



The Apocalypse





Chapter Seven: Advice

*"Let's have a party, there's a full moon in the sky,
It's the hour of the wolf, and I don't wanna die."*

—Oingo Boingo, "No One Lives Forever"

Hopefully, you now have a pretty good idea of what **Apocalypse** is all about. So far, we've detailed the core rules of the game, including character creation, basic rules and rules complications. However, the game is about much more than just that. It's about roleplaying and telling good stories. Storytelling is not something easily taught or explained; it's something you must learn. The best we can do is offer some practical advice.

Don't expect the following guidelines to turn you into an accomplished actor overnight. This chapter merely gives you some advice that may help you make your story a better one, whether you're a player or a Storyteller. What you make of this advice is entirely up to you.

Do's and Don'ts

This game will put you into contact with a lot of different people. Some people are likely to be wired on adrenaline and consumed by the danger and mystery of the story. Under such circumstances, intensity can lead to disagreement and arguments. Listed below are some important guidelines to help keep tempers in check and the story flowing smoothly. Do your part to help make everything work.

- **Don't go wild**— The idea here is not to get carried away and hurt yourself. Enthusiasm being what it is, a few new players occasionally get the impulse to climb balconies, run through traffic and do all sorts of really stupid things. Even if just one or two people run amok, the story quickly degenerates as others become "infected." There are two situations that must never occur: you should never pretend to attack anyone physically, and you should never do anything remotely dangerous. Describe and pretend any action that could be considered to be at all dangerous.

- **Be a teacher**— It probably takes an evening or two of play before you become comfortable with using these rules. If you encounter a player who is just starting out, engage him in a minor challenge to help him get used to the challenge system. If he wants to take back a bid, let him. Achieving victory by taking advantage of someone's lack of knowledge is completely without class. Teach the sucker every trick and nuance beforehand, then, if you must, backstab him with style.

- **Don't use weapons** — Don't carry representations of weapons. If you're carrying around real knives or other weapons, you might be tempted to wave them around and threaten someone. Plastic guns tend to draw the

attention of law enforcement officials, so don't ever carry them.

- **Protect the Veil**— Don't perform illegal-seeming activities in public places. Large quantities of play money changing hands will draw far more attention to the story than you probably want. Arms sales, drug deals, bribery and blackmail may be a major part of your chronicle's intrigue, but be careful. Make sure you're using money that cannot be mistaken for the real thing, even at a distance, and make sure you use prop cards for any unusual materials that you might be trading.

- **Don't overact**— Don't act out strong emotions unless everyone present is aware of what's going on. This rule applies very strictly if you are in a place where a shouting match could be overheard and misconstrued. While a good story may have heated arguments and a scream every so often, the location of the game may not allow for that.

- **Stay in character**— Don't step in and out of character during the game. An emergency or question may occasionally require you to put the story on hold for a while, but try to avoid unnecessary interruptions. Respect those who need to step out of character for whatever reason, but don't encourage it. You should never abuse this privilege (such as saying you are inactive when you notice danger approaching).

Experienced players learn to weave the system of challenges into their conversation and be rather sly about it; they can avoid alerting the "mundanes" that anything is happening. This is the linchpin of **Mind's Eye Theatre**. Real people try to solve things calmly and collectively, not by slamming each other into walls. Characters should follow their example.

- **Don't debate the rules**— Don't start rules arguments during the game. If you and another player have a dispute about how to apply the rules, call for a Narrator. She will make a judgment on the situation. If you have a problem with a Narrator's call, wait until after the game to argue your case.

- **Foster intrigue** — The best way to add depth to a story is to add intrigue of your own making. Don't ever limit yourself to the goals and motivations the Narrator gives you at the start— take control. Make new friends and enemies, develop new intrigue and schemes, invent rumors and add to the general confusion and mayhem. Get involved in everything that is going on and then add your own spin. By staying aware of all the intrigue going on, you might get advance warning of plots against you. Dedicate yourself to finding out what everyone else is doing, then find a way to benefit from it all. As a Glass Walker, you might search the computer matrix to find incriminating information on another character. As a Fianna, you might sing a song and sway characters to your cause. As a Stargazer, you might preach the wonders of a peaceful existence and bring calm to the characters' lives. Get involved! After all, it's your story.

- **Create your own plots** — Don't limit your activities to the plots created for you by the Narrator. Create your own story and work other characters into it one by one. For example, you may decide that you want to become the sept leader. You may subsequently spend many enjoyable evenings pursuing that elusive goal and crafting schemes to gain power and impress your peers. Such a goal is invigorating and fun, but is not something that a Narrator is likely to supply. Of course, not all the plot twists you create need to be that grandiose. You may decide to dislike another character so much that your mission is to make her life difficult. Remember that you can plot against both protagonists and antagonists. It's fun to turn the tables on a Narrator character, especially if you can surprise her.

- **Watch out for other players**— Keep an eye out for players who look bored. Sometimes, this means that they've either accomplished all their goals or they're getting discouraged. If you need help solving a puzzle or keeping an eye on someone, a bored player is the perfect assistant. If you can't think of any way she can help you with your own plots, invent a wild goose chase or give her some false rumors about an enemy of yours. Bored players will do just about anything if it sounds interesting, and you can build a legion of allies by manipulating them. Perhaps in another story, one in which you find yourself without much to do, one of these players come to your rescue. Remember that some players who get really bored tend to have their character start killing other characters for no other reason than to have something to do.

- **Respect the Narrators**— Remember that the Narrators have gone to a huge amount of effort to create the story. Running a game requires a lot more effort than playing a single character. During a game, Narrators are besieged with questions, called upon to adjudicate rule disputes, and must roleplay a number of different characters as well. They're very busy and occasionally stressed out. Be nice to them. Request their help only when you really need it, and thank them whenever they do come to the rescue. Try to work out rules problems and the like with other players without calling for a Narrator.

- **Roleplay, roleplay, roleplay**— Not everything has to come down to a challenge. The best games often involve no challenges. Avoid "rulesmongering" and roleplay things out instead. Whenever possible, roleplay a social situation without resorting to rules. It is usually easier to win someone over person-to-person than through a Social Challenge. If you are obviously outclassed in a challenge, submit before it starts and plead for mercy. A challenge should be a last resort, when players cannot agree upon what should happen. It's much easier and more fun to agree. If you use the rules only as a contingency to fall back on, storytelling is emphasized.

- **Enjoy the surprises** — Be ready for surprises and learn to enjoy them. Other players are certain to plot against you without your knowledge, so don't be upset

when a trap is sprung. In order to keep the game interesting, the Narrator may introduce events and characters with powers that are not covered in these rules. Don't argue with a Narrator when he uses something new or even invents something on the spot. The world your character occupies is full of mysteries; you shouldn't know how everything works. Treat each situation as a puzzle, and attempt to deduce a solution. That's what your Narrator hopes you will do.

- **Be patient with changes**— Be patient when things change in midstream. The Narrator may tinker with the rules a bit to restart the story, or perhaps she didn't realize that you could use a certain power to undo her story completely. If you did a particularly good job creating your own plot, the Narrator may have to put your events on hold to think about what happens. Try to tell the Narrator about your plot ideas before the game, so she has time to decide how your plot will affect hers. If your ideas are good, the Narrator will probably thank you and write your plot into the next story. She is probably thirsting for ideas, and yours are essential to keep the game running.

Live Settings

The atmosphere of the game is of utmost importance. When deciding on a place to stage a story for **The Apocalypse**, be aware of several things. This game is primarily meant to be played in your home. Do not play anywhere that you feel that you cannot maintain control of the game. Do not play where your actions can be misconstrued and warrant an investigation by outsiders to the game. When playing **The Apocalypse**, be aware of the property you play on. Part of this game deals with understand the natural world, and the great outdoors makes a wonderful setting for a story, but be careful not to trespass on other's property or play in public areas that will draw undue attention to your game. If you use your common sense, a game of **Apocalypse** can be a memorable and safe experience for all.

The Apocalypse can be played almost anywhere, but extreme caution must be used when playing outside the home. Never play in a place where the game will attract too much attention. This will not only distract the players from the story, but could also warrant unwanted attention from law enforcement officials who would not understand the premise of the game. Don't allow this to deter you from the game. There are plenty of great places that would make an optimum setting for the story. It is merely suggested that you consider the social dynamics of a particular setting before choosing it for a game.

The scale of the game should be considered as well. If you are planning a game with many players, say 20 or 30, a small, crowded coffee house would not be a proper setting. Instead, you would opt for a larger place where the players would have room to move about and interact. In another example, if you are running a smaller game,

perhaps with only five or six players, then you would not want to set the game in a large club where the players would be too removed from one another and the plot of the story would begin to drag. Again, you would opt for a smaller area of play, such as a conference hall or coffee house (or your home), that would better facilitate the story and the player's needs. By giving proper consideration to the play area, the story will run much smoother and the players will be able to assume their roles to a greater degree.

Make the setting as real as possible. Make the players believe that they are there by making the setting as vibrant and alive as possible. By putting a little effort into the setting, the players will be able to take their characters to greater levels and, in the long run, this will make the Narrator's task easier and more enjoyable.

While we suggest that **Apocalypse** should be played at home, or at least in a private setting, several suggestions of places where you can stage a game are listed below. If you do choose to play in one of these places, we strongly suggest that you obtain permission before doing so. Additionally, you should never play on private property without the owner's permission.

- **Party**— Raves, nightclubs, parties or anyplace where loud noises blend into the background.
- **Anarchy**— Warehouses, parking lots or anyplace that draws as little attention as possible.
- **Political Intrigue**— Hotels, coffee houses, conference halls, museums, shopping malls or your home. This style of gaming can be played just about anywhere, as it's typically low-key.
- **Moots**— Public parks, recreation areas, the woods on your property or any private location in a wilderness setting can prove to be useful for this type of game. Understanding the great outdoors is part of what **The Apocalypse** is all about.

Remember, **The Apocalypse** is a tribal game, one that conveys both sorrow and hope. The end of the world is approaching, and Gaia's warriors are working to save her. The settings will vary depending on the story. Below are several suggestions as to how you can add depth to your game by changing the play environment to one that suits the mood of the game.

Staging a game outdoors requires a little effort on the part of the Narrator. A bonfire roaring in a forest clearing can provide the setting for a moot, although care must be taken so as not to attract unneeded attention, and common sense is always required when building a fire. There the players can tell stories of honor and glory, tales of the past and of a hopeful future. Some of your games will work well in this environment. The outdoors sets the mood of **The Apocalypse** and is also safe for the integrity of the game, insuring that no outsiders will interrupt your story.

If you do not choose to play outdoors, your home will do just fine. Remember, mood and atmosphere are every-

thing to the telling of a good story. Decorate your surroundings as necessary in order to present the proper effect.

Set Dressing

Decorating your home can be a simple process. Dark drapes (or sheets over the window), indirect lighting and certain standing props can help turn your home into a nightclub or a cave. When decorating your home or apartment, consider the type of story you're telling. As stated before, mood and feel are essential. They must be conveyed to the best of your ability. A dark tablecloth and a candlelit room can dramatically change the familiar feel of a room and make it seem like someplace different.

Talk with your friends about "set design"; they may have access to a variety of unusual items to help decorate your home. Try to keep a central area open to allow players some freedom of movement. Clutter should be avoided. When decorating small meeting areas, try to contrast them to the main area. If you are using different areas of your home for different scenes and you're attempting to create a different location, decorate it so as to make it appear dramatically different than the room down the hall. This will help a lot in maintaining the mood and flow of the story.

If you must perform a set change during the course of the story, do so quickly. It is advised to have everything standing by, so that when you must change scenes, you

can do so quickly and efficiently without breaking up the flow of the story and allowing the players to slip out of character.

Music

Music can be an integral part of establishing the mood of the story. It lends a hand in creating drama and, when appropriate, tension. When planning your story, make certain to select music that complements your intended mood. Also make sure that you have a variety of music on hand in case the mood changes.

Be careful not to play the music too loud; players shouldn't be forced to shout to hear one another. Allow the music to complement the story, not hinder it.

Audio FX

Above and beyond music, certain sound effects can add depth to the story and catch the interest of the players. You can find sound effects albums at any music store, and you'll find that they'll help a great deal. Reproductions of sounds like screeching tires, screams, or dogs baying in the distance can capture the player's attention and make them take notice to elements of the story they otherwise would miss. In addition, many nature stores carry CD's that have sounds of nature, thunderstorms, streams, etc. These can be useful if you're playing a story which should be set outdoors, but is played inside. Use your better judgment as to what you add to your game. The final decisions are yours. Add as much



ambiance to the story as you like; it can be as complicated as you desire. The players will love it.

In the Company of Wolves:

How to Host A Moot

Welcome wolves, one and all, my Changing brothers and sisters, dancers in the high moonlight, welcome! I call thee, summon thee, bring you hence to witness this circle, this ever-widening circle, the moot that we call. Hear me! Hear my howl!

Although the Garou are constantly battling the Wyrms, they often enjoy fellowship with one another. This is because the only individuals who can truly understand their ways are other Garou. Only other Garou can understand their ways, their dreams and their needs. The Garou are a lonely folk, a dying breed. Their culture and their community are the last refuges that keep them sane and keep them alive.

Despite their intense duty and sense of obligation to Mother Gaia, the Garou cannot be her soldiers 100% of the time. They must gather together, speak to one another, decide on new paths for the future, and, for what it's worth, have fun. The future is uncertain, and these are the Last Times, but no Garou will survive if all spirits are broken.

Harano, the dark depression that comes from fighting the good fight and losing, is an ever-present danger to the Garou. Although it is chiefly the job of the Galliards to watch their kin for signs of this blackness, sometimes even their perceptive eyes cannot see it coming on. Therefore, it's important for a Garou to interact with other Garou and feel as if they're a part of their own kind.

The Moot

The moot is like an umbilical cord from Mother Gaia to her children, the Garou; it provides a lifeline of spirituality, strength, culture, law, tradition, honor and history that stretches back into the deepest primeval times, back to the First Pack.

The moot is structured in a special way that serves every part of the Garou's life. Each part of the moot is separate and distinct, although some septs combine parts to better serve the Garou.

Narrator's Note: the moot structure below should serve as a general guideline. Feel free to alter or add to it as you see fit. You should appoint one Garou of adren or elder level to be "in charge" of each section of the moot, and the Garou who is performing an actual rite (whether that individual is the Master of the Rite or not) is in charge of keeping the action moving. A moot can be an

uplifting, exciting experience or it can turn into a long, dismal bore based on whether or not the leader of the moot is willing to move the action along and keep the rites interesting. You should pay attention to the general energy level of your participants and remember that there are intentional "breaks" left in the schedule. The Opening Howl is very loud and raucous; the Opening of the Sky is meant to be a quiet moment; the Cracking of the Bone is another loud, quarrelsome, challenge-filled scene; the Songs and Stories are meant to quiet and calm while inspiring the Garou, and the Revel is always wild and crazy.

The Fool

There is a very old tradition among the Garou that a Fool should be appointed for any moot. What the Fool does and says is never held against him. He can caper and dance, make fun of the Litany and dispute the word of anyone without retribution. Many of the more traditional septs always have a Fool. The Fool is supposed to provide a counterpoint so that the other Garou can show their feelings— in return, the Garou are supposed to affirm their heritage by refuting the claims of the Fool. Of course, when a Fool agrees with a sept, that is also an insult: after all, he is a Fool. This is a sacred duty which must be taken seriously in the midst of its foolishness.

After the moot, the Fool's privileges are suspended, and his words in the moot are supposed to be forgotten and/or forgiven. This is often hard to do, which is why many Fools don't go completely overboard—a wise Fool nettles where he can do the most good. The Master of the Rite appoints the Fool for a moot; it's usually a Ragabash, although this is not always true.

The Opening Howl

All moots start with the Howl. From among the Galliards, a Master of the Howl is chosen. The Master of the Howl is honored for his participation, and his voice starts the sometimes booming opening howl. After the last strains of the howl die down, the Master of the Rite usually recites the Litany— this is increasingly omitted in these Last Times. The Fool usually reacts vehemently to the Litany, offering wild suggestions at every point.

Lately, among the Wendigo, Red Talons and Children of Gaia and septs where there are more than one or two lupus, there is a second Howl, a single, mournful song that is supposed to remind everyone of the dwindling number of wolf kin, a response to the main howl. It echoes the fact that these are the Last Times. A lupus may take offense at a moot if the Mournful Howl is not sung.

The Inner Sky

This part of the moot starts in silence, and a Theurge who has been named the Caller of the Wyld will step

forward and, sometimes with four other helpers, will address the five directions (North, South, East, West and Within) and ask for their presence as they aid in the moot (see boxed script, nearby). The Caller will then call up the totem or totems of the caern and ask for their presence.

There is a very old Tradition among the Garou that some Garou take the part of the totems of the sept, dressing in masks and costumes to reflect that. These *dramatis personae* are referred to as the “Shining Ones.”

The Inner Sky is meant to be a method by which the Garou renew ties of community and respect with their totem and the spirits around them. If it is neglected at a caern for more than nine months, the power of the caern will dwindle. (See the Rite of Caern Building and the Rite of the Opened Caern in Chapter Four)

Narrator’s Notes: This is a good time to honor and thank your Spirit Keeper for the work he does at the caern. Have him play the totem and receive homage from the Garou in this fashion. Every job should have its little perks.

Calling the Winds

One of the important parts of the Inner Sky portion of the moot is that it renews the connection that the Garou have with their spirit relations. Here’s a sample “script” for you to use during the Inner Sky.

Caller of the Wyld (CotW): We have gathered in this sacred place of Gaia, having called our brothers and sisters of Gaia, and we now call our brothers and sisters of Luna.

(She faces East)

CotW: East Wind! Bringer of the dawn of clear air! East Wind! You who showed us the mirror side, the other side of the Velvet Curtain, come to us! We thank you for your clear thought and bright light.

(She turns to her right, to the South)

CotW: South Wind! Bringer of the eternal fire! South Wind! You who gave us the fire of rage within, that we may strike swiftly against our enemies, come to us! We thank you for your fiery anger and your guardian protection!

(She turns to her right, to the West)

CotW: West Wind! Bringer of the rain! West Wind! You who gave us the Changing Ways, come to us! We thank you for the many shapes you’ve shared with us!

(She turns to her right, to the North)

CotW: North Wind! Bringer of cold from the mountain! North Wind! You who brought us the Gifts and the Sacred Ways, come to us! We thank you for your great wisdom and great strength!

(She stands with her hands above her and her eyes to the sky in the spring or summer, or with her hands pointing palm-down and her eyes to the ground in fall or winter.)

CotW: Inner Wind! Bringer of blessings from Gaia, from within us! You who hold our Mother’s power within us, come to us all! We thank you for your spirit, and your inner peace.

Cracking the Bone

As the moon rises towards its zenith in the night sky, the Master of the Howl signals for the stage of the moot known as Cracking the Bone. This is done with a high keening howl that ends in a jagged, shattering note, much like the splinter of a tough dry bone. This is the traditional time when those at the moot may make their grievances known, petition their peers for judgment on matters and propose or question sept policies.

Traditionally, a Philodox elder presides over the Cracking of the Bone and bears the coveted title of Truthcatcher. She alone recognizes those who would speak and gives them permission to do so, at least among the more structured clans. The eldest among those gathered is generally allowed to bring any grievance forth first. Some septs have a speaking bone that is passed about to remind those present of who currently has the right to speak.

Grievances can concern almost anything—arbitration between two Garou, accusations of violating the Litany, approval in endeavors or simple requests for advice. In any case, all the members of the sept are allowed to hear any part of the Cracking of the Bone. In some tribes, they serve as a jury of peers. The Truthcatcher can interrupt at any time to ask questions or demand clarification. Once all is said and done, she will be the one who hands down the final decision, makes the final ruling, and, if appropriate, metes the final punishment.

The different auspices showed marked behavior during the Cracking of the Bone. The Ahroun eagerly suggest trials by combat as the Theurges remain noble, if not a little distant. Philodox often become entranced by the quest for truth that they see as the core of this stage of the moot. The Ragabash shuffle impatient at the seriousness of the whole affair, while the Galliards nearly

burst as the Stories and Songs portion of the moot draws near.

Roleplaying Ideas:

- A stick, bone or other item can actually be used.
- Position the characters in a circle. Speakers rise and enter the circle to speak or appeal to the Truthcatcher.
- Utilize proper music (low key and somber) and lighting (pale in general, but bright for the Truthcatcher).
- If a bonfire is used, it should be well-tended and not too close to players; also check local codes and thoroughly extinguish any campfires at the end of a moot.

Stories and Songs

At this stage of the moot, the Master of the Howl once again assumes the mantle of authority and declares the beginning of the time of tales. At this signal, the Talesinger rises and leads the gathered Garou in a eloquent howl that runs the entire range of the wolf's scale, beginning with the highest inaudible whines and descending to a low, bass rumbling that is more felt than heard.

This is the time when all Garou are reminded of what it means to be the Chosen Ones of Gaia. In story and song, parable and poem, the antics, heroics and sacrifices of those who came before this generation are retold with an energy and pride that embues the listener with the strong sense of belonging that is at the core of Garou society. This is not just a time for the past, however. This is the time when new tales will be told about the Garou who are now sitting at this very gathering. This is the point when those among the sept who have excelled (or descended) beyond their peers may hear their name brought up by the Talesinger and her assistants.

The Talesinger is the moot position coveted above all others by the Galliards. To them, it is the ultimate canvas, the primary stage. By reciting the ancient lore of her kind, and adding her own verses, the Talesinger can achieve a sort of immortality in the annals of the Garou's oral legacy.

Few hopeful Garou of any auspice miss this stage, however, because being included in the evening's tales (in a complimentary fashion, at least) can mean gifts of Renown for the recipient. In some septs, any Garou may petition the Talesinger for the chance to tell a tale to the collected tribe. In other septs, this would be considered brash and boastful, and another Garou, preferably a Galliard, must be convinced or asked to speak on behalf of the petitioner.

Regardless of the method, those gathered listen to the tale, and once it is done, the Talesinger will ask if any present would speak against the supplicant. Offering opposition can be a very serious insult, akin to calling the supplicant a liar, but it is a grievance that must be born out. The challenger may tell her own tale, and once finished, the Talesinger will appeal to the collected Garou for a decision. Those who support the claim to

Renown call out first, and when their howls die down, those who dissent raise their voices. From this, the Talesinger then judges whether or not to award the Renown (and suggests which Traits should be bestowed).

This process is repeated for as many petitions as the Talesinger will grant, and if the "stage" is crowded, some may have to wait for the next moot.

Roleplaying Ideas

- Try to capture the feel of primitive theatre. Incorporate symbolism in props, motions and pantomime.
- Prepare tales to tell, especially ones that have a moral or bearing on current events in the chronicle.
- Encourage players to write tales to tell.

The Revel

While the members of the sept are still heady from the inspiring stories of the Talesinger, the Master of the Howl lets her gaze pass silently over the masses of Garou until she locks eyes with the Garou that might be this moot's Wurm Foe. The Garou that leads the Revel represents the consummate warrior, and therefore the role of the Wurm Foe is highly sought by many an Ahroun.

It's no surprise that many eager Ahroun will desperately try to catch the Master of the Howl's gaze. Once eyes meet, the would-be Wurm Foe rises and closes with the Master of the Howl. The two circle each other in an intense staredown that the challenger must win before assuming the role of Wurm Foe. In most septs, the Wurm Foe is chosen beforehand, and the staredown is merely for show. In some septs, the Wurm Foe has no such warning and the staredown is very real. If he is unable to defeat the Master of the Howl, another will be chosen.

Once the Wurm Foe has secured her position, most of her fellows will erupt into a cacophony of howls and yelps; she is expected to quiet them with a howl that rises above the din and demands submission.

At this time, the primal passions of the Garou approach their climax and the Wurm Foe is the only measure of control present. She calls for the mock battles, ritual hunts, displays of strength and wild and reckless dances that vary in popularity from sept to sept.

As the energy level reaches its zenith, the Garou present channel their Gnosis into the caern to maintain its connection to the Umbra. A caern requires two Gnosis Traits for each power level. The Garou present can be issued cards to represent their Gnosis Traits. They may rend or otherwise destroy these cards to represent the fueling process.

Roleplay Ideas:

- Write out hunting sequences
- Provide tests of grace and strength
- Use energetic, heavy beat music

Narrator's Notes: Preparing for a Moot

You may wish to hold your moots on private property outside, especially if the moon is going to full and bright, but if you can't do that, you may wish instead to create a moot area inside. Decorate the area appropriately and you may get across the primitive, primeval ritualistic feel of a moot.

Organize the people in charge of each segment of the moot, and if you've never done this before, you may feel the need for a rehearsal before the whole sept gathers.

The important thing about the moot is that you keep it moving. If, for some reason, you skip a section of the moot, just go on to the next— it's not going to be a disaster. If you stop to correct too many problems or to redo sections, you'll never achieve the roleplaying mood that you're supposed to evoke: that of being a Garou among other Garou.

Gatherings

Aside from the moot, there are many other gatherings that occur in and around the sept. Indeed, even though moots are rare once-a-month events, there are almost always Garou around a caern. They come for a sense of community. They come to share concerns, report to their elders, and simply to rest on Gaia's sacred ground. Here are some of the lesser gatherings that the Garou hold around their caern's fire.

Moon Circles

Each auspice elder will hold a gathering once during her phase of the moon. The Ragabash play jokes on one another, discuss dark trouble, play games, and go on scouting missions around the area. The Theurges exchange notes on spirit summoning, spiritual happenings in the area, occult lore and other bits of knowledge while they cast their divinations and tell prophecies. The Philodox engage in their monthly verbal swordplay, discuss various points of the Litany, and go over the politics of the caern and those around the caern. The Galliards hold a bardic circle in which all present must contribute a story or a song, or at least a poem. The Ahroun have contests and informal challenges, tease and insult each other, and test their strength and endurance against each other—a favorite contest is Moon-Leaping, which involves jumping as high as one can towards the moon.

Pack Tourney

Garou will get together in packs to serve as teams in a Tourney, a continuous party, contest and festival. The

packs stick together, and each competes for status and prized fetishes and talents. A Tourney is usually held after a particularly important victory against the Wyrms, or in salute to an honored visitor. A great feast of fresh game is prepared. Mead, cider, wine and the purest spring water is served. This is a good way to win Honor, Glory and even Wisdom Renown without unduly endangering yourself. Tragically, however, Tourneys are often thought to be wasteful in these Last Days. Still, even the stern Shadow Lords and miserly Bone Gnawers will call a Tourney from time to time.

Turning the Sun

In order to "turn" the Sun, Helios, the Garou have four special holidays at the times of the solstices and equinoxes. Each holiday has a different meaning based on the time of year. In the Spring, there is a wild bacchanal to which many Kinfolk and Wolf-Friends are invited and out of which many Kinfolk are conceived. At Summer, the Garou dress in their greatest finery to honor Gaia on Her day, and many Baptisms of Fire are done on that day. Fetishes are blessed and hidden in the earth in her honor. In Fall, the quieting land is honored, and the dead of the past year are remembered. In the Winter, the Garou believe that the Wyrms' power grows strong until the Solstice, at which point Gaia begins to grow powerful and strong again. Winter Solstice is celebrated with a huge bonfire, and many Garou are invested with their new Ranks during this time— many of the fetishes blessed and created on the Summer Solstice are produced and given as presents to the cubs of the sept.

Tribal Moots

In addition to the Moot of the Sept, the various tribes at a sept may also hold a moot from time to time to discuss tribal business. These moots are called by the tribe's elder. It is unwise to miss these moots, for they provide the elder a chance to guide a Garou's path towards a higher Rank, as well as learning about things across the whole sept. Tribal moots tend to be less formal than sept moots.

The Council of Elders

From time to time, all the elders of the sept will be called together by the Sept Leader and cloistered in a clearing, cave or some similar area. The Garou elders will meet and discuss problems pertaining to the sept, and they will not emerge until they are all in agreement. A rattle, staff, or some similar symbol is passed from hand to hand. One may not speak unless the symbol is held. These meetings can go on into the late hours, and a hard-headed elder can keep people from leaving to rest.

Appendix

"Within each of us, there is an Owl, a Rabbit, an Eeyore and a Pooh. For too long, we have chosen the way of Rabbit and Owl. Now, like Eeyore, we must complain about the results."

—The Tao of Pooh

Fetishes

Sometimes a spirit is bound to an item, thus giving the item part of the spirit's power. A Garou may start with a fetish if she has bought levels of the Fetish Background, although most often, fetishes are acquired or even made during the course of a story.

Fang Dagger

Spirit Affinity: War, Wolf or Snake

Cost: Three Fetish Traits

Bonus Traits: Three

Like a normal knife, but sharper. Very concealable.

Also causes an extra wound level.

Moon Watch

Spirit Affinity: Luna

Cost: One Fetish Trait

Activation Cost: One Gnosis Trait

Like a normal wristwatch, except that it shows the auspice of any one Garou nearby when it is activated.

Wise Bag

Spirit Affinity: Wisdom, Owl, Wolf or the North Wind

Cost: Three Fetish Traits

Activation Cost: Two Gnosis Traits

A Wise Bag is a bag of tokens, bones and other small chits. When the fetish is activated, the owner can reach inside and gain a small amount of wisdom about people in his surrounding area, one "fact" per activation. For example, the user could learn the breed and tribe of a specific Garou. This bag does not detect the Wurm, but it might tell if someone was a vampire, mage or changeling. A Garou can use the Wise Bag to gain knowledge of someone's Negative Traits if he can defeat the person in question in a Mental Challenge. If any of the pieces inside the Wise Bag are ever missing for more than 24 hours, the bag becomes spiritually dead and no longer functions.

Rat's Tooth Necklace

Spirit Affinity: Rat

Cost: One Fetish Trait

Activation Cost: One Gnosis Trait

When activated, the Rat's Tooth gives the user the temporary Physical Trait: Nimble, the temporary Mental Trait: Cunning, and the temporary Negative Mental Trait: Impatient. Whoever wears it gains the respect and admiration of all the Bone Gnawers in the area, who will constantly try to barter for it, if not steal it outright.

Sands of Sleep

Spirit Affinity: Lizard, Winter, Desert, Dream, Whale or West Wind

Cost: Three Fetish Traits

Activation Cost: Three Gnosis Traits

When the fetish is activated and slung in an area, all those in the area must immediately spend a Willpower Trait or fall asleep. Even if a character spends a Willpower Trait, he will suddenly develop the Negative Physical Trait: Lethargic. Those in Frenzy will either fall asleep (if they don't spend a Willpower Trait) or come out of frenzy (although they will not be lethargic at that point).

The sleep lasts until some loud noise or other outside stimuli wakes the sleepers, or until they have slept for their normal sleep period.

Baneskin

Spirit Affinity: Bane, Wyrms or Chameleon

Cost: Three Fetish Traits

Activation Cost: One Gnosis Trait

This leather-skin fetish causes other Wyrms spirits to think that a Garou in the Umbra is a Bane until the Garou acts differently than a Bane might act. It must be activated each time the Garou comes under scrutiny. This fetish also allows a Garou to use Social Challenges to command and manipulate Banes.

Tear of Renewal

Spirit Affinity: Wolf, North Wind, Engling

Cost: Three Fetish Traits

Activation Cost: One Gnosis Trait

These milky white tear-shape stones give a Garou Gnosis. By spending a Gnosis Trait to activate a Tear, a Garou will gain three Gnosis Traits, up to his maximum. The fetish can be used this way seven times before the spirit within it dies and the fetish becomes useless. The user may choose to "sacrifice" the Tear to a spirit while in the Umbra; this gives the spirit all of the remaining Gnosis, destroys the Engling Spirit, and gives the Garou one Notoriety Trait.

Klaives

The first klaive was created by Gwydion Wyrmslayer, a Fianna Ahroun. A klaive is a sacred sword of the Garou. There are many kinds of klaives, ranging from simple klaives to the special and powerful Great Klaives, of

which there are only seven in existence. Each klaive has a spiritual affinity with War, Thunder, Falcon or Stag. You must have a number of Honor Traits equal to the level of the klaive in order to be considered a "rightful owner" of the klaive: if you don't have the necessary Traits, Garou will be constantly trying to wrest the klaive from your possession, either through challenges or outright stealing.

Simple Klaive

Cost: Three Fetish Traits

Activation Cost: None

The simple klaive is a steel weapon with a war-spirit within it. Its bite is deep, and it causes aggravated wounds. It is always dedicated to the wielder and is usually tied to the wielder's wrist in case he is disarmed. Loss of a simple klaive in battle results in an immediate loss of one Honor Trait.

Bonus Traits: 3

Negative Traits: None

Grand Klaive

Affinity: War, Thunder, Falcon or Stag

Cost: Five Fetish Traits

Activation Cost: Four Gnosis Traits

The Grand Klaive is a large, usually two-handed weapon. Not only is it usually made of silver, but it is also much more deadly. Usually Grand Klaives have another spirit-power imbued in them.

Bonus Traits: 4

Negative Traits: Unwieldy

Grand Klaives typically have two powers. The first power is Luna's Fire, which can be activated to surround the blade with flame. This adds two bonus Traits and also causes an additional wound level. The second power is usually Summoning, which calls the blade to the wielder's hand through the Gauntlet. The weapon must be "stashed" in the Umbra nearby for this power to work: it cannot be summoned from far away.

Like all klaives, this type of weapon is dedicated to the wielder and is usually made of "friendly" silver.

Great Klaive

You can't purchase a Great Klaive; it has to be discovered or awarded. Their powers are legendary, and they are dangerous in the extreme. Each Great Klaive has a specific personality and is usually attached to one of the last Garou Heroes in the world. A Great Klaive can give the wielder five Traits in combat.

Talens

Talens are like fetishes, except that they are one-use items. One Fetish Trait can entitle a character a number of talens, depending on the Spirit Keeper's decision.

Clear Water

Spirit Affinity: Water, Purity, East Wind

Activation Cost: 2

This talen has a purifying spirit in a flask of water. When poured into a polluted body of water, the water is cleansed of taint. When consumed, it acts like the Gift: Resist Toxin.

Pine Dagger

Spirit Affinity: Pine/Tree, North Wind

Activation Cost: 2

This talen will destroy the Materialized form of a spirit upon contact. The spirit must immediately spend a Willpower Trait or will immediately be banished back to the spirit world. This dagger is made from the heartwood of a downed pine tree.

Bane Arrow

Spirit Affinity: Falcon, Snake, War

Activation Cost: 3

These act as normal arrows, but do not require a bow. When released, the arrow flies immediately to the closest Bane (either in the Umbra or materialized on Earth) and imbeds itself into the foul creature, doing normal damage. A Falcon's cry is usually heard as it strikes.

Moon Sign

Spirit Affinity: Wolf, Luna, Wyld

Activation Cost: 3

When a Moon Sign is thrown down before a Garou, he is forced to immediately change to Lupus form, costing the Garou a Rage Trait.

Death Dust

Spirit Affinity: Bear, Wisdom, North Wind

Activation Cost: 6

This dust, when sprinkled over a fallen animal, Garou, or human, allows the Garou using it to ask one question of the dead entity. As a side-effect, the Dust speeds decay of the body rapidly, reducing the body to almost nothing in about 10 minutes.

Wyrmsign

Spirit Affinity: Chimera, Uktena, South Wind

Activation Cost: 6

This piece of unfired pottery is painted with a sigil of the Wyrms. It causes all creatures of the Wyrms in the area to be outlined in green fire and thus be immediately evident. It will cause fomori to scream in terror; other Wyrms creatures will react less stringently. If the sigil painted on the fragment is tampered with ahead of time, it will not function properly. This fact is generally known by the Skin Dancers, who hate Wyrmsigns.

Pack Totems

Pack totems are powerful Incarna who are intimately involved with the Garou and interact with them on a personal level. When a pack is formed, it is traditional that one of the totems takes a particular interest in that pack. During character creation, each character has a chance to buy levels of the Pack Totem Background.

Before you play your first game as a member of a pack, you must help your pack choose a totem by the fairest means available. First, total all the Pack Totem Traits that are available to your group. Then decide what kind of totem your pack should have. Each Pack Totem has an initial cost based on the rank of the spirit involved. Next, the spirit's affinity is purchased. Finally, Charms for the Pack Totem are purchased.

As long as you are a member of the pack, you will gain benefits based on the affinity of your Pack Totem, and your Pack Totem will be bound to both you and your packmates. If you leave a pack (which is accomplished not by physically leaving, but by formally declaring yourself to no longer be a member of the pack), then you take your Pack Totem Traits with you, and the Pack Totem suffers accordingly. If your pack takes in more Garou with Pack Totem Traits, you may purchase new powers for your Totem or upgrade its power level (Gaffling to Jagglng, or Jagglng to Totem Avatar). Anyone in the pack may choose to spend Experience Points to give the Pack Totem more Traits.

Pack Totems usually require a Minor or Major Geasa, depending on their unique personality and the power they offer in return. Pack Totems share their power in two ways: by using effects that apply equally to all pack members, or by giving a specific Trait to a single pack member for as long as she requires it.

Pack Totems can be divided into three categories: Totems of Respect, War and Wisdom

Buying a Pack Totem— The Cost

Purchasing a Totem Avatar costs a base of five Background Traits. Alternatively, a formed pack without a Totem Avatar can spend five experience points and adopt a totem later in their travels. Totem Avatars are actual spirits that serve the pack's Incarna Totem. These spirits are dependent on the pack for their power. The pack totem will never have more power than the amount the pack will give to it. In effect, the pack invests a bit of itself in the Incarna Totem and, in return, that Incarna sends a Totem Avatar spirit of appropriate might to aid and watch over the pack.

Five Background Traits (or experience points) will provide the pack with a basic Totem Avatar to watch over them. The more Background Traits and experience

the pack puts into the Totem Avatar, the more potent it will be, and thus, the more helpful it will be to the entire pack.

Basic Totem Avatar

When a pack gets a basic Totem Avatar, the spirit is weak. It possesses power roughly equivalent to that of a Jagglings. However, unlike a Jagglings, a Totem Avatar can increase in power through contributions made directly from the characters in a pack. Additionally, characters can purchase a special affinity for their totem. If they do so, the totem, drawing upon its affinity, will endow all members of that pack with unique advantages. Each avatar has its own unique contributions to offer. The bigger the contribution, the more costly the affinity.

A pack's Totem Avatar begins with the following basic statistics:

Traits: Twelve Traits—these can be divided between a spirit's Physical, Social and Mental Traits.

Negative Traits: No more than three

Power Pool: 6

Charms: Two Basic, One Intermediate

Health: Four Levels

Willpower and Rage: Four Traits can be divided between the spirit's Willpower and Rage.

Special Bonuses:

Additional Background Traits and Experience go a long way towards making a Totem Avatar stronger. Below is a chart that will show you the costs for purchasing additional Traits and Charms for your Pack Totem.

A Totem Avatar can take up to three Negative Traits in order to have more Traits.

Trait or Charm Purchased	Background Trait or Experience Cost
• Additional Trait (Physical, Mental or Social)	1
• Additional Willpower, Power (Gnosis) or Rage Traits	1
• Basic Charm	2
• Intermediate Charm	4
• Advanced Charm	6
• Additional Health Level	8

Totem Avatars

The pack can chose an affiliation for its Totem Avatar, and it is recommended that they do so. They must decide who their Totem Avatar will serve. Directing a Totem Avatar's affiliation can be costly to the pack, but it can also help provide strength. Listed below are the

different options and their costs. These costs are in addition to the five Background Traits (or experience points) that the pack initially spent on their totem in the first place.

Each totem has a contribution (or contributions) that she makes to the pack. In return for choosing the affiliation of the Totem Avatar, the totem refers to the members of the pack as her children. There are two types of contributions: general and exclusive. A general contribution can be used by the entire pack, such as giving each pack member an additional Trait or Traits. An exclusive contribution is used by only one member of the pack. The entire pack must decide who will benefit from this contribution and can use any means agreeable to decide. If the pack cannot decide who should gain the benefit of the exclusive contribution, then the Totem Avatar will withhold the benefit until the pack can reach a unified conclusion. The pack must cooperate, or they will lose the use of a very potent advantage. Once a pack member has the benefit of an exclusive contribution, it is hers until she either relinquishes it or is no longer a member of the pack.

Totems of Respect

• Pegasus

The only mythological Totem of Respect, the Pegasus is a noble winged horse who embodies the pure rage of the Wyld and the Wyld flying free.

Pegasus gives all of her children an extra Willpower Trait. Pegasus shares her knowledge of the Wyld by giving the Animal Ken Ability to her children.

Geas: Pegasus asks that her children always aid females of all species who are in need, especially young ones.

Cost: Three Traits

• Stag

To the Fianna, Stag symbolizes life, death and rebirth, and they follow his grand wisdom. Stag gives each of his children one Willpower Trait and shares with them his knowledge of the woods by giving each pack member the Survival Ability.

Geas: You must always aid faeries or their kin.

Cost: Four Traits

• Grandfather Thunder

Dark Thunder sits on his shadowed throne and calls the powerful Garou of the world to him. He sends his Stormcrows to places where his children need his aid, but he never travels to such places himself. Still, his Totem Avatars are just as powerful as those of other Incarna—they carry the might of Thunder. Thunder grants each of his children two Willpower Traits and shares his majesty by giving them the Social Traits: Commanding, Intimidating and Dignified. All Children of Thunder, however, must gain one Negative Social Trait: either Callous or Condescending.



Geas: You must never tell the truth to those you do not respect. You must never submit to unjust authority. You must display your strength.

Cost: Six Traits

- **Falcon**

Great Falcon, the raptor of the Silver Fangs, watches over Honor and Justice in the Garou world. Those who dare his high aeries come away with stories of Glory and Honor to match those of the greatest legends. Falcon sends his children to watch over the most promising packs, particularly where Silver Fangs are prevalent.

Falcon gives each of his children two Willpower Traits and lets them share his glory by giving them the Leadership Ability.

Geas: All Children of Falcon must have at least one Honor Trait. Falcon will not choose packs that are not honorable enough. If a child of Falcon ever loses all of his Honor, he must immediately perform the Rite of Contrition and do something, *anything* to regain it. Until then, Falcon will not aid the child's pack.

Cost: Four Traits

- **City Father/Mother**

This is typically a Glass Walker Totem. The City Father is the spirit of a city—the city embodied in spirit. For example, New York is a husky Italian man named Frank, while Atlanta is a slightly charred but still beautiful southern belle with flaming red hair.

The City Father Totem grants all of his children one Influence Trait having to do with his city: either Bureaucracy, High Society, Finance, Health, Industry, Legal, Media, Police, Politics, Street, Transportation or Underworld. In addition, the City Father shares his secrets by giving his children the Streetwise Ability. He will select one packmember to use this Ability, but may choose to pass it on to another one later.

Geas: The City Father will occasionally ask for “favors.” Do them, and do them quickly.

Cost: Five Traits

Totems of War

- **Rat**

Cunning and sharp, Rat is a Totem of survival, but can be fierce if cornered in a fight. Rat provides all his children with an extra Physical Trait: Brutal, and shares his will to survive by giving one member of a pack the Streetwise Ability.

Geas: You must never kill vermin.

Cost: Two Traits

- **Fenris**

Also known as Grandfather Wolf, Fenris is the warrior-wolf. He is the slaving, wild son of Loki. He expects no quarter and gives none. He provides all his children with the extra Physical Traits: Ferocious and

Tough. He provides no extra aid, preferring to make his children prove themselves to him.

Geas: You must never turn up the opportunity for a fight.

Cost: Six Traits

- **Griffin**

A mythological Totem of great rage, Griffin is the expression of the anger of all lupus, and he understands their hunger for blood. Griffin gives each of his children the Physical Traits: Ferocious and Tenacious, as well as the Negative Social Trait of either Bestial or Tactless. Griffin shares with one of his children the ability to speak to any bird of prey.

Geas: You must not associate with humans, and homids are not usually accepted by Griffin.

Cost: Three Traits

- **Wendigo**

This monstrous giant is the master of weather and strength in combat. He teaches Garou the wild tactics of the storm in battle. Wendigo gives his all his children two extra Rage Traits to spend and will share his knowledge of weather and insights into the wilderness by giving the Survival Ability to one member of a pack.

Geas: You must aid native peoples whenever they are in trouble.

Cost: Four Traits

- **Bear**

The Great Bear is a fierce warrior, but is also very wise in peacetime. Children of the Bear are all given the Medicine Ability and gain the Physical Trait: Stalwart. One of his children in a pack can share part of his healing powers and gain the Gift: Mother's Touch.

Bear is a totem that has fallen out of favor ever since the War of Rage, when the Gurahl (the werebears) fought the Garou. Therefore, it should be much harder for any Pack of the Bear to gain Honor Renown, and both the Narrator and the Philodox of a Sept should take this into account.

Geas: Bear lays no Geas on his children, wisely knowing that they are burdened enough.

Cost: Six Traits

- **Coyote**

The ultimate Trickster, Coyote first taught the Garou how to step sideways. All Children of the Coyote can step sideways in half the time it takes other Garou. They also gain the Mental Trait: Cunning and the Physical Trait: Nimble. One of Coyote's children can share his ingenuity by gaining the Gift: Open Seal.

Coyote will accept any old ragtag collection of Garou, even those who are not necessarily Garou. He will literally accept anyone who will have him. However, all Children of Coyote will soon discover that they are often used as scapegoats when bad things happen, as Coyote is seen by some to be bad luck. Packs who follow Coyote are

not considered to be especially Wise, and this should be noted by the Narrator and by the Theurges of a sept.

Geas: Coyote makes no demands on his children.

Cost: Seven Traits

Totems of Wisdom

- **Owl**

Stealthy and silent, Owl is a floating predator who flies mostly at night. He sees many things, knows many secrets, and keeps his silence. Owl grants all of his children the Mental Traits: Reflective and Wise. He shares the ability to soar in the Umbra with one of his children— effectively giving that Garou the ability to travel quickly in the Umbra by spending a Rage Trait or a Physical Trait.

Geas: Owl asks that his children leave animal sacrifices to him in the forest.

Cost: Five Traits

- **Unicorn**

Proud and powerful, this mythological Totem is the symbol of unity and mystical strength among the Garou. Although some think her gentle nature belies weakness, that is a foolish assumption. Unicorn's strength lies in her purity of purpose and the sharpness of her horn. Unicorn gives all of her children the Social Trait: Diplomatic and the Mental Trait: Calm. In addition, Unicorn gives one of her children the ability to cleanse by touch, although the child must first spend two Gnosis Traits. Use the rules for the Rite of Cleansing to represent this.

Geas: Unicorn asks that her Garou promote peace and understanding for all Garou, regardless of tribe, auspice or breed.

Cost: Four Traits

- **Cockroach**

Hardy, quick and adaptable, Cockroach has been around for a long time and will be around after the Apocalypse is but a memory. It provides two things to all its children: the Streetwise Ability and the ability to Peek into datastreams and onto computer disks, "reading" the information that is there. (See the section on "Spirits"). One of its children can share its computer access by giving the pack an Ability with Computers.

Geas: Cockroach asks that none of its brethren be slain by the pack.

Cost: Five Traits

- **Chimera**

Chimera is the ever-changing mythological totem of enigmas. She is a puzzle, as well: she appears in many forms, a different one each time she shows herself. She gives all her children the Mental Traits: Cunning, Insightful and Reflective, and each child must choose one Negative Trait: Forgetful, Oblivious or Shortsighted.

She shares her disguising ability with one member of the pack. That packmember can spend one Gnosis Trait

and appear as whoever or whatever she wants to impersonate, although she doesn't gain any of the special knowledges or abilities of that person or thing. This disguise lasts only for a short time at best (ten minutes) and can be seen through with a successful Mental Challenge.

Geas: Chimera will not seek you if you do not seek enlightenment.

Cost: Five Traits

- **Uktena**

This ancient water spirit watches over his children in the Umbra. He gives the pack a single Umbra Influence Trait, which can either be used to find out what's going on in the Umbra or to negate a Notoriety Trait. He also provides them with the Physical Trait: Tough when they are in the Umbra. He provides one of his children with the ability to step sideways instantly.

Geas: Uktena asks that his children hold and protect (and not use) lost artifacts and fetishes. He also asks that they be continually on the lookout for artifacts that are missing or lost.

Cost: Seven Traits

When Worlds Collide

In *Mind's Eye Theatre*, people who work against the players characters are called antagonists. Occasionally, players assume the roles of antagonists and face off against other players. This works especially well if the game has a large number of players. For the most part, though, antagonists are played by Narrators.

Elder Garou

Elder Garou are the individuals who are ultimately responsible for the safety of a caern. Though not technically antagonists, characters may come into contact with elders during the course of a story. Elders typically have 10 primary, 8 secondary and 6 tertiary Attribute Traits. An elder may also have from five to ten Gifts (including Intermediate and Advanced Gifts). Most have ten or more Abilities. An elder will also have access to many Rites, possibly even ones not listed here.

Elders wield great power in Garou society, and it would be foolish for a younger Garou to challenge one for any but the most important reasons.

Hunters and Humans

Humans present an interesting challenge to *Apocalypse*. Players encounter humans on a constant basis. Humans can be valuable contacts or deadly adversaries.

Some humans known as Kinfolk have close ties with the Garou. These humans have Garou ancestry, but did not inherit the gene that allows them to shapechange. Though most Kinfolk are wonderful allies for the Garou, there are a few who have become jealous of their brethren's

power and seek to steal it for themselves. These Kinfolk are among the most insidious of the Garou's many enemies and are known as Skin-Dancers (see below).

Another source of great danger to the Garou is Pentex, a massive megacorporation controlled by the Wyrms. There are some aspects of Pentex that are not of the Wyrms. Most of the lower-level employees are ordinary people, and many branches are run entirely by mortals engaged in legitimate business activities. Many of its upper-level agents, however, are controlled or possessed by Banes. Pentex Strike Teams and security agents are well-armed and equipped to deal with the Garou threat. In fact quite a few fomori (see below) are numbered among them.

Skin-Dancers

Very little is known these enemies of the Garou. It is said that they are Kinfolk of the Garou who have been transformed into Garou through the use of a secret ritual. Skin-Dancers are not inherently Wyrms-tainted, although most of them do bear some taint. Many of these "Garou" have undergone the transformation out of resentment for the power their brethren have.

Most Kinfolk have Attributes and Abilities similar to those of standard Garou. They do not, however, possess any Gifts unless they have allied themselves with a particular totem or received instruction by Banes. Those taught by Banes will certainly bear the taint of the Wyrms. (Further information on Skin-Dancers is contained in *Chaos Factor*.)

Fomori

Fomori are humans who have been become complete servants of the Wyrms. As such, they have been granted special powers and abilities. These abilities come with a price— each fomori has been twisted in a foul and perverse manner. Although this perversion is not always readily apparent to the eye, all fomori carry a reek of Wyrms-stench that is obvious to any who are able to detect it.

Most fomori have Attributes and Abilities similar to Garou, although many may have boosted Attributes in one or more areas, generally Physical. Each one will possess some strange mutant ability or power that they can use against opponents.

Vampires

Known as "Leeches" to the Garou, these undead beings primarily live in the Wyrms-corrupted cities. They are the traditional enemies of the Garou, although not all of them bear the taint of the Wyrms. In fact, some of them have been known to ally with the Garou.

The youngest members of their race have Attributes and Abilities similar to those of Garou characters, although their elders are creatures of incredible power.



They have their own powers, called Disciplines, which are similar to Garou Gifts. For further information on vampires in live-action, see *The Masquerade, Second Edition*.

Mages

Mages are practitioners of ancient arcane lore, also known as magick. Mages are humans of great power and most Garou avoid them whenever possible. However, a few Garou have been known to ally with mages, occasionally forming friendships. Mages practice their own form of the Veil, keeping them out of sight of mortals and most Garou.

Mages can add depth to a story, but they should generally be used only as Narrator characters. A mage can be a useful contact should a character seek an item of a mystical nature. It is possible that a mage could request a service of some sort in exchange for the item. Such contact with mages can lead to a whole series of new stories. A mage could even be a Garou's patron, offering rituals or enchanted objects in exchange for information the Garou can access, such as the names of spirits. Some mages seek to steal power from the caerns of the Garou by tapping caerns to fuel their magicks.

Mages have the usual Attributes and Abilities of the average Garou, with Mental Attributes being primary. They always have at least one Willpower Trait, as one must be strong-willed to work magick. They may use

their magick to warp reality around them in whatever way the Storyteller sees fit, depending on the level of power of the mage.

Mummies

Mummies originated in ancient Egypt. They all have one thing in common: they have received the Spell of Life, an ancient Egyptian ritual that renders the recipient immortal. Of all the individuals inhabiting this dark world, Mummies are the only ones who experience the continuous cycle of life and death. They are therefore true immortals and are rarely extinguished.

Mummies rarely involve themselves in the affairs of others, although there is a distinct faction among them that works against a clan of vampires called The Followers of Set. Indeed, the very beginnings of the mummies can be found in Set's dark history. When a mummy does involve herself in Kindred affairs, it is often for personal reasons. Most mummies are aware of the existence of Garou, whom they call Lupines, and are aware of their various strengths and weaknesses. A mummy's typical role is manipulative rather than confrontational. However, their knowledge of Garou weaknesses and their centuries-old skills make them deadly adversaries. It should be noted, however, that they are exceedingly rare: there are only 43 mummies known to be left in the world.

Mummies have access to various potions and amulets (many of which can grant them additional Traits). A

mummy begins with 8 primary, 6 secondary and 4 tertiary Attribute Traits. Bear in mind that, because of their immortality, it is entirely possible for mummies to have considerably more Traits. Mummies can come from any profession in ancient Egypt and therefore vary widely in Abilities. Each has at least eight different Abilities. Some mummies even have magical powers at their disposal.

Ghosts

Ghosts are creatures of great passion, monsters who possess a will to live that defies even death. As they stem the tides of pain and suffering within their souls, they fight to maintain their ties to the physical world. Hidden in the Underworld, the dark side of the Umbra that lies just beyond the world of mortals, they exist trapped between a world that does not want them and a realm consumed by the growing force of Oblivion.

The Restless Dead live a tragic mockery of their former lives as they hold on to their feelings for the people and places that were important to them in life. The living deny the existence of the dead, yet the ranks of the dead still feed on the world of the living. Live-action rules for ghosts will be detailed in *The Oblivion*, an upcoming supplement for *Mind's Eye Theatre*.

Faeries

Sometimes the Garou encounter beings that have never been fully explained. A variety of beings draw upon

the power of magic to cross into this plane of existence from a realm called "Arcadia." Perhaps they are attracted to magic and magical places like moths to a flame. For the purposes of *Mind's Eye Theater*, we shall refer to them as faeries.

Faeries exist in a magical realm. Arcadia, the Otherworld, Hy-Brasil, Tir-na'nogth—regardless of the name used for this realm, it is the place where the fey are all-powerful. Their forays into this world are but accidental intrusions. It is usually on days of special magical import, such as Samhain (Halloween)—the day that gates between the worlds are weakened—that faeries enter the mortal world. Some Garou, particularly the Fianna, have a sort of kinship with the fey, and may even at times call on faeries or the kin of the faeries for aid. As with all dealings with faeries, there is always a price.

Faeries prefer to not be seen in our world. They use a variety of natural Obfuscation powers. Faeries generally have high intelligence (Mental Traits are primary). Faeries also have their own form of magic, which no Garou has ever learned. Few things are known to harm faeries, but there is legend that cold iron may drive them back to their own realm. Knowledge of faeries is limited to legend, however. The secrets of their world remain to be seen.



Gift	Cost	Test	Page
Adaptation	Gnosis	n/a	99
Alter Scent	Mental	n/a	88
Attunement	Gnosis	Simple	94
Aura of Confidence	Gnosis	n/a	98
Babble	Gnosis	Mental	97
Baccantes' Rage	Gnosis	n/a	93
Balor's Gaze	Gnosis and Rage	Mental	95
Beastmind	Mental	Mental	97
Beast Life	Gnosis	Simple	87
Berserker's Song	Rage	n/a	96
Blissful Ignorance	Mental	n/a	88
Blur of the Milky Eye	Mental	n/a	87
Body Wrack	Gnosis	Mental	93
Bridge Walker	Gnosis	n/a	91
Call Flame Spirit	Gnosis	Simple	100
Call of the Wyld	Gnosis	n/a	91
Call of the Wyrn	Gnosis	n/a	91
Call the Breeze	Gnosis	n/a	101
Call to Duty	Gnosis	Simple	90
Calm	Social	n/a	94
Calm the Flock	Gnosis	n/a	97
Camouflage	Mental	n/a	101
Catfeet	Gnosis	n/a	87
Chill of Early Frost	Gnosis	n/a	101
Circular Attack	n/a	n/a	100
Clap of Thunder	Gnosis	n/a	98
Clarity	Gnosis	n/a	100
Command Spirit	Gnosis	Mental	89
Control Complex Mach.	Gnosis	Simple	97
Control Simple Mach.	Gnosis	Simple	96
Counting Coup	n/a	Simple	101
Coupe de Grace	Gnosis	n/a	93
Create Element	Gnosis	n/a	85
Curse of Dionysis	Gnosis	Mental	98
Curse of Hatred	Gnosis	Social	86
Cutting Wind	Gnosis	Simple	101
Cybersenses	Gnosis	n/a	96
Detect Spirit	n/a	Mental	87
Disfigurement	Gnosis	Social	98
Disquiet	Gnosis	Social	85
Distractions	n/a	Mental	91
Doppelganger	Gnosis	n/a	97
Elemental Gift	Gnosis	Simple	87
Exorcism	Willpower	Mental	89
Eyes of the Cobra	Gnosis	Social	91
Faerie Blood	Gnosis	n/a	95
Faerie Kin	Gnosis	n/a	95
Falling Touch	Gnosis	Physical	92
Fatal Flaw	Gnosis	Mental	98
Fenris' Bite	Gnosis and Rage	Simple	96
Feral Lobotomy	Gnosis/Willpower	Mental	89
Fetish Doll	Gnosis	Static	100
Fool's Luck	n/a	n/a	88
Geas	Gnosis	Mental	90
Gift of the Porcupine	Gnosis	n/a	86

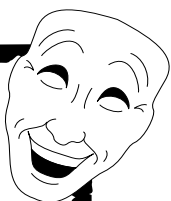
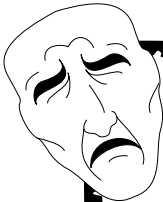
Gift	Cost	Test	Page
Gift of the Skunk	Gnosis	Physical	93
Gift of the Spriggan	Gnosis	n/a	95
Gift of Termite	Gnosis	Mental	94
Gnaw	n/a	n/a	87
Gorgon's Gaze	Gnosis	Mental/Simple	93
Grasp the Beyond	Gnosis	n/a	89
Grovel	Gnosis	Social	86
Halo of the Sun	Gnosis	n/a	94
Halt Coward's Flight	Gnosis	Mental	95
Head Games	Gnosis	Mental	91
Heart of Ice	Gnosis	Mental/Simple	102
Heat Metal	Gnosis	n/a	97
Heightened Senses	n/a	n/a	86
Howl of the Banshee	Gnosis	n/a	95
Ignore Wound	Willpower	n/a	99
Infest	Gnosis	Mental	94
Invoke Spirits of Storm	Gnosis	n/a	102
Inspiration	Gnosis	n/a	92
Jam Technology	Mental	n/a	85
King of the Beasts	Gnosis	Social	90
Kiss of Helios	Gnosis	n/a	93
Lambent Flame	Gnosis	n/a	99
Long Distance Running	Gnosis	n/a	97
Luna's Armor	Gnosis	n/a	94
Luna's Avenger	Gnosis	n/a	100
Luna's Blessing	Gnosis	n/a	88
Madness	Gnosis	Social	86
Malleable Spirit	Gnosis	Mental/Simple	90
Mastery	Gnosis	Social	99
Mental Speech	Mental	n/a	86
Merciful Blow	Gnosis	n/a	100
Message Glance	Gnosis	n/a	99
Messenger's Fortitude	Mental and Gnosis	n/a	98
Might of Thor	Gnosis and Rage	n/a	96
Mindblock	Gnosis	n/a	99
Mindspeak	Metnal	n/a	91
Mother's Touch	Gnosis	n/a	89
Name the Spirit	Mental	Simple	89
Obedience	Gnosis and Mental	Mental	98
Odious Aroma	Gnosis	n/a	93
Open Seal	Mental	n/a	88
Open the Moon Bridge	n/a	n/a	88
Open Wounds	Gnosis	Simple	98
Paralyzing Stare	n/a	Mental	85
Paws of the Newborn	Gnosis	Mental	99
Persuasion	n/a	Social	85
Phone Travel	Gnosis	n/a	97
Pointing the Bone	Gnosis	Physical	100
Power Surge	Gnosis	Mental	97
Preternatural Aware	Gnosis	n/a	100
Pulse of the Invisible	n/a	Simple	89
Quicksand	Gnosis	Simple	97
Razor Claws	Rage	n/a	92
Reach the Umbra	Gnosis	Simple	99
Reduced Delerium	n/a	Social	85

The Apocalypse

<i>Gift</i>	<i>Cost</i>	<i>Test</i>	<i>Page</i>
Resist Pain	Gnosis	n/a	90
Resist Toxin	Gnosis	n/a or Physical	95
Roll Over	n/a	Social	90
Rot Weavertech	Gnosis	Simple	98
Secrets	Gnosis	Mental	100
Sense Magic	Gnosis	None or Mental	100
Sense Silver	n/a	Simple	92
Scent of Running Water	Mental	n/a	87
Scent of Sweet Honey	Gnosis	n/a	93
Scent of the True Form	n/a	Mental	87
Sense Wyrn	n/a	Simple/Static Mental	85
Serenity	Gnosis	Mental	94
Shed	n/a	n/a	86
Sight from Beyond	n/a	n/a	89
Silver Claws	Gnosis	n/a	92
Smell of Man	n/a	Simple	85
Snarl of the Predator	Social	Social	95
Song of Rage	Gnosis	Mental	91
Song of the Siren	n/a	Social	91
Speak with Wind Spirits	Gnosis	n/a	101
Speed Beyond Thought	Gnosis	n/a	99
Speed of Thought	Mental	n/a	98
Spirit Drain	Gnosis	Mental/Simple	89
Spirit of the Fish	Gnosis	n/a	100
Spirit Friend	Gnosis	n/a	94
Spirit Speech	n/a	n/a	89
Spirit Vessel	Gnosis	Static Mental	90
Spirit Ward	Gnosis/Mental	n/a	85

<i>Gift</i>	<i>Cost</i>	<i>Test</i>	<i>Page</i>
Strength of Dominator	n/a	Mental	98
Strength of Purpose	Gnosis	n/a	90
Strength of Will	Willpower	Mental	92
Stoking Fury's Furnace	n/a	n/a	92
Summon Talisman	Gnosis	n/a	99
Surface Attunement	Gnosis	n/a	100
Survivor	Physical or Willpower	n/a	94
Take the True Form	Gnosis	Mental	90
Taking the Forgotten	Gnosis	Mental	88
The Guilty Mind	Gnosis	Social	94
Tongues	Mental	n/a	85
Totem Gift	Gnosis	n/a	86
Troll's Bridge	Gnosis	n/a	95
True Fear	Gnosis	Social	92
Truth of Gaia	n/a	Mental	90
Unicorn's Grace	Gnosis	n/a	94
Venom	Physical	n/a	87
Venom Blood	Gnosis	n/a	96
Violation	Gnosis	Physical/Simple	88
Wall of Granite	Gnosis	n/a	90
Wasp Talons	n/a	n/a	93
Weak Arm	n/a	Mental	90
Whelp Body	Gnosis	Mental	88
Wisdom of the Seer	Gnosis	n/a	100
Wither Limb	Gnosis	Physical	86
Woadling	Gnosis	n/a	95
Wrath of Gaia	Gnosis	Mental	99





Physical Traits

Gifts

Crimos:
 Ferocious x2
 Robust
 Relentless
 Brawny
 Quick
Lupus:
 Ferocious
 Tireless
 Quick

Social Traits

Renown

Crinos
and Lupus:
Bestial x2

Mental Traits

Abilities

The Apocalypse

Player Name: _____
Character Name: _____
Chronicle: _____

Concept

Auspice: _____
Breed: _____
Tribe: _____
Pack: _____

Nature: _____
Demeanor: _____
Totem: _____

Backgrounds

Battle Scars

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Quick

Gnosis:

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