

Get of Fenris

A genre packet for OWBN

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DARK PACK

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1. Introduction

The purpose of this packet is to provide additional material reflecting the ways in which The Get of Fenris tribe has developed in OWBN.

The revised edition of the Get of Fenris Tribebook remains the baseline source for the tribe. The first edition of the Tribebook contains valuable information as well, but there were some significant changes in the tribe's history between the two editions. The Revised edition is considered to take precedent in any conflicting information.

"Most Creatures scream at birth from the fear and shock of leaving the womb. A Fenrir screams to challenge this new world to dare try to oppose him." Styrrkar Kolgrimursun, Elder of the Fenrir

The Get of Fenris consider themselves the ultimate of Gaia's warriors. Stronger than the others, unwavering in their faith, uncompromising in their duty, they gladly go forth where their fellow tribes waver. Others may call them mindless berserkers, racists, or bullies but the words of others mean nothing. Gaia made the Garou to defend her, and the Fenrir will not disappoint her.

2. Get of Fenris' Culture.

History, religion, and legend:

*"Erst was the age | when nothing was:
Nor sand nor sea, / nor chilling stream-waves;
Earth was not found, / nor Ether-Heaven,--
A Yawning Gap, / but grass was none." Voluspa*

For the Fenrir, all begins with their patron and the one they take their name from, Fenris Wolf. Though their stories of his origin vary from tale to tale, all things start with Great Fenris and his children have ever striven to be like him.

Humans have muddled the truth, confused things, fallen for the lies of the wyrm. The Fenrir have better memories. The Get are not worshipers of the Aesir or the Vanir, nor do they practice Asatru. They know the kernel of truth at the heart of these stories and do not see them colored through the myths of men. Some heroes and spirits are revered and honored by them, some are cursed for their true faces. Fenris' children know that Odin is no God to follow, nor is he some mere child of Loki.

For many raised outside of the tribe, this is one of the hardest things to learn. Some Fenrir still find themselves slipping from time to time, making references to the Norse myths as told by the sagas instead of the skalds of Fenris. Others in the tribe are always quick to correct them.

In recent years the Get of Fenris have faced many trials only to emerge ready for the next.

When Chairman Medici unleashed his wyld spirits against the Nation, two of the caerns hit belonged to the Fenrir: The Sept of the Golden Stars in Finland, and The Sept of the Wolf's Feast in Minnesota. In both cases the sept was not destroyed, but the damage was extensive. Wolf's Feast received immediate aid from the rest of the tribe, while the Valkyrie of Freya saw to the rebuilding of Golden Stars.

Next came the battles with the group calling itself Scorched Earth, fallen Pure Landers who sought to destroy what they could not hold. They were not content with physical destruction, but went so far as to kill the very spirit of a caern. These assaults cost the tribe four caerns, many Garou, and far too many kinfolk. Though the damage was great, it has given rise to increased cooperation with the Wendigo tribe.

The servants of Wotan have always waged war with the children of Fenris and each passing year has brought some new trick on their part. Of late they have sent forth a band of female vampires to kidnap kinfolk, killing many and forcing their curse on others. These false Valkyries have suffered two major defeats, but their leaders have escaped each time.

Leadership:

"But crowns are never so quickly won, the Norns, they well know" The Raven Banner by Malkin Gray

For a time the Get of Fenris organized the Americas into regional Jarls, in manner similar that of many other tribes. These Jarls saw to the organization and leadership of the tribe. They would gather once a year for a thing to discuss policy and rewards for particularly noteworthy Fenrir.

While workable, the system was considered by many to be at odds with the "rule by ability" philosophy of the tribe. In 2002, at the last Thing of the Jarls, Stykar Kolgrimursun, the Jarl of North America, dissolved the system. From that time forward Jarl was again the title of a Sept Alpha alone.

Since that time the Fenrir have relied on the simple system of allowing the best Fenrir for a given situation to lead. If it is a matter of battle, the greatest Modi steps forth. If it is a question of spirits, the most accomplished theurge takes the lead. The Get recognize skill, strength and rank. A Fenrir leader is one who has proven themselves in the past and is ready to do so again.

Justice:

"Shut up and take it to the mound." Signe Sorenson, Elder Get Ahroun

Tribal Justice within the Fenrir is a simple matter. Conflicts between individuals in the tribe are expected to be resolved on the challenge mound. Be it a matter of insult, position or possessions, Fenrir are expected to resolve the matter honorably and between themselves. Physical combat is the most common method, though stare downs, riddle

challenges, and even tests of endurance are also seen. The terms are clearly spelled out before hand and each participant is expected to act within them and to abide by the outcome. Any Fenrir known to cheat or to go back their word will find the Skalds and Forseti taking a sharp interest in their dishonorable behavior.

For nearly everything else there are the Forseti. The get of Fenris expect their philodox to be active judges, ready to provide wisdom and justice as needed. Anytime a matter has grown beyond a simple argument between two garou, the Forseti are called in. Tradition, precedent, circumstance are all factored into judgment, but most of all a Forseti is expected to rule based on what is the best answer according to the will of Gaia and Fenris.

The Forseti are known to employ those of other auspices to give council or act as investigators or enforces of their will. Those chosen to do so are expected to bring the same level of wisdom and dedication to the task as the one they serve.

Any Fenrir may call upon his right to trial based upon his rank, but they are still expected to accept and submit to the wisdom rendered by those empowered to judge them.

Punishments for tribal justice range widely. Shaming is common for simple offenses, with Rite of the Coward's Brand as the most extreme example. Maiming and scarring are popular punishments among more traditional Forseti. Wergild is used, though usually in the form of terms of service, or fetishes rather than actual gold.

Exile from a sept is used in rare cases. Banishment from the tribe is almost never used except as a prelude to a death sentence: the fenrir take care of their own mistakes. Death is meted out in cases of betrayal, extreme cowardliness, blatant abuse of kin, greater violations of the litany or consistent failure to meet Fenris' expectations.

In times of battle the leader of a group of Fenrir is not only empowered but expected to summarily deal with anyone who acts in such a way to jeopardize the mission or who shows deliberate cowardliness. This does not extend to those who present reasonable cautions and advice, and any leader who abuses this right will answer to the Forseti soon enough.

Names:

"what the ____ did you call me?" t-shirt logo

There has long been a debate among the Get of Fenris about the appropriate short hand term for the tribe. Some members insist upon being called "Fenrir", considering the use of the word "Get" to be similar to calling someone "boy" or "child". Other's proudly use refer to themselves as "Get", arguing that other tribes only wish they were favored enough to be the children of Great Fenris. Others just treat the entire subject with disdain and wonder why everyone isn't using this time to fight the wyrm?

In the end it comes down to a personal choice, but given the temperament of most of the tribe, it is wisest for outsiders to stick with the full tribe name until they learn which an individual prefers.

Strength and Merit:

“Hard-hitting Norsmen too strong to die old”--Song of the Shield wall by Malkin Grey

Outsiders often fail to understand the real meaning of strength, thinking the Get are just referring to physical prowess and combat skill. While both of these have their place, strength is simply using every talent and gift one possesses to their fullest. “Strength” can be a cunning mind, “strength” can be skilled hands at a forge, “strength” can be a knack for making the spirits happy. What counts is putting one’s abilities to use.

The Get of Fenris consider themselves the ultimate meritocracy. Rank and position are not ignored, but a Fenrir only earns those by showing their competence. The best Get for any situation must be ready to step forward and act and the others must grant them their due chance.

Pure breed is honored for the connection it represents to the past, but it is no free ride. Having a high pure breed will mean that the expectations are higher for a given Garou, and the penalties of failure that much harsher. The ultimate deciding factor will be a Fenrir’s own actions.

This has led to a simple philosophy that touches on most aspects of tribal life. Every Get is given the chance to succeed or to fail. If they are strong enough to thrive, their worth is proven. If they fail, so too is their lack is clear for all to see. This is why metis are seldom abused in Get septs (though their parents are a different subject). A metis that lives and succeeds is worth no less than any other garou.

Honor rewards

Recently it was decided to renew an old tradition among the Fenrir. During the time of the regional Jarls, the Jarls would hand out rewards to recognize those Fenrir who had acted in a manner that brought special luster to the tribe’s name. The practice ended when the council of Jarls was dissolved. While carrying little direct benefit beyond the recognition of one’s peers, the rewards were much sought after.

The tradition will be revived, but now instead of the Jarls deciding on such, it will be done at a season moot for the tribe. The moot’s location will change with each season. At the gathering anyone who feels an action has been taken worthy of the recognition can have the tale sung. The gathered tribe will decide on which ones should be honored.

The rewards take the form of a small fetish or well-crafted item, representative of the deed being honored.

The Camps:

“The enemy is over there, that’s all the justification I need to act.” Vortigen Culls-The-Weak, Elder Get Ahroun.

Few topics have caused more arguments among the Fenrir than that of the camps. Though of ancient origins, the camps have seldom been accepted by the tribe as whole. Indeed in many times they have been viewed as little more than traitors to Fenris.

In some cases this has changed in recent years, in others it has only been reinforced. Some of the camps have earned respect, however grudgingly expressed. As with all things, the ability to prove oneself worthy is a fundamental right of the Fenrir, and some of the camps have done such.

Unless otherwise noted, membership in the camps is open to any Get who meets the basic tenets of a particular camp. While it is not required, we would recommend that Storytellers not allow camp membership at character generation, and instead have the pc role play through their admission.

The Valkyria of Freya: This camp of female Fenrir has struggled twice as hard as any other to gain acceptance. Caught between old prejudices and misunderstandings they have won themselves a place by sheer dogged competence. They were sorely hurt when the wild spirits of Medici assaulted their greatest caern in 2005, but they rebuilt without any help from others. With several prominent Jarls among their ranks it is a rare Fenrir foolish enough to openly insult them.

The camp's most prominent leader is Ragfridr Heart-binder, elder, homid, theurge. She makes her home on the empty island of Lilta Dimun in the Faeroes. In Europe her second is Karin Jarlsdottir. In North America her second is Signe Sorenson.

This camp is suitable for any female Get of Fenris. Prospective members are usually taken to the Sept of the Golden Stars in Finland, there to meet others in the camp and then to face a test of strength and determination. The Valkyria are Fenrir after all, and have no desire to see any but the best stand among them.

The Fangs of Garm: On the surface this would seem to be the camp with the hardest time gaining acceptance, diplomacy not being seen a cardinal virtue of the Fenrir. However, the Fangs gained an unexpected boost from someone who wasn't even a member of the camp. The unquestionable success of Gogol Fangs-first's policies proved to many the value of the camp's ideas. As a consequence the camp's influence has been growing and they are often called upon to practice their specialty.

The camp's most prominent leader is Mord Karison Faith-Fast, Elder, Homid, Galliard. He has taken up residence in Uppsala after serving some time in South America. In North America he has recently chosen Trent Bathes in Bear's Blood as his second.

This camp is suitable for Fenrir of any rank. Skills such as etiquette, empathy and leadership are prized, as is a proven background in solving matters by means other than direct violence.

Ymir's Sweat: This bloodline, for membership within it is determined by ancestry not philosophy, is seldom seen, but undoubtedly real. Most of its members can be found living with their kinfolk on isolated reservations, with rare exceptions taking a more active part in tribal society. Those members who do travel outside of the lands of their human kin are accorded respect, honored both as symbols of the best of the old Pure Lands, and for the wisdom shown by their leaders.

The Camp's best known member is Joseph Heart of Turtle, elder homid theurge. He lives in the Monnican reservation of Virginia.

Membership in Ymir's sweat requires approval from the Changing Breeds Coordinator for both pcs and nps.

The Hand of Tyr: This camp has now passed over the cusp of full acceptance, having worked diligently to show that there is wisdom and honor in their self appointed task. The Hand is no less ruthless or dedicated than it once was, but its leaders have attempted to prove their methods do have value beyond revenge. They act as surgeons removing specific cancers on society before they can spread the wylm's poison. The recent attacks on Fenrir kinfolk by vampires have helped their position. Though still warily watched by more mainstream Fenrir, the Hand's mission has gained some measure of blessing.

This camp is open to any Fenrir who demonstrates a desire to see the destruction of those who prey on the innocent and defenseless. Usually a test is provided to a potential recruit, allowing them to show that they have both the wisdom to find such a despicable creature and the will to ensure its death. After all what is the point of strength if it you fail to protect those in need.

The camp's acknowledged leader is. Islief Hardhanded, Elder, Metis, Ragabash. He lacks a permanent home, traveling as needed. In Europe his number two is Hildr Fell bite. In North America his number two is Angryr Thorson.

Moljinir's Thunder: If the Hand of Tyr has made efforts to improve their image, the Thunder has refused to compromise their attitude in any way. Cold hearted, savage, and warriors through and through, they care not for the opinion of others. The Thunder still lives only to kill.

The rest of the tribes views them as a liability, too rash to be trusted and too heedless to avoid causing as much harm as those they destroy. A common joke about them by elders of the tribe is "attack plan beta". By this it is meant send the Thunder out first to soak up the initial traps and ambushes.

Membership in this camp is difficult. Like the myrmidons of old, they mix poorly with others, and their lack of ties to anyone else makes them loners. PCs who wish to join this camp should expect that most of the Fenrir will keep them at arms length. Other tribes will see them as little more than monsters.

The camp asks only one thing of prospective members, an oath to wage war unceasing. Once started on the path of Thunder, there is to be no turning back.

The Thunder have no named leader, for each is expected to make his own way towards his end.

The Glorious Fist of Wotan: Like the Thunder, this camp neither wants nor seeks any kind of acceptance. They pursue their war against humanity with a rage that pleases Rorg. Even the lupus-born among the mainstream Fenrir consider their actions too extreme and too dangerous. The camp avoids concentrations of homids when possible, preferring areas of wilderness as their bases.

While this camp is open to any Fenrir (lupus preferred) it is worth remembering that they are perhaps even more fanatical in their hatred of humanity and its works than any Red Talon.

The camps leader is Bloodflank, Elder, Lupus, philodox. His home is in the wilds of New Brunswick. He has no betas, expecting all who would follow his way to come before him personally.

The Swords of Heimdall: Of all camps that ever existed, none are so hated as these renegades. Fenris himself has made clear that they are to be hunted and destroyed. To be found to be a member of this group is to die, no further debate allowed.

Though devastated and broken, small groups of this camp are still uncovered from time to time. The mere hint of a Sword will cause the Fenrir to gather for war.

The camp's survivors are fractured and scattered without clear leadership.

Membership in this camp requires approval of the Changing Breeds coordinator for both pcs and npcs.

Loki's Smile: This small cabal is found primarily in Eastern Europe. If ever it held any real power among the Get, those days are gone. Considered cowards and dishonorable scum by most of the tribe their influence has shrunk to the insignificant. While not outright hunted like the swords, they are still in danger in found out.

Rumors still circulate that some within the camp have found new positions under the Margrave and Queen Tvarivich. The rest of the tribe is watching for any proof.

If there is a current leader for this camp, their identity is unknown.

Membership in this camp requires the approval of the Changing Breeds Coordinator for both pcs and npcs.

Enemies

"You could not break the Northern wolf and now the wolf has turned on you."
Thor's Son by Robert E. Howard.

There is no question that Jormungandr is ultimate foe of the tribe, and indeed the Fenrir believe all evil in one form or another can be traced back to the fallen destroyer. That said there others with a specific hatred for the Fenrir.

Wotan One-Eyed, lord of the undead and prince of corruption is by far the worst. Even now, bound from the world as he is believed to be, he still works his evil. His cult is spread far, and its roots run deep. Like its master the cult has proven very hard to kill permanently.

The Cult of Odin is not a unified thing, save in its devotions to the Hanged Man's will. It operates in cells and factions, sometimes joined for a project, sometimes seemingly in competition to itself. Its members include neo-nazis, necromancers, vampires, wizards, and those just too foolish to see what sort of bargain they have made.

In the past portions of the cult have worked with the Swords of Heimdall. They have tried to capture the Ancestor sprits of the Fenrir. They have worked generation long breeding projects to create better fomori for their lord. They have run human slave rings, brought forth many black ghosts into the world, and encouraged slaughter and atrocities in wars across the globe.

The cult's only true leadership is Wotan himself, but a few names are seen again and again; Ilsa, a witch who seems to move from body to body, never truly dying; Gerhard Hess, a man of incredible wealth and cruelty to match, and a creature known only as the Voice of Wotan, spirit or perhaps ghost.

Loki. While sometimes known to help the Fenrir in their battles with Wotan, there is no creature less honorable or reliable in all of creation. The appearance of his avatar always portends trouble to come. Since the Red Star rose in the heavens his mocking laughter has been heard with greater frequency. What game he plays now is unknown, but all Fenrir would do best to be wary.

The Jotunn. The skalds say that these foes of old may once again be stirring, both in the umbra and below the realm. Their numbers are small, if the stories be true, but the sighting of such for the first time in millennia may a sign of trouble to come.

A note on vampires. There are those draugr who like to think they have something in common with the Fenrir, who would claim to be of the same stock, who say they follow the same creed. The Get know them for what they are, and are not deceived. They are in the end Wotan's spawn, no matter what they claim

And Allies.

"At last by our valor, their battle-line's broken, their horsemen now run in retreat. And now we pursue them like wolves after cattle. This part of the battle is sweet."
Requiem for a Huscarl, by Andrixos Seljukrotonis.

The Fera. The Fenrir have always been close to the Corax, a relationship that stretches back for ages and one which remains strong in modern times. In recent years the Fenrir, both in Scandinavia and the Americas have extended every help possible to the surviving Gurahl, a policy that has done much to heal old wounds. Oddest of all, the efforts of Gogol have found Fenrir and Bastet fighting side by side.

The Fae. The tribe has a mixed history with the fae. One hand there the Trolls, who have proven themselves to be the equals of the Fenrir in strength and in honor. On the other many an ancestor spirit can remember the outrage of the Sidhe who kidnapped their tribe mates to be used as horses. In recent years events have found the fair ones to reliable allies, but old worries die hard.

Kinfolk. To call them allies isn't correct, for the kin of the Get of Fenris are as much a part of the tribe as any Garou. The role they play is an honored one. Being Fenrir they too are tested and expected to succeed. Some outsiders mistake this for abuse, but the truth is very different. Any Get who misuses their kin will soon face the wrath of the Forseti, assuming of course the kin doesn't deal with the problem directly.

Of particular note is the Black Eagle mercenary company, one of the foremost PMC in the world. Led by the kinfolk General Schwartz and staffed almost exclusively

by those with Fenris' blood, this group makes it services available to the tribe at minimal cost .

3. Extras

Get Septs of OWBN.

The following is not a comprehensive list of all Get of Fenris caerns, but covers many of the most important or active ones.

Sept of Anvil-Klaiven

Location, Norway

Jarl: Karin Jarlsdotter, Athro, Homid Philodox

Controlled by: Changing breeds Coordinator

Sept of the Artic Axe

Location: Near Novaya Zemlya, Russia

Type: Stamina

Totem: Boar

Jarl: Yaroslav Silver Eye, Elder Homid, Theurge

Controlled by: Changing Breeds coordinator

Sept of the Blood Fist

Location: Schwarzwald Germany

Type: Strength

Totem: Boar

Controlled by: Changing breeds Coordinator

Notes: the Fenrir are trying desperately to hold this sept; many Get take time to go and aid the defense.

Sept of Edge of Night

Location: Icehammer Cove, Greenland

Type: Survival

Totem: North Wind

Jarl: Bloodletter False-Jarl-Slayer, Athro, Lupus, Theurge

Controlled by: Capital Rage

Sept of Fafnir's Blood

Location: Russia (near St. Petersburg)

Type: Vengeance

Totem: The combined ancestor spirits of those who died at Leningrad

Jarl: Anton Nordenskald, Legend, Lupus, Ahroun

Controlled by: Changing Breed Coordinator

Sept of Fenris' Wisdom

Location: Thuringian Forest Germany

Jarl: Breaches the Stone Wall Between Worlds, Elder, Lupus Theurge

Controlled by: Eerie Moon

Notes: only lupus are allowed to live at the caern

Sept of the Fimbul Winter

Location Uppsala, Sweden

Type: War

Totem: Fenris

Controlled by: Changing Breeds Coordinator

Note: the main sept of the tribe.

Sept of the Fire's Heart

Location Iceland

Type: Wyld

Totem: Surtar

Jarl Magnus Red Hand, Elder, Metis, Ragabash

Controlled by: Changing Breeds coordinator

Sept of the Glacier Born

Location near Churchill/Hudson Bay Canada

Type: Wisdom

Totem: Bear

Controlled by : Gimli

Sept of the Golden Stars

Location: Northern Finland

Type: Wisdom

Totem: Pegasus

Jarl: Herdis All-wise Elder, Homid, Galliard

Controlled by: Changing breeds Coordinator

Note: home sept of the Valkyria of Freya

Sept of Ice Claw Slope

Location: Alsaka near the Canadian border

Type: Diplomacy

Totem: Snow Queen

Jarl: Vidgis Battle Cries, Elder, Homid, Galliard

Controlled by: Changing Breeds coordinator

Note: this sept is known for establishing good relations with the Gurahl.

Stone heart Sept

Location: Kananaski Alberta CA

Type: War

Totem: Fenris

Controlled by: Changing breeds Coordinator

Notes: famous for its training grounds, where battle skills are taught to other garou

Sept of the Unyielding wall

Location: Yorkshire, UK

Type: Honor

Totem: Firedrake

Jarl: Gordon Kent, Elder, Homid, Ahroun

Controlled by: Changing Breeds Coordinator

Sept of the Warrior's Howl

Location: New Brunswick

Type: Strength

Totem: Sturm

Jarl John Golden-boar, Elder, Homid Philodox

Controlled by: Changing breeds coordinator

Sept of the Wolf's Feast

Location: Leech Lake

Type: Cunning

Totem: Hrfan

Jarl: Olaf Njarlson, Athro, Homid, Philodox

Controlled by: Changing breeds coordinator

Sept of Wolf's Harbor

Location: Nova Scotia

Type: War

Totem: Seadrake

Jarl: Styrkar Kolgrimursun, Elder, Lupus, Philodox

Controlled by: changing breeds coordinator

In addition, Get of Fenris currently hold the position of Alpha at the Septs of Ancient Harvest, Gaia's Blessing, Hidden Flame, and Whispering Dragon.

Families of OWBN

Again not a comprehensive list, but each of these are established families with pure breed 4 or 5 commonly found.

Gray Ice:

This is a predominantly lupus family line, found in Scandinavia and across Canada. Their most prominent living members are Styrkar Kolgrimursun and Bloodflank. The rivalry between these two very different Garou has caused considerable trouble in the family.

Kohler

This family has a reputation of being as careful with their pure breed as any Silver Fang royal house. One branch of the family was connected with the Swords of Heimdall, a stain the rest have worked hard to overcome.

Monmouth:

This family is primarily of Anglo Saxon descent, usually found in the United Kingdom and North America. The family is not particularly large, owing to a combination of taking care to ensure their purebred remains high and a long chiminage to Luna that often limits the number of children born to them.

The most prominent member of the family is Vortigen Culls the Weak.

Sorenson:

This Norwegian family is spread far and wide; if the Fenrir live in an area, there will likely be a Sorenson nearby. While the purest bred of the family are known for their massive size, this isn't always the case.

The most prominent members of the family are Signe Thrice Fated, and Lars, alphas of Gaia's Blessing and Ancient Harvest.

Thorssons.

This Swedish family is not as prolific as the Sorenson line, but they have still produced a large number of kin, well known for their fertility.

Angryr Thorson and his son Bloodletter are the two best known members of the family.

After word

I'd like to thank all the Get of Fenris players it's been my pleasure to work with over all these years. You've all helped make this one of the most rewarding and fun tribes in all of OWBN. And remember the words of Terry Pratchett: "Today is a good day for somebody else to die!"

--Brian

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