

Fianna 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.

BASIC HISTORY

Early in their history, the Fianna began as a fractured set of smaller bands that followed Stag, tied to a particular tribe or band of Celts (their Kinfolk). In Gaul (France) were the 'Hounds of the Horned One', in the alpine areas of Europe were the Skysingers, the Balkans had the Night Claws, and in the western isles (England, Scotland, Wales and Ireland) roamed the Fierce Ones, also called the Fianna. During the Roman spread throughout Europe, the different factions were finally Unified under one High King, Ard Righ Elim 'of the Red Claws', of the Fianna branch. Coupled with the fact that the Fianna of Eire (Ireland) never have lost their land to another Tribe (Ireland to this day is still undisputedly Fianna territory), the Tribe as a whole became known to the Garou as the Fianna.

Around year 200 AD, one of the Fianna's greatest allied Tribes, the White Howlers (Pictish Garou who held Scotland), fall to the Wyrms. Each Howler leapt into Wym pits across the Scottish hills. The inner rage and hatred each Howler had, combined with their arrogance in the face of the Wym caused them to be corrupted, and to emerge twisted physically, mentally and spiritually from the pits, as the Black Spiral Dancers. Soon after, the former allies came to the Fianna's greatest caern, Silver Tara, under the guise of friendship, only to attack Stags chosen in a failed attempt at a siege. From then on, every Fiann has a particular hatred for the friend turned treacherous that is the Black Spiral Dancer.

Their other tribal ally, the Fenrir (now the Get of Fenris), went to visit the Fianna after the fall of the Howlers. They found the one fierce Garou drunken lamenting the loss of their brother tribe, the White Howlers. The Fenrir returned to their elders with mistaken tales of a once proud and fierce tribe lost in harano and weakened by sorrows, and a threat to the caerns they hold.

In 415 AD the Fenrir began a campaign against the Fianna, beginning with the capture of a British Fianna caern. Seizing land and kinfolk where they could, the first Fenrir set foot in Ireland in 960 AD with the intent of taking a Fianna Caern. They were unsuccessful. A larger force of Fenrir returns in 999 AD, and is driven off after much bloodshed and loss on both sides.

The campaign ends in 1014, when High King of Ireland Brian Boru defeats a combined force of Vikings (Fenrir Kinfolk) and Irish mercenaries at Clontarf. The country of England by this time was well populated with the Fenrir, as well as the Fianna.

The Fenrir were never able to claim any Fianna caerns in Ireland.

After the Get came the Silver Fangs, who claimed England and the British Isles for their own. After years of Struggle with the Get and the Fianna, an accord was reached between the three in 1169.

The Kinfolk of the Fianna in Scotland, Ireland and Wales fought English rule throughout their histories.

Early in the 20th century, Ireland won its independence from English rule in 1916, in part. The northern most counties of Eire remain property of the Crown to this day (Northern Ireland), leading to a vicious campaign between the Irish Republican Army and British Forces as well as Protestant paramilitary groups loyal to the Crown. The Fianna were drawn into this conflict by their kin, and fought each other for decades, the heaviest fighting taking place in between the 1970's and the late 1990's.

Recently, a few packs in Northern Ireland have been making great strides to curb the fighting. With the human governments also attempting peace, hopefully the troubles of the Fianna will finally be settled.

Currently, Ard Righ Bron MacFionn is the leader of the Fianna worldwide, his ruling seat being at Silver Tara in Ireland.

RECENT OWbN HISTORY

In America, the Ard Righ Fianna is Legacy of Dire, an Elder Lupus Ragabash, currently in Tennessee. He claimed this position recently after Bares the Kin, Lupus Galliard held it for many years.

TRIBAL STRUCTURE AND LEADERSHIP

NATIONAL AND INTERNATIONAL LEADERSHIP

The Fianna in One world by Night will use the model from the Second Edition Fianna Tribebook (white cover) as the basis of its hierarchy. This is the standard for fianna septs and regional leadership worldwide.

Individual games are free to add or alter this model. But in doing so they must realize that they are not following the traditional tribal model. Additional positions such as Lord Brehon, or adding a position for each Auspice to the Council of Song is fine, as long as it works for your game.

But, the following model is considered the tradition for the Tribe of Stag.

From the Fianna tribe book, page 39.

Leadership

Our system of leadership is based on ancient traditions. A Righ, or warleader, commands each Sept. Each Righ has a Council of Song made up of Philodox and Galliards who speak to her of the ancient legends and advise her on important matters. Members of the Council of Song serve as the officers of a sept, and the council organizes rites and moots.

Rights lead their Septs, the Rights in turn recognize the warleaders of more powerful septs as their betters. This spirals of leadership continues up to the most important sept at Tara, which is led by the Ard-Righ, nominally the leader of the entire tribe. However, his claim doesn't carry much weight outside of Ireland anymore.

All Rights, with the approval of their council of song, select a Taniaste. If the Right falls, then the Taniaste serves as her successor, if she can pass the tests of the Council of Song. This prevents conflicts within a sept during times of war. Sometimes, the Taniaste of one sept is Righ of a smaller sept.

A new Righ must pass a number of arduous tests, both mental and physical. He must prove himself to be in the peak of physical health. He must know the Silver Record and legend of our tribe. He must be quick witted to jest and

answer riddles. He must endure pain and show strength and speed enough to defeat the mightiest enemies. We test our leaders to make sure that they are the best among us - strong, quick, and wise - and capable of protecting the Sept.

In One World By Night, the Fianna are led globally by the Ard Righ Fianna, who keeps court in Ireland at Silver Tara. The current Ard Righ is Bron MacFionn. His Taniaste is Son of Moonlight, of the sept of the Tri Spiral.

In North America, the Righ over the Fianna is Legacy of Dire, of the sept of the Smoke Covered Mountains (Tennessee). His Taniaste is Gavin "Walks With Stout" McGearty, of the Sept of the Deep River in eastern Tennessee.

Below the Righ of North America is a group of regional righs. Legacy recognizes four distinct territories of America: North East, South, Mid West and West.

The position of "Regional Righ" (not an IC term) is one for player characters.

REGIONAL STRUCTURE

Below are the appropriate qualities for a PC to become a Regional Righ.

Rank- The rank of Adren or higher.

Breed- Homid or Lupus.

The Fianna are well known for their abominable treatment of their Metis. The current Fianna Tribebook states (on page 69): "Of course, his [a Cliath Amputee referred to in an earlier passage] chances are far greater than any Metis in the tribe. To be blunt, a Metis is seldom considered for important positions in the sept, and would never be allowed to lead as Righ. Deep down, most Fianna believe the flaws of a Metis body correspond with flaws of the spirit."

Auspice- Any, although usually Galliard or Ahroun.

Tribe- Fianna. Always been a Fianna (No tribal renounciates). Never been a Ronin.

Other criteria-

Battle Scars: While the Fianna respect battle scars for what they are and what they signify, the Fianna generally prefer their leaders to be 'without blemish.' They will preferably choose a leader who has no major battle scars

(generally nothing more than Superficial Scarring or Deep Scarring).

That being said, the Ard Righ Fiann, Bron MacFionn is described as having a prominent scar on his left cheek, with more 'liberally' covering his body.

Currently, the ruling is that the tribe can live with one battle Scar of some significance (Collapsed Lung, Improper Bone Setting, One Eye) along with other minor scars, if the local PCs can live with that also.

TWO major scars, or any scar that might signify Wyrn Taint, or is a common mark or the Wyrn disqualifies the PC.

OWbN realizes that it may be tough to find a PC of Adren rank or Higher with no battle scars, so some leeway can be given here.

PC/NPC: As stated elsewhere, these positions are for PC's, not game or Network NPC's. If you have a game NPC who would feel slighted by this, consider having that NPC make it known that he has other things to tend to other than being the Righ of a Region.

Camps: The Fiann may either be of any Fianna Tribal Camp or of no camp.

Activity: The PC/Player must be active on the Fianna IC List, the OWbN Garou IC list, and most importantly, their home chronicle.

The player should also have at least neutral relations with their home Storyteller staff, the ST staffs of other games in their region, the TN and the other members of their Tribe on an IC basis.

Also, the Player must realize that the position is an IC responsibility, not an OOC one. They have no authority over the players when game is off.

Since the position is an IC entity, the player and PC should both realize that they might be challenged by other PC's for the title. Likewise, the TNC may also exert control over the PC (he is the Righ of North America).

These criteria are subject to be amended and altered as the Garou Coordinator and/or Tribal TN needs. In such a case, notification will be sent to the ST/Coord/Fianna lists detailing any changes.

CAMPS

Brotherhood of Herne: The Fianna 'Rapid Reaction Force' who jump into caerns in need of potent and effective combatants and defense.

This camp is appropriate for PCs and NPCs.

Children of Dire: An all Lupus camp that protect the wylds and wolves surrounding Fianna lands, they investigate natural disturbances and the Wyrms presence in nature.

While this camp is uncommon, they are appropriate for LUPUS players.

Grandchildren of Fionn: Named for Fionn MacCumhail, Kinfolk, High King of Eire, and War leader of the human Fianna. Seen as a 'proving ground' for younger Fiann who want to make a name for themselves in their early years. Aggressive and battle-thirsty, the Grandchildren care more about fighting than reason why to fight.

This camp is appropriate for PCs and NPCs.

Mother's Fundamentalists (The Fundies): Unscrupulous Garou who wish to see the Impergium make a return, starting in the Fianna lands. It is believed that they Fundies are responsible for the tribe's participation in the troubles in Northern Ireland, by tricking the Grandchildren and the Brotherhood into joining the fight with their Kinfolk.

Always unpopular with other Fianna, they were thought to have been disbanded after the Fianna left the troubles, having recently reared their ugly head once again)

This camp is uncommon, and primarily in Ireland. It is highly suggested that this camp be not allowed within a game. If a player wishes to be a part of this camp, please contact the Garou Coord / Fianna TN for contacts within Ireland.

Songkeepers: Lore masters dedicated to learning and preserving the aural history of the Garou Nation as a whole.

This camp is appropriate for PCs and NPCs.

Tuatha De Fionn: Garou who attempt to bridge the gaps and foster relationships and alliances with the Fae.

This camp is appropriate for PCs and NPCs. Please keep in mind, entrance into this camp will rely on a storyteller's ability / desire to deal with Changelings.

Whispering Rovers: Nomadic Homid scouts who travel the world and gather information and report back to the Tribe for their use.

While this camp is uncommon, this is an excellent camp for players who travel a lot, or who cannot attend game on a regular basis.

MAJOR PLAYERS

Legacy of Dire

Elder Lupus Ragabash, Current Ard Righ of America.

Legacy of Dire recently took claim of the title Ard Righ Fiann. Legacy claims a caern in Tennessee as his own, and remains there to defend it.

He is content with allowing the Fianna in his territory rule their own lands as they see fit, preferring not to get involved with their territory too deeply. He maintains relations with local Righs in an effort to keep abreast of the tribal goings on.

Legacy also tends to stay away from Garou politics as a whole. He cares for his Pack, his Sept and his Tribe, and the war against the Wyrn, and finds petty bickering and squabbling to be the utmost waste of time.

Dire's Homid form is a wiry young man in his 30's, with long fiery red hair and a thick red beard and bright green eyes. He dresses in a variety of styles, from Leine's to Kilts to jeans and flannels. In Lupus he is a large, almost Hispo sized dire wolf with dark red fur.

Bares the Kin

Elder Lupus Galliard, former Ard Righ of America

Bares the Kin served as Ard Righ for a few years, before she was unseated by Colm 'Strikes as Green Lightning' Vilnius, a rather unscrupulous Fianna Elder from the Pacific Northwest, and a follower of Grandfather Thunder. While it was clear that Colm had cheated, the Master of the Challenge for the contest had been bought off before hand.

Bares was content to let go of the position, but not to one so dishonorable, but Colm would not accept any new challenges from her.

Her son, Legacy of Dire, stepped in to challenge the bastard for the seat and for his mother's honor, and won the duel to the death, thus becoming the New Ard Righ.

Bares remains as an advisor to Legacy of Dire, giving him counsel when he needs it, but also being careful not to overstep her bounds.

Bares is in her 60's, still rather attractive, and has no trouble finding new mates and birthing new cubs.

Howls in Pub
Athro Lupus Philodox

Howls is an Athro Fianna living in the Midwest.

He recently left the real world to prepare himself for his Elder Quest.

His return is highly anticipated.

Senon 'Sings in Stone' O'Connor
Athro Homid Galliard, Righ of the Northeast

Senon leads the Fiann of the Northeast from his Sept in Virginia. He is an accomplished tale singer, and hosts a Story competition each year at the Beltane Grand Moot.

Senon is one of the eldest sons of one of the Fianna's great Clans, the O'Connor's.

Senon is the Alpha of an all Fianna pack.