

# Genre Packet: Glasswalkers

2008 Edition

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## Introduction: *Glasswalker Themes*

The Glasswalkers are essentially a tribe dedicated to adaptation. Like their totem, the Glasswalkers are constantly creating new breeds of Glasswalker, new ways of adapting, overcoming, and surviving in an evolving world.

Glasswalkers are the tribe of technology. There are Glasswalkers that embrace technology beyond what most garou would call sane – biotech implants and enhancements that make a Glasswalker more than a mere werewolf, awakened machines and computer programs that fight for Gaia... most of the time, and other experiments at the bleeding edge of techno-fetishism. On the other hand, there are Glasswalkers that reject modern technology. Urban primitives actively resist the “progress” of advanced technology, willfully choosing a life at street level. They embrace the symbols of early civilization, using hand made tools and covering themselves in artfully worked tribal tattoos.

Glasswalkers are the tribe of Man. Their roots go all the way back to the first villages and encampments of mankind. The Warders of Man (as they were then known) stood against the darkness of the world beyond the city walls. The tribe has been part of human society for so long that many other garou see the Glasswalkers as foreign to the nation, embracing too much of mankind's culture and mankind's complexity. On the other hand, the Glasswalkers are uniquely positioned to act as intermediaries between the world of the garou and the world of man. When the machinery of human society threatens the septs of the other tribes, the Glasswalkers can often make the problem go away by making a few phone calls and spreading some money around.

The Glasswalkers are a tribe of mixed metaphors and contradictory impulses. Deeply enmeshed in the workings of the modern world, they work to protect the wyld places which remain. Masters of finance and law, they still engage in the occasional pit fight for rank. Beneath the veneer of cultured civility lies a creature born of rage built to shred flesh with claw and teeth. No matter how deeply they hide it, Glasswalkers are still werewolves.

More than any other tribe, the Glasswalkers are defined by the camps they join. These dynamic tribes-within-a-tribe ensure that the Glasswalkers never put all their eggs in one basket. If the leading camp can't get the job done anymore, another camp rises to take the lead. In this way the Glasswalkers are constantly changing and adapting to the world they live in. Still, whether ruled by Wise Guy Dons, or the Boards and Directors of the Corporate wolves, the Glasswalkers are united by respect for Cockroach, fascination with mankind, and love of Gaia.

## Part I: Tribal Totem

### **Cockroach**

“Cockroaches and socialites are the only things that can stay up all night and eat anything.” – Herb Caen

Before there were wolves, there were cockroaches. Before there were birds, before there were trees, before the first ape took its first breath, cockroaches skittered across the surface of Gaia. Cockroach saw the birth of the tribes, witnessed the rise of the gauntlet, survived the rise of man, and intends to go on surviving forever.

Many garou look down on Cockroach. They see an insect, something to step on, a small and defenseless creature. These garou are fools. Cockroach is (literally) everywhere. If there is food to eat and water to drink, some species of cockroach will adapt to the environment and move in. They see and hear everything, and through them, Cockroach comes to know more than almost any other spirit in service to Gaia.

Great Cockroach rarely appears to those who do not follow Her, petulantly rejecting pleas from Glasswalkers who choose another totem over Her. Cockroach has many children to attend to, and will rarely answer the call of a garou of another tribe personally. Few can appear before Cockroach and claim to have never harmed one of Her many children, those who *have* made the effort to avoid harming Her children will find Her grateful. Cockroach prefers to send one of Her many broodlings to appear in Her stead. There aren't many garou that can tell the difference between a Kilakac'n and a Kir'kakay<sup>1</sup> anyway. Garou of other tribes that wish to meet the totem of the Glasswalkers must specifically call upon Cockroach Herself to appear, and may find Her unpleasantly annoyed at their audacity when they do. She makes some exceptions for Glasswalkers who follow Her, appearing unexpectedly when the Glasswalker merely sought an audience with one of Her servants. This is considered an honor, and a sign that the Glaswalker in question may have a great destiny.

She usually appears personally to accept new members into the tribe.

### **Appearance**

When Cockroach decides to answer a summons, the caller will usually become aware of a sudden increase in the number of cockroach spirits in the area. Cockroach sends her Ki'kakay ahead of her to find a path. Cockroach rarely takes a visible form, appearing to those who summon her as a heavy and terrifyingly powerful presence. She could be any of the tiny cockroach spirits flooding the umbra in her vicinity; she could be one of them, all of them, or none of them at all. She may simply project her presence through her brood. Cockroach is a powerful and subtle spirit.

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<sup>1</sup> See Axis Mundi: The Book of Spirits, p 46. The Kir'kakay are jaggings in Cockroach's brood. Kilakac'n are lesser spirits, explorers and envoys to the Tellurian.

When Cockroach does choose to take a physical form, She will often choose to appear as a strangely alien man or woman with dark coloring and very pronounced pointy facial features – chiseled jaw, exaggerated cheek bones, unusually sharp triangular nose. Her eyes are multifaceted, reflecting a million perspectives of reality back in a mesmerizing blur of images that can entrance those who gaze upon them. For this reason She usually wears dark sunglasses.

As with any Incarna, Cockroach may take any form that is appropriate to Her needs. Those listed here are merely some of the forms commonly adopted by the Mother of Roaches.

### **When dealing with Glasswalkers**

Cockroach loves Her children, but She's nobodies fool. She will help Her children out, as long as they hold to Her ban and keep Her ways. Woe to the Glasswalker who steps on one of his little cousins while cleaning out the closet. Cockroach is slow to forgive such a slight.

Those who stay in Her good graces will find Cockroach to be immensely helpful. Her broodlings seek out information and can get in almost anywhere. She can be persuaded to aid the Garou in forging software AIs or in finding food and safety in dangerous places. Her greatest powers are often overlooked: the ability to go places unnoticed, and to bring back information. Garou sometimes wonder why Glasswalkers are so successful in business; tribe members seem to always seem to just know where to invest their money to get high returns – like they had insider information on every deal.

Cockroach wants her children to survive. She will aid them in adapting to survive the world they find themselves in, whether that means teaching a cub to code, or helping an elder earn a wage.

### ***The Others***

Cockroach accepts that some of her children follow other totems. She considers service to any of the lesser Glasswalker totems as a necessary evil and does not punish her children for choosing them, so long as they remember to honor Her at the seasonal holidays, and do not speak ill of her.

A Glasswalker that seeks a totem outside of Cockroaches brood may find his dealings with Her to be strained.

## **PART II: *Glasswalker History***

The following is a summary of the tribe's history in OWbN – material from the Revised Tribebook remains in effect where it does not contradict the OWbN history.

### **Fall of Central House**

“The Glasswalker's great home caern, the Central House in London, fell in the late 90's. An enterprising Corporate Wolf operating out of Chicago took that opportunity to claim the whole of North America as his turf – his name was Chairman Medicci.

### **The Medicci Incident**

By: Tony “QUAD DAMAGE” Davis

There was this guy; his name was Chairman Medicci. He started out as a Corporate Wolf, but he joined the CyberDogs when he heard about the work they were doing with metis and internalized power sources.

It's always been a dream of the Glass Walkers to be able to get all that cool 23rd century Cybertech shit fabricated. You know, arm blades, head bombs, the whole street samurai shtick. The problem is, if you mess it up, you start killing off your pack quick if that's all you have to experiment on. So, they went another way.

First they went after the Kin. Evidently he got word of that guy in Europe that founded the “movement.” Seems that guy started out the same way. But from what I've heard, nobody else went quite as far as Medicci. He didn't stop at kin. He kidnapped garou.

Medicci made the mistake of capturing the unborn child of FireWire, the Glasswalker alpha of the Sept of Wren's Nest. When FireWire went after Medicci to get his child back, he took along a Silver Fang named Fights With Words. Medicci captured Chris and put a bomb in his head. This made some big enemies for Medicci, not the least of whom rank among the elders of the Uktena, Amara DarkMoon who's eyes were destroyed when one of Medicci's walking bombs went off, Fights With Words, who is now Grand Duke of the Silverfangs of the Mid-West, and the Silverfang metis Baits the Hook!

But hubris, like all things, runs its course. Medicci's scandalous acts were discovered and brought to light by FireWire. Medicci was tried before a Council of Elders including two Legends. Thomas SteelFalcon, a legend of our tribe, presided over the council which found Medicci guilty of acts against Gaia.

Unfortunately he called on ancient pacts between our tribe and those of Elder Galliard Grand Duke Nicolas Barratov of the Silver Fangs, so Nic-Rhya had to let him walk away. Yea, that cost us some face. People are still looking for Medicci and his recently discovered packmate 0-1. Wonder if they'll ever catch 'em...”

## **The End of the Story**

By: Bridges the Ravine, a Fiana Galliard

“Several years ago, though it seems longer, Caerns were being destroyed at a rapid pace. It was shame before Gaia. And then appeared Medicci, a Glasswalker who had been cast out of the Nation. These attacks seemed to be mounted by ancient forces of the Wyld, and he claimed he could aid the nation in bringing the Weaver to defend against them. It was then that many began to suspect his involvement in the attacks, though it had yet to be proven.

Medicci belonged to a camp of his Tribe that believed that there were many useful things the Weaver could do to aid in our battle against the Wyrn. He, and those who followed him, was cast out when it was discovered that he had fallen too far into the sway of the Weaver. That is a story for another to tell, but suffice it to say that Medicci and his minions was too powerful and far too cunning to be destroyed outright. By offering their aid, they hoped to be accepted back into the Nation.

Much investigation proceeded, across the Nation. Eventually, the matter was brought before the High King himself, at a Concolation held in Gaia's Blessing. Evidence was presented to King Albrecht. Medicci was a clever liar, and through some trick could fool even the most powerful of Philodox gifts used to test the truth of his words. But the King sussed him out-- and personally destroyed Medicci in single combat.”

## **Another View on Medicci's Life and Death**

By: Ted “Eye of the Storm” Rodgers, Philodox Elder, Executive Director of the Midwest

“Medicci had a way of getting things done few other Glass Walkers could match in efficiency. I was a new Cliath in the Nation when I first met him. He offered some help against some technology mages we had trouble with. He was an accomplished guy.

Then, he got caught up in the CyberDog camp. He lost himself to the Weaver. If the Weaver had followers like the Wyrn has BSDs, Medicci would be one of them. He lost sight of the true goals of the tribe and Nation. He put bombs in garou and kinfolk heads so we could kill them mercifully in case they fell to the Wyrn. The Weaver had taken him over the line and into the realm where order is important beyond all. She had corrupted him, and we lost an Elder of the tribe that day.

There was a Council of Elders called to put him on trial. I won't go into details, Galliards were there and I can't do the story justice. Medicci was found guilty and sentenced to death. Only a life debt owed to Medicci by then Grand Duke Nik saved him that day. Medicci escaped to create havoc and later violate the Litany on multiple occasions. At least Grand Duke Nik's mistake in letting Medicci get away was corrected when High King Albrecht killed him in solo combat.”

## **The Death of Alex Taupe and the Formation of the CyberDogs 2.0**

By: Ted “Eye of the Storm” Rodgers, Philodox Elder, Executive Director of the Midwest

“You want to know about Alex Taupe and the Cyber Dogs? I’m no Galliard, but I lived through it all first hand. I knew Alex when he was a Cliath. He and I were good friends and raised through the ranks at about the same pace. I achieved Elder a bit before he did. His Elder challenge was what brought us even closer together.

You see, due to the actions of Medicii and other events, I had been brought to the doorstep of a group of CyberDogs who hadn’t fallen the way the camp leaders had. They still held true to their duty to Gaia. They were hiding out in the CyberRealm, which is where I ran into them. I got to know them and learned – with gifts and by asking cockroach – they really were loyal. They and a handful of other CyberDogs that had fled the Purge still lived out in the Umbral realms, waiting for a chance to come back to the Nation and serve Gaia more openly. My rank at the time and the prejudice of the tribe and Nation prevented me from being able to truly help them. High King Albrecht changed that.

Alex challenged High King Albrecht for Elder rank. The High King challenged Alex to go find the lost – and still loyal - brothers and sisters of the CyberDog camp and bring them home. It was believed the High King had a vision indicating their strength and knowledge would be essential to the Nation in the future.

Alex then came to me, as I had told him years before about the CyberDogs I had met in the Cyber Realm. He asked me to approach them and tell them there was a chance being offered by the High King for them to rejoin the Nation, but they would have to face trial to prove their innocence in the actions of the camp as a whole. They accepted, and then directed me to more CyberDogs.

I met many CyberDogs in my efforts to help Alex. Through this, I became the voice for them. As they gathered for the trial, I was placed on the Council of Elders, as a balancing force to more radical Elders. Through the trial, most of the CyberDogs I had contacted were found innocent and allowed back into the Nation. Some were found guilty and executed for crimes against Gaia.

As the trial concluded, we were attacked by ratkin, but they were dealt with. Later that very evening, after Alex had been awarded his rank of Elder for completing his challenge, he was abducted by remnants of Medicii’s pack and killed. Cockroach herself told us he was gone. It was a heavy loss for all the Nation.

I became the head of the CyberDogs who had been allowed back into the Nation. To distinguish ourselves from the old CyberDogs, we adopted the name CyberDogs 2.0. No longer is improving ourselves at the cost of our devotion to Gaia the goal. We now are dedicated to learning all we can about the Weaver and that which is connected to her, so we can avoid the fate of Medicii and the CyberDogs. We are cutting edge and we know the most about advanced technology and cyber fetishes. Our efforts are tempered by the

fact we all know how much this could cost us, and we now have routine checks to ensure such never happens again.

The Medicii and CyberDog incidents taught us that the Weaver is a very real threat to Gaia, and we need to learn more about her, so we can better combat her influence and actions against Gaia. Learn well the lessons I have lived through. Do not be tempted by the Song of the Weaver. If you loose yourself to the Song, you are as lost to Gaia as a garou who dances the Spiral.”

## **The Return of Alex Taupe?**

A note by Alice Sanders, Homid Cub

Recently someone has returned to the nation claiming to be Alex Taupe. He was just a kin at first, but I've heard rumors that he went out and spoke to a celestine to regain the power to change.

I don't know if that's true, but there has been a call for a council of elders to decide the matter. I guess we'll have to wait and see what comes out of that.

## **Rise of the Random Interrupts**

By: Alice Sanders – Homid Cub

The Glasswalkers have seen a very rapid succession of leaders in the last fifty years. The Wise Guys lost power in the late seventies, ceding leadership to the Corporate Wolves who lasted only a couple decades.

For a time Medicii ruled all of North America, but that didn't turn out well. The Cyberdogs were exposed by a new Camp called the Random Interrupts. Now the Random Interrupts are in charge, sort of.

The Random Interrupts are... well... very random. Chairman Whazzitsname took over once Medicii was disgraced, but he went out to Las Vegas to meet up with a contact and never came back. Viv-rhya took over and has been active for awhile, but she's very hands-off (sorry rhya).

A new group of Random Interrupts has appeared, calling themselves “Central House.” Central House speaks for Viv, although she's never openly endorsed them. They have not clearly stated who they are or where they're based, but they've started giving orders and most of the tribe has started to fall in line. Double Precision, a Philodox Adren, acts as the face of Central House, issuing statements and taking notes for “the directorate.”

## **The Last Fleet**

By: Chairwoman Viv

It's not clear exactly when it happened, but sometime in the last three years almost all the Umbral Pilots left. Captain Kline of the good ship Hopewell has reported that they assembled into “the last fleet” and have all fled to avoid the apocalypse. Cowards all.



## Part III: *Glasswalker Camps*

### **Random Interrupts:**

The Random Interrupts are currently the dominant camp in the Glasswalkers. Established in 1987 by B. Clarence Gilson and J. Endurance Earle to combat the wyrm on the computer front, it has since evolved into a highly organized camp of computer specialists. While at one point the camp was more a group of anarchist hackers working loosely together, under Elizabeth Genereader's guidance, the camp moved to the current structure of a group of individuals banding their talent together to creatively combat the wyrm through technology.

This camp is **encouraged** for PCs and NPCs alike, as the up and coming camp in the tribe.

### **Corporate Wolves**

Established in 1912, this camp reached its dominance during the period from 1975-1998. Founded on theories of system engineering, the camp divided the world into "turfs" that packs were given responsibility for. When something moved into another "turf," the appropriate packs were notified.

They furthered this concept by moving their eyes to influences – and influence wars with vampires. Unfortunately, subtle tactics are not meant for those with rage, and the Random Interrupts offered the tribe a vision more appealing and immediate. Their strongest Caern is in Seattle, home of the World Trade Federation.

This camp is appropriate for PCs and NPCs.

### **Wise Guys:**

Most simply put, Wise Guys are the mafia aspect of the Glass Walkers. This camp originated in 1921, and held dominance from 1922-1975. Backed by the money and influence of many crime syndicates, this camp became a force to behold. Their power, however, was only as great as the crime families that backed them.. By the mid 1980s, Crime syndicates were all but unheard of. The camp has been whittled away to a shell of what it once was. Some younger Glasswalkers attracted by the mystique of the Wise Guy brand, are trying to revive the camp. It remains to be seen if they will succeed.

This camp is appropriate for PCs and NPCs. Please keep in mind the ties are primarily with the Italian mafia, and the character's background should reflect this. Many members of this camp are Catholic.

### **Dies Ultimae:**

Another relatively new camp, this is the militaristic branch of the Glasswalkers. This camp has been gaining more popularity over the past few years.

The Dies Ultimae believe in combining modern military techniques with spiritual back up to bring kinfolk into packs, and as nearly equal members of garou society. While this camp had its origins in Europe, but these past years have seen this camp explode in America, challenging the Random Interrupts for supremacy.

This camp is encouraged for PCs and NPCs, second only to the Random Interrupts in recruitment.

### **CyberDogs:**

One of the most infamous camps, this camp is nearly extinct – or so it's said. The fundamental belief of this camp is the concept of integrating cybernetics with the werewolf's body. The Cyberdogs had a terrible secret, however. In order to perfect their cybernetics, the leaders of this camp began experimenting on lupus garou, forcing implants into them.

Much of this camp to light at the Concolation in 2001, when Chairman Medici was brought up on charges – and evidence was produced that he placed cybernetic “bombs” in the heads of three different Garou. (See history above)

The tribe began a purge of this camp, resulting in Cyberdogs either going underground, or retreating to the Cyberrealm.

This camp is **not** appropriate for PC use and NPCs should be used sparingly.

### **Cyberdogs 2.0:**

Lead by Ted “Eye-of-the-Storm” Rodgers, the Cyberdogs 2.0 are trying to save what was good about the CDs. They are very selective about who they allow into the camp, requiring both ethical and technical excellence before they will teach the aspiring member any of their secrets.

The rest of the tribe looks at the CD2s with more than a little suspicion. Members can expect to be watched carefully for signs of falling to the weaver, and may not be able to travel freely, since there are still a few packs and families with a dead kinfolk to avenge.

This camp is sometimes appropriate for PC use. Membership requires the approval of the Glasswalker tribal narrator.

### **Umbral Pilots:**

Created in the late 1800s, this camp thought the tribe short sighted to look only at the realm. They wanted to explore the umbra to find aid for Gaia from the Deep Umbra and so they built amazing fetish ships to do just that. The Umbral Pilots experienced a renaissance a few years ago, with the discovery of Port Realm, far umbral realm of trade by sea, where nearly anything can be found for the right price.

Since the fall of the Flying Rose, the Umbral Pilots have all but died off again.

This camp is sometimes appropriate for PC use. Membership requires the approval of the Glasswalker tribal narrator.

### **City Farmers:**

This camp has never held dominance over the tribe. Devoted to stopping urban expansion, developing green growth in existing urban space, and they working to encourage the use of hydroponics, and green technology. Their strongest Caern is in Havana, which has the highest green space and growth space of any urban city.

This camp is appropriate for PCs and NPCs.

### **Urban Primitives:**

This is not technically a camp, but more of a group of people banded together with a common philosophy. To quote the tribe book, “Urban Primitives believe that dependence on technology removes the user from his essential self. (they) try to create tribal societies whilst decorating themselves with tattoos, piercing, scars and branding.” (Glasswalker Tribebook (revised), p 61)

This philosophical group is appropriate for PCs or NPCs

## **Part IV: Tribal Structure**

### **Geographic structure.**

The Glasswalkers divide the world up in a unique way, powerful members of the tribe claim a “turf,” a chunk of geographical space which they control. These chairmen rule the tribe with a light hand, watching over their Directors and Dons. Each chairman is assisted by a board, a group of trusted advisors and leaders of various regions within the country who help the chairman make her orders stick.

All of North America is under the leadership of a single chairwoman (by far, the largest turf on the face of Gaia). Beneath her, the tribal leadership is split into four regions; the Northeast, Southeast, Midwest, and Western territories.

There is a split among Glasswalkers over titles. Wise Guys and those who respect the Wise Guy period of Glasswalker history call themselves “Dons” while more modern Glasswalkers prefer the titles of a corporate structure, or adopt the Random Interrupt's habit of reducing everything possible down to an acronym.

Camp	Regional Head	City Leadership	Caern Leadership
Wise Guys	Don	Don	Capo
Corporate Wolves	Executive Director	Director	Alpha Glasswalker
Random Interrupts	ED of [region]	D of [City]	Alpha Glasswalker

### **Requirements for Positions.**

Rank: No specific requirement – the tribe respects personal ability over rank. Obviously most of these positions wind up in the hands of the elders anyway, but that owes more to their cunning and ability than to their rank.

PC: No local NPC may hold any regional title. If no PC can be found to take up the title, it defaults to the Tribal Narrator's control.

Travel / Availability: A regional leader should be willing to travel to visit each of the games in their region at least once a year. When this is not possible they must at least be available via e-mail or phone. If a regional leader cannot be contacted within a reasonable period of time, the TN may reclaim the title and assign it to a TN-NPC until a new PC can challenge for the position.

### **The Board**

The glasswalker board is made up of the Executive Directors from all the territories of North America, chaired by Chairwoman Viv. Each ED may choose to include any Directors from within their territory that they feel will contribute to the business of the board.

## **Part V: Meet the Glasswalkers**

### **Random Interrupts: Elizabeth "Genereader," Homid, Philodox, GW, Elder**

While Medici was undone by his own hubris in the states, it took Elizabeth Genereader to expose the corruption of the entire camp. When she stood up in front of the entire tribe during the celebration of the Promethean Daze in 1999, no one would have imagined that the slightly mousy and anything-but-pretentious Random Interrupt would one day lead the tribe.

Since that day Elizabeth has done her best to stay off the international stage, preferring to lead her camp from the seclusion of her inbox, toted along in her laptop as she travels the world meeting with important glasswalkers and resolving inter-camp disputes, and disagreements between turf-holders.

Elizabeth rarely acts overtly, preferring to make her will known only to the chairmen and women who rule the various glasswalker turfs. If Liz actually shows up in person, something big is about to go down.

### **Dies Ultimae: Major General Ronald "Hammer Down" Kaplan, Homid, Theurge, GW, Elder**

General Ronald Kaplan is the commander of NACAC, (North American Command and Control) making him the leader of the Dies Ultimae in North America. He recently became an elder, and the commander of NACAC by defeating his predecessor in single combat. The previous commander Lars Jahnsson, a Norwegian by birth, was dying of a mysterious disease he contracted in the Amazon wars, and chose to get taken out by his favorite subordinate rather than suffer weakness and diminution. No slouch in battle, he took one of General Kaplan's eyes out before Ronald could put an end to the fight.

General Kaplan has served in the Amazon and as a strike leader for the Dies Ultimae in some of the heaviest fighting in Eastern Europe. While General Kaplan is an adequate Theurge, his greatest strength is the ability to inspire loyalty in the followers of Clashing Boom Boom. He is an expert in tactics, and a skilled trainer.

If General Kaplan has any plans for the Dies Ultimae in North America, he has kept them to himself. He has been known to work closely with Central House in the past, accepting contracts for the services of his own pack, and other, lesser Dies Ultimae teams. With his new commission it is expected that General Kaplan will settle down to lead the NACAC caern located a few miles out of Houston Texas.

### **Wise Guys: Jonathan "Little Joe" Lucci, Homid, Philodox, GW, Athro.**

Little Joe is the great grandson of Gianluiggi Lucci; famed leader of the wise guys when they ruled the tribe. Little Joe was born on Chicago's North Side, in the old Family home. When Medicci became the chairman of North America Joe's father feared for the boys life. Joe's Father smuggled him out of the country on a slow boat to China (literally). After a short stint among the GWs in Hong Kong, Little Joe was flown off to Italy.

He went through his first change in Italy, and trained among the Italian wise guys until he reached the rank of Fostern. Lucci spent a few years traveling back and forth between Italy and Moscow, trying to bring the Russian Mob and the Italian Mafia into an alliance (under Wise Guy leadership of course). He achieved only moderate success at that effort, but racked up a reputation as a take-no-nonsense leader of garou. He commands respect and obedience in a way that is unusual for the glasswalkers. Tsarina Tvarivich once granted Lucci an audience and is said to have been impressed with his mettle and bearing.

With the death of Medicci, Lucci began to make overtures to his neglected kin in Chicago. He has recently moved back to Chicago. Many Wise Guys see his return much as the return of a lost prince. They are chomping at the bit to declare him Don of the camp, and get on with the business of restoring Wise Guy dominance. Younger members, the east coast Dons in particular, are less willing to hand over the camp to a newcomer.

Lucci is a camp loyalist by instinct, having been groomed since birth to lead the camp, but is less interested in restoring the camp's lost dominance, seeing it instead as just one arm of a vibrant and growing tribe.

### **City Farmers: Diego "Piel Verde" Cordoba, Metis, Galliard, GW, Adren**

Diego was born in Havana, the son of two glasswalkers who got a little excited during a Promethean Daze celebration. He was born with skin as green as the tobacco fields, and was marked from the day of his birth to be a city farmer.

Diego focuses his efforts on developing new farming technologies. He has never left the safety of his home caern, but his influence is felt throughout the world. Diego is responsible for many small innovations, flexible micro-drip lines for use in arid regions, portable desalination devices that collapse down to the size of a large wallet, and a special breed of grass that balances soil PH over a few short years.

While Diego has never lifted a claw against the wyrm, he has saved more humans than most garou will ever meet, and done so while giving them cause to reuse the land that has already been defiled, saving untold numbers of wyld places around the world.

### **Umbral Pilots: Captain Thomas "Long gun" Kline, Homid, Theurge, GW, Adren**

Captain Kline was left behind when most of the Umbral Pilots left in the Last Fleet. Little is known about Kline's history or motivations. He is a quiet and even tempered man given to wandering the deep umbra in the ship he captains. The Hopewell is a fine three masted Galleon, of a size rarely seen in umbral ships. Like all umbral ships, the Hopewell carries no guns, but it has gun ports, and it is a well known fact in the tribe that Captain Kline and his crew have made repeated efforts at fashioning a fetish cannon that the Hopewell will accept.

Captain Kline has no real hope of reestablishing the camp, and makes no effort at recruitment. Those who wish to join the umbral pilots find him distant and cool. When he does accept such an offer it usually comes with a requirement that the neophyte join his crew for a year and a day.

When asked why he as remained behind, Captain Kline says frankly "So that I can tell the others how Gaia dies."

### **CyberDogs 2.0: Dr Dennis "Doc" McConnell, Homid, Galliard, GW, Adren**

Dr. Dennis McConnell is the second-most respected member of the CyberDogs 2.0, after Ted "Eye of the Storm" Rodgers. It is expected that if something should happen to Ted, Dr. McConnell would replace him as the leader of the new generation of CyberDogs.

Dr McConnell is old for a garou, at nearly 70 years of age. Dr McConnell was a late-changer. He was kinfolk to a child-of-gaia ahroun. They tried for years to have a child, consistently failing until Dr. McConnell took matters into his own hands, using his medical skills to impregnate his wife. When their child reached its second trimester, it unexpectedly tore its way free of its mothers womb. Mother and child died before Dr. McConnell could decide which of the two to save. In his horror, he changed, and tore the house apart.

Dr. McConnell swore that he would never again watch another garou die because he lacked the knowledge, or the decisiveness to save them. It was therefore no choice at all for him to become a CyberDog. When the rest of the camp went into hiding in the cyber realm, Dr. McConnell stayed behind, quietly moving from caern to caern, wherever a metis needed a new skeleton, or a proud warrior of gaia had lost a limb. He was among the last of the CyberDogs to take Ted's offer to come in out of the cold, worried that they would deny him the right to continue to use cyber fetishes to heal.

Few know more about the art of crafting cyber-fetishes than Dr. McConnell. He spends most of his time teaching younger Cyberdogs, and preparing for operations.

## **Part VI: Tribal Caerns**

### **Houston: The North American Command and Control Caern (N.A.C.A.C.).**

The N.A.C.A.C. Caern is one part military base, one part private airfield, and one part playground for fans of Clashing Boom Boom. The caern is the largest single collection of Dies Ultimaе warriors in North America (with non-stop flights to the Amazon or Europe on demand).

The Dies Ultimaе, under the Command of General Ronald Kaplan, are heavily involved in the management of the local arms depot for the Texas National Guard, and the control of a small private airstrip used to fly commercial cargo planes out on national and transnational flights. The Dies Ultimaе use the operations of the airfield and the nearby arms depot to move weapons into, out of, and around the country where the children of Clashing Boom Boom need Her mighty BOOM.

Young Dies Ultimaе are often sent to N.A.C.A.C. For training and indoctrination into the prophecies of the coming apocalypse which are so central to the tribe's beliefs.

### **Central House – The House of Cards**

After the fall of Central House in London, some members of the glasswalker tribe began to look into ways of creating caerns which are not tied to a fixed location. Most of their attempts resulted in failure until a young cub named Alice Sanders stumbled onto a building network of spiritual energy. She found that by creating a spiritual link from a networked device into the nexus of energy, she could contact its animating spirit. The spirit, a powerful child of cockroach, demanded Alice's immediate oath of devotion. Alice named this spirit's network Central House, after the old London caern and took her discovery directly to Chairwoman Viv.

It has been three years now since the discovery of Central House, and some very clever glasswalker theurges, working under Alice and Chairwoman Viv, have found a way to tie the Central House into the hearts of some of the weaker glasswalker caerns, allowing the Caerns to collaborate their spiritual efforts for the benefit of all.

The pack which has formed around the protection of the Central House goes by the same name. As they delve further into the mysteries of this strange spirit network, they hope to find new ways to turn it into a weapon against the wyrm.

## **Bibliography**

This document is intended for use with Tribebook: Glass Walers, ©2002 White Wolf Publishing, Stone Mountain GA.

The document also references material from Axis Mundi: The Book of Spirits, © 1996, 1999 White Wolf Publishing, Clarkston, GA.