

## RED TALON GENRE PACKET

Objective – The purpose of this packet is to create a baseline for the One World by Night Community and the Garou Genre. While some of the information found within will be summarized from Garou resources, our purpose is to apply that information to the larger organization as a whole. This packet is not intended to serve as house rules for gifts, rites, or chronicle oriented story. Instead, it is to define and provide a consistent environment for the Garou Nation.

### RECENT HISTORY

Recent history of the Red Talons begins with Sunrise-heart's discovery of the Rite of Gaia's Rebirth. After the success of the rite, Sunrise-heart withdrew himself as leader of the Tribe to seek out a student who could bear the responsibility of such power.

With the departure of Sunrise-heart, the vacuum of leadership left the Red Talons without direction. The Tribe began to break into factions, with the Camps, individual Septs, and even individual packs following their own ideas of what a Talon should be. It was during this time that the Red Talons of Mexico initiated the New Impergium.

The Tribe was on the edge, some falling more and more to the power of the Wyld, some beginning a rapid descent towards the ways of the Wyrms. The Tribe needed direction and strength, and it came in the form of a large Talon from the far side of the world.

Strikes-from-Above, a lupus elder philodox in his forties, arrived in North America and quickly assumed leadership of the Tribe. Although Strikes proved strong enough to hold back up his leadership, his liberal views of what it meant to be a Red Talon, and his "Warder of the Land" outlook on humans, made him unpopular among many of his fellow elder Talons.

What helped Strikes maintain his power more than even his own strength was the support of an elder elder (aka Legend) from across the ocean, the Alpha-of-Alphas of the Red Talon Tribe, Strikes-from-Above's father. After several months of Strikes' leadership, it appeared the Talons were finally coming back together as a Tribe.

Then came a cliath Red Talon with a dream, a dream that reshaped her life. In this dream, she foresaw the Apocalypse, but it was revealed to her that the entire thing was a fraud... there was no Apocalypse, it simply wasn't to be. The Talons believe, because of what followed, that the dream was given to her by the Wyrms. It's probable that no one will ever know the truth.

Regardless, the other Talons did not believe her vision of the future. She was chastised for her "monkey" ideas, because only a human would doubt Gaia's prophecies, and she fled the Tribe to try to prove her vision true. She decided that there was only one way to disprove the Apocalypse... fulfill the prophecies. When nothing happened, the others would realize that she had been right.

Renaming herself Brings the Future, she decided to start with her own Tribe's vision of the Apocalypse. She would give birth to a Homid Red Talon. For months she traveled, doing anything and going anywhere to find a way to produce a homid offspring. Then, as if in answer to her prayers to Gaia, the answer fell upon her.

A well-meaning Child of Gaia, not realizing that the Talons saw a homid member of the Tribe as a sign of the Apocalypse, told Brings of a rite known only to the Children of Gaia: Alternation of Generations. Finding an elder of the Children of Gaia who would perform this rite for her became her new mission.

None of the Elders she encountered would aid her, however, because they were old enough, wise enough, to see the Apocalyptic outlook the Red Talons had on such a birth. But Brings was not dissuaded. It took her months, but she finally succeeded. A Child of Gaia elder, leading a Child of Gaia pack, finally agreed to perform the rite. Brings had never heard of the Bringers of the Eternal Peace, so she did not know to question this Elder's motives.

With the help of a Child of Gaia Kinfolk, Brings conceived her child, and the Bringers of the Eternal Peace locked her into her homid form. She began running with their pack, and knew that destiny was on her side so long as she had such a strong force to protect her and her homid child.

But the Talons had caught wind of this, and with the help of the Uktena and Silent Striders, they managed to track Brings down. Strikes from Above, with the help of an Athro Child of Gaia named Lucien Castille, formed a pack of local lupus and even a few homids, to go retrieve Brings the Future. The Bringers of the Eternal Peace were slain, and Brings was taken before Alpha-of-Alphas to be judged.

Judgement was swift and final. Still, no homid cub had been born to the Red Talons. But one of the Bringers of the Eternal Peace had survived... the one that had not traveled with the pack and their Red Talon charge: the Elder who had cast the rite in the first place. And he was not happy to have his plans thwarted.

Several months later, while repaying a debt, Strikes-from-Above allowed a homid Glass Walker to visit the Sept of the Forsaken Wind. He allowed this homid to climb the Mountain of Forlorn Hope and speak to Old Wolf of the Woods. Even though Strikes did these things to fulfill a promise, the Talons were outraged, and called for judgement.

Alpha-of-Alphas came to America to personally judge his son. It was determined that Strikes would have his wolf taken from him. He would be trapped in his Lupus form for six turnings of the moon. Many questioned whether or not this was truly a punishment for a Red Talon, but they quickly realized the gravity of the punishment as an elder Ahroun, Blood-of-Shadows, a long-time rival of Strikes, challenged him for Alpha and won.

Strikes was banished from his home Sept, and Blood-of-Shadows took over as both Alpha of the Sept and Alpha of

the Red Talons for the New World. All seemed well for the first month, until a new darkness fell upon the Red Talons.

Alpha-of-Alphas was ambushed and slain. The only scent that was found at the scene of the Legend's death was that of Strikes-from-Above. Seizing the opportunity, Blood-of-Shadows declared Strikes the assassin. Blood declared himself the new Alpha of all Alphas, and declared Strikes an enemy of the Tribe.

The hunt for Strikes began, and the Elder went into hiding. His retreat from the eyes of the Tribe made him appear even guiltier, and the opinion of most of the Tribe was decided. Then, without even meaning to do so, two cliath Talons seeking the Glory of bringing down the assassin, called for Strikes-from-Above, and he came. He told them that he was not the murdered, that when he left Alpha-of-Alphas the Legend was still alive. One of the cliath was a Philodox, and he sensed no guile in Strikes' words.

Realizing that the Tribe was wrong, and the Blood-of-Shadows had never fully investigate the murder, the cliath decided to get the truth straight from the source... they would quest to the Talon homeland and ask Alpha-of-Alphas himself. Surely a Legend of his prestige would become an Ancestor spirit.

The truth be told, it was indeed murder most dishonorable that ended Alpha-of-Alphas. The Elder Bringer of the Eternal Peace had sought and achieved his revenge, being even more successful that he had imagined. For not only was the Alpha-of-Alphas dead, but Strikes-from-Above, the Talon that had led the war party to destroy the Bringers and retrieve Brings, had been implicated in the assassination.

Two cliath now stand dangerously close to the truth, a truth that will pit them against an Elder Apocalyptic Garou, and perhaps an Elder of their own Tribe.

## TRIBAL STRUCTURE AND LEADERSHIP

The Tribal Structure of the Red Talons is pretty straightforward. There is an Alpha of the Old World and an Alpha of the New World. Above them all is the Alpha of all Alphas. He is the final word on matters Red Talon. To a Talon, born and raised in a very wolf-like society, the Alpha is absolute. To question the Alpha is to Challenge the Alpha. And if it comes to that, whoever wins, wins.

The current Alpha of all Alphas is Blood-of-Shadows, Elder Ahroun of the Dying Cubs camp.

## TRIBAL CAMPS

The Talons do not have many camps, as their outlook leaves little room for divergence. Where they do diverge is primarily in their handling of humans, and that generally comes down to how to cull them and how many need to be killed.

Dying Cubs -The best place to start a conversation of camps is with the camp of the current Alpha of all Alphas, the Dying Cubs. While most Talons hunt and kill humans, the Dying Cubs have turned it into an art form. The Cubs believe that the slow, torturous death of humans actually feeds Gaia and makes her stronger. They believe this so completely that they've actually developed a rite that makes it real... producing gnosis through the slow, painful slaughter of humans. The dying cubs are not a large camp, but with an Elder of the Camp holding the most prestigious position among the Tribe, the camp is growing at an alarming rate. The Dying Cubs epitomize Talons in many ways, but they walk dangerously close to the doing the Wyrms work.

PCs of this camp must be very, very careful.

The Lodge of the Predator - The Lodge of the Predator Kings does not believe in the slow torturous death of humans. They prefer to make it quick, and in great volume. The Lodge is among the most dangerous camps for two reasons. First, they believe that the best way to serve Gaia is through the complete extinction of the human race. Even the Dying Cubs believe that killing them all would be bad. After all, if you kill them all, you can't use them to feed Gaia. The Lodge doesn't see things that way. Secondly, the Lodge is among the largest of the Red Talon Camps. They are, in fact, still a slight majority in the Old World. Members of the Lodge are more than willing to die if it means taking the maximum number of humans with them. After all, dying doing "Griffin's Work" will guarantee them their eternal reward.

The Warders of the Land - The Warders of the Land are the closest the Red Talons get to a "moderate" camp. While they do not like humans, they do not want to hunt them to extinction nor use them to feed Gaia. Of course, they will not hesitate to kill a human if it is necessary, but they don't really go out of their way to cull the herds. They recognize that humans rule the world. They also realize that it's not Gaia's will, but that there's little they can do about it. They don't seek a way to wipe out humanity, they seek a way to circumvent their power. The Warders, currently, make up the majority of modern Red Talons in the New World.

Whelp's Compromise - Among the two smallest camps of Talons are the Whelp's Compromise. Their numbers are low not only due to their rather revolutionary ideas, but also the tendency of other Talons to find convenient ways to cull their numbers. Why? Because the Whelps don't think humans are all that bad. Many Whelps even grow to like them. To say this idea is revolutionary is actually an understatement. To many Talons, it borders on blasphemy. Needless to say, Whelps are relatively rare. As a PC camp, they are not restricted, but it should be noted that if you really want to play this kind of character, you probably should consider another Tribe from the start. The odds are, you won't be getting along with any members of your own Tribe that you should meet.

Winter Packs - Finally come the rarest of the Red Talons... the Winter Packs. The Winter Packs are trained from birth to hate and hunt humans. They are not exposed to humans or even homid Garou throughout their young lives. Once let loose, they are given specific instructions and sent out to kill humans. They do not do it randomly and they are raised in Packs to fight in Packs. A PC Winter Garou should be rare, if for no other reason than the fact that Winter Pack Talons are not bred to "go solo". A lone Winter Pack Garou is virtually unheard of, and then generally only if their entire Pack is wiped out, save them, and they are trapped in a location where they cannot return to the Winter Council. Consider long and hard before allowing a Winter Pack Garou as a PC.

## OTHER THINGS OF NOTE

Kucha Ekundu: Unless your game is based in Northern Africa, don't even think about it. They don't leave Northern Africa. Ever.

White Red Talons: White Red Talons must have Pure Breed 5 and must have the Notable Lineage merit (2 points) from the Silver Fang Tribebook, which works only on other Red Talons. White Talons are extraordinarily rare and should only be allowed with approval of the Garou Coord's office.

Metis Red Talons: While metis Red Talons are rare, they are not killed. Metis are, in fact, given positions as lore keepers until they have the renown to become Adren. Once this happens, they are sent to the front lines and are expected to fight and die gloriously for Gaia.

Homid Red Talons: No.

Howl Gifts: These are cool. Don't overlook them. Any Talon can learn Howl Gifts if they can find a Wolf Spirit willing to teach them.

Rites: There are two Rites that the Red Talons willingly teach to other Tribes, the Rite of Defiance and Warding the Lingering Human. The latter is taught only to Silent Striders, as a pact has been made with the Striders in exchange for the Rite. As a result of the Pack, Red Talons may learn the Rite of the Spoken Page (see the Silent Strider Tribebook) from Striders or other Red Talons.

The Rite of Gaia's Rebirth: This Rite is unique and only possessed by Sunrise-heart. Your character, no matter how cool or powerful, has not been judged worthy. Sunrise0heart has not yet judged anyone worthy... Gaia has not introduced him to his destined pupil. This rite is sole property of the Garou Coord's office.

The Winter Council: If you are not a Red Talon with Tribe Lore: Red Talon x3, or if you're not a non-Talon with Tribe Lore: Red Talon x5, you don't know about the Winter Council

## FAMOUS GAROU

Sunrise-heart: see Tribebook: Red Talons. In the shame of the discovery that Blood-of-Shadows had not truly investigated the death of Alpha-of-Alphas, but had instead used his death to discredit Strikes-from-Above, Sunrise-heart, their last Legend, became the "default" Alpha-of-Alphas of the Red Talons.

Black-paw: see Tribebook: Red Talons

Strikes-from-Above (Elder Philodox): A moderate among Red Talons, Strikes is a Warder of the Land who is called

a "whelp" by many Talons, though never to his face. While Strikes doesn't like humans, he also doesn't go out of his way to hunt and kill them, save during the Rite of the Impergium. Formerly the Alpha of the New World, Strikes was banished from his Sept after being punished for allowing an urrah into the Sept of the Forsaken Wind. Trapped in lupus, he was easily overcome in Challenge by Blood-of-Shadows. When his name was cleared, he was allowed back into the Tribe, but now wanders Septless, not returning to the Sept that was once his home.

Blood-of-Shadows (Elder Ahroun): Once the Beta to Strikes-from-Above, Blood never really liked his Alpha. He thought him soft, a whelp, and wasn't afraid to say so. Thus, he took the first opportunity to take the position from him and ban Strikes from the Sept. When Alpha-of-Alphas died, and Blood smelled Strikes' scent near the body, he took that moment to declare Strikes guilty, kick him out of the Tribe, and declare himself Alpha of Alphas. When Strikes was proven innocent, however, Blood fell from favor. He managed to hold on to his position within the Sept, but his role as Alpha of Alphas was lost.

Alpha-of-Alphas: This Red Talon Legend was killed early in 2004 after Strikes-from-Above was banished. Until recently, it was believed that he was killed by Strikes. One a trip to the homeland, two young Talons discovered the truth, the Alpha-of-Alphas was actually killed in answer for the death of the Bringers of the Eternal Peace the year before. The two Talons did not survive the journey, but at their behest and ancestor spirit brought the news of Strikes' innocence to the Sept of the Forsaken Wind and the Sept of the First Rage.

Sept of the Forsaken Wind

Location: Maine, surrounding the mountain the Sept members call "Forlorn Hope"

Caern Totem: Griffin

Additional Sept Spirits: Spirits of the following "totem" types have been seen at the Sept: Coyote, Wolverine, Old Wolf of the Woods (currently Strikes Pack Totem), Pegasus, Fenrir, Stag. There is a large Wolverine spirit that protects the Bawn in the Umbra, among other spirits.

Population: ENTIRELY Lupus (save for one metis).

PRIMARILY Red Talons. Alpha-of-Alphas referred to it as a Red Talon Sept once because, and only because, its Alpha and all but one of the Sept "Officers" are Red Talon. The only Officer that is not is the Master of the Challenge, who is FIANNA (Drink-bad-water). There are also a couple of Black Fury and a couple of Get of Fenris that reside there. None of the Get or Fury, however, are above the Rank of Adren at this time.

Sept Officers:

Alpha: Blood-of-Shadows, Elder Red Talon Ahroun

Beta: Bites-with-Howl, Athro Red Talon Galliard

Master of the Rite: Howls-for-hunt, Elder Red Talon Theurge

Master of the Challenge: Drink-bad-water, Athro Fianna Philodox

Talesinger: Tears-the-song, Adren Red Talon Galliard

Warder: Hunts-with-sun, Athro Red Talon Ahroun

Den Mother: Fights-with-leaf, Adren Red Talon Ragabash

"Forlorn Hope" is almost exactly at the center of Caern. The HEART of the Caern is an

island in the center of a small lake near the base of the mountain. ONLY the Alpha, Beta, and Master of the Rite are permitted there without either the permission of or attendance of one of those three. The entirety of the Caern and Bawn is

forested except for the top of Forlorn Hope, which has only a single, old tree.