the sept would be willing to contemplate almost anything, even help from outsiders, if only the riddles of the Bunyip could be solved.

Personalities

Runs-with-Ghosts

Position: Sept Leader

Breed: Homid

Auspice: Theurge

Tribe: Uktena

Nature / Demeanor: Maker / Judge

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

Abilities: Alertness 2, Brawl 2, Empathy 2, Primal-Urge 1, Leadership 3, Survival 4, Enigmas 4, Occult 3, Politics 3, Rituals 5, Area Knowledge (Outback) 3

Backgrounds: Pure Breed 3, Past Life 4.

Gifts: (1) Persuasion, Sense Magic, Spirit Speech; (2) Spirit of the Bird, Command Spirit; (3) Invisibility; (4) Spirit Ward, Ultimate Argument of Logic

Rage 5, Gnosis 8, Willpower 8

Rank: 4

Rites: Rite of Cleansing, Rite of the Opened Caern, Rite of Binding, Rite of Becoming, Rite of Passage, Rite of the Shrouded Glen, The Hunt, Rite of the Opened Bridge, Gaia's Vengeful Teeth

Fetishes: Spirit Tracer, Spirit Brush (Level 4, Gnosis 8; this small brush, when moved lightly over spirit paintings, calls the spirit depicted to the Garou with the brush. The spirit cannot resist the call, but is not obliged to aid the Garou.)

Image: A compact, well-muscled light brown wolf with white paws and ruff. Even more than others of the sept, she resembles a dingo. In Homid form, she appears as a young, smaller-than-average female aborigine with large, soulful eyes. She wears her unusually long hair in small braids and is in her late twenties.

Roleplaying Notes: Runs-with-Ghosts always moves with studied grace. She never makes hasty decisions, listening intently to all sides of any issue. Once she decides, she can not be swayed. Runs-with-Ghosts sometimes has a faraway expression, and there is something intensely otherworldly about the young leader.

Background: Runs-with-Ghosts is a solemn young woman who was raised by the Pintjatjara aborigines just north of Alice Springs. She has spent more time than most aborigines among the tourists and outsiders and has a good idea of both the danger and opportunity they represent. She is a smart businesswoman in her own right and knows that

keeping all but the most sacred spots open to tourists keeps the outsider government from crushing the aborigines. She thus urges Garou and humans alike to keep the outsiders away. They must believe they have total access. A thing freely given is a thing whose value is ignored.

Runs-with-Ghosts is determined to learn the secrets of the Bunyip. She shares a distant common ancestry with the tribe and has begun to consider setting forth an open invitation to Garou adventurers in an attempt to unlock the secrets of Uluru and the lost Bunyip. Many of the sept oppose this idea, especially Bathes-in-Blood, but Runs-with-Ghosts has made up her mind on this. She is backed by her companion and Master of the Rite, Elspeth Nametaker, in her conviction to unearth this ancient knowledge.

Lamurun

Position: Warder

Breed: Lupus

Auspice: Philodox

Tribe: Uktena

Nature / Demeanor: Visionary / Curmudgeon

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

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

Backgrounds: Pure Breed 1, Past Life 2

Gifts: (1) Heightened Senses, Leap of the Kangaroo, Sense Magic, Shroud; (2) Sense the Unnatural; (3) Call Flame Spirit, Weak Arm; (4) Gnaw, Roll Over; (5) Song of the Great Beast

Rage 7, Gnosis 8, Willpower 10

Rank: 5

Rites: Rite of the Opened Caern, Moot Rite, Gathering for the Departed, Rite of Wounding, Rite of Passage, Rite of the Fetish, Rite of the Totem

Fetishes: Fang Dagger, Spirit Whistle, various talens

Image: A large-boned shaggy, brindled wolf with a gray face and muzzle. Although obviously old, his fur is still full and shines with health. In Homid form, he is a medium-built aborigine with startling green eyes and gray hair whose body is just beginning to show the infirmities of old age. His face has been aged into great craggy paths by the burning rays of the Australian sun.

Roleplaying Notes: Shake your head and smile ironically at the foolishness that so often goes on around you. Although you no longer leave the caern, you still spend much of your time in dreaming and are adept at interpreting symbols. Watch the body language of others and treat all with dignity until they prove themselves unworthy (as most soon do). You seldom speak, but when you do, it is because the words are so weighty you can no longer hold them.

Background: Lamurun grew up in the far north with a group of din oes. Being different both physically and mentally, he had a difficult time before he discovered his true heritage. However, once he was initiated into the sept, Lamurun began to turn his unique understanding of patterns and symbols to the world around him, even venturing into human establishments. A great traveller, Lamurun has spent countless years exploring the continent. Since becoming the Warder, Lamurun has been forced to spend too much time for his taste mediating the internal rivalries of the tribe and too little time discovering the meanings of old patterns and mysteries.

In general, Lamurun has supported the policies of the young leader, Runs-with-Ghosts. He is especially in support of bringing to bear any powers or persons that could help the tribe learn the mysteries of the Bunyip. His support is the only reason Runs-with-Ghosts has been able to consider bringing outsiders into the plan. But Lamurun does favor rigorous testing of all newcomers to the caern, even those who seek knowledge for themselves from the Dreaming Womb; only the worthiest should be allowed to savor such symbols and rich dreaming.

Guardians

Lamurun currently has two packs of young Uktena serving as guardians for the caern. At all times, one of these packs stays within the area immediately surrounding the caern, guarding the perimeter of Katajuta itself as well as keeping an eye on Uluru. The pack on duty at the caern ensures that no unbidden outsiders stumble into or defile

the sacred sites and caern itself. The pack will also ferociously attack any Wyrn minions who attempt to learn the secrets of Uluru and Katajuta. (In some cases, they will attack outsider Garou who do not first petition the sept for permission to examine the caern.)

The second pack undertakes a grueling circuit, spanning the entire range of the vast bawn under the sept's protection. Such a circuit can take more than one full turning of the moon to complete, and the territory crossed is cruel in the extreme. But it is the burning sands of the Outback that temper the sept's guardians into the keenest of weapons to slice at the mind and heart of the Wyrn.

The two packs rotate duties, and the members of both packs are fanatically loyal to Lamurun. Although the two packs maintain a friendly rivalry, the current leaders—the female Galliard Leaps-the-Wind and the male Ahroun Biting Fang—are bitter enemies. The Homid Leaps-the-Wind believes the non-Kin aborigines should be cared for and honored, while the lupus Biting Fang thinks only aboriginal Kinfolk should be allowed within the bawn, and that all other humans should be killed upon entering the sept's protected grounds. It is only their respect for Lamurun that has kept the two from each other's throats.

Kwik-Kwik, the Ragabash Keeper of the Land, also maintains close contact with the two packs, often checking in with the pack currently roaming the Outback. Kwik-Kwik is a tiny lupus male who concerns himself only with the rhythms of life and death in the Outback. Mild in demeanor and unconcerned with politics, Kwik-Kwik fights with the strength of ten when minions of the Wyrn or human degradation threaten his precious Outback.

Kooasca-Ki

Position: Banetender

Breed: Metis

Auspice: Galliard

Tribe: Uktena (Banetender)

Nature / Demeanor: Autist / Deviant

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

Abilities: Alertness 2, Brawl 1, Dodge 3, Performance 1, Stealth 4, Survival 3, Enigmas 5, Medicine 2, Occult 4, Rituals 3, Wyrn Lore (Banes) 3, Geography 2

Backgrounds: Past Life 4

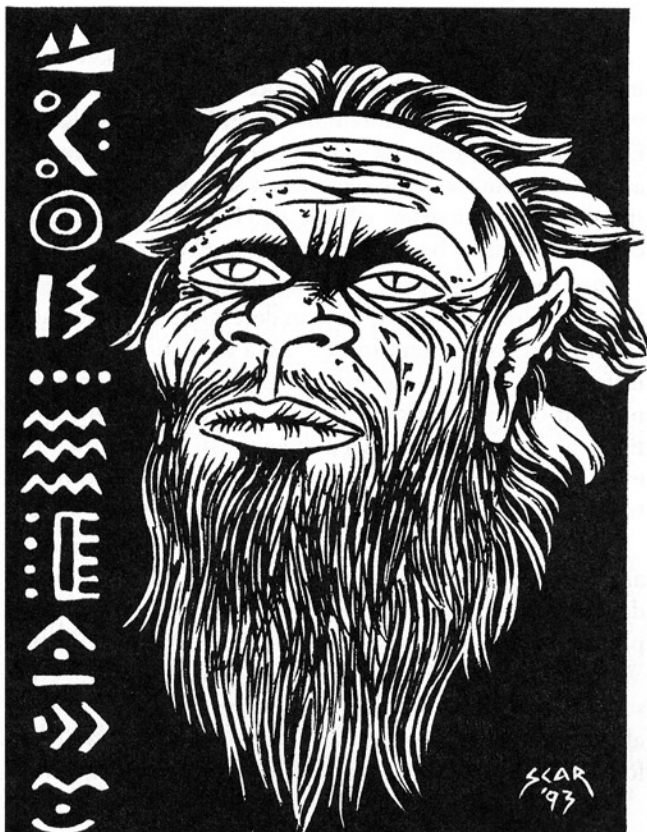
Gifts: (1) Mindspeak, Sense Magic, Sense Wyrn; (2) Burrow, Call of the Wyrn, Dreampeak, Grovel; (3) Eyes of the Cat, Invisibility, Mental Speech

Rage 4, Gnosis 9, Willpower 6

Rank: 3

Rites: Rite of Contrition, Ritual of the Questing Stone, Rite of Binding, Rite of Spirit Awakening, Rite of Becoming, Ritual of Summoning, Rite of the Fetish

Fetishes: Baneskin, Dreamtime Feather (Level 3, Gnosis 7; this strange purple feather was found by Kooasca-ki in the



caverns of Nullarbor Plain. It comes from the Dreamtime Bird and allows the bearer to see with opened eyes all things normally invisible to humans, including spirits and Dreamtime Paths).

Image: A hairless, pale-skinned dingo with dark stripes along his hindquarters. The jaws are oversized, and the eyes are too small for his large head. In Homid form, he is a hairless aborigine with blotched skin and an exceptionally large nose that looks to have been broken several times. Ritual scars in the form of wards cover most of Kooasca-ki's body in both forms. He is in his late twenties.

Roleplaying Notes: Speak in seeming non-sequiturs and watch for the reactions of those around you. Don't ever give away information easily. Absently scratch yourself and cock your head at odd angles. Be weird.

Background: Kooasca-ki ("Rat-Born") was born with the shame of being a metis. His mother disappeared shortly after his birth, and he was raised by various members of the sept—it was a chore to be passed around. However, as Kooasca-ki grew, his relationship with the Dreamtime blossomed. In particular, he found a strong talent for understanding creatures not of the physical earth: Banes, faeries and spirits of all kinds. After cornering a Bane and fighting a vicious battle (in which Kooasca-ki harnessed the spirit's power for himself), he realized that he was born to be a Banetender. Within six turnings of the moon, Kooasca-ki took on the role of Banetender under Nullarbor Plain.

The Nullarbor Plain particularly suits Kooasca-ki. He no longer has to face the contempt of the sept, and his tender skin is protected from the blazing Australian sun. Additionally, he believes he can learn much from the sleeping Bane in his charge, and he has begun to attempt entering into the spirit's foul dreams. Recently, he has also suspected that Imberombera, the Rainbow Serpent, may lie dreaming beneath Uluru. He is eager to discover more of this and will use any agent he can to do so. He cannot leave the caverns for long; doing so would risk the Bane's awakening.

Kooasca-ki bitterly resents the prying of the Earth Guide, Rite Master Elspeth Nametaker. Worried she will force him to leave his place of learning, Kooasca-ki has not told the sept that he is now sure Black Spiral Dancers are active somewhere in the southernmost parts of the caverns. Instead, he has made only vague references to the possibility (so as not to appear ignorant if they should be discovered). His fear of Elspeth has grown so great that Kooasca-ki has even thought of consorting with certain lesser Banes in order to rid himself of her, but has resisted the whisperings of his own mind... so far.

Elspeth Nametaker

Position: Master of the Rite

Breed: Homid

Auspice: Theurge

Tribe: Uktena (Earth Guide)

Nature / Demeanor: Director / Director

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

Abilities: Brawl 2, Empathy 2, Streetwise 2, Subterfuge 3, Drive 1, Etiquette 3, Meditation 2, Survival 2, Herbalism 1, Enigmas 4, Occult 4, Politics 2, Rituals 4

Backgrounds: Contacts 1, Familiar Spirit 2, Past Life 2, Kinfolk 3

Gifts: (1) Mother's Touch, Persuasion, Sense Magic, Sense Wyrms; (2) Sight From Beyond; (3) Command Spirit, Pulse of the Invisible

Rage 5, Gnosis 9, Willpower 7

Rank: 3

Rites: Rite of Cleansing, Rite of Talisman Dedication, Rite of the Opened Caern, Moot Rite, Rite of Binding, Baptism of Fire, Rite of Becoming, Ritual of Summoning, Stone of Scorn, Rite of the Totem, Rite of the Shrouded Glen

Fetishes: Phoebe's Veil, Star Beads (Level 4, Gnosis 7; this string of australite beads, or meteor fragments, is connected to the stars themselves. The bearer of the beads, when concentrating, can remove herself from a situation enough to discern the true intentions of others, as if she were a star in the Umbra witnessing the whole tapestry of interactions.)

Image: A thin boned reddish-brown wolf with dark points, a dark face and particularly long fangs. In Homid form, Elspeth appears as a lanky, sharp featured, chocolate brown aborigine with short, spiky hair. She is in her mid-twenties and wears loose, shapeless red or brown gowns.

Roleplaying Notes: Elspeth has a vibrant voice, her most beautiful and compelling feature. She is insightful and very well read on a number of subjects. Her knowledge of Europeans and the outside world far surpasses that of almost any other member of the sept, and it shows in her worldly speech and mannerisms. While in Homid form, Elspeth constantly fingers her string of australite beads.

Background: Elspeth grew up in the town of Alice Springs. She was a bright woman determined to leave her small town background to become a brilliant scientist—instead of a second-class citizen like the rest of the aborigines. But during the traumatic claiming of her birthright, Elspeth's aspirations changed dramatically. Suddenly her eyes looked upon an enlarged world, and at last her mother's teachings of the Dreamtime and her heritage made sense.

Still obsessed with knowledge, Elspeth took the name of an ancient European witch she had read about and was determined to discover the secrets of the Wyrms. She pledged to use that powerful knowledge to destroy the Wyrms and its minions. She has made great progress for one so young and is respected by the sept, even receiving dreams about the Rainbow Serpent and how she slumbers waiting for more pure ones to awaken her. Elspeth believes the key

to the mysteries is Uluru, and that somewhere underneath the monolith lies Imberombera herself.

Elspeth sometimes ranges far into the Deep Umbra in search of answers to her many questions, and she is adept at forcing spirits to do her bidding. She is currently concerned that Kooasca-ki is coming under the sway of the Great Bane he guards. Although she has begun to sanction rites involving greater danger in order to secure more knowledge and power, Elspeth has lulled herself into believing no Bane is capable of tainting her. This may prove to be her downfall.

As Master of the Rite, Elspeth is actively involved in every ritual performed at the caern itself. More so than even most other Uktena septs, the Sept of the Waking Dream is constantly attempting voyages into Dreamtime and attempting to harness the powers of spirits both benign and malevolent. Elspeth is willing to allow great risks to both herself and others of the sept if the possible knowledge to be gained is great enough. However, she is adamant that her companion and sept leader Runs-with-Ghosts be protected at all times.

Bathes-in-Blood

Position: Gatekeeper / Master of the Challenge

Breed: Homid

Auspice: Ahroun

Tribe: Uktena

Nature / Demeanor: Bravo / Alpha

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

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

Backgrounds: Pure Breed 3, Past Life 2

Gifts: (1) Razor Claws, Shroud, Smell of Man; (2) Spirit of the Bird, Stare-down; (3) Heart of Fury

Rage 9, Gnosis 4, Willpower 8

Rank: 3

Rites: Rite of Binding, Ritual of Summoning

Fetishes: Kurdaitcha (Level 5, Gnosis 8; the Kurdaitcha is a pair of shoes made of the blood and feathers of Dreamtime Birds. The shoes aid the warrior in battle allowing her to soak an additional die of damage per hit, as well as giving her blows ancient power, adding a die to each of her attacks.)

Image: A heavily muscled rough wolf the color of sable. She is missing one ear and has ritual scars on her back and flanks (in both forms). In Homid form, she is a large aboriginal woman in her mid to late thirties with a broad face and piercing eyes. She wears traditional aboriginal loin cloths and often paints her body with ochre.

Roleplaying Notes: You are suspicious of all outsiders. Your body language is very intimidating, as is your cold stare. Only speak to outsiders when it is possible to threaten

or intimidate. To those of the sept, speak shortly, but go easier on the bully act.

Background: Bathes-in-Blood grew up as one of the few remaining Kunjula aborigines. Her twin sister was killed by drunken hunters while the two adolescents were playing near their home. Withdrawing into herself in shock and pain, Bathes-in-Blood refused to say a word for over a year. It was then that she was found by the sept and brought to the caern. Her realization of her true self brought Bathes-in-Blood back to the world, but her hatred of all who would threaten her world is utterly complete. She is particularly fond of stalking small hunting parties and ripping poachers apart.

Bathes-in-Blood is a powerful warrior who sees her twin roles as Gatekeeper and Master of the Challenge as vitally important and extremely serious. It is a measure of her power that she holds two such important positions in the sept. Although she never breaks the rules of challenge, her tests are always as difficult as she can make them so that the fewest number of petitioners gain access to the caern. She particularly hates the Shadow Lords. She lost her right ear in combat to one of them years ago.

Bathes-in-Blood believes that Runs-with-Ghosts and Elspeth Nametaker are too intent on discovering knowledge, forgetting the sanctity of caern and sept. She constantly searches for a way to confront either of these two so that she might beat them in a challenge and gain greater control of her sept. Then she could isolate the tribe utterly, thus keeping her people safe. She has even begun to lose respect for Lamurun, who too often takes the middle ground instead of baring his fangs and taking the high ground as Bathes-in-Blood does.

Story Ideas

1. One of the player characters receives a vision of a Bane coming out of the earth and ravaging a parched and barren land, a land pure to Gaia. The land is Australia, and the Bane sleeps under the Nullarbor Plain. Can they get to the caern and warn the sept? Will the sept's ethnocentric attitude cause them to disbelieve the characters? What can the pack do to prove their good intent? They may have to take a quest for the sept, one that will take them into the Dreamtime.

2. The pack encounters a Bunyip ghost in the Umbra (an emanation) and hear of the caern in Australia. Something about the ghost may give them a clue to awakening the Rainbow Serpent.

3. The characters accidentally come to the Dreamtime after adventures in the Legendary Realm, or Pangaea (see *Umbra: The Velvet Shadow*). There, the Garou learn of their link to all life through the plant, stone and animal ancestor spirits (past lives) of Uktena and Bunyip there.



Wendigo: Arizona

by Roderick Robertson

Sept of the Painted Sands

Caern: Mesa del Lobo, Navajo Indian Reservation, Arizona

Level: 2

Gauntlet: 4

Type: Stamina and Strength

Tribal Structure: Wendigo

Totems: The Hero Twins: Monster Slayer and Child of the Water

Geography

In the northwest corner of Arizona lies the Navajo Indian Reservation. The reservation laps over into New Mexico and Utah, though not into Colorado (where it borders the Ute Mountain Indian Reservation). The land is mostly deserts and mountains, with spectacular canyons and mesas. Monument Valley, made famous by scores of Hollywood westerns, is part of the reservation, as is the Canyon de Chelly (pronounced "de Shay"). The Navajo number upwards of 120,000 and administer the reservation through the Tribal Council. The Navajo are citizens of the United States, but have near complete autonomy of government. Permits to use the land for hunting, fishing or

other activities must be obtained from the Tribal Council as well as the Federal Government.

Ten miles east of the Canyon de Chelly, just to the west of the Chuska mountains, stands a lone mesa known as the Mesa del Lobo, the Mesa of the Wolf. The mesa rises about 850 feet above the surrounding terrain. A spire, known as the Wolf's Tail, rises a further 50 feet above the southern end of the mesa. The plateau is 2 miles long and 3/4 of a mile wide. The Caern of the Painted Sands is the entire plateau of the mesa. The hogan of the Wendigo sept is on the north end, as well as a sweat lodge and a few other buildings.

Bawn

The bawn of the caern extends several miles from the base of the mesa and includes a small settlement of Kinfolk on the only road past the mesa. The five families of the settlement have several means to alert the Garou on the mesa. These include smoke or mirrors by day, and powerful lights or fires by night.

In addition to the established boundaries of the bawn, the sept oversees much of the Navajo Indian reservation. The sept's territory extends from the middle of Canyon de Chelly to the San Juan River in the north, Fort Defiance in the south, and the edge of the reservation to the east. The territory covers nearly 1300 square miles. In the south, the Santa Fe Railroad owns a checkerboard of land: every other square mile in a forty mile strip to the north of the rail line is owned by the rail company, and a second forty mile strip

lies south of the line. The line parallels Route 66 and runs between Gallup and Flagstaff. This checkerboard is the site of many clashes between the Garou and the Wyrn-ridden trains of the Santa Fe.

To the northeast is the reservation of the Ute Mountain tribe, home of the Sees-Far Tortoise Sept of Uktena Garou. The Sees-Far Tortoise Sept has been an enemy of the Painted Sands Sept since the creation of the caern. They want to recover the lands 'stolen' a thousand years ago when the Wendigo and their Kinfolk migrated from Canada. The west is the territory of two Wendigo septs, the Tall Rock Sept, based in Monument Valley, and the Two Foot Red Sept, which has a sizable Uktena Hopi population. The south is patrolled by creatures of the Wyrn to keep the Garou from getting near the railway, which often transports uranium and other Wyrn-tainted products.

Center

The center of the caern is the entire plateau of the Mesa del Lobo. At the north end of the caern are a hogan and a sweat lodge, the only non-natural features on the mesa. The southern end of the mesa is dominated by the Wolf's Tail. Specific areas of the caern are special places. Each area is dedicated to one of the major spirits. In addition to the surface of the plateau, several caves in the sides of the mesa are used in rites.

Rites are generally enacted by either drawing a sand painting portraying the spirits to be invoked or holding a

Wolf's Tooth Spirit

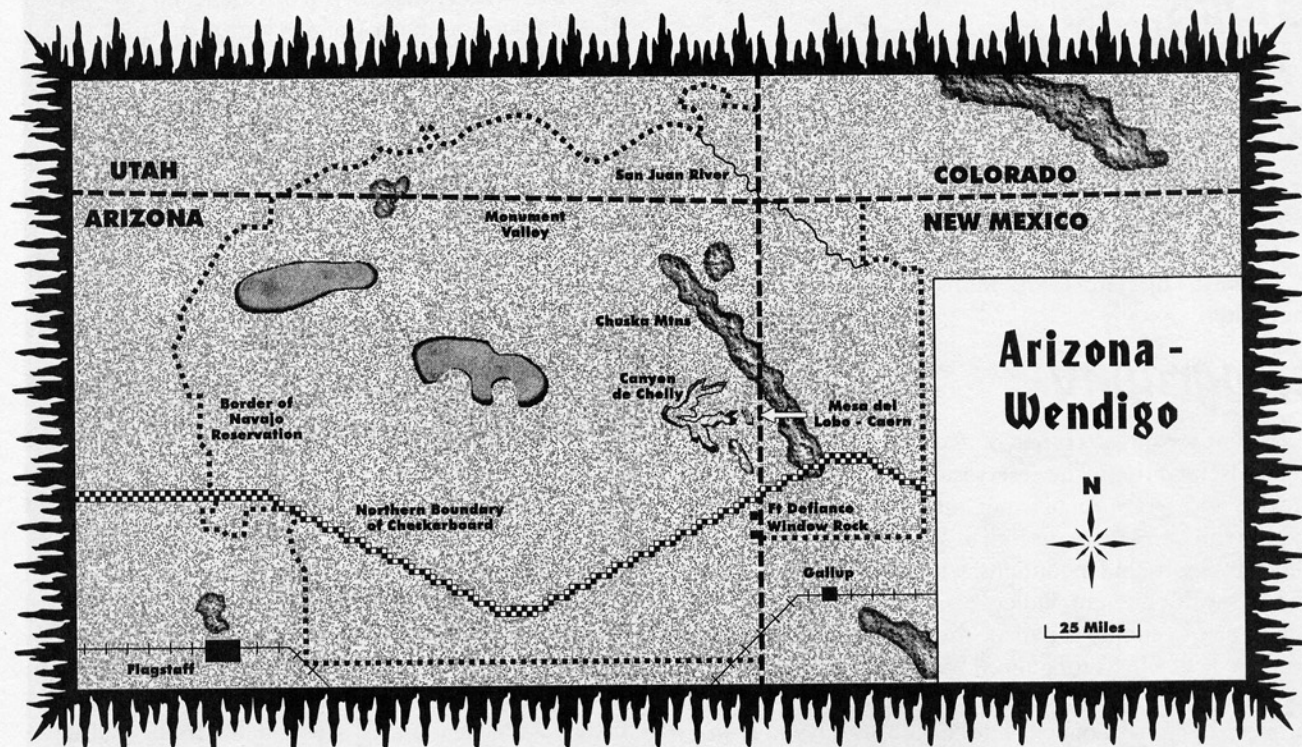
Rage 6, Willpower 5, Gnosis 7, Power 25

Charms: Airt Sense, Block Umbral Travel (Cost 3; no matter what direction a spirit approaches the caern, it must stop and face the teeth in combat or negotiation), Combat Coordination (Cost 2; each tooth that spends the power may join the battle, ganging up on attackers. The Teeth are intelligent enough to call for aid from their brothers)

All sept members carry a Tooth of the Wolf fetish (Level 3, Gnosis 7), which contains one Wolf's Tooth Spirit which may be invoked by the owner.

'sing' to produced the desired effects. The four greatest spirits of the Navajo are Changing Woman, Father Sun and the Hero Twins, although the Hero twins are always invoked together. Rites for these spirits require large (10 foot square or larger) sand paintings. Just north of the center of the caern is the area dedicated to the Hero Twins, who ward against evil. To the east of the center is the area for Father Sun, while Changing Woman is invoked to the west.

Lesser Spirits include the Failed-to-Speak-People (Water Sprinkler, Fringed Mouth, Hunchback), the Nature-People (Coyote, Big Snake Man, Crooked Snake People, Thunder People, Wind People) and the Messengers (Big Fly, Corn Beetle, Spider Man). These lesser spirits are invoked with smaller paintings, and their powers are



proportionately smaller. Some spirits have specific areas from which they are invoked. Others, especially less popular ones, can be invoked from any area not otherwise dedicated.

All spirits, with the notable exception of Changing Woman, are not necessarily benign. Improper rites or paintings can summon an angry aspect or spirit, and even with proper rites, the spirits must be appeased. Much of any rite performed is appeasement and supplication for aid. The spirits can never be threatened (though they can be fought normally).

Landmarks

Beside the features noted above, totem markers for slain Garou decorate a cave on the north side of the mesa. Here the spirits of the dead protect the caern from evil. The totems are small sticks with "medicine bundles": small cloth or leather bags are filled with assorted seeds, earth, furs and feathers. These totems make up the teeth of the Wolf in the Umbra and contain spirits which may or may not be related to the dead Garou. The spirits are roughly equivalent in Rage and Gnosis to the Garou they represent, and some may even show some of the same traits, but this may be attributed to the contents of the medicine bundle in which the spirit is contained.

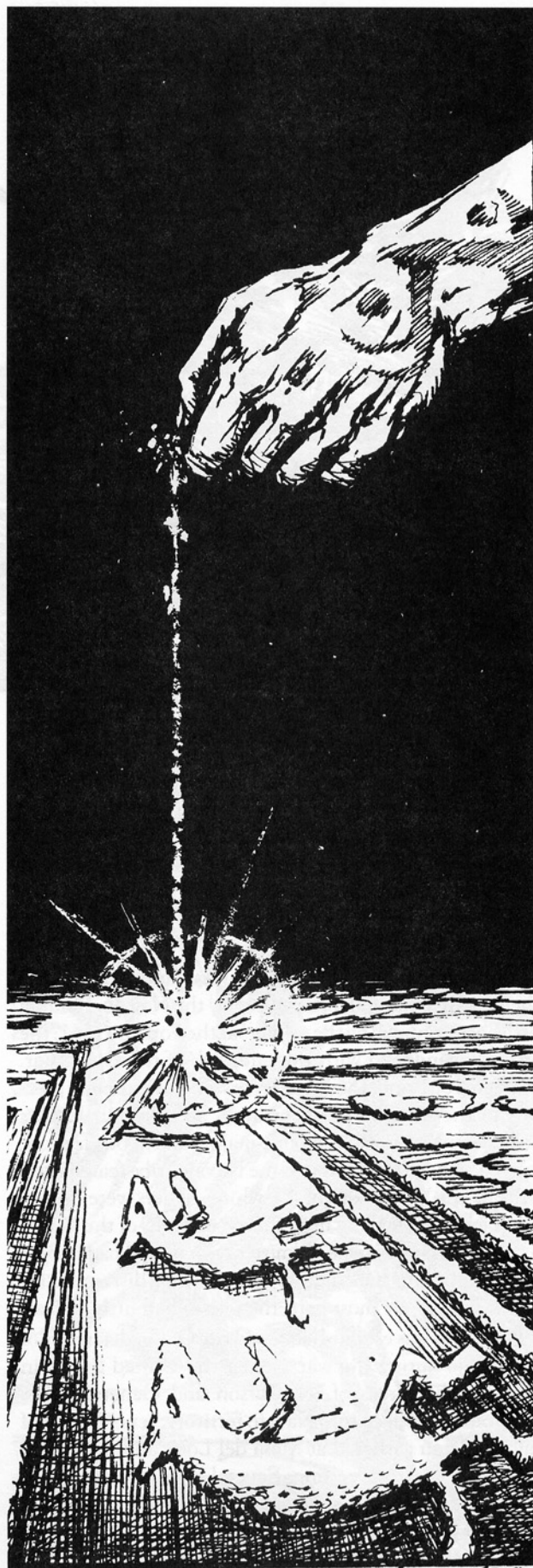
Umbrascape

On the spirit plane, the mesa is a majestic wolf-shaped mass, decorated with gigantic sand paintings on the top and sides. The sand paintings feature the Hero Twins, and when seen from a distance, all the paintings blend harmoniously into a picture of a gigantic, snarling wolf. The wolf faces north, the traditional direction of Evil. The Wolf's Tail is a curved rock arch, supported only on the south. The hogan of the Garou makes up one eye of the wolf and is made of turquoise, abalone shell, jet and other colored stones and beads. The yellow and brown sweat lodge is the other eye, made of naturally painted rocks. When seen from a distance, it looks like a wolf's eye.

When visiting the caern from the Umbra, a spirit or Garou must pass the Wolf's Teeth. They are Gafflingspirits protecting the caern from hostile spirits. There are many teeth, which can all aid in defense of the caern. When seen from the Umbra, the head of the wolf turns to meet oncoming spirits, even if they approach from different directions. There is no "back door" to the caern.

History

The Navajo, and their cousins the Apache, migrated from western Canada to the area now known as the Four Corners region (where Arizona, Utah, Colorado and New Mexico come together) sometime between 800 and 1400 AD. The Navajo called themselves Dine', meaning "the People". Along with their kin, Garou migrated as well. The





Navajo Garou were of the Wendigo tribe and forced their way into lands held by the Uktena. Since that time, the Navajo and their Garou have been targets of raids and warfare from the surrounding tribes. The nomadic Navajo retaliated, raiding the pueblos and farms of their neighbors for grain and animals. The white man brought horses to the New World, and the Navajo adopted the new animal with enthusiasm.

The United States seized control of New Mexico in 1846. In 1851, Fort Defiance was built near the Canyon de Chelly, a great natural fortress used by the Navajo. Raiding parties were unfazed by the soldiers at the Fort. By 1861, the fort was abandoned with the outbreak of the Civil War. Between 1861 and 1863, there was no government presence in the New Mexico Territory, and the inhabitants took the opportunity to mount major raids, both for loot and vengeance. The Garou in the Navajo tribe feared little of the Wyrms. Incursions of the white soldiers were beaten back each time, leaving little for the minions of the Wyrms to corrupt. Some Navajo, admittedly, acquired bad habits, such as drinking hard liquor and showing disrespect for nature, but for the most part, the Garou had little to fear.

The caern was established to aid the Garou defenders of the Navajo during the war against the United States in 1863. As the forces of Kit Carson and General James Carleton raided deep into Navajo territory, several septs of Navajo Garou gathered at Mesa del Lobo and performed the Rite of Caern Opening. Several days of preparation preceded the rite. The shamans gathered the sands, seeds and other components of a large (20' x 20') sand painting portraying the spirits to be invoked. All Garou took ritual

baths and vigils. They purified their bodies and their minds for the task. Beginning at the instant of sundown, and continuing until dawn, the shamans created the sand painting depicting the Twin Heroes. Howls-at-Death, the chief shaman, chanted all night, aided by sacred smoke and peyote. As the sun rose in the east, the Hero Twins manifested to Howls-at-Death, lending their strength and endurance to the Garou.

The Hero Twins are the children of the Sun and Changing Woman, and are the embodiment of Navajo warrior virtues. Their exploits serve as examples for young Navajo to emulate, and together they are the third most important feature of the Navajo myths and legends. Each of the Twins contributed one aspect to the caern. From Monster Slayer comes the Strength aspect of the caern, while Child of the Water provides Stamina.

The Garou successfully raided the army of the white soldiers, but even they could not change the course of the war. The whites were aided by other Indians: Ute, Pueblo and even renegade Navajo warriors. The steeply cut gullies of the Canyon de Chelly, once the natural fortress of the Navajo, were penetrated by the soldiers, who killed warriors and stock and put tons of grain to the torch. The Navajo began to surrender as winter advanced and privation took its toll. By May of 1864, over 8,000 Navajo, from an estimated 10,000, were held at Fort Sumner in Bosque Redondo, having made the "Long March" of 400 miles to the fort. The Navajo were held for five years, then released. The once great sheep flocks of the Navajo had been sold or killed, their pasture and farmland had been untended for years, and their homes were burned.

The Sept of the Painted Sand spent most of those five years leading guerrilla raids against the whites, Utes and Pueblo Indians, as well as supernatural enemies. Among the native auxiliaries and white soldiers were two septs of Garou—one of Uktena and one for the Get of Fenris. In 1867, a truce between the Garou was pledged, and soon after, the Navajo interned at Bosque Redondo returned to their ancestral land. The intervening years had not been kind to the land or the Navajo.

Returning to ruined pasturage and depleted herds, the Navajo were expected to apply the white man's methods to their lives. Many died of starvation or exposure, and many more built their sheep flocks too quickly, overgrazing the land.

The Santa Fe Railway acquired a right of way across southern Navajo lands in the 1880's, including a 'checker-board' forty miles wide built of mile-square parcels. With the completion of the railroad, traders moved into Navajo lands, setting up trading posts where the Navajo could buy alcohol, manufactured goods and other items which swiftly eroded their way of life. The years after the return from the long march saw many Navajo take up the ways of the white man and renounce the ways of their ancestors. The Sept of the Painted Sands kept the knowledge of the tribe alive and tried to teach it to all that would listen. The sept tried to use the tribal councils of the Navajo to keep the white man out of the reservation, but white Indian agents, store owners and Wyrms agents forced the Navajo to open the reservation to exploitation.

The reservation slid slowly towards extinction due to flock overcrowding, liquor and blatant exploitation by whites. The Sept of the Painted Sands tried many paths to bring the Navajo back to spiritual alignment, but paradoxically, it was a project of the Wyrms that restored the Navajo spirit. In the 1940s, the reserves of uranium in the reservation were appropriated by the Federal Government to produce the nuclear bombs that ended the Second World War. Many Navajo were hired to work in the mines, and many contracted cancer as a result. The workers were abandoned by the government afterwards, and the Garou were able to capitalize on the resentment felt by the Navajo at this shabby treatment. The tribe hired lawyers, sued the Government and won their case in 1990.

The Sept

The Sept of the Painted Sands consists of nine Garou, all of Navajo Wendigo stock. They maintain the caern and try to teach their Navajo neighbors to defend themselves from the evils the white man brings. Three members of the sept have started a youth program in nearby towns, teaching the young men and women of their heritage and instilling a sense of pride in their past. Children are warned about alcohol, the abuse of tobacco (a sacred herb) and even soda pop. Each summer, the children are led on wilderness hikes to show them how their ancestors lived on the land and revered it. In this way, the Garou hope to restore the



Navajo's reverence for the land and to drive the Wyrms from a small part of it. The sept belongs to the Sacred Hoop society of the Wendigo Tribe, a society that proposes unification of all Garou tribes and a return to tribal values.

Enemies of the sept include the Sees-Far Tortoise Sept of the Ute Uktena Garou, a surprising number of traders and store owners, and the Santa Fe railway, now owned by a many-times removed subsidiary of Pentex, Inc.

The Sees-Far Tortoise clan wants the sept off land which was "stolen" nearly a thousand years ago. The shopkeepers are making their living selling liquor and other Wyrmtainted objects to the "Injuns", and the railroad is a major transporter of uranium ore and a target of Garou raids.

Personalities

Tania Ear-to-the-Earth

Position: Sept Leader

Breed: Lupus

Auspice: Fang (Ahroun)

Tribe: Wendigo

Nature / Demeanor: Judge / Alpha

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

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

Backgrounds: Pure Breed 3, Past Life 2

Gifts: (1) Call the Breeze, Heightened Senses, Leap of the Kangaroo, Razor Claws; (2) Cutting Wind, Scent of Sight, Sense the Unnatural, True Fear; (3) Catfeet, Sky Running; (4) Gnaw

Rage 7, Gnosis 5, Willpower 6

Rank: 4

Rites: Baptism of Fire, Rite of Talisman Dedication, Ritual of the Questing Stone, Moot Rite, Gathering for the Departed, Rite of Wounding, Rite of the Fetish, Rite of Praise, The Hunt

Fetishes: Tooth of the Wolf, Elk Tooth Necklace

Image: Tania is still in her mid-twenties. She is missing her left hand (her left forepaw in Lupus), which was lost to a creature of the Wyrms in an attack on the railroad. As a wolf, she is light gray with black markings on her chest and face.

Roleplaying Notes: You rose to your current rank by thinking before acting. Listen to all sides of a debate, then make a decision. Do not let discussion drag out: be decisive.

Background: The daughter of Glass Bird, the previous Sept Leader, Tania was brought up knowing that the sept would be hers one day. She was leading raiding parties almost as soon as she could control her transformation. Her training proceeded well until three years ago when her father was killed by a Bane defending a train on the railroad.

Tania easily filled her father's place in the sept, and feels secure in her position.

Tania is young for her post, but has proved her tactical sense and leadership qualities in several key raids against the Santa Fe Railroad. She is active in the youth program, which started with Janice Clear-Drink and Ann Susan Black Horse in Window Rock. Tania has a particular hatred for the Santa Fe Railroad — many of her Kinfolk died mining uranium in the fifties.

Red Stone Water

Position: Master of the Challenge

Breed: Homid

Auspice: Fang (Ahroun)

Tribe: Wendigo

Nature / Demeanor: Judge / Director

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

Abilities: Alertness 3, Athletics 2, Brawl 4, Dodge 2, Empathy 1, Expression 1, Intimidation 2, Primal-Urge 3, Animal Ken 2, Drive 2, Firearms 3, Melee 3, Leadership 1, Stealth 2, Archery 3, Weaving 3, Computer 1, Law 1, Occult 1, Science 1

Backgrounds: Allies 1, Kinfolk 3, Fetish 2

Gifts: (1) Call the Breeze, Inspiration, Persuasion, Razor Claws; (2) Cutting Wind, Jam Technology, Sense Silver

Rage 7, Gnosis 3, Willpower 8

Rank: 2

Rites: None

Fetishes: Tooth of the Wolf, three Bane Arrows, Lagomorph's Boon

Image: A weathered woman apparently in her mid-forties, with a limp. Her Lupus form has many scars which deform her otherwise distinct black and white markings.

Roleplaying Notes: When not involved in official duties, be pleasant but wary. As Master of the Challenge, your word is law when judging disputes. You will fight any who dispute your judgment.

Background: Red Stone Water grew up in one of the small towns on the reservation, and her father imbued in her a hunger for justice. Her first transformation came as little surprise to her or her Kinfolk family. She rose through the ranks in her pack and was chosen two years ago to be the Master of the Challenge for the Sept.

Water is renowned as a tracker, but her value to the sept is as the Master of the Challenge. She is a master of combat herself, and few dare challenge her decrees. She often scouts the way for Tania Ear-to-the-Earth and the other Garou in their raids on the railroad. When she is not scouting or raiding, she likes to weave, making garments for the sept members. Stone is in her late thirties, though she looks at least fifteen years older. She has a limp from a fight a few years ago, and sometimes, on wet mornings, she needs a cane to walk. She is considering stepping down from her

position, perhaps to become Gatekeeper after Longstar's death or retirement.

John Big Fish

Position: Master of the Rite

Breed: Lupus

Auspice: Shaman (Theurge)

Tribe: Wendigo

Nature / Demeanor: Traditionalist / Caregiver

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

Abilities: Alertness 2, Athletics 1, Brawl 2, Dodge 1, Empathy 3, Intimidation 1, Primal-Urge 2, Subterfuge 3, Animal Ken 1, Melee 1, Leadership 3, Performance 3, Stealth 1, Survival 2, Area Knowledge (Navajo Reservation) 5, Herbalism 5, Instruction 3, Meditation 2, Enigmas 3, Occult 3, Rituals 5, Wyrms Lore 2

Backgrounds: Allies 2, Past Life 4

Gifts: (1) Call the Breeze, Heightened Senses, Leap of the Kangaroo, Persuasion, Sense Wyrms, Spirit Speech; (2) Command Spirit, Sense the Unnatural, Name the Spirit, Speak with the Wind Spirits; (3) Detect Spirits; (4) Attunement

Rage 4, Gnosis 8, Willpower 8

Rank: 4

Rites: Rite of Cleansing, Rite of Contrition, Rite of Talisman Dedication, Rite of the Opened Caern, Moot Rite, Gathering for the Departed, Rite of Binding, Rite of Fire, Rite of Spirit Awakening, Rite of the Fetish, Rite of Passage, Stone of Scorn, Rite of the Totem, Rite of the Opened Bridge

Fetishes: Tooth of the Wolf, Gnostic Bag, Spirit Tracer

Image: An old Navajo with white hair and plenty of wrinkles. In Lupus form, he is an old brown wolf with a gray muzzle.

Roleplaying Notes: Think of Grandfather from Little Big Man. John speaks in a fairly fatalistic manner.

Quote: "Sometimes the magic works."

Background: John has had a full life and is looking ahead to his death. Like most of the sept, he always knew what he was, and the Change came as no surprise. He was trained early in his new life to become the Master of the Rite, apprenticed under One-Ear Snarls, the previous holder of the post. In addition to the Garou rituals, John is also a "Chanter", the Navajo equivalent of the Master of the Rite.

He is in his eighties, and he tries to hide his failing health from the rest of the sept. In his last remaining years, he is trying to teach all he knows to Longstar and Janice Clear Drink so that the old ways do not die out with him. In addition to his duties around the caern, he is in demand for "sings" in the rest of the reservation. He regularly travels to towns throughout the reservation, invariably taking Janice Clear Drink with him, not only for her apprenticeship, but also as a guard and nurse.

Michael George

Position: Caern Warder

Breed: Lupus

Auspice: Moon-Dancer (Galliard)

Tribe: Wendigo

Nature / Demeanor: Survivor / Gallant

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

Abilities: Alertness 4, Athletics 1, Brawl 3, Dodge 4, Empathy 3, Expression 5, Intimidation 3, Primal-Urge 3, Subterfuge 1, Swimming 1, Animal Ken 2, Melee 1, Leadership 4, Performance 5, Stealth 3, Survival 3, Area Knowledge (Bawn) 3, Demolitions 2, Kailindo 3, Enigmas 4, Investigation 2, Meditation 2, Occult 4, Rituals 4

Backgrounds: Kinfolk 1

Gifts: (1) Beast Speech, Call of the Wyld, Call the Breeze, Camouflage, Heightened Senses; (2) Eye of the Eagle, Sense the Unnatural, Speak with the Wind Spirits; (3) Detect Spirit; (4) Call the Cannibal Spirit

Rage 4, Gnosis 6, Willpower 5

Rank: 4

Rites: Ritual of the Questing Stone, Rite of Ostracism, The Badger's Burrow

Fetishes: Tooth of the Wolf, Fang Dagger, Klaive

Image: Michael appears as a well-weathered Navajo, the sort that tourists want to photograph as a "genuine Indian". In Lupus form, he is a large brown and gray wolf with a perpetual grin.

Roleplaying Notes: When around non-Indians, use stereotypical "Hollywood Indian" style of speaking. Relaxing with your kin, you are articulate and enjoy making jokes.

Background: Michael George came to the Change late in life, and he still thinks of himself as a man who can become a wolf (rather than a Garou). Michael served in Vietnam, earning several medals for valor (his superiors were amazed that he never won the Purple Heart). On returning to the reservation, Michael began to apply the tricks he had learned in the jungles to the desert. He trained a little in karate, and later was accepted by a Master of Kailindo, the Garou martial art. Michael has offered to teach the others of the sept in this art, but only Janice and Ann Susan have taken up his offer.

While most septs may have a Fang (Ahroun) for their defense, Michael George is instead a Moon-Dancer and is renowned for his cunning. He prefers to guard the sept by stealth and misdirection, instead of direct force. As a young soldier in Vietnam, he learned tricks of guerrilla warfare, and his keen mind converted them to the arid gullies and hills of his homeland. Michael has established a number of bases in the reservation where the Garou can observe, harass or hide from the Wyrms and the white man. The trails leading up the Mesa del Lobo are all trapped with rock slides

and deadfalls, which can be triggered by Michael or Red Stone Water. Michael also set up a number of codes with the Kinfolk at the bottom of the mesa, which can signal the approach of friends or enemies. When fighting, Michael is a master of dirty tricks.

Iron Horse Walker

Position: Keeper of the Land

Breed: Homid

Auspice: Trickster (Ragabash)

Tribe: Wendigo

Nature / Demeanor: Confidant / Confidant

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

Abilities: Alertness 4, Athletics 3, Dodge 2, Empathy 5, Expression 5, Intimidation 3, Primal-Urge 3, Subterfuge 3, Animal Ken 2, Drive 2, Etiquette 3, Performance 2, Repair 4, Stealth 5, Area Knowledge (Mesa del Lobo) 3, Enigmas 2, Linguistics 3, Medicine 2, Occult 3, Rituals 3

Backgrounds: Past Life 4

Gifts: (1) Blur of the Milky Eye, Call the Breeze, Camouflage, Persuasion; (2) Blissful Ignorance, Jam Technology; (3) Reshape Object

Rage 4, Gnosis 4, Willpower 6

Rank: 3

Rites: Rite of Cleansing, Rite of Contrition, Rite of Spirit Awakening, Rite of the Hunting Ground

Fetishes: Tooth of the Wolf, Tears of Gaia, Clear Water, Spirit Broom (Level 3, Gnosis 5; the spirit broom is made

from the wing of an eagle, hawk or other bird. Sweeping a spiritually polluted area or person in the physical world with the Spirit Broom helps the user deal with the spiritual blight. It reduces the infecting Spirit's Gnosis by 2 and halves the time needed to complete the Rite of Cleansing.)

Image: Iron Horse Walker is fastidious, gentle and soft-spoken. He dresses in silk shirts and designer jeans cut to "western" styles. As a wolf, he is brown with highly contrasting white markings.

Roleplaying Notes: Iron Horse is in touch with both the male and female sides of his nature, and should portrayed as extremely "centered". When speaking, use visual imagery to describe things.

Background: Born Joseph Tall Grass, Iron Horse Walker grew up in Flagstaff as part of a large Navajo family living away from the reservation. By the age of nine, he showed sensitivity beyond his years. At school, he was teased and insulted. The other students called him "squaw" and other derogatory names. He spent a lot of time either working in a garden plot in the backyard or cleaning up his neighborhood. He noticed an old dog in his wanderings. It stayed away at first, but soon joined him. One night, after a beating by his father, Joseph ran off into the desert, where he was joined by Old Dog and the rest of his pack. There, away from town, the wolves changed shape and gave Joe a new beginning. He earned the name Iron Horse Walker when he raced (and beat) a train carrying uranium ore. Iron Horse's interest in gardening and the land naturally led him to accept the post of Keeper of the Land and the responsibility of maintaining physical purity to ensure the spiritual purity of the land. He is most often found on the top of the mesa, caring for the numerous sites there.

Longstar

Position: Gatekeeper

Breed: Homid

Auspice: Moon-Dancer (Galliard)

Tribe: Wendigo

Nature / Demeanor: Traditionalist / Jester

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

Abilities: Alertness 3, Athletics 1, Brawl 1, Dodge 1, Empathy 4, Expression 5, Intimidation 3, Primal-Urge 3, Streetwise 1, Subterfuge 3, Animal Ken 2, Drive 3, Etiquette 5, Firearms 3, Melee 2, Performance 4, Survival 1, Enigmas 2, Law 2, Linguistics 1, Medicine 1, Occult 2, Politics 3, Rituals 5, Wyrms Lore 1, Meditation 3

Backgrounds: Fetish 2, Rites 2

Gifts: (1) Beast Speech, Call of the Wyld, Call the Breeze, Mindspeak, Smell of Man; (2) Cutting Wind, Jam Technology, Speak with the Wind Spirits; (3) Distractions; (4) Bridge Walker

Rage 4, Gnosis 5, Willpower 7

Rank: 4



Rites: Rite of the Opened Bridge, Rite of the Winter Wolf, Rite of the Fetish, Rite of Passage, Rite of Spirit Awakening, Rite of Wounding, Baptism of Fire, Rite of Becoming, Gathering for the Departed, Rite of the Opened Caern, Rite of Talisman Dedication, Rite of Contrition, Rite of Cleansing

Fetishes: Tooth of the Wolf, Moonwatch, Harmony Flute, Sanctuary Chimes

Image: Longstar is a vigorous man in his sixties. His Lupus form is a large grizzled wolf.

Roleplaying Notes: Be gruff but friendly when meeting people. You have a touch of trickster in you, and enjoy word tricks.

Background: As a young man, Longstar was on his way to local stardom, playing in a band called The Coyotes. His heritage was no burden to him, but he drifted away from rock and roll to traditional songs and rituals. He trained under Billy Two Heart, a noted human Chanter, or Navajo shaman. He became a Chanter under Billy's tutelage, and his position in the sept gradually became clear as the Gatekeeper.

His feats of singing include a nine day sing over the dying body of Glass Bird, the previous chieftain. Longstar is also the closest the sept has to a doctor, curing the ills of the sept with traditional "sings." Longstar is well known as a Chanter in the reservation, and he and John Big Fish are often called to perform the Blessing Way or other ceremonies in the surrounding towns. However, his duties as Gatekeeper require him to stay at the caern at all times. Those who want a Blessing Way from him must come to the village at the foot of the mesa for his rituals.

Guardians

Janice Clear Drink and Ann Susan Black Horse are sisters. They are also the two youngest members of the sept. They were found at an orphanage in Gallup and adopted by the sept (Red Stone Water is their foster mother of record). The two are in their late teens and are quite excited about the Navajo Cultural Center they have opened in Window Rock. There they teach Navajo children the old ways and keep the traditions of the Dine' alive. They have both taken self-defense classes and are learning Kailindo from Michael George. They are both proficient shots with rifles, though Janice prefers a bow, which (as she points out) is silent.

Ann is the younger of the two. She's seventeen and has an idealistic view of the world, even though she has not been farther from the reservation than Gallup. Her interests lie in the old crafts, and she avidly studies weaving from Tania. Janice learns the way of the Holy Folk and the spirits from John Big Fish, accompanying him on his sings. Of the two, she is quieter and more studious. Their wolf forms are decidedly similar. Both are smallish wolves with black coats and silver markings.

Story Ideas

1. The pack must stop Wyrms contamination near their own caern, but only a fetish from the Sept of the Painted Sands will help. They must go to the caern and ask for the sept's help. Before a fetish can be made, however, they must encounter the sept's totems in the Umbra and prove themselves worthy.

2. A mysterious disease is killing many Navajo on the nearby reservation (true story!). The sept is busy helping the diseased, and the pack is asked by the sept to investigate the cause of the illness. Has it been created by the Wyrms, or is it the result of natural causes?

The First Annual Chuska Mountains Off-Road Rally

This is intended as a touchy political and public relations adventure. There are no clear enemies or resolution. While the Wyrms manifests in many ways, there are those who unwittingly do its work with little or no direction from it.

In this adventure, a motorcycle club and a motorcycle dealership have sponsored an off-road race through the eastern portion of the reservation. The Keeper of the Land fears that several minor sacred spots will be desecrated by the bikes and their riders. The characters will have Moon Bridged in from wherever to find that the majority of the sept is off trying to stop a train carrying a Wyrms artifact to Santa Fe. The only members of the sept are those prohibited from leaving: the Warder, the Gatekeeper and the Keeper of the Land. The sept is estimated to be away for at least a week, while the race will take place in three days. The characters are requested to stop the race, but are forbidden from attacking or killing the participants.

Checking with the bike shop in Gallup, New Mexico, the characters learn that the race was planned by the Sidewinder Off-Road Motorcycle Club, a non-profit organization. The members of the Sidewinders are generally ranch hands and blue collar workers in the Gallup area. The race organizers have filled out all the proper paperwork, probably know more about the environmental conditions on the reservation than the characters do and are determined to have a good time. Peaceful attempts to stop the race are firmly rebuffed, and legal action comes to nought. Violence against the race only provokes more violence on the part of the racers. This scenario cannot be "won" by the characters. They can only try to contain any damage that the race may cause. It should, however, give them an idea of the disrespect for the land that the sept experiences routinely.



Black Spiral Dancers: Beneath the Earth

by Sam Inabinet

There can be nothing but bafflement for anybody who tries to think of Existence as Organism: our attempt will be to think of an existence as an organism. Having a childish liking for a little rhetoric now and then, I shall call it God.

— Charles Fort, Lo!

Trinity Hive

Caern: The Deep Gut of Grandmother Thunderwyrn ("Grammaw's Gut")

Level: 3

Gauntlet: 3

Type: Organism

Tribal Structure: Black Spiral Dancers

Totem: The Green Dragon

Geography

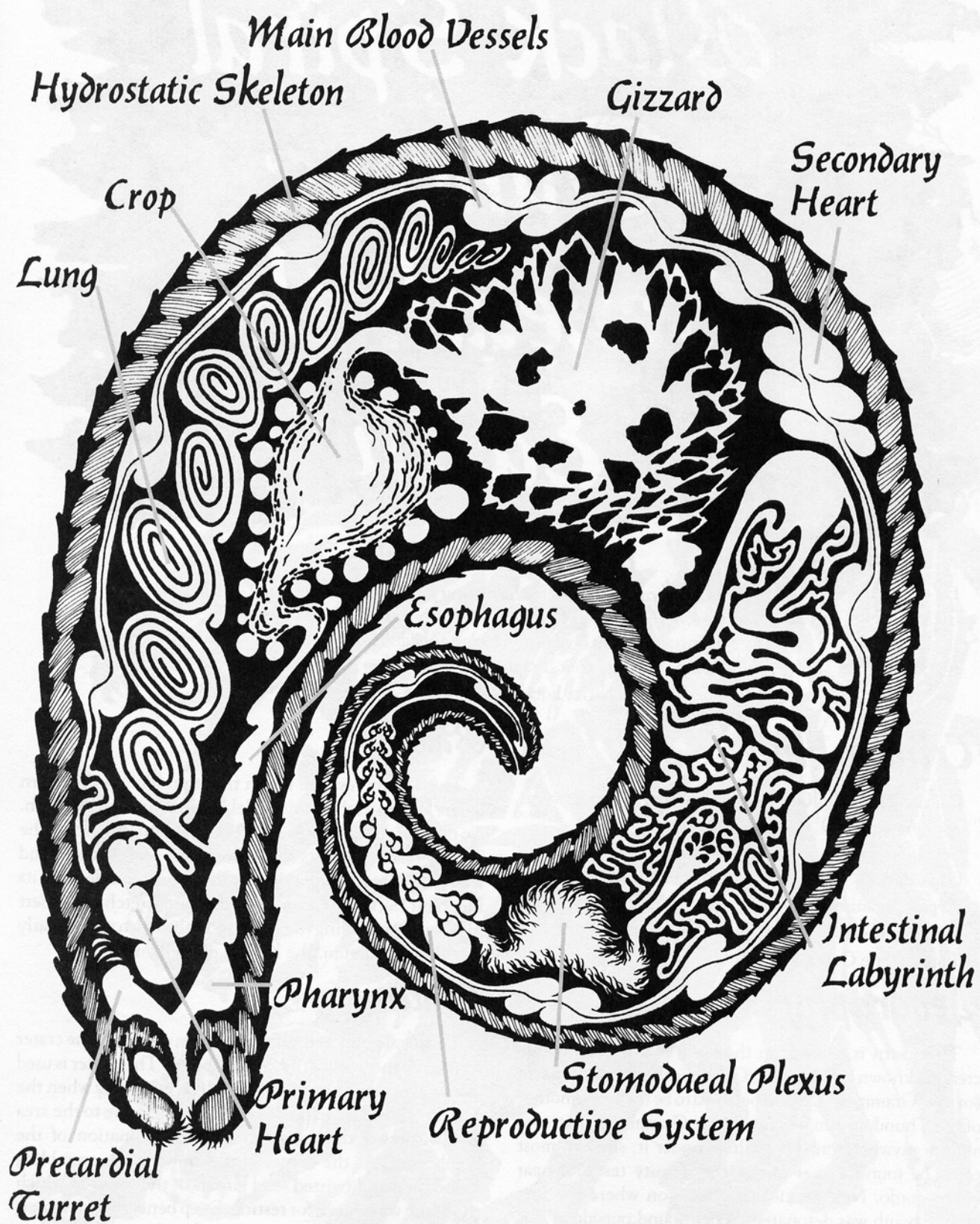
This caern is situated in the body of a living, mobile creature known to her hive as Grandmother Thunderwyrn (or just "Grammaw"). She is believed to be the broodmother of the Thunderwyrn species. While Grammaw can travel almost anywhere on the earth or under it, she can most often be found in her lair at the Trinity test site near Alamogordo, New Mexico, the location where the first atomic bomb was detonated. When found outside of this region, however, Grammaw is still likely to have some members of the Trinity Hive riding along inside her.

Bawn

The Trinity test site lies in the stretch of southwestern desert known as the Jornada del Muerto, or Trail of Death. To the east and north rise the Oscura Mountains, where the Trinity Hive makes its actual burrows. The southern and western sides are bounded by the Rio Grande and its Elephant Butte Reservoir. The desolate stretches of desert highway surrounding the outskirts of the bawn are regularly patrolled by Jumuju, the Keeper of the Land.

Center

The focal point of the Trinity site is, of course, the crater formed by the world's first atomic bomb. This crater is used as a kind of amphitheater by the Hive, especially when the Master of the Rite tells the tale of how he came to the area and witnessed the construction and detonation of the bomb itself. At the center of the crater is the crumbling foundation and twisted steel girders of the tower in which the bomb was placed for testing. Deep beneath the crater is the subterranean cave where Grandmother makes her lair. The cave is connected by long tunnels to the burrows in the Oscura Mountains.



Landmarks

Surrounding the crater are the remains of the Trinity Base. To the southeast is the McDonald ranch house, where the bomb was built. This is where White-Eye-ikthya now spends much of his time in meditation. Six miles to the north, west and south are concrete observation bunkers, and a much larger observation post sits on Compania Hill, ten miles to the northwest. The Hive maintains no Grave of Hallowed Heroes, preferring to feed its dead to Grammaw.

Umbrascape

The Umbral echo of the atomic bomb can be seen as a blindingly bright permanent fireball some hundred feet above the crater. Banes and Wyldlings are drawn like moths to a seething nexus of Wyrms and Wyld energies. Surrounding the crater are the shattered remnants of the Pattern Web corresponding to the army's original test base; Pattern Spiders and primitive Net-spiders, now deranged and deformed, lurk in the observation bunkers where the web is strongest.

Grammaw's Gut

(Refer to the map of Grammaw)

To enter the caern properly, one must undertake the long hard journey down Grandmother's own digestive track. This must be done in the Umbra, as the journey is virtually impossible to survive physically. Grammaw's interior is alive with the elemental spirits she ingests while burrowing through the earth's surface. Most of these have been corrupted and now function as part of her internal processes, but a few untainted spirits can be found wandering helplessly. They could prove to be good allies for any Garou infiltrating the caern.

In place of an actual hard skeleton, Grammaw moves and maintains her body shape by forcing fluid through a series of cavities lining her outer rings (these rings form the hydrostatic skeleton). The fluid is extremely toxic, and is inhabited by water elementals and Wakshaani (Wyrms toxin elementals).

Grammaw's circulatory system is a river of fire running from head to tail and back again, and it is used by the Guardians to travel quickly to any part of her body. Non-guardians may attempt this method of travel as well, but they must have a detailed knowledge of Grammaw's anatomy (Wyrms Lore 5, or Area Knowledge 4 (Grammaw)) to exit at a desired destination, as well as adequate protection against fire. The arterial number listed for each digestive chamber is the difficulty for finding and entering an arterial port (see lists below). The number of heart chambers through which a Garou must pass equals travel time in turns. The circulatory system is inhabited by fire elementals and Furmlings (Balefire elementals).

Grammaw's excretory system takes the form of nephridia ("little kidneys"), which line the gut and transport any-

thing placed inside to her outer hide — but in physical form rather than Umbral. Resident spirits will place anything from indigestible materials to immobile characters into nephridial portals. Excretion causes six wound levels, although a victim may soak this damage. (Damage is non-aggravated, unless the hydrostatic skeleton has been punctured in that area).

The omnipresent danger of Grammaw's Gut is peristalsis, the series of rolling contractions pushing everything along. Depending on where a character happens to be during peristalsis, she may be subjected to crushing constriction or the equivalent of a major earthquake. If she is unconscious or immobile, she may be automatically pushed into the next chamber or the nearest nephridia (Storyteller's whim). Each chamber of the gut has a peristalsis number which represents both the difficulty of staying upright in one place (Dexterity + Athletics roll) and the number of damage dice received if this is botched.

Perhaps the least dangerous region of Grammaw's body is the lung, a series of steamy spiral-shaped chambers with both arterial and peristaltic values of two. Trinity Guardians travelling with Grammaw use the lung as their barracks, and a favored tactic against intruders is attacking through the epiglottal trapdoor at the top of the esophagus. Air elementals and Hoglings (Smog elementals) reside in the lung.

1. The Pharynx

Arterial number: 7

Peristalsis number: 8

Grammaw's mouth, designed to chew through the earth's crust itself, is equipped with scythe-like teeth grinding together like rotary drillheads, hard sharpened tongues cutting like steel rasps, and a thick bony wedge covering the primary heart. This wedge of bone can be heated white hot and used to ignite volatile gases from the lung. An arterial botch here automatically results in a hydrostatic puncture.

2. The Esophagus

Arterial number: 5

Peristalsis number: 7

A tight but slightly flexible crawl space is lined with bony barbs (difficulty 9 to back out). Midway through, the epiglottis leads to the lung, but is not easy to spot when closed (Perception + Alertness or Medicine, difficulty 8). Guardians in the lung like to enter the esophagus after intruders have passed the epiglottis and chase them into...

3. The Crop

Arterial number: 4

Peristalsis number: 4

This is a sort of holding tank with spongy thickly folded walls that look like a human brain turned inside out. Unless they are being chased by Guardians, this is a perfect oppor-

tunity for characters to make friends with recently ingested elemental spirits (having fire-friends in the arterial system can be especially helpful).

The crop is inhabited by tiny Wyrms-corrupted Pattern Spiders living in sacs lining the crop. They attempt to separate all loose objects, particularly magical ones, from any characters passing through. Up to a half dozen spiders can be active at any given time, and can use fairly sophisticated tactics (i.e., some distract while others steal, etc.).

Crop Spiders

Rage 1, Willpower 7, Gnosis 2, Power 7

Charms: Calcify, Pickpocket (Cost 1; +1 cost for tiny objects, +2 for spectacles/wallet/watch-sized items, +3 for handgun-sized items, +5 if object is worn next to skin or carried in hand)

4. The Gizzard

Arterial number: 6

Peristalsis number: 9

The gizzard is a large rocky cavern strewn with sharpened boulders grinding together like scissors during peristalsis. Though populated by earth elementals and H'rugglings (Wyrms sludge elementals), the gizzard is also home to a pack of gnomish Banes armed with sledgehammers and pickaxes. They help break down the larger stones Gramma's swallows when she moves through the earth. The elementals are led by Crusher, who will automatically challenge all who enter the gizzard.

Crusher (Gnome Bane)

Rage 9, Willpower 7, Gnosis 2, Power 40

Charms: Materialize, Incite Frenzy, Break Reality (as the Wyldling Charm; Crusher is not really intelligent enough to use this power effectively — his job is basically to make little rocks out of big ones)

5. The Intestinal Labyrinth

Arterial number: 8

Peristalsis number: 6

For spiritual entities, this part of the Gut is Gramma's last ditch attempt to sway them to the Wyrms' side. Characters in the labyrinth are separated from each other and confronted with visions of the Apocalypse calculated to make them devoted warriors of the Wyrms. The content of these visions is left to the Storyteller, as each one should be tailored to the individual character; each vision should feature some direct threat to the character's physical integrity, be it violence, disease, deformity or some unwanted metamorphosis (think of the art of H. R. Giger, David Cronenberg, Screaming Mad George, etc.).

This intestinal journey lays bare the inner workings of one's being, exposing it to the toxic glare of the Wyrms' scrutiny. Even those who survive intact are forever marked

by the experience. Unless a character deals with the visions in a truly exceptional manner, he should receive a disease, deformity or derangement that reflects his deepest fears about himself. Kalus, Psychomachiae and Bitter Rages can often be found lurking in the labyrinth, waiting to aid in the corruption of whoever comes down the line.

6. The Stomodaeal Plexus

Arterial number: 9

Peristalsis number: 3

In an earthworm, this plexus is a mass of neural ganglia at the end of the intestine. Human scientists have never quite agreed on its function. In Gramma, the stomodaeal plexus is extremely important. First, it is the closest thing Gramma has to a brain, and all internal functions are monitored and controlled from this point. Sullen, Wyrms-oppressed electricity elementals lope dejectedly along Gramma's primitive nervous system bearing her internal signals ("gizzard needs more sludge," "tell first heart to heat up the turret — there's a two-mile layer of limestone ahead"). Signals are lost or forgotten as often as not. These elementals could conceivably be used to send messages or gather information, but are so unreliable that this is probably a waste of time.

The stomodaeal plexus is also important because it is really the center of the caern. Supplicants who have proven their worthiness in the long battlefield of the Gut may be granted additions to their Physical Attributes or health levels. The caern totem, the Green Dragon, can sometimes be found here; if not, the Gatekeeper can open a Moon Bridge to the Green Dragon's Lair — a squirming, writhing, snapping snake pit of a calumn. The Green Dragon must be confronted and appeased in order to gain the most powerful gift Gramma has to offer: rebirth.

Gramma's reproductive system, like the earthworm's, is hermaphroditic, containing both testes and ovaries. Thunderwyrms eggs are produced here by the millions and ejected as part of Gramma's slime trail; only one egg in a million has a chance of hatching, much less growing to maturity. (In the words of William S. Burroughs, "Biologically speaking, that's very good odds.")

Whenever a supplicant has successfully appeased the Green Dragon, he is allowed to enter the reproductive cycle and become the nucleus around which a new organism is formed. Gramma usually retires to her Trinity lair at this point to lay a huge (5 to 10 feet in diameter) egg which can take anywhere from a few weeks to a few years to incubate. What eventually emerges is a Ferectoi, or Larva of the Wyrms, which retains the personality, memories, powers and appearance of the supplicant (including whatever affliction he suffered in the intestinal labyrinth). Garou who undergo this rebirth keep all their Gifts and Abilities in addition to the new fomori powers, making them very powerful minions of the Wyrms indeed.

Note that it is possible (but extremely unlikely) for an uncorrupted Garou to reach this point without succumbing



to the Wurm's influence; the newly acquired powers are hers to command in Gaia's cause. Unfortunately, she still bears the taint of the Wurm, and no true Garou will ever trust her again. Also, if her true allegiance and intent ever become known to the Wurm's minions, her name would go right to the top of every personal shit-list in Malfeas.

History

The Trinity Hive was formed by the Black Spiral Dancers who came to investigate the Umbral disturbance caused by the atomic bomb. In addition to White-Eye-ikthya, the only Garou who witnessed the event, they also found Grandmother Thunderwurm and allied themselves with the Green Dragon, the totem she represents. Since then, they have come to worship Grammaw as a virtual goddess in her own right.

The Hive

Personalities

Ghavaaldt

Position: Sept Leader
Breed: Lupus
Auspice: Galliard
Tribe: Black Spiral Dancers

Nature / Demeanor: Deviant / Confidant

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

Abilities: Brawl 3, Dodge 2, Expression 2, Intimidation 2, Primal-Urge 4, Melee 2, Leadership 4, Performance 1, Survival 2, Politics 3

Backgrounds: Pure Breed 5

Gifts: (1) Heightened Senses, Inspiration, Sense Wurm; (2) Call of the Wurm; (3) Allies Below, Foaming Fury; (4) Gnaw, Shadows by the Fire Light

Fomori powers: Mouth of the Wurm, Stomach Pumper
 Rage 8, Gnosis 1, Willpower 5

Rank: 4

Rites: Moot Rite

Fetishes: Churjuroc's Tusk, Bean Bane

Image: In any form, Ghavaaldt is easily recognizable by his burly barrel-chested build and enormous belly. Unlike other Black Spiral Dancers, he is quite attractive, due to his Pure Breed background.

Roleplaying Notes: You like nothing better than a hearty feast, and can be quite congenial in times of plenty. This is just a front for your insatiable phagomania, however, and you have been known to eat those who displease you.

Background: Ghavaaldt is a throwback to the original White Howlers, so much so that he has been known to pass among normal Garou, for none would dare insult him by

using Sense Wyrms or similar Gifts upon him. He has made the intestinal journey before, and gained his fomori powers in this way.

Zhyzhak

Position: Warder

Breed: Homid

Auspice: Ahroun

Tribe: Black Spiral Dancers

Nature / Demeanor: Deviant / Bravo

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

Abilities: Alertness 1, Athletics 3, Brawl 5, Dodge 3, Intimidation 4, Firearms 2, Melee 4, Leadership 2, Medicine 2

Backgrounds: Pack Totem 5

Gifts: (1) Razor Claws, Sense Wyrms, Smell of Man; (2) Sense of the Prey, Snarl of the Predator, Wyrms Hide, Horns of the Impaler

Rage 10, Gnosis 7, Willpower 8

Rank: 2

Rites: Rite of Arterial Introduction (Level Two; used to initiate new Guardians, this rite allows them to travel Gramma's bloodstream without getting burned or disoriented)

Fetishes: Devilwhip

Image: A muscle-bound Wagnerian valkyrie in dominatrix drag.

Roleplaying Notes: A klazomaniac, you never speak without shouting. You are the baddest of the bad, and you want to make sure everyone knows it.

Background: When Zhyzhak was born, she cracked her mother's pelvis wide open. She has not let up on anyone since. Always a favorite of the Green Dragons, her ungodly strength is a Gift of her totem. She feels that she knows Grandmother better than anyone else, and resents the deference shown to Slaterscape for his knowledge and to White-Eye for his insight.

Guardians

Breed: Any

Auspice: Mostly Ahroun

Tribe: Black Spiral Dancers

Nature / Demeanor: Deviant / Fanatic

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

Abilities: Athletics 3, Brawl 4, Dodge 2, Intimidation 3, Melee 3, Stealth 2, Medicine 1

Backgrounds: Pack Totem 2, Mentor (Zhyzhak) 2

Gifts: (1) Razor Claws, Resist Pain, Sense Wyrms

Rage 9, Gnosis 3, Willpower 5

Rank: 1

Rites: None

Fetishes: All guardians have daggers made of Gramma's old teeth; treat one of these as a true Wyrms Fang Dagger.

Image: Big. Tough. Ugly. Deformities in abundance, of course, and any who spend most of their time inside tend to lose hair as well as skin pigmentation (see "Gatekeeper" below).

Roleplaying Notes: Raving fanatics all. You were born and raised to tend to your own living goddess, for whom you would gladly lay down your life.

Background: Under the harsh guidance of Zhyzhak, the Guardians are a fearsome fighting force, and consider themselves to be the elite group of all the Wyrms' minions.

White-Eye-ikthya

Position: Master of the Rite

Breed: Lupus

Auspice: Philodox

Tribe: Black Spiral Dancers (formerly Uktena)

Nature / Demeanor: Visionary / Deviant

Attributes: Strength 1 (3/5/4/2), Dexterity 2 (2/3/4/4), Stamina 2 (4/5/5/5), Charisma 4, Manipulation 4 (3/1/1/1), Appearance 1 (0/0/1/1), Perception 2 (0 for all sight rolls), Intelligence 4, Wits 5

Abilities: Alertness 4, Empathy 2, Expression 5, Primal-Urge 3, Subterfuge 5, Animal Ken 4, Leadership 2, Performance 4, Stealth 3, Survival 4, Enigmas 5, Occult 5, Rituals 5

Backgrounds: Past Life 2

Gifts: (1) Heightened Senses, Sense Magic, Shroud, Truth of Gaia; (2) A Thousand Voices, Ears of the Bat, Scent of Sight; (3) Detect Spirit; (4) Beast Life, Ultimate Argument of Logic; (5) Fabric of the Mind, Song of the Great Beast

Rage 3, Gnosis 9, Willpower 8

Rank: 5

Rites: All

Fetishes: Deathrattler, Goblin Ale, Baneskin

Image: Ancient, shriveled, impotent and nearly hairless, White-Eye is frequently mistaken for a metis, although the trained eye will recognize these as effects of long-term radiation exposure. As his name implies, White-Eye is blind, but still has the uncanny habit of gazing directly at whomever he is talking to.

Roleplaying Notes: Normally calm and quiet, you can easily raise your voice with all the passion and melodrama of a visionary public speaker. Smile often, as though at some secret joke.

Background: White-Eye-ikthya was an Uktena Wyld Chyld who witnessed the Trinity explosion. The insights he gained into the inner workings of the Triat, and the Wyrms in particular, inspired almost instant reverence in the Black Spiral Dancers who quickly flocked to the site. Now regarded as one of the greatest Philodoxes of the Black Spirals, he recounts the tale of his "enlightenment" at every

Rite of Passage, and Black Spiral pups are brought from all over the world to hear him speak. With all his renown, White-Eye plays a dangerous game, for he still maintains secret contact with the Uktena elders, and will help any Garou who knows the secret code words that White-Eye has prearranged with the Uktena Bane Tenders Guild. Whether he is a truly uncorrupted Uktena insurgent, or is playing the Uktena for fools, or is lost in some personal madness which ignores the Garou-Wyrm conflict is up to the Storyteller.

H'ualorph, "Palefish"

Position: Gatekeeper

Breed: Metis

Auspice: Theurge

Tribe: Black Spiral Dancer

Nature / Demeanor: Deviant / Autist

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

Abilities: Brawl 2, Dodge 4, Empathy 3, Expression 3, Performance 3, Stealth 4, Survival 2, Enigmas 3, Medicine 2, Occult 4, Rituals 4

Backgrounds: Past Life 5

Gifts: (1) Bane Protector, Create Element, Mother's Touch; (2) Blood Omen, Burrow, Command Spirit, Howl of the Banshee; (3) Eyes of the Cat, Pulse of the Invisible

Rage 5, Gnosis 7, Willpower 3

Rank: 3

Rites: All

Fetishes: Wyrmgut Bonds

Image: With his white dough-like skin, H'ualorph is a roly-poly infantile lump of albino metis. His nickname comes from his similarity to the subterranean marine life found in most Hives with underground water sources. Picture the Pillsbury Doughboy after a week-long binge.

Roleplaying Notes: Sleepy. Rub your eyes and interrupt yourself with cavernous yawns. You dislike being awakened for anything you consider trivial (i.e., anything).

Background: H'ualorph spends most of his life asleep in Gramma's seldom used lower lungs, lost in dreams of his past lives, awakening only to open the Moon Bridge or attend a particularly important moot. H'ualorph rarely fights, relying on the Guardians and resident Banes to defend the Bridge.

Jumuju, "Hitcher"

Position: Keeper of the Land

Breed: Homid

Auspice: Ragabash

Tribe: Black Spiral Dancer

Nature / Demeanor: Deviant / Conniver

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

Abilities: Brawl 2, Dodge 4, Empathy 2, Streetwise 3, Subterfuge 4, Drive 4, Etiquette 3, Firearms 3, Performance 5, Stealth 4, Survival 3, Computer 1, Law 2, Linguistics 3, Politics 4

Backgrounds: Allies 2, Kinfolk 4, Contacts 3

Gifts: (1) Open Seal, Persuasion, Sense Wyrm; (2) Blissful Ignorance, Curse of Aeolus, Power Surge

Rage 4, Gnosis 6, Willpower 8

Rank: 2

Rites: Ritual of the Questing Stone

Fetishes: Monkey Puzzle, Umbraphone

Image: An anonymous-looking young man with a slight limp, Jumuju looks equally at home in a three-piece suit or trudging across the Sierra Mountains with a knapsack on one shoulder. In Lupus form, he looks more like a street dog than a wolf.

Roleplaying Notes: A born trickster, you delight in deception and misdirection, but keeping outsiders out of the bawn is always your primary concern.

Background: As Keeper of the Land, Jumuju leads a double life. By manipulating certain New Mexico state officials with the help of Pentex and his own Kinfolk, he keeps the Trinity area free of full-scale human invasions. When not politicking, he likes to hitchhike along the highways that surround the bawn, deterring the curiosity of tourists with anything from stories of radiation sickness to homicidal assaults in Crinos form.

Slatescape-ikthya

Position: Master of the Challenge

Breed: Homid

Auspice: Theurge

Tribe: formerly Glass Walker, now a Garou/Ferectoi hybrid of the Black Spiral Dancers

Nature / Demeanor: Deviant / Curmudgeon

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

Abilities: Alertness 3, Brawl 4, Intimidation 5, Streetwise 2, Subterfuge 4, Animal Ken 3, Firearms 3, Repair 4, Survival 3, Computer 4, Enigmas 2, Investigation 1, Medicine 5, Occult 4, Politics 1, Rituals 3, Science 5

Backgrounds: Contacts 5, Resources 5

Gifts: (1) Control Simple Machine, Persuasion, Sense Wyrm; (2) Ears of the Bat, Cybersenses, Power Surge, Wyrm Hide; (3) Control Complex Machine, Touch of the Eel

Fomori powers: Body-barbs, Exoskeleton, Extra Limbs, Gaseous Form, Plasmic Form

Rage 5, Gnosis 8, Willpower 6

Rank: 3

Rites: Rite of Talisman Dedication, Rite of the Opened Caern, Rite of Binding, Rite of the Fetish

Fetishes: Soul Ruby, Umbraphone, Umbrascopes



Favorite Hobby: Vivisection

Image: In Homid form, Slatescape is a bespectacled professorial nebbish of diminutive size and bearing, and his other forms are equally unassuming. Riddled with a variety of minor diseases, he usually displays such symptoms as watery eyes, a running nose and profuse sweating. When using his Ferectoi powers, however, he presents a most fearsome image, with body-barbs shaped like scalpels and extra limbs wielding syringes, clamps and bone saws. He looks like a multi-armed Hindu god of surgery.

Roleplaying Notes: You consider yourself the consummate scientist: cold, unemotional and logical. Speak slowly and precisely, using the longest words you know. Regard everyone as you would a bug under a microscope.

Background: Slatescape first came to Trinity as a biologist studying the effects of radiation on local wildlife. He discovered the newly-formed Hive, was captured and fed to Grammaw before he could send for help. To everyone's surprise, he was later reborn as a fully corrupted and empowered Garou/Ferectoi hybrid.

His ambitions include leadership of the Hive, and he resents the fact that he will never be accepted as such, for he was not born a Black Spiral Dancer. He resents his position as Master of the Challenge, and turns that resentment upon everyone he must deal with in that capacity. He busies himself with detailed anatomical studies of Grammaw and other monsters. He sees this information as a key to

personal power and jealously guards it from Pentex and other Black Spiral Dancers.

He has a theory that Thunderwurm broodmothers arise spontaneously every thousand years or so when the Thunderwurm population declines. Many broodmothers can exist until one of them destroys all its rivals. Slatescape-ikthya is obsessed with idea of Thunderwurm brood mothers being created under Nevada H-bomb test sites, and this leads to constant feuding with Nevada Black Spiral Dancers.

Story Ideas

1. The player characters are taken to Grammaw and led into the Gut by: a) a deranged Shadow Lord seeking the ultimate source of personal power, or b) Ghavaaltdt working incognito to either shanghai some unwilling recruits or bring live sacrifices for the Green Dragon.

2. A Fianna caern has been destroyed by Grammaw, who swallowed whole the Glade Child, Old Stout Oak, living at its center. The Fianna Theurges believe Stout Oak still lives and charge the player characters with retrieving him. Stout Oak, though strong, may be slightly corrupted already, and his exact location within Grammaw depends on how much hell you want to put the characters through. Stout Oak's surviving form may be an aerial seedpod adrift in the lung, an acorn in one of the crop's calciferous sacs, a tiny green sprout nestled in an unpatrolled crevasse of the gizzard, a mass of pulp blocking the labyrinth, an enemy confronting the Green Dragon in the plexus or an egg in one of Grammaw's many wombs, awaiting rebirth as a powerful Blight Child.



Appendix: Kitsune (Werefoxes)

by Hidenobu Izumi and Kenneth Mayer

The Legend of the White-Faced One

The oldest record of the White-Faced One can be traced back five thousand years to China. Her origin is unknown. She was a beast directly responsible for the fall of the Chin and Sui dynasties, and it is rumored that she indirectly contributed to the fall of the great Han dynasty. In human form, the White-Faced One always appeared as a woman, a concubine of unnatural beauty who trapped the souls of many emperors until they either became insane or died mysteriously. However, when faced with a direct threat, she always transformed into an enormous nine-tailed fox and wove powerful spells, causing great havoc and destruction. Despite her size, the creature seemed to favor magical spells and special powers over claws and fangs.

Sometime between the fourth and eighth centuries, this magical beast found her way to the Imperial Court of Japan, but her usual method of destroying empires saw no success there. The court and nobles there employed sorcerers who sensed the danger in the court, and the emperor ordered the woman slain. But even for the powerful spellcasters of Kyoto, the White-Faced One proved too powerful to be taken easily. Nonetheless, knowing that she could not weave her plots of destruction, she fled the court.

Numerous tales exist to this day about the fate of the White-Faced One, but none can be verified; most believe she is probably dead by now. There are tourist sights across Japan where shattered pieces of the great beast are said to have landed, often in the form of colossal blazing rocks

spewing poisonous volcanic gas, hazardous or impossible to reach by normal means.

Since the arrival of the White-Faced One, legends of shape-changing foxes—called Kitsune—started appearing. These beings were known to trick humans in many ways.

A lone traveller was walking in the mountains. It was getting late, and he had to get indoors before sundown or risk the dangers of the night. As he passed a hill, he saw a brightly lit inn.

"That's strange," he thought. "I don't recall there being any inns here when I passed by last time."

However, he was too tired to care, and so he entered the inn. The hostesses were all beautiful, the food was excellent and he soon forgot his suspicions. He fell asleep in the bathtub. The next morning, he awoke in a tub full of dung. His travel food, fried bean curds (a traditional favorite of the Kitsune), had been stolen. As he got up from the stinking pool, he saw the golden tail of a fox disappear into the bushes.

The "Nine-Tails" are the descendants of the great White-Faced One. They have the ability to transform into foxes and have inherited their ancestor's great talent for magic as well as her beauty. The Eastern shapeshifters largely escaped the War of Rage that other shapeshifters suffered, due to their distance from the Garou; Japan has never had as large a Garou population as in other parts of the world. The Kitsune are skeptical of the Apocalypse that the Garou fear is imminent. They owe no allegiance to Gaia. Instead, they follow the ways of the ancient Wyrms of Balance, ways that were established before the Wyrms were corrupted into the Pattern Web. The spread of the Weaver is not at all uniform

Organization

Like foxes, Nine-Tails are basically solitary. They have no tribal organization. However, there is an extensive network of Nine-Tails. The "elders" are the chief organizers, as well as advisors to all the young members. Kitsune do not trigger the Delirium in humans, and they do not want the human population to know of their existence. Anyone who tries to disseminate this fact in any way will be "dealt with." This usually means a memory alteration ritual, but it can mean outright assassination. While the elders are wise and respected, they do not command and have no political power to enforce any rules or judgments. An elder will teach a younger Fox new Jyu-hô (Gifts) and rituals if she feels that the young Nine-Tail is capable of controlling the power and using it with wisdom. This determination may involve a test of some sort.

Breeds

Kitsune have three breeds: *kojin*, or homid (born from a Kitsune union with a human), *rôko*, or fox (born from a Kitsune union with a fox) and *shinjû*, or metis (born from a union between two Kitsune). However, unlike werewolves, when two Nine-Tails breed, the child may be *kojin*, *rôko* or *shinjû* ("true beast"). As with other shapeshifters, only one out of ten offspring are true Kitsune. *Shinjû* are very rare; only about one percent of the children between two Nine-Tails are *shinjû*. They do not suffer from mutations or sterility. They are not cast out—they are often revered as the "pure breed" of their kind. *Shinjû* are equally comfortable in any shape, having no natural or "default" form. The only real similarity between *shinjû* and metis are the circumstances of their conception.

Nine-Tails are always born singly. The pain of birth is shared by both parents through a supernatural bond, and non-Nine-Tails are usually incapable of living through the intense trauma of bearing a Nine-Tail; thus, the non-Fox parent almost always dies during the birth of the Nine-Tail Child, regardless of the parent's sex. The Fox parent also faces a significant, though much lower, risk of death in childbirth.

Awakening

Soon after the Fox first becomes aware of her powers (about 14-18 years for *kojin*, 1-2 years for *rôko* and *shinjû*), she receives a sign. A supernatural being, not necessarily one of her own kind, usually a local spirit, contacts the Fox. It reveals to the Fox what she is, and conducts a ritual called "The Opening of the Eyes." After this ceremony, the newly-initiated Nine-Tail is aware of the supernatural world and her place in it. At this time she will choose a Path, a role in the world of both practical and spiritual significance, much like an auspice. A guild-like organization is run by the elders to assist and guide younger Foxes, but it makes no attempt to restrict their actions.

The Fox will start to form friendships with many spirits around her, developing an immediate bond with the network of the supernatural. Many spirits are bound to an area, so Nine-Tails are often reluctant to move away from their spirit-friends. This is one reason why they have not spread out over the world like the Garou.

Character Creation

Breeds: *Kojin* (homid; initial Gnosis 3), *Rôko* (fox; initial Gnosis 5), *Shinjû* (metis; initial Gnosis 4)

Initial Willpower: 6

Backgrounds: 6 points, which may be spent on anything except Totem and Pure Breed (Nine-Tails are already considered to be of the purest breed, but get no advantages in dealing with other werereatures from this).

As Nine-Tails are not physically imposing beings, the Physical Attributes are usually not primary.

Forms

Homid (*Hitogata*, "human shape"): Shift difficulty: 6

It is rare for a Nine-Tail to have an Appearance lower than three, and all are masters of seduction in Homid form. Most Nine-Tails are of the *kojin* breed and usually appear as humans. Nine-Tails can perform rituals only in this form.

Glabro (*Sambuhenge*, "partly transformed"): Appearance -2, Manipulation -2; Shift difficulty: 7

A Nine-Tail looks silly and even comical in this form. Body mass does not change, but the ears point upward, the eyes become thin and slanted, the nose protrudes out of the center of the face, and whiskers appear. A dangling, full-sized fox tail appears on its rear end. Assumption of this form usually means that either a *rôko* pup is still learning how to take Homid form, or the Fox is trying to pull a joke on another of his kind. For many of the *rôko* breed Nine-Tails, the retracting of the tail is the most difficult part of the Change, and even the experienced forget from time to time.

Crinos (*Kotô*, "fox-head"): Dexterity +1, Stamina +2, Appearance 0, Manipulation -1; Shift difficulty: 7

In some old documents, there are drawings of the White-Faced One with a fox head, wearing a kimono. There are no real advantages in taking this form, except perhaps to scare people. Sometimes Nine-Tails in their private lives assume this form because it has long, elegant-looking fur that provides warmth during the winter, while retaining the useful hands of a human. Their size increases only slightly, enough so that fitting into their clothes may be a little difficult. The Nine-Tail can speak normally in this form.

Hispo (*Jûko*, "fox-beast"): Strength +1 Dexterity +3, Stamina +3, Manipulation -2; Shift difficulty: 6

When a Nine-Tail assumes this form, she is in her most physically dangerous state. While not as strong as a Garou in Hispo form, the Fox can use some powerful Jyu-hô prohibited in other forms. A magically experienced Nine-

Tail in this form is a match for a Tremere and even some mages. The body mass increases by approximately 200-300%, the end result being a lean fox about 8-12 feet long, one-third to one-half of which is a single, enormous tail. Most Nine-Tails have different winter and summer coats, and many have a stripe or two on the back. Nine-Tails usually do not like biting and raking like an animal when fighting in this form, preferring instead to use human weapons (usually blades) clutched between their jaws. They still think like humans, although they may have more of a tendency towards violence. They cannot speak in this form, but many learn the Jyu-hô of Mindspeak to telepathically converse.

Vulpus (Kyûbi, "nine-tail"): Dexterity +4, Stamina +2, Manipulation -1; Shift difficulty: 6

Although small, Foxes in this form should be dealt with most carefully. Upon transformation, the Nine-Tail becomes a fox of slightly larger than average size. Those of higher Rank have multiple tails, enabling them to cast all of the complicated Jyu-hô available to them with full effectiveness. A score of On-Myo sorcerers could not kill the nine-tailed White-Faced One. She is the only Nine-Tail have ever reached that level of achievement, so no one even knows the kinds of wonders of which she was capable.

Paths (Auspices)

Dôshi — The Sorcerer

Initial Rage: 3

The sorcerers that eventually defeated the White-Faced One used demons, creatures of corruption cast away from the rest of the spirits to curse her. The lesson that evil can be used to defeat evil was learned well by the White-Faced One's descendants.

Dôshi are experts at understanding evil and corruption. They know what the Garou call the "Wyrn". They have been enslaving its servants for generations. But the sorcerers have another name for it: *yami*, the darkness.

Sorcerers often live alone, in abandoned monasteries and other retreats from human civilization. There they practice dark rituals, hoping to counter the even darker influences of *yami*.

They are constantly trying to balance self-control and the hatred that corruption brings, which results in a hard, inhuman demeanor and extreme cynicism. Many people mistakenly think of them as evil. Although they are often driven by hate, they are not slaves to it.

Eji — The Warrior

Initial Rage: 4

The Eji are those who have chosen to act as caretakers of the world. Like scissors in the hands of a gardener, the blades of the Eji trim the world, cutting away branches harmful to the tree of life. They value life highly, and are reluctant to kill. They often adopt the demeanor of gallant fighters to hide their sorrow at their purpose in life.

They use their powers to hunt down those who kill in excess and disrupt the balance between man and nature. Crazy spirits and, recently, European witch-hunters have been their prime targets. In their human identities, they are often religious figures, working to destroy threats to natural harmony.

Gukutsushi — The Dreamweaver

Initial Rage: 2

Gukutsushi are masters of the mind and illusion. They are well aware that their illusions cannot solve problems, for though illusions can alter a person's thinking and senses, they cannot change reality. Gukutsushi see themselves as the bringers of solace to those who suffer. They heal wounds of the heart and of the mind. They can bring those who have lost all hope a dignified death. But they are not helpless in battle; they can be even more vicious than the Eji in putting an end to those who hurt others needlessly. Dying within the mind can be extremely painful.

Kataribe — The Bard

Initial Rage: 2

The Kataribe are constantly looking for stories to interest them. They seek stories of love, hate, pain or pleasure and write them down. They also listen to the tales of old spirits, for such beings are extremely wise. By the time they have ended their long lives, they have piles of legends collected from around the world. If information is needed, especially ancient lore and the like, they will have it, or know where to find it.

Healing

The Nine-Tails, while being more vital than humans, do not have the rapid healing of a Garou. Thus, every wound is an aggravated wound. Short of magic, the only way for them to heal is through rest. Each day of relative inaction (avoiding any activity that could open up a closed wound) heals one wound level. They have no particular vulnerability to silver.

Rank

Rank is not earned through challenges or renown, but through experience. All characters start at Rank 0, with one tail in Vulpus form. Rank is gained by spending [current Rank x 7] experience points. Renown is not kept. A rise in Rank grants the ability to use the Jyu-hô of the same level as the new Rank (for this purpose, Rank 0 characters can still cast Rank 1 Jyu-hô). After Rank 1, each Rank gained bestows the character with an extra tail in Vulpus form, so that the number of tails equals Rank (Rank 0 being the obvious exception). Ability as a spellcaster is the closest thing to a "pecking order" the Nine-Tails have.

The Nine-Tails age differently from other beings. All breeds may live to be a hundred years old; however, if a Fox

has more than one tail, he only ages one year over a number of years equal to the number of tails he has (i.e. a six-tailed Fox will age one year for every six years that pass). Furthermore, age does not weaken the Nine-Tails. They become more powerful and more beautiful as the years pass, and when the time comes, they die peacefully and alone. It is rumored that the White-Faced One never aged.

In order to be considered an elder, a Fox must have more than five tails. Despite the term, age is not important, but not all five-tailed Foxes become elders. Many Foxes simply lack the capability to become an elder, no matter how much experience they attain, and so Fox elders are rare.

Combat

Nine-Tails are, on the whole, curious but cautious. They are very playful beings when they can afford to be so. They dislike uncivilized violence and rarely use such base techniques in battle as biting or ambushing (although "civilized" violence is another matter). Most of them know how to control their Rage. This is usually through either Zen-like practices or the use of specific mantras. They also train themselves in a special form of sword use. A trained Kitsune can wield a blade in his mouth in Hispo or Vulpus form. This can be declared as a Melee specialty.

Jyu-hô

Jyu-hô is a Japanese word meaning "mystical law." These are the Foxes' equivalent of Gifts. Some *Jyu-hô* are drawn from the forces of nature itself and either expend Gnosis or require Gnosis rolls. Others draw power from destruction and chaos, requiring Rage.

The Kitsune have many *Jyu-hô* that resemble Garou Gifts. At the Storyteller's discretion, Kitsune characters may choose from the Gifts given in the *Werewolf* rulebook with a few restrictions: homid Gifts are available to Kojin, and lupus Gifts can be purchased by Rôko. Each Path has Gifts corresponding to an Auspice. Dôshi use Theurge Gifts, Eji use Ahroun ones, Gukutsushi steal from the Ragabash Gifts and Kataribes use the Gifts of Galliards. The Shinjû may choose Philodox Gifts.

Kojin (Homid)

Seduction (Level One) — The Nine-Tail can cause humans to fall in love with him to varying degrees. In fact, many Nine-Tails often use this *Jyu-hô* unintentionally. The Storyteller may wish to create an interesting situation by arbitrarily rolling this *Jyu-hô*. Roll Charisma + Subterfuge, difficulty 6, versus the target's Willpower. The number of success is the degree to which a target is enamored of the Kitsune.

Moon Dance (Level Two) — With this *Jyu-hô*, a Kitsune can become completely invisible at night as long as moonlight does not shine on her. If the Fox steps into moonlight, she can then be seen until she steps out of the

sight of the moon again. The Kitsune spends one Gnosis point and the effect lasts for one night.

Silver Tongue (Level Two) — As the Fianna Gift: Glib Tongue. The Kitsune can use this Gift to outright lie, making the target believe he is telling the truth.

Call of the Dead (Level Three) — By spending one Rage point and successfully rolling Manipulation + Occult (difficulty 8), the Kitsune may cause a target to suffer an unfortunate "accident" that causes some sort of injury.

| # of Successes | Accident |
|----------------|---|
| 1 | Light injury: pulled muscle, etc. Person can still function but is in pain. |
| 2 | Heavy injury: sprained or broken ankle, etc. Target is Wounded on the health level chart. |
| 3 | Crippling: surgery may be required, hospitalized for a month. Target is at Crippled. |
| 4 | The target takes aggravated damage from the injury and is Wounded. At the Storyteller's discretion, a human target could be killed (hit by a truck, electrocuted, etc.) |
| 5 | The target is Crippled with aggravated damage (gas main blows, engulfing the victim in flames, etc.) |

Walking Between Worlds (Level Three) — This *Jyu-hô* allows the Kitsune to "step sideways" into the Umbra as the werewolves do. Without it, a Kitsune cannot enter the Umbra. However, once this power is learned, the Kitsune can do it anytime she pleases, just as Garou do.

Forgetfulness (Level Four) — This power will erase one piece of information (an address, a fact, etc.) or one specific event (meeting the Kitsune) from a target's mind. Kitsune do not trigger the Delirium, and so must edit humans' memory to avoid the spread of knowledge of their existence. This requires the expenditure of both a Willpower and a Gnosis point and a Manipulation + Subterfuge roll, difficulty 6. The target may make a resisted Willpower roll (the difficulty is equal to the number of tails the Kitsune has plus 3).

Rôko (Fox)

Burrow (Level One) — As the metis Gift.

Cloak of Shadows (Level One) — As the Ratkin Gift in *Werewolf Players Guide*.

Moon Dance (Level Two) — As the Kojin *Jyu-hô*.

Blind (Level Three) — By spending one Gnosis point and successfully rolling Manipulation + Medicine (difficulty 7), the Kitsune can make a target blind for one day. The blindness is accompanied by a stinging pain. The target can make a Stamina roll (difficulty 7) to resist.

Walking Between Worlds (Level Three) — As the Kojin *Jyu-hô*.

Call to Allies (Level Five) — There is an extensive network of the supernatural in Japan. If a spirit, Kitsune or similar being finds itself in danger, its allies may help it, in turn calling on their friends for help. This is the Kitsune's call for aid. The situation must be grave to make such a call, but no rolls are necessary. Many spirits are bound to their locality and so may not be able to come; however, they will hear the call and do whatever they can in their area. If the danger is not deemed sufficiently dire, the spirits may become angry or refuse to heed future calls. A person who makes an enemy out of a Kitsune who has this power may find himself being attacked by supernatural beings no matter where he goes. This can be an interesting opening for a story.

Shinjû (Metis)

Flow of Aura (Level One) — The Kitsune can "read" the emotions of an area — the past events of high emotional content or violent nature. This is similar to psychometry. For example, the Kitsune may see the flow of fear and hopelessness from an old gallows. Roll Perception + Empathy, difficulty 7.

Moon Dance (Level Two) — As the Kojin Jyu-hô.

Regal Authority (Level Two) — As the Gift: Staredown, but this affects all creatures native to Japan, including supernatural ones, and causes an attitude of subservience rather than terror.

Speak the Remnants of Thought (Level Two) — This is similar to Flow of Aura, but the Kitsune can hear the thoughts that also passed through the area. Only the strongest thoughts, or those which affected the area, can be heard. For example, a Kitsune might hear voices tell her of the suffering at an old concentration camp. Roll Perception + Occult, difficulty 8.

Walking Between Worlds (Level Three) — As the Kojin Jyu-hô.

Marionette (Level Five) — The Kitsune can cause a target to do whatever she wants by mimicking the desired actions. She must spend a Willpower point and roll Manipulation + Subterfuge (difficulty 7) opposed by the target's Willpower roll. She can manipulate the target however she pleases for one turn per success.

Dôshi

Blessing the Blade (Level One) — This Jyu-hô consecrates a bladed weapon (daito, tanto, katana, etc.), allowing it to do aggravated damage to its targets. Spend one Gnosis point and roll Wits + Rituals, difficulty 7.

Swarm of Servants (Level Three) — This summons a swarm of little creatures (the type is up to the caster) from the fur of the Kitsune's tail. Spend one Willpower and roll Stamina + Occult, difficulty 8. Each success summons 25 of these creatures. They are under the mental direction of the caster, and can perform simple tasks, such as lifting things (Strength 1 per 10 of them). They must stay within 20 feet of the Kitsune at all times. They can also be used to harass

foes, though they cause no damage (-1 from Dice Pool for every 25 beings). The creatures disappear after one scene.

By the Light of the Moon (Level Four) — By spending one Gnosis point and making a successful Perception + Alertness roll, the Kitsune can see any hidden creature who is under the moonlight. This includes Garou using Gifts (such as Invisibility, Blissful Ignorance), spirits in the Penumbra and Obfuscated vampires.

Ju-Fu sorcery

Japanese sorcerers often write runes on small pieces of parchment to empower them with magic. Such papers must be placed at a certain location or on a target and activated by a mantra (or sometimes by setting the parchment on fire). Destroying the parchment ends the effects of the spell.

Parchment of the Labyrinth (Level Two) — When placed in a closed room, the parchment causes that room to become an inescapable jail. Opening the door will lead to another room exactly like it. Placing it in a hallway will cause the hallway to become endless. Making the parchment requires the expenditure of one Gnosis point and an Intelligence + Occult roll, difficulty 6. Whether the creation has worked is not known until the parchment is first activated, so the successes are kept secret from the player until he tries to use the parchment. Activating a pre-made parchment requires one Gnosis point.

Parchment of Banishment (Level Three) — This parchment allows the Kitsune to cause a spirit to return to its realm of origin (or the Near Umbra if it has no particular home realm). The parchment is destroyed after activation.

Ëji

Sense Hostility (Level One) — A successful Perception + Alertness roll, difficulty 6, allows the Kitsune to sense the presence of hostile beings within approximately 100 feet.

Bolt (Level Two) — By expending Rage and rolling Dexterity + Occult, difficulty 7, the Fox causes a lethal bolt of thunder, fire, ice, wind or any other force (choose one effect when learning this Jyu-hô) to strike the enemy. The damage level is equal to the number of successes, and causes aggravated wounds that cannot be soaked. This is only usable in Hispo form.

Enduring Warrior (Level Two) — This Jyu-hô allows the Kitsune to heal as quickly as a Garou: one health level per turn. It acts as Garou healing in every way. The Kitsune must spend a point of Rage and the effect lasts for one scene.

Dragon Ally (Level Five) — A successful Gnosis roll at difficulty of 9 and the expenditure of one Rage point creates an Oriental dragon from a nearby element. Water, fire or strong winds are needed to summon it. Its size depends on the number of successes (5 feet in length per success). This dragon is capable of bite and body slam attacks. Its length determines the amount of damage it can cause: two dice of aggravated damage for every five feet. The dragon is friendly to the summoner's wishes, but intense concentration is

required to maintain its form; it will dissipate if the Kitsune summoner is distracted (Storyteller's discretion).

Gukutsushi

Clear the Mind (Level One) — This calms the mind of a confused, scared, raging or otherwise mentally disturbed creature. A Gnosis point and a successful Manipulation + Empathy roll against a difficulty of the opponent's Willpower (even if the subject is willing, such emotional extremes are difficult to control) are necessary in order for this to take effect. In addition, if the target is anyone other than the Kitsune himself, direct eye contact must be established. This Jyu-hô will not cure insanity.

Mother's Touch (Level One) — As the Gift in the Werewolf rulebook.

Read the Soul (Level Two) — By rolling Perception + Empathy against a difficulty of the opponent's Willpower and spending a Gnosis point, the Kitsune will be able to tell when the target is lying or trying to trick her. This does not grant any insight into what the truth actually is.

Illusion (Level Three) — One target in visual range of the Kitsune will see things in her head and believe them to be real. One Gnosis point is necessary and a successful Manipulation + Empathy roll must be made against the target's Willpower in order for this to take effect. The illusion is perfectly detailed and cannot be dispelled unless the target is convinced that it is an illusion (the relevant roll is up to the Storyteller; difficulty should be adjusted for the credibility of the illusion). The illusions last until the Kitsune's concentration is broken.

Kataribe

Fable (Level One) — The Kitsune tells an appropriate fable or story and spends two Willpower points; all who willingly listened to the story are implanted with a suggestion (much like the similar vampire Discipline: Dominate) for a number of days equal to the Kitsune's Manipulation + Performance Dice Pool.

Lore (Level Two) — Many Kataribe collect old lore and tales. In fact, they are far too many stories for the Kitsune to remember in detail; therefore, many Kitsune learn this Jyu-hô, which allows them to access the memories of other Kataribe, living and dead. Those using this Jyu-hô will remember specific lore related to a certain artifact or location, usually in Japan, in fair detail. The Kitsune must look at the target in question (or a picture of it) and make a successful Intelligence + Rituals roll against a difficulty provided by the Storyteller.

Seek (Level Three) — This opens contact with a local spirit, enabling the Kitsune to ask about the location of one individual. If the individual is outside the territory of the spirit, the spirit will answer so. Spend one Gnosis point and roll Wits + Occult against a difficulty of 6.

Rites

The following Rites from the Werewolf rulebook are known to the Kitsune: Rite of Cleansing (a Shinto ceremony), Gathering for the Departed, Rite of Talisman Dedication, Rite of Binding (used only with the spirit's permission), Rite of Summoning, Rite of Ostracism, The Badger's Burrow, Rite of the Shrouded Glen.

A Nine-Tail's Vision of the World

Before cars and electronics became the trademarks of Japan, the archipelago was filled with supernatural beings. Neglected spirits took terrifying forms, while others became foci of popular worship. There are legends after legends of spirits and elementals, preserved and inherited even today. Although some supernatural beings have crossed the boundaries of men and nature and actually caused harm, the two usually lived in harmony, humans respecting nature and nature protecting and benefiting the people.

In Europe, nature and humanity were adversaries. This fate helped create the corrupted Wyrms. The White-Faced One could be characterized as something closer to the Kindred than the Garou. She was the shadow of the overgrown empire of China and the doom it brought upon itself. The pieces of the great beast still spew poisonous gas, and even weeds will not grow near them.

The source of the Nine-Tails' powers is dark and infernal, but they are a part of nature as well. After all, Japan exemplified such coexistence up until industrialization and the introduction of European technology. The offspring of the hellish creatures have mastered the "center road" between what the Garou call the Weaver and the Wyld. They represent the Wyrms' original function, to destroy the creations of the Weaver and the Wyld that grow beyond their borders. Of course, the Foxes are not consciously aware of their role, but they continue to wreak destruction ultimately for the sake of harmony. These things are not taught to them by parents or elders; each Fox knows the purpose he is to fulfill from childhood.

Unlike Garou, whose Rage is drawn from their anger at the rape of Gaia, the "rage" of a Fox stems from an internal struggle between their role as preservers and their birthright as destroyers. This conflict generates a raw, violent energy which Kitsune can use much as the Garou use Rage.

Now the Foxes are drawn into the Garou's battle against the Corrupter Wyrms from the West. As the restorers of balance, the Nine-Tails now find that their distant ancestor's master, the Wyrms of entropy, is their greatest enemy. However, the Nine-Tails must keep the Garou from destroying too much and upsetting the natural balance in the zealous pursuit of their own destiny. The Nine-Tails' somatic forces are drawn from the Wyrms' powers, but they are also children of Gaia. What path will they choose?

World Moon Bridge R



outes

- Primary
- Secondary
- Tertiary

0 Miles 1000



CAERNS

PLACES OF POWER

LAND OF LONGING

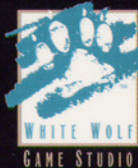
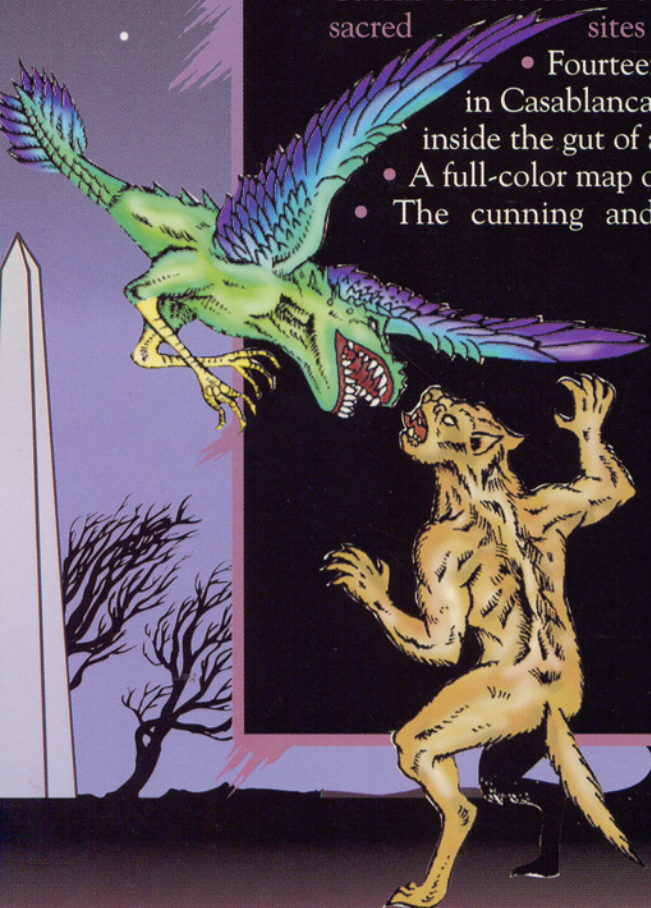
The world is the flesh of Gaia, the Earth Mother. She is sacred to the Garou. Across Her surface are sites where Her power is strong, where the Garou can still connect with the spirit world. In woods, in valleys and on mountains, these sites can still be found. They are the caerns, the ancient places of power.

LAND OF DEATH

As humanity spreads out across the once virgin earth, the caerns die out, unable to withstand the onslaught of mankind's destruction. Gaia's flesh is torn away. There is still hope, however. Even in the cities, the sacred sites can be found, kept alive by the Garou. How long will the caerns survive? The Wurm slithers ever onward, destroying everything in its wake...

Caerns: Places of Power is a Werewolf sourcebook detailing Garou sacred sites all over the world. It includes:

- Fourteen caerns, from the Wheel of Ptah crossroads in Casablanca to the Black Spiral Dancers' living caern — inside the gut of a giant Thunderwurm.
- A full-color map of the world's Moon Bridge routes.
- The cunning and dangerous Kitsune werefoxes of Japan.



4598 STONEGATE IND. BLVD.
STONE MTN., GA 30083

ISBN 1-56504-066-X
WW 3201 \$15.00

ISBN 1-56504-066-X



9 781565 040663