WEREWOLF
THE FORSAKEN
A Storytelling Game
of Savage Fury

Paradise is lost —
DESTROYED by our own hands,
torn apart by our own fangs and claws.
For that, we are FORSAKEN.

Now we STALK among the human herds,
wearing their sheep's clothing,
our senses drawing us to our PREY.

Our own kin are set against us,
and things from the earth's shadow follow in our wake.
Our BLOOD pounds with RAGE as the moon swells.

You who would HUNT us, be warned —
for we will turn the hunt against you,
and you will find you are not our hunter,
but our PREY.

For use with the
World of Darkness Rulebook

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WEREWOLF
THE FORSAKEN

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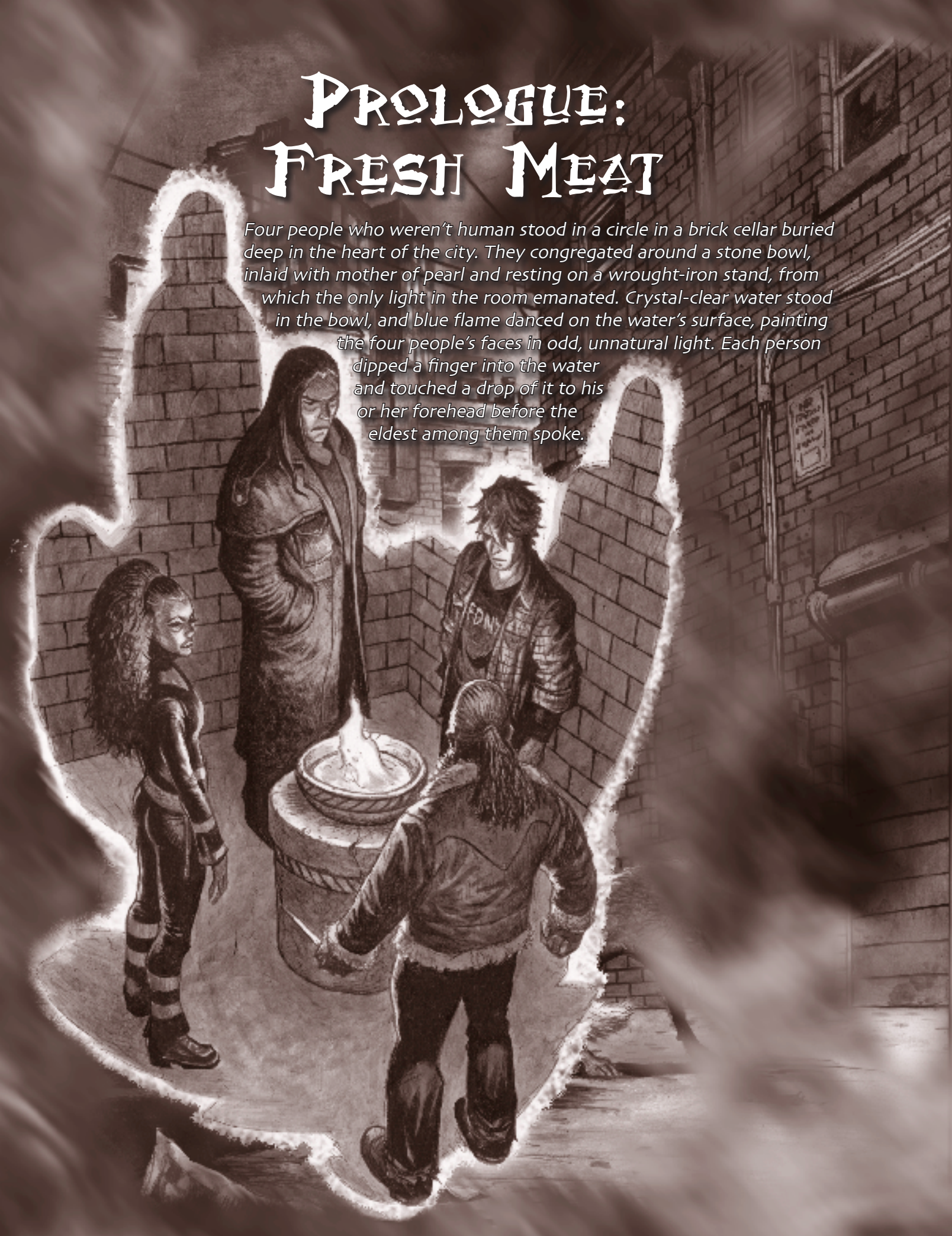
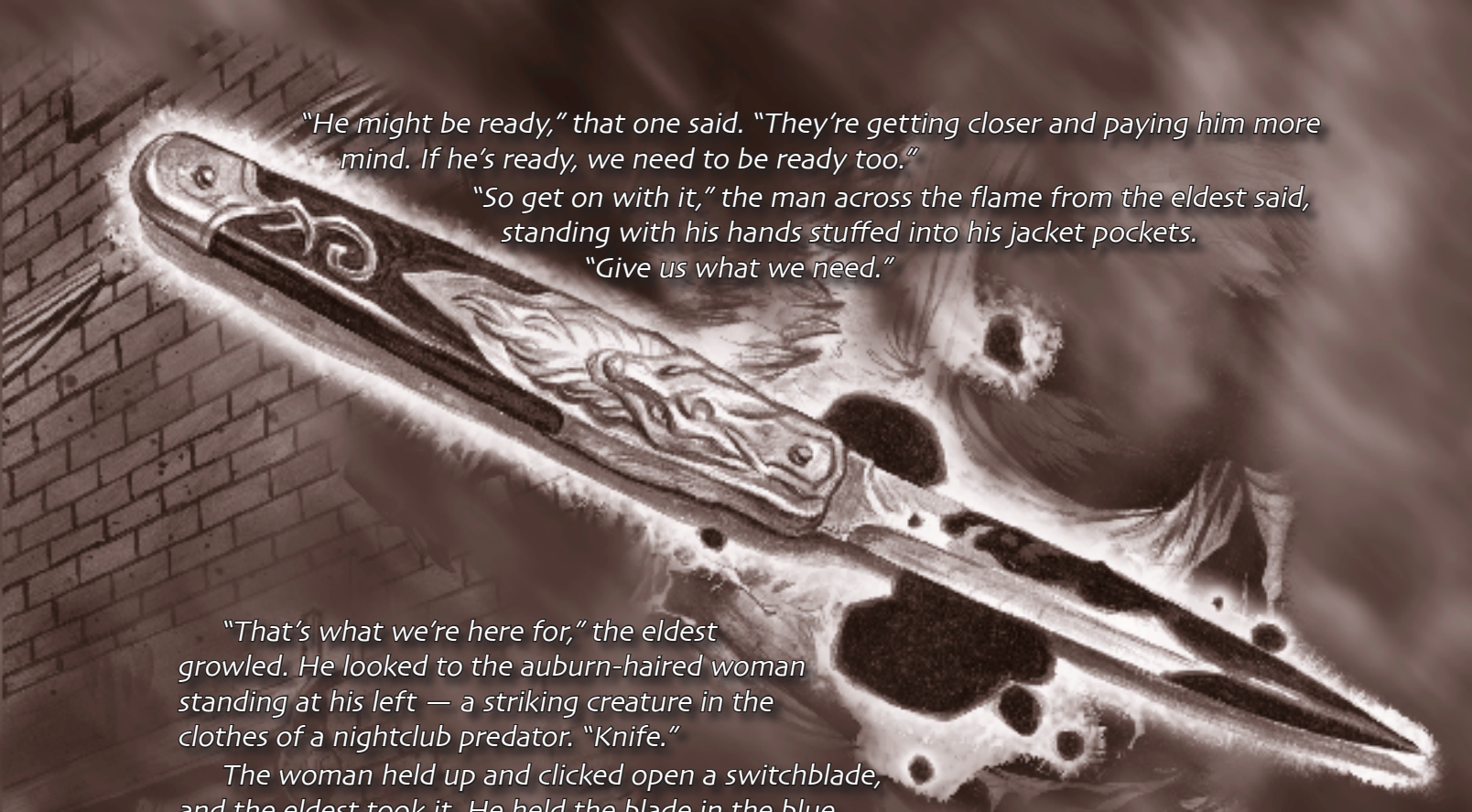
WEREWOLF
THE FORSAKEN™
A STORYTELLING GAME
OF SAVAGE FURY
WEREWOLF CREATED BY MARK REIN•HAGEN

Prologue: Fresh Meat



Four people who weren't human stood in a circle in a brick cellar buried deep in the heart of the city. They congregated around a stone bowl, inlaid with mother of pearl and resting on a wrought-iron stand, from which the only light in the room emanated. Crystal-clear water stood in the bowl, and blue flame danced on the water's surface, painting the four people's faces in odd, unnatural light. Each person dipped a finger into the water and touched a drop of it to his or her forehead before the eldest among them spoke.



"He might be ready," that one said. "They're getting closer and paying him more mind. If he's ready, we need to be ready too."

"So get on with it," the man across the flame from the eldest said, standing with his hands stuffed into his jacket pockets. "Give us what we need."

"That's what we're here for," the eldest growled. He looked to the auburn-haired woman standing at his left — a striking creature in the clothes of a nightclub predator. "Knife."

The woman held up and clicked open a switchblade, and the eldest took it. He held the blade in the blue flame for a moment, inspected its edge, then opened his mouth wide. In one quick draw, he sliced a shallow line across his tongue and then pressed the flat of the blade into the blood that welled up from the cut. He then handed it to the auburn-haired woman. Her nostrils flared over the blood as she took the knife, and she touched her tongue to the crimson fluid before passing it over to the next person in the circle. In moments, all four people had done the same, and the eldest among them held the knife again. He wiped the blade on the cuff of his denim jacket before folding the knife closed and handing it back to its owner.

"Now you know what I know," he said, looking the other three in the eye one by one. "Let's go."

• • •

I should get out of here, Mark thought, staring out the subway window into the rolling darkness. The rhythmic rocking of the empty car had lulled him into a half-doze, and that sort of state usually pulled back the curtain on how unhappy he'd become living in the city. He had nothing specific to complain about — secure job, decent dating prospects, never been mugged — but still, he was far from home, had no true close friends, and things had gotten strange lately. He scratched idly at the bandage wrapped around his right hand from where something in the park had spooked his dog, charged him and taken a chunk out of him before running off. Doctor had said he didn't have rabies or any other sort of infection, but it was still a damn weird, random thing to happen in a city park. And he'd been seeing… things before and since then. Things that made him wonder if maybe this life was a dream from which he needed to wake up. Things he didn't like to think about.

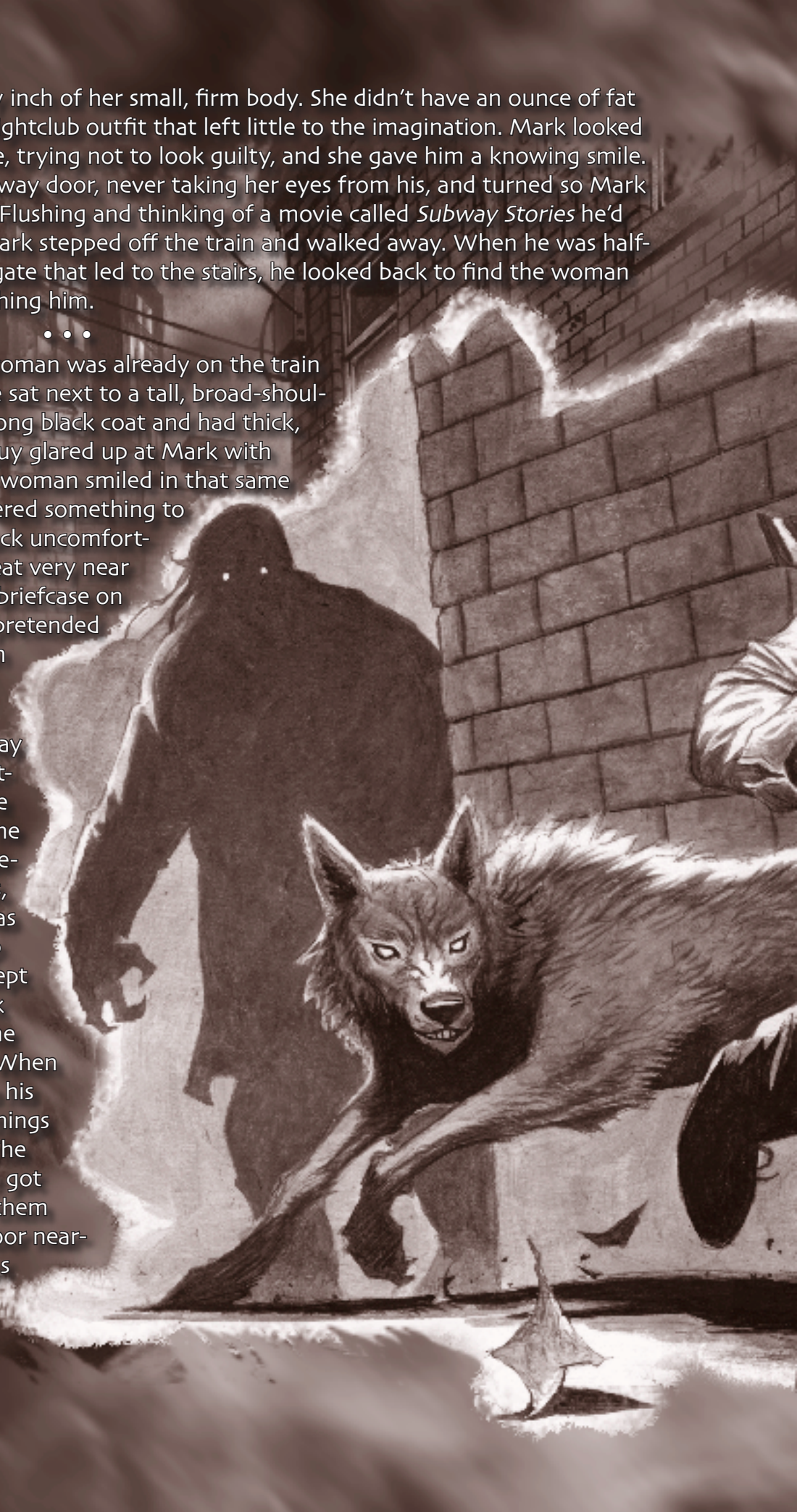
When the subway finally ground to a halt, Mark got up and headed for the door, only to find a woman standing in his way outside. She seemed just as surprised as he was, but her nostrils flared and a light seemed to go on behind her eyes. The woman smiled at him, and Mark couldn't help but smile back. He also couldn't help but glance down at her,

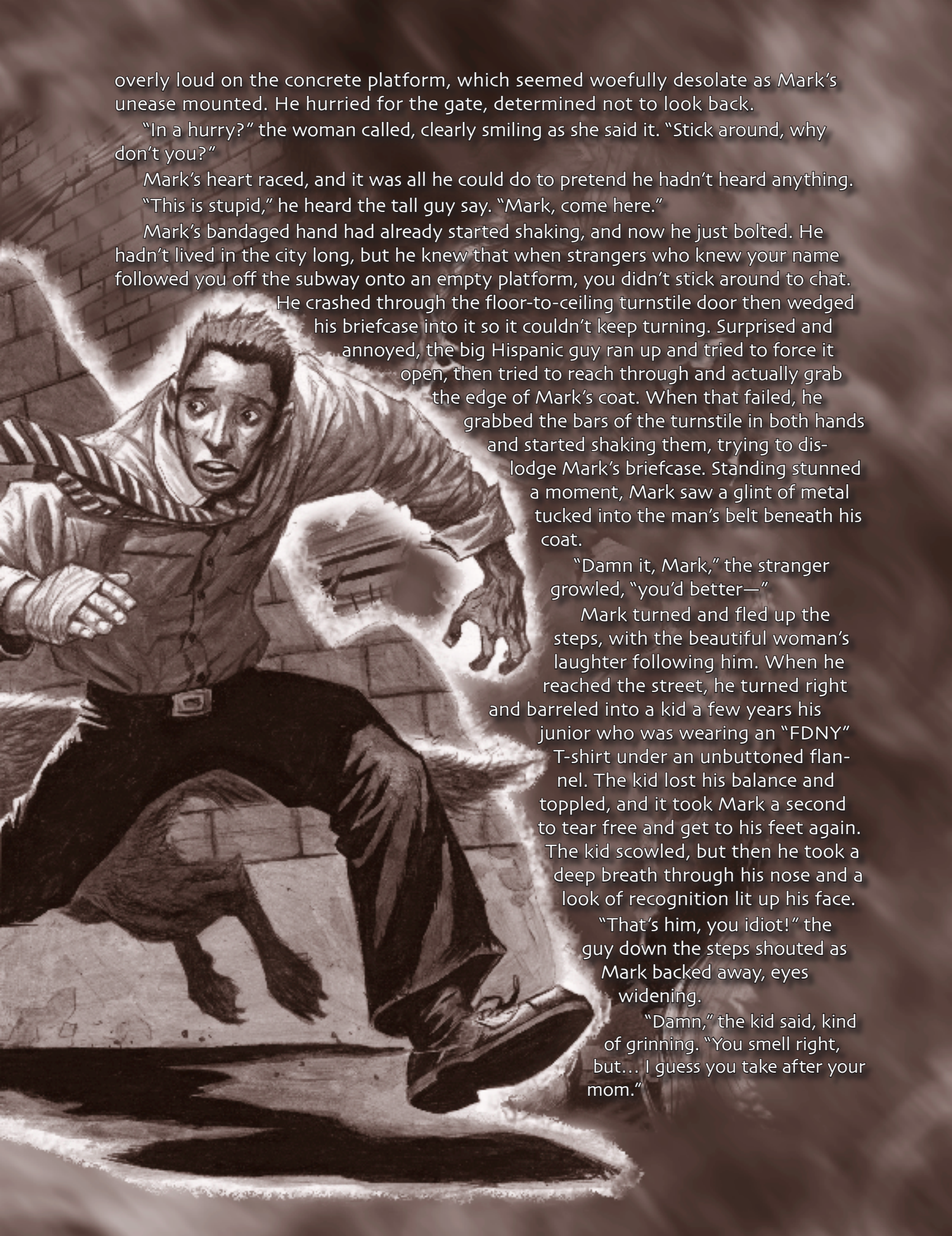
his eyes drinking in every inch of her small, firm body. She didn't have an ounce of fat on her, and she wore a nightclub outfit that left little to the imagination. Mark looked back to the woman's face, trying not to look guilty, and she gave him a knowing smile. She stepped into the subway door, never taking her eyes from his, and turned so Mark had to squeeze past her. Flushing and thinking of a movie called *Subway Stories* he'd seen on cable as a kid, Mark stepped off the train and walked away. When he was halfway to the tall turnstile gate that led to the stairs, he looked back to find the woman still standing there, watching him.

• • •

The next night, the woman was already on the train when Mark boarded. She sat next to a tall, broad-shouldered man who wore a long black coat and had thick, straight black hair. The guy glared up at Mark with stony contempt, but the woman smiled in that same knowing way and whispered something to her man. Mark smiled back uncomfortably and sat down in a seat very near the door. He opened his briefcase on the seat beside him and pretended to be deeply interested in what lay within, rather than looking at them.

The train got underway and Mark rode in distracted, uncomfortable silence all the way to his stop. The woman was unnerving despite how pretty she was, and the big fellow she was with certainly didn't help set Mark at ease. They kept looking at him, and Mark could feel it even when he wasn't looking at them. When the train finally pulled to his stop, Mark grabbed his things and made for the door. The strange man and woman got up too, and Mark heard them come out through the door nearest them. Their footsteps rang





overly loud on the concrete platform, which seemed woefully desolate as Mark's unease mounted. He hurried for the gate, determined not to look back.

"In a hurry?" the woman called, clearly smiling as she said it. "Stick around, why don't you?"

Mark's heart raced, and it was all he could do to pretend he hadn't heard anything.

"This is stupid," he heard the tall guy say. "Mark, come here."

Mark's bandaged hand had already started shaking, and now he just bolted. He hadn't lived in the city long, but he knew that when strangers who knew your name followed you off the subway onto an empty platform, you didn't stick around to chat.

He crashed through the floor-to-ceiling turnstile door then wedged his briefcase into it so it couldn't keep turning. Surprised and annoyed, the big Hispanic guy ran up and tried to force it open, then tried to reach through and actually grab the edge of Mark's coat. When that failed, he grabbed the bars of the turnstile in both hands and started shaking them, trying to dislodge Mark's briefcase. Standing stunned a moment, Mark saw a glint of metal tucked into the man's belt beneath his coat.

"Damn it, Mark," the stranger growled, "you'd better—"

Mark turned and fled up the steps, with the beautiful woman's laughter following him. When he reached the street, he turned right and barreled into a kid a few years his junior who was wearing an "FDNY" T-shirt under an unbuttoned flannel. The kid lost his balance and toppled, and it took Mark a second to tear free and get to his feet again. The kid scowled, but then he took a deep breath through his nose and a look of recognition lit up his face.

"That's him, you idiot!" the guy down the steps shouted as Mark backed away, eyes widening.

"Damn," the kid said, kind of grinning. "You smell right, but… I guess you take after your mom."

That bizarre statement set Mark's head spinning, but it didn't paralyze him. He turned around and took off in the opposite direction. At about the same time, he heard something between a curse and a growl, followed by the sound of metal twisting and crashing. Then two sets of footsteps were pounding up the stairs, joined by one more when they reached the top. Pelting down the street, Mark cut left into the first alley he could find, his mind buzzing with primeval terror. Part of him almost gave up when he saw that the end of the alley was fenced off, but that part of him wasn't in control. Hardly thinking, he scrambled up onto a nearby dumpster, flung himself up to the top of the fence and hauled himself over. He tore his pants and landed heavily, wrenching his knee and winding up flat on his back. Crawling to his feet seemed to take an eternity, but the people chasing had only made it to the mouth of the alley behind him.

"Get back here before you seriously piss me off!" the big guy shouted.

Mark elected not to comply and instead took another left, back toward the parking deck where his car was waiting. He tried to ignore the sounds of pursuit, but that became especially difficult when the pounding footsteps paused for a long moment, followed by three loud, meaty thumps before the running sounds renewed. His pursuers were closing on him now, on this side of the fence, though they'd touched neither the dumpster nor the fence to get there. What was worse, the quality of the footsteps was changing as they drew closer. They fell lighter and made a clicking, scraping noise. And they got a whole lot faster.

Mark whined low in the back of his throat and tried to speed up, but it was already too late. Something low and black darted into his peripheral vision from his left and nipped at his thigh, making him flinch and stagger. Something else — something sleeker and auburn-colored like the girl's hair on the subway — came up on his right and tore off his shoe. That knocked him to his knees, and a heavy impact across his back drove him down onto his stomach before whatever had hit him launched off in another direction. He lay dazed until a hard kick planted in his ribs, flinging him off the ground into some trashcans by the wall.

He crashed to the ground and saw the Hispanic guy glowering down at him, only the guy didn't look right somehow. He seemed larger than Mark had first thought, and his face was more bestial and angular than it had looked in fluorescent light. He now had thick sideburns, his jaw bulged with long teeth, and his eyes reflected a faint yellow in the low light. He came toward Mark with a snarl on his face, and a sleek auburn-colored wolf fell in beside him, showing its fangs and lifting its tail aggressively.

Mark's ribs, knee and bandaged hand burned and his heart was hammering, but he wasn't afraid anymore. In fact, a diminishing part of him marveled to realize, he was getting

Angry.

His teeth were grinding, and he was clenching his hands so tight he was starting to cut his palms. The sound of **drums pounded inside his skull**, and **a haze of red closed in all around him** from the limits of his vision.

How dare they do this to him?

He didn't even know them.

"Damn you, boy," the big man growled as he drew something long and metallic from beneath his coat. "We just wanted to talk. Now maybe we'll teach you a lesson about…"

Mark's body burned, like he'd just had a steel-wool bath. **Thunder roared in his ears**, the sound of his heart trying to explode. **The moonlight through the murky clouds overhead burned his eyes. In the back of his mouth he could taste an electric**

RAGE

that felt older than mankind. It wasn't just **anger**, it was

MORE PURE AND MORE POWERFUL.

FEELING THAT AWFUL POWER AND ACCEPTING IT
opened the last seal keeping Mark in control, and
EVERYTHING INSIDE HIM CAME SCREAMING OUT.
It was like he'd been hit by lightning and the bolt now lay coiled around his heart.

HIS BLOOD TURNED TO STEAM...
HIS SKIN TORE and BURNED FROM THE INSIDE OUT...
HIS TEETH SWELLED and CROWDED EACH OTHER,
FORCING HIS JAWS APART...
HIS CLOTHES CONSTRICTED and TORE
AS HIS BODY DESTROYED THEM...

Then he made a sound he'd never heard before except for pale imitations in movies and on television. It was an inhuman sound, full of RAGE and relief, and a whisper of longing. It was an honest-to-God HOWL, and it felt like it could carry all the way around the world before Mark ran out of breath.

The big man shut up and fell back a step reflexively, and the auburn wolf shrank back, her tail dipping. They both seemed so small now… so weak. There was fear in their eyes and in their scent too, and when Mark picked up on it, he instinctively knew that all he had to do was let himself go and he'd be safe from them.

SO HE DID....
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MAY
WAS

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Werewolf: The Forsaken

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Introduction

I can't hear over the sound of TEARING AND SHREDDING.

Is that my skin or just this sheep's clothing they've made me wear?

I can't see for the scouring light that's blinding me.

I can't even close my eyes or turn them away from the BLAZING WHITE DISK that dominates the night sky.

I can't speak for the RAGE and bile rising in my throat to choke me.

Any sound I make rips its way out as a BESTIAL CRY that no human ever made.

I can't feel anything but FIRE AND AGONY as my body tears itself apart from the inside.

I can't stop shaking...

can't stop clawing at the earth...

CAN'T HOLD ON...

What's going on?

AM I DYING? Am I being born?

Has the life I knew been a fever dream inside a cursed and desolate womb?

I can't get out... I can't come alive...

Something's suffocating me, and I can't tear out of it.

I'm not strong enough.

Am I holding something back?

AM I GOING INSANE?

God, what's happening?

AM I IN HELL?

I can't see... can't speak... can't feel...

All I can hear is the roar of my boiling blood

and A HOWL OF INHUMAN RAGE AND DESIRE...

Is that me?

Am I making that sound?

I can't stop it...

How have I held it back this long?

AND, GOD FORGIVE ME, WHY DID I EVER WANT TO?

Man is the only animal that can remain on friendly terms with the victims he intends to eat until he eats them.

—Samuel Butler, "Mind and Matter"

Werewolves. The word summons up a host of images. The full moon. The change from human to beast. The silver bullet. The howl.

Werewolves symbolize everything humans fear about nature — the thought of being prey for something stronger than us, the fear that our civilization is a sham that masks the animal in our own hearts. They symbolize a world that cares nothing for humans, that sees us only as prey.

But what if a sentient mind lay beneath that savagery? What if werewolves stalked among us not because they were cursed to become less than human, but because they were transformed into something more?

A Game of Savage Fury

Werewolf: The Forsaken is the story of an ancient race, part wolf, part human. They were once lords among man and beast in a hunter's paradise at the dawn of the world — but they destroyed that paradise with their own claws. Since then, they have culled their prey in the strange shadows of the world, cut off from the source of their power. The Uratha are hunted by their own kind, unable to find solace among the humans they pretend to be. They are the Tribes of the Moon — the Forsaken.

To be a werewolf is to be born apart, not just in body, but in spirit. A werewolf can pretend to be human, but he can never truly convince himself. He sees too much, smells too much, hears too much. The smell of meat, the maddening warmth of a city street, the howls of dogs at night — all remind him of the wildness that stirs within his heart. Even if the scents and sounds of the flesh were all a werewolf could perceive, they would still play on his instincts until he could resist them no longer. But they aren't.

The Forsaken are among the most fearsome hunters ever to have walked the earth — but the hunters are hunted as well. They are stalked by their own kin, the murderous werewolves who call themselves the Pure. The Pure are driven by a heritage of hate, by oaths of bloody vengeance that they cannot — and seemingly would not — break. When the howls of the Pure echo through the night, the Forsaken know they have been marked as prey. And yet, another struggle bleeds over into the territories of the Forsaken, one that may ultimately prove even more dangerous.

There is an entirely different world beneath the surface, a shadow world with its own predators. Within this dark reflection seethe the denizens of Shadow, alien… entities hostile to the Uratha. Human despair and misery feeds some of these beings that cultivate emotion and pain as a farmer tends his crops. Others care absolutely nothing for the welfare of humans. To them, humanity is just a passing phase the planet is going through.

Werewolves are aware of this world; they're *part* of it. Some of them still care about the humans they grew up with, and some still see humans as family. Others see only a resource to be exploited. Still others see only prey. Werewolves inherit and cultivate the power to hunt through this world and keep it in balance before their own loved ones are devoured.

But not all of them care to do so. Instinct doesn't tell a werewolf to love the world around him — it tells him to hunt. Worse than instinct is the terrible anger that burns deep inside the breast of every werewolf, a fury that no natural animal could hope to match. It rises as the moon swells and can drive a werewolf to turn against even those he loves best. More than anything else, a werewolf is defined by this rage. It makes him the predator, the destroyer, the beast.

This is what it is to be Uratha. This is **Werewolf: The Forsaken** — the Storytelling game of Savage Fury.

Tradition, and When to Break from It

The popular conceit of the werewolf draws most of its strength from its familiarity. Everyone knows that a werewolf is uncontrollable, a wild beast on the night of the full moon. This doesn't make for a particularly playable game, though. Nobody wants to take on a fictional persona, only to have to relinquish control just when things are getting interesting. This is doubly true when you look at a Storytelling game as a social activity. The game works best when everyone at the table is having fun, and unless the rest of the group has tons of fun watching one person play his character solo, everyone must have something to do.

Therefore, **Werewolf: The Forsaken** breaks with several werewolf movie traditions — and a few folklore traditions as well — to create an interpretation of werewolves that's not just evocative and familiar, but also playable. The bite of the werewolf does not transmit a disease, but rather allows werewolves to find their own kind. The full moon has a dramatic effect on what a werewolf is, but so do the other phases of the moon. As a result, werewolves are more than just shapechanging monsters tied to the moon, and there's more to do than lock themselves in the basement for three nights every month.

Werewolf: The Forsaken also borrows heavily from the mythology of animism — the belief that things in the physical world have spirits. In an animistic world, a massive oak tree might have an oak-spirit whose health is tied to the tree, and who can influence the world immediately around its home. In the World of Darkness, however, animism takes a turn for the worse. Spirits care nothing for humanity save as a source of nourishment and entertainment, and it's easier for spirits to derive that nourishment by spreading fear and pain than by inspiring hope or joy.

To be a werewolf is to be initiated into this animistic world and see how inhuman and uncaring the universe actually is. It's being faced with a universe far more primeval, even in the heart of our sheltered civilization, than humanity ever expected.

The First Change

Werewolves aren't victims who become monsters due to a random assault — they're born monsters. They grow up believing they're as human as anyone else, but the killer instinct that rises to the surface confuses them. For most, their first true brush with what they are comes when one of their own kind attacks and bites them. This bite does not make one a werewolf, though. It only gives the attacker a taste of the near-changed werewolf's blood. When the time is right, the Uratha will be able to find their new cousin.

When it comes, the First Change has a profound effect on the werewolf. Not all werewolves experience the Change under the full moon, either. The phase of the werewolf's First Change moon marks his potential destiny. This half-blessing, half-revelation is called the auspice.

Tribes

Whereas an auspice is an internal quality, a tribe is a social unit on a larger scale. It's a gathering of werewolves who share a common culture based on philosophical and practical grounds — an extended family related by bonds of spirit rather than blood.

The Pack

The most important facet of werewolf society, however, is the pack. Werewolves are not solitary creatures, and many who try to live on their own are driven mad from loneliness. If a tribe is an extended family, a pack is true family, a group of werewolves closer than siblings.

The Five Forms

Werewolves can take several intermediate forms as well as the human and wolf form that is at the heart of the legend. The Dalu, or near-man form, is a more powerful and bestial humanoid form that retains many of the advantages of human dexterity while adding animalistic strength. Mirroring Dalu form is Urshul, the primal near-wolf form built like a wolf but much larger and stronger. The most infamous form that werewolves can take is Gauru, the half-human and half-wolf form — a nine-foot amalgam of human and wolf suffused with the instinct to kill and destroy.

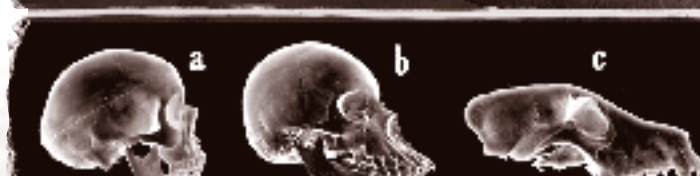
Myths and Facts

Actual werewolf folklore is a tricky subject. It often contradicts itself, and many myths of people who can change into animals are technically myths about witches rather than shapeshifting monsters. Furthermore, some popularly accepted elements of werewolf folklore are recent inventions. (The silver bullet is largely a Hollywood addition, for instance.) So which of these myths are true where the Uratha are concerned, and which are human misconceptions?

Werewolves catch lycanthropy when bitten by another werewolf: Myth. Werewolves are born to their power, although they consider themselves human at first. A young werewolf might be bitten by another werewolf before his First Change, but the bite does not transmit the condition. It is more of an initiation, the first step down the road to discovering what he really is.

Werewolves change during the night or nights of a full moon: Part fact, part myth. Werewolves are tied to the moon, and

Fig. 6



each phase influences the urges of any werewolf whose First Change occurs under it. Those werewolves who undergo their First Change under the full moon tend to be more violent, and their rampages often coincide with the appearance of their moon phase in the sky. A werewolf can shapeshift regardless of the moon's phase, though.

Werewolves can be killed only by silver: Myth, with basis in fact. Werewolves can die from massive damage from almost any source, but they heal so quickly that it takes a tremendous amount of punishment to slay a werewolf. Yet silver inflicts searing wounds that cannot be healed quickly, so a silver bullet will kill a werewolf more readily than a steel-jacketed round would.

Werewolves are allergic to wolfsbane: Largely myth. Wolfsbane has some power to affect werewolves, but only when imbued with supernatural power. On its own, it's just another plant.

Werewolves are witches who dress in wolf skins to change: Myth. Again, werewolves are born to their state; they do not steal it through magical ritual.

Werewolves lose their human intellect when they shapechange: Mostly myth. In most forms, a werewolf retains her full intelligence, though she possesses a certain amount of predatory instinct in all forms. The exception is the horrifying Gauru form. A werewolf who takes this form still possesses human intelligence, but her rational side is overridden by the desire to destroy. It takes great strength of will to do anything but attack and kill while in Gauru form.

A werewolf can be detected in human form by signs such as eyebrows that grow together or index and middle fingers of equal length: Myth. A werewolf's human form provides better camouflage than that.

Werewolves are solitary monsters: Partly myth. Werewolves are pack animals, like wolves. However, they do not blend in well with human beings, and most prefer the company of their own kind.

If you cut off the paw of a werewolf in wolf form, it will become a human hand: Fact. If a werewolf's hand or other limb is severed, it will revert to a human part of the body, just as a werewolf who dies reverts to a human corpse. This even applies to the blood a werewolf spills, confounding DNA testing as a means of proving that werewolves exist. A werewolf in the war form can spill a gallon of blood, but it will all register as ordinary human blood.

Theme and Mood

Each story you tell will differ, drawing on different themes and inspiring different moods, but a few things remain constant. Stories that focus on werewolves are sure to have those things in common.

Theme

The over-arching theme of **Werewolf** is to hunt or be hunted. Werewolves are not passive creatures. Their instincts compel them to hunt. A werewolf pack aggressively searches out potential threats to its territory, seizing the initiative and actively hunting down its prey — or it will be hunted in turn.

This is not to say that werewolves are always the hunters, however. The theme of the hunt can also cast the Forsaken as prey. Between their rival werewolves and the stranger things that haunt the World of Darkness, werewolves can find themselves hunted on their own ground — or worse, discover that their families and loved ones are targets.

Mood

As befits a game about creatures both wolf and human, the mood of **Werewolf** is two-pronged. On one hand, werewolves are creatures of savage violence, and a mood of fury — barely leashed or wholly unrestrained — is sure to permeate a story. On the other hand, the world of **Werewolf** is one of dark tension and strange mysteries, of things that owe very little to the "natural" world. The layer of spirituality adds a more subtle form of menace to the mood. It adds a sense that the universe is more vast and frightening than humans will ever understand.

How to Use This Book

This **Introduction** is a short overview of what to expect from the werewolves of **Werewolf: The Forsaken** and the overall game-play experience.

Chapter One reveals the world of the Uratha. It details their society and legends, as well as the entities that hunt them and that are hunted in turn.

Chapter Two focuses on character creation and the traits granted thereby, from the strengths granted by moon sign and tribe to the strange powers that werewolves wrest from the Shadow Realm.

Mechanical systems specific to werewolves are the focus of **Chapter Three**. These systems represent the various capabilities and challenges common to all werewolves, from their powers of shapeshifting and rapid healing to the moral imperative of Harmony and the terrible dangers of the Death Rage.

Storytelling is the main concern of **Chapter Four**. Here you'll find advice on how to fine-tune a **Werewolf** game into a dramatic, entertaining ride. It also provides antagonists to serve as the pack's hunters or prey.

Appendix One describes the spirit world, showcasing the animistic side of **Werewolf**. It shows what happens when werewolves enter the spirit wilds, and it provides the systems governing spirit creation.

Finally, **Appendix Two** covers the sample setting of the Colorado Rockies, an area recently recovering from a shadow war. A pack can find plenty of opportunities there to carve out a territory and make a name for itself.

Sources and Inspiration

Werewolves have been interpreted in many different ways. Yet too many werewolf movies or books either dial in the story with sensationalism or force werewolves to share the screen with other monster types (to regrettable effect). The titles listed here are some of the more prominent examples of works that focus on the werewolf sufficiently to add interesting roleplaying ideas. The "Additional Inspirations" sections include titles that don't necessarily feature werewolves but are thematically or dramatically suitable for consideration.

Fiction

Murcheston: The Wolf's Tale by David Holland. A story about werewolves in the trappings of Victoriana, the real lure of the book is the journal kept by the werewolf. The werewolf character both welcomes his transformation and elaborates on the sensation of his hyper-acute senses — two things that are rarely seen from the werewolf's point of view.

Moon Dance by S. P. Somtow. This book paints a picture of conflict between immigrant European werewolves and Native American werewolves in the 1880s and doesn't pull any punches. Very gory, but satisfying.

Additional Inspirations

King Rat by China Mieville, *The Wolf* by L. David Mech.

Movies

An American Werewolf in London, directed by John Landis. This is sometimes held up to be one of the first good werewolf movies since *The Wolf Man*. The lead character's visions of the dead are a unique addition to the genre, and the transformation sequences are detailed with loving affection. The sequel, set in Paris, suffers from adopting CGI before CGI was ready for werewolves.

The Howling directed by Joe Dante. Released the same year as *An American Werewolf in London*, this movie bothers less with black comedy and focuses more on pure horror. The original is a solid werewolf story, but the sequels aren't worth the extra effort.

Ginger Snaps directed by John Fawcett. A clever movie that documents a teenage girl's coming of age side by side with her transformation into a werewolf. This movie isn't as cute as its title would have you believe — in a good way. An excellent portrait of what a werewolf's life just before the First Change can be like.

Dog Soldiers directed by Neil Marshall. Billed as "not a werewolf movie with soldiers, but a soldier movie with werewolves." It's still a fine werewolf movie, even if the werewolves seem a touch low-budget. The werewolves are strong examples of how a solid pack is much more dangerous than a lone wolf, and the soldiers demonstrate teamwork a werewolf pack could learn from.

The Wolf Man directed by George Waggner. It never hurts to have a foundation in the classics. This is where werewolves begin to be inextricably linked with silver.

Wolf directed by Mike Nichols. Notable largely for the exploration of what it might be like to have lupine instinct guiding the way you deal with human problems. Another interesting take on life before the Change.

Additional Inspirations

Brotherhood of the Wolf, Predator, Wolfen, Princess Mononoke, The Blair Witch Project, Wolf's Rain, The Ghost and the Darkness

Other Inspirations

Inspiration for a game can be found almost anywhere. Classical music such as Holst's "Mars, the Bringer of War" or Mussorgsky's "Night on Bald Mountain" can work well, as can a selection of powerful heavy metal songs. To go farther afield, the paintings of Goya might suggest the visual energy of a violent encounter, while journalistic

photographs of a war zone might suggest some intriguing possibilities for a spirit world landscape. The stranger urban legends go hand in hand with books on voodoo or animistic myth. Keep your eyes and ears open for things that remind you of the shadowy spirit echo of the World of Darkness or of the werewolves' savage fury — you never know when inspiration might strike.

Lexicon

Common Terms

auspice: The moon-sign that marks a werewolf's First Change; a specific role within Uratha society.

Azlu (ahz-loo): The Spider Hosts; a swarm entity of spirit-shards in spider host bodies.

Beshilu (beh-shee-loo): The Rat Hosts; a swarm entity of spirit-shards in rat host bodies.

blessed pack: A pack with five members, each one of a different auspice.

Blood Talons: A tribe of fierce, glorious warriors who use their full strength against the threats that leak into the physical world.

Bone Shadows: A tribe of wise searchers in dark places who seek to understand the spirit world that is denied them.

Cahalith (kuh-hall-ith): The auspice role of storyteller, vision-quester and lorekeeper.

Cahalunim (kuh-hall-oo-nim): The choir of Lunes tied to the gibbous moon; patron spirits of the Cahalith. Also, the Fertile Choir.

Celestine: The highest and most exalted rank of spirit; the spirits of planetary bodies or similarly immense entities.

chiminage: An offering made to a spirit in order to curry its good will or appease its anger.

Dalu (dah-loo): The humanlike, yet animalistic form of a werewolf.

Death Rage: The berserk rage that can consume a werewolf.

Elodoth (ell-oh-doth): The auspice role of judge and arbiter among the Uratha and between the physical and spirit worlds.

Elunim (ell-oo-nim): The choir of Lunes tied to the half moon; patron spirits of the Elodoth. Also, the Cloven Choir.

Essence: The energy of the spirit world that composes spirits and empowers werewolves.

Fall, the: The Uratha's mythical act of patricide, through which they assumed their father's erstwhile position as guardians of the Border Marches, and which resulted in the rise of the Gauntlet between the physical and spirit worlds. Also known as the Sundering or the Dark Revolt.

Father Wolf: The legendary spirit forefather of the werewolf race.

fetish: An object given supernatural power by a spirit bound within.

First Tongue: The ancient language of the spirit world, which has existed largely unchanged since the beginning of time.

Firstborn: The great wolf totems of the Uratha tribes.

Forsaken: Werewolves; used by the Pure Tribes to refer specifically to the Tribes of the Moon. Refers to the legendary loss of Pangaea and the state of grace werewolves enjoyed in the dawn of the world.

fox-ridden: In the "flight" phase of a Death Rage.

Gaffling: A spirit of low rank and power.

Gauntlet, the: The semi-permeable boundary between the spirit world and the physical world. Known as the Border Marches before the Sundering.

Gauru (guh-roo): The half-human, half-wolf war form of a werewolf; carries with it the burden of Rage.

Ghost Child: Spirit offspring of the pairing between two Uratha.

Ghost Wolf: A Forsaken werewolf who has not sworn the Oath of the Moon or been adopted into a tribe.

Gift: A spiritual blessing given to a werewolf that allows him to emulate a spirit's power.

Hisil: The spirit world as a whole; literally, "shadow world."

Hishu (hih-shoo): The human form of a werewolf.

Host: A monstrous amalgam of animal and spirit that grows more powerful as more affected animals merge; see Azlu and Beshilu.

Hunters in Darkness: A tribe of stalkers who keep their sacred hunting grounds pure with primal magic and fury.

idigam: Moon-banished. Spirits exiled beyond the spirit wilds in ages past.

Incarna: A spirit of great rank and power.

Iron Masters: A tribe of cunning wolves in human clothing who maintain close ties to their human side.

Irraka (ir-rah-kah): The auspice role of scout and silent hunter.

Irralunim (ir-rah-loo-nim): The choir of Lunes tied to the new moon; patron spirits of the Irraka. Also, the Moonless or Silent Choir.

Ithaeur (ih-thay-ur): The auspice role of occultist, tasked to learn the secrets of mastery over spirits.

Ithalunim (ih-thah-loo-nim): The choir of Lunes tied to the crescent moon; patron spirits of the Ithaeur. Also, the Oracle Choir.

Jaggling: A spirit of intermediate rank and power.

klaive: A fetish weapon of the Uratha.

locus: An object in the physical world around which the Gauntlet is weaker; a source of Essence.

lodge: A specialized sub-faction generally within a tribe, which venerates a spirit tied to one particular aspect of the tribal philosophy.

Luna: The spirit of the moon; legendary foremother of the werewolf race.

Lunacy: The supernatural moon-madness that overcomes humans who see werewolves.

Lune: Lesser moon-spirits; servants of Luna

mote: The smallest class of spirit, with the comparative size and power of an insect.

Oath of the Moon: The sacred code of conduct by which Forsaken werewolves swear before Luna to abide.

Pangaea: The Edenic time before the Fall.

People, the: A werewolf term for their own kind.

Pure Tribes: The three tribes who reject the idea of atonement; enemies of the Tribes of the Moon. Also "the Pure."

Rage: The mental state of fury and instinct to kill that overcomes werewolves in Gauru form. Sometimes used to refer poetically to Gauru form; i.e., "the mixed blessing of Rage."

Rahu (rah-hoo): The auspice role of warrior and howler at the full moon.

Ralunim (rah-loo-nim): The choir of Lunes tied to the full moon; patron spirits of the Rahu. Also, the Fury Choir.

Shadow Realm: The spirit world; the spiritual reflection of the physical world. Also simply "The Shadow."

Spirit-Claimed: A person or animal who has been completely possessed by a spirit. (Also, the state of such possession.) The process changes the host body into something supernatural, often with strange powers.

Spirit-Ridden: Anyone possessed by a spirit to any degree; spirit possession in general.

Spirit-Urged: A person or animal who is partially possessed by a spirit. (Also, the state of such possession.) The host retains much of his free will but can be influenced by the subtle urges of the spirit.

spirit wilds: The spirit world; specifically, the sections of the spirit world that have not been mastered by werewolf packs (hence, the vast majority)

stepping sideways: Entering the spirit world.

Storm Lords: A tribe of fearless, intimidating alphas who purge all weakness and dishonor from their souls.

totem: A spirit that has been forced or convinced to support and aid a pack of werewolves.

touchstone: An object empowered with Essence from a locus.

tribe: A loose organization of werewolves allied by a common cause and bond with a common tribal totem.

Tribes of the Moon: The five tribes that venerate Luna and who attempt to atone for their forebears' sins.

tur: Neutral ground; a site on which a meeting between packs may take place.

Uratha (oo-RAH-thah): Werewolves.

Urhan (ur-hahn): The wolf form.

Urshul (ur-shool): The bestial wolf-like form of a werewolf.

wolf-blooded: Human relatives of the Uratha who have a measure of werewolf blood and resistance to the Lunacy.

Wound: A place of exceptionally negative energy in the Shadow; a locus of poisoned resonance.

Zi'ir: A werewolf who has degenerated entirely into a thoughtless, amoral monster. Also called a "Broken Soul."

The First Tongue

afhal: Warlock

alath: Helpful spirit (male)

Alathru: Gift or Gifts

Amahan Iduth: Luna ("Mother Moon")

Anshega: The Pure Tribes

Asah Gadar: Bale Hound

Azlu: Spider Hosts

Beshilu: Rat Hosts

duguthim: Spirit-Claimed (possessed or merged)

dulesh'na: Touchstone

far'huf: Stepping sideways; entering the spirit world

Farsil Luhal: Iron Masters

gifala: The spirit wilds

gishar: A Wound; defiled place of the spirit world

gurihal: The physical or material world

Hirfathra Hissu: Bone Shadows

Hisil: The Shadow Realm; the spirit world

hithim: Hostile spirit

hithim luzak: Spirit fugitive

Hithimu: Spirit-Ridden

hithisu: Spirit-Urged

Idigathim: The Lunacy

Iminir: Storm Lords

ithagihi: Auspice; moon sign

Izidakh: Fire-Touched

Kuruth: The Death Rage

lama: helpful spirit (female)

lil: spirit of a place

Lushar Iduthag: The Tribes of the Moon

magath: A hybrid spirit without choir

Meninna: Hunters in Darkness

muth luzuk: Vampire (literally "blood thief")

nahdar: Locus

Ninna Farakh: Predator Kings

nuzusul: A werewolf before his First Change

shartha: A Host; a fragmentary spirit-in-flesh creature

shurilam: Untouchable or immaterial; an unmanifested spirit; the condition of Twilight

Susuru Hafarrakum: The Dark Revolt, the Fall, the Sundering

Suthar Anzuth: Blood Talons

Thihirtha Numea: Ghost Wolves

Tzuumfin: Ivory Claws

ulal: Essence

umma: Witch or warlock

ungin: A meeting on neutral territory

unihar: A Ghost Child

uragarum: Wolf-blooded

uralath: A totem spirit; specifically, a spirit that serves as a totem for werewolves

Urdaga: Forsaken; the Forsaken tribes

Uremehir: The First Tongue

Urfarah: Father Wolf

Zathu: The Gauntlet

zur: Chiminage

CHAPTER 1

The World of the Forsaken

Goddamn it, she's up top. Those fucking things love to climb. Makes sense — it gives them an edge the People don't have in that environment. All legs and webs and surprises hid at an angle just beyond your vision.

It smells like all hell up there, and God only knows what she's been doing. There isn't a perfect English translation for the smell. Kaggath. The closest I can come is to say it smells warm and wet, but those aren't really smells as normal people would know them.

Whatever. It doesn't matter. That Azlu bitch's guts are coming out one way or another.

So we take the bait. We get up top. And up there, we find—

— nothing. Jack shit. She snarls and spits at us and over the side she goes, down the column and over the edge.

The pack goes berserk. She's fucking with us, we all think. Everybody howls, everybody takes the Gauru form. We go over the wall, too, screaming and barking and ready to bring an almighty ass-kicking to the spider.

And we jump right into their webs. A dozen Azlu, waiting for us, chelicerae clicking.

They're hungry.

The werewolf is neither man nor wolf,
but a satanic creature with the worst qualities of both.
— Dr. Yogami, The Werewolf of London

To become a werewolf, to undergo the First Change, is to enter a darker, more menacing world. Werewolves grow up with a sense that something is… peculiar about them and that an unusual tension hangs over them. Their instincts tell them of danger just out of sight. It is only once they've discovered who and what they are that they begin to learn about the shadow world of moonlight and instinct and Rage that has always surrounded them.

This is that world. This is the world of the Uratha.

Shadow History

What makes a werewolf a werewolf? Why are the blessings of animal power and the curse of Rage transmitted by blood, rather than a disease as the movies would have you believe? How can these creatures even exist? The answers may lie deep in the distant past, before history began. Everything a werewolf is — the source of his strength and speed, the curse of silver and the bloodstain that speaks the word "Forsaken" — is all said to tie back to the legend of Father Wolf.

Once, as the legend goes, the world's werewolves were its guardians. They were loyal servants of Father Wolf, a mighty spirit that hunted the worlds and meted out punishment to those that broke the ancient bans. Then the first Uratha, the mothers and fathers of the race, committed an unforgivable crime. The other lords of the spirit world cast the Uratha aside, forsaking them.

Now the werewolves have lost almost half their heritage. The pacts that were struck between them and their spirit cousins are all but severed. They walk among humans like wolves among sheep, disguising themselves in the skins of men and women, denied the hunting grounds of their father.

Yet they still hunt.

The Tale of Pangaea

This story is true.

Everything we are and everything we were began in Pangaea. You already know what Pangaea was. You've heard stories of the Garden of Eden — that's the best that humans could do trying to remember it. You catch glimpses of it in your dreams, and sometimes you smell something — maybe a whiff of a healthy plant, or something about the scent of your prey — and you almost remember. The scents are the hardest to forget. You can't remember it fully, though, can you? Nobody can. Only the first of our kind walked in Pangaea.

And they were the ones who had to destroy it.

Can you remember the scent? The world was lush and full of promise. Spirits could enter the realm of flesh easily, and animals and humans could walk into the cool spirit shadow of the world. Pangaea wasn't the joining of continents that geologists talk about, but the world in its first form. Humans and spirits shared a common language, the First Tongue. We can't remember whether Pangaea was a time, a place, or both. All we can recall is that it was glorious, and it was lost.

When Pangaea was in full bloom, its beauty seduced the heart of the moon itself. Mother Luna — Amahan Iduth — *grew enchanted with the world growing beneath her. She took the form of a woman of flesh and descended to earth. She walked among the jungles and swam in the seas. She was the most beautiful creature in the world, and she had countless suitors. The greatest and most valiant was* Urfarah… *and you know that name, don't you? He was Father Wolf.*

Pangaea was glorious, but it wasn't a world of perfect peace and gentleness. It was a hunter's world. The lion still hunted the lamb; the spirit still took what it needed from the world of flesh. Death was a part of this hunter's paradise, and the greatest hunter of all was Father Wolf. He was a warrior of the Shadow Realm and the muddy world of air and earth. He roamed the boundaries of the physical world, keeping everything in its place. Spirits roamed into the world of the flesh, but not far or for long. Urfarah *was all too ready to give chase when a spirit overstayed its welcome. When necessary, his teeth and claws pushed mortals and animals back into the relative safety of the flesh world if they strayed too far into the spirit world. His heart burned with supernatural strength and conviction, a righteous Rage that made him unstoppable. But he was the master of that Rage. He was first above us all, and greater than any other.*

Father Wolf loved Luna as she rode across the skies, and was overcome with joy and love when he encountered her walking through the borderlands between the spirit world and the physical. He was not alone in either of these sentiments. For her part, Luna found Father Wolf to be valiant and wise, strong and handsome, and she loved him in return. They knew one another, and she gave him children of both spirit and flesh — the first werewolves. Although she wore a human body, Luna gave birth to the first werewolves as a litter of nine pups, a sign of their future fate.

From Luna our ancestors gained the power to change shape, just as she changes her own shape every month. From Father Wolf they gained senses, strength and speed that went beyond those of flesh-born wolves. From both parents they gained a measure of spiritual power, for Mother Moon was Queen of the Shadow Realm and Father Wolf was Lord of the Border Marches.

After giving birth, Luna returned to the skies and Father Wolf raised the First Pack. He taught the first Uratha the ways of wolf and man, flesh and spirit. He showed them the roads from the Shadow Realm through forest, mountain or desert into the world of flesh, down trails to the tribal homes of men.

Father Wolf raised the First Pack to aid him in his duties as guardian of the Border Marches. They took to these duties and helped bring order to the spirit world and the muddy world. They were shepherds of human, animal and spirit. They culled any herd, tribe or pack that got too large or too dangerous, playing the role of first among predators.

Of course, some spirits and some tribes of humanity didn't take well to this treatment. Some fought back, and through force of numbers, magic or strength, some wouldn't die so easily. Father Wolf and his pack banished the worst to the far reaches of the spirit wilds, including mighty spirits, lesser servants of those spirits and tribes of men who worshipped dark powers and committed blasphemous crimes. Others, such as the Plague King and the Spinner-Hag, opposed Father Wolf when they could and fled when they found they could not take on his entire pack.

We were lords of the dawn world. Our great strength and our ability to take different forms allowed us to dominate any man or creature. Few predators could challenge us. No prey could resist us. Even the strongest mammoths and fiercest predators of that era were no match for a pack of werewolves. It was a dark time to be human, but it was our age of glory, a golden age painted with the bright blood of our prey.

And like every golden age, it was doomed.

The Decline of Father Wolf

You see, it began with Father Wolf. Before our time, before the humans arose and when most spirits were still young and weak, only Father Wolf was necessary to keep the two worlds in check. No spirit managed to linger overlong in the physical world or gather too much power. Father Wolf's personal power diminished a little as he brought forth progeny both by Mother Luna and by other spirits. He was still strong and fast — for a time.

It took many, many years, more than could be counted, but gradually Father Wolf began to lose his strength and speed. His fangs began to dull, and his wisdom did not reach as far. More spirits escaped his notice, setting up their terrible kingdoms among the humans and bloating with power. When he caught these would-be gods of suffering and gluttony, it took him longer to finish them off. Some even escaped — lessened by the struggle, but free all the same. Gradually, Pangaea was becoming a paradise for the spirits and for those humans who accepted their rule, and a purgatory for all the rest. Our forefathers and foremothers saw all this, and doubt began to gnaw at them.

And what happens when a wolf pack begins to fail at its hunts because its alpha is too weak, too slow, too blind to lead? Either the pack dies, or the alpha must be replaced. This question was the same, but the stakes were the whole world. What happened next was a horrible thing that should not have been necessary — but it was.

The Fall

Every spirit has bans — unbreakable laws that govern their very nature. A spirit of pain is forbidden from healing a living creature; a shark-spirit is forbidden rest. Father Wolf was one of the most powerful spirits in Creation, but even he had a ban. He felt such a strong connection to his duty that he would not close his eyes until someone could take his place. His ban's strength was such that if those who could do so were to rise against him, he could not defend himself.

Of course, the ones best suited to take Father Wolf's place were his own children.

Now, tales of this time make it quite clear that Father Wolf could unsheathe his claws and bare fangs against his children in ordinary struggles for dominance. Yet if Father Wolf's pack truly desired to bring a killing blow against him, his very nature left him powerless. He would not be able to defend himself actively against such treachery, and his thick hide and powerful muscles would prove to be no more help than the wind and rain. So the only way to overthrow Father Wolf was to strike to kill.

And we slew him.

With his last breath, Father Wolf let loose a howl that shook both worlds. Humans collapsed sobbing at the sound that stirred nothing but fear in their hearts. Spirits cowered in their dens, struck with terror that something could have slain the great merciless wolf-spirit. They say the werewolf who struck the killing blow was himself instantly slain by the sheer force and emotional weight of the howl. Upon hearing the death-howl of her favored lover, Luna herself cried out in anguish and betrayal, cursing all the children she had ever borne. That curse would never be fully lifted.

It is said, then, that the soul of the planet itself stirred. As the denizens of the Shadow Realm and the mortal creatures of the physical realm recoiled in terror, the two worlds were sundered. The earth shook and storms lashed the land. Ice broke free from the north, and islands sank into the ocean. Pangaea was no more. After the Fall, the hunters' paradise was gone forever.

Forsaken

That's why we are what we are. That's why we're wolf and human. That's why we're children of the Shadow Realm, but Forsaken by spirit. The spirits have feared us — and most have hated us — since that day. They fear and hate the thought that creatures part flesh and part ephemera now have the power to police them, and that we once had the strength to destroy the one spirit they all feared. The humans would go mad if they knew we're not just movie icons, but real creatures that walk among them.

We destroyed the greatest thing we ever had because it had to be done. We keep the spirit world in check, and spirits can't stand us for it. We do our best to keep humans from maiming the spirit world in turn, and humans would despise us for it if they knew. Our own brothers have turned on us, hating us for doing what they lacked the courage and compassion to do themselves. Only fickle Mother Luna and our wolf totems stand with us, but that's enough. We are the People. We are Uratha. We are the wolves who hunt in both worlds.

We are the Forsaken, and heaven help anyone who draws down our fury.

The Hatred of the Pure

It's said that three werewolves of the First Pack did not raise their claws against their father. When the others turned on *Urfarah,* these three refused to attack, out of either cowardice or corrupt love for the decadent place that Pangaea had become. Though the self-titled Pure and their descendants were banished from Pangaea and scattered across the changing world along with their traitorous kin, they claim that they are not the ones who are truly Forsaken. It was not their sin, they howl; they were loyal to Father Wolf. As this cry went out, Dire Wolf, Rabid Wolf and Silver Wolf — Father Wolf's three most unforgiving, hateful and bitter spirit children — took particular notice. They hated the "kinslayer tribes" for the bloody deed that ended Pangaea, and they saw in the self-styled Pure a means to punish the offenders. The three spirits reached out to the three Pure with an offer of alliance, and thus the Pure Tribes were born — the fiercest and most relentless enemies the Forsaken would ever know.

Beasts of the Moon

Werewolves are born monsters in human skin, never knowing their true selves until they change under the moon for the first time. They walk in two worlds but are welcome in neither. They call humans and spirits "family" but are loved by neither. Human reason wars with bestial instinct; the ever-shifting moon pulls at the tides of their blood.

Though the Uratha refuse to forget their dim stories of Pangaea and the tragic but necessary death of Father Wolf, the days of legend are long gone. Now werewolves hunt through forests of asphalt, brick and glass as well as the deep woods, their claws tested against gunpowder and steel. They are the predators of the modern age.

Heart of the Wolf

Even if a werewolf believes that he's still essentially human under it all, his own heart denies that lie. His instincts grow stronger over time. When hungry, he craves meat — the fresher and bloodier, the better. When alone, he craves company — the reassuring presence of a pack soothes him in ways that solitude never can. He might remain monogamous, but his sexual appetite grows, and he becomes fiercely possessive of his mate. Lupine instincts color his waking moments, and he dreams of prey and the moon.

His senses show him aspects of the world that he never saw before. When he wears a human skin, he feels claustrophobic. His eyesight is as strong as ever, but his other senses are greatly diminished. Only when he shapeshifts can he enjoy the full range of his senses. It seems a small thing, but it *always affects him.* He's always aware that he's missing things that he would otherwise hear or smell. Over time, he becomes more alienated from wearing human form and more comfortable in his Dalu form — frightening for those who once wanted only to go back to their human lives.

Werewolves feel emotion at levels that humans can barely match. Their joys are more profound, their melancholies more overwhelming. Yet nothing pulses at the heart of a werewolf like anger. Even in childhood, a werewolf has a short temper. As he grows older, the anger in his soul grows stronger and becomes a brutally powerful force. Left alone, it would strangle the life out of him, stifling and suffocating until he collapsed under its weight. The anger needs release, and a werewolf finds that release when he takes Gauru form, the form of Rage. The half-human, half-beast Gauru is a direct conduit for a werewolf's anger, and a werewolf enters this war form solely to unleash his fury.

Yet the war form can take control of a werewolf, clouding his senses in a red haze known as the Death Rage. When overcome by the Death Rage, a werewolf turns on anything nearby, even slaughtering his own family and packmates in his berserk fury. There is nothing left of the human or the wolf — only the monster remains.

As difficult as it is to govern their predatory instincts, werewolves must still try. One who gives in to his anger more often, who hunts when he isn't hungry or eats the flesh of humans or wolves becomes increasingly bestial, until nothing remains but a primeval monster with the vague cunning of a human being. But neither can a werewolf survive by denying his nature. Refusing to shift under the moon and run as a wolf can distort an Uratha's sense of self to the point that he runs mad. A werewolf cannot surrender himself to his predatory desires, but neither can he renounce them. Only by walking the razor-thin path of balance between human and beast can he find a measure of peace. Such moments are fleeting, and all too fragile by moonlight, but they are the heart and soul of why the People fight on.

Blood Feud

The Forsaken are under constant siege — primarily from their own kind. Whatever else may be truth or fiction from the legend of Father Wolf, the Pure Tribes are very real. Through the millennia, the Pure Tribes have beset the Forsaken time and again, attacking out of the darkness and slaughtering anyone they can catch. When they can't strike directly at the Forsaken, the Pure are all too willing to strike at the loved ones of their prey — but they can strike directly at the Forsaken often enough. The

Pure are apparently more numerous than the Tribes of the Moon — they are certainly numerous enough to commit themselves to one furious assault after another.

Two Worlds

Some threats come even from beyond the physical world itself. An echo of the physical World of Darkness exists just beneath perception, behind mirrors and at the end of winding roads that lead nowhere. This ephemeral shadow, the *Hisil*, has been tied to the physical world from the beginning, each influencing the other.

Werewolves are aware of this world — it is part of their heritage — but this awareness is a mixed blessing. Knowledge of the spirit world and the entities that escape it is more responsibility than gift. The freedom to force one's way past the Gauntlet — the wall between matter and spirit — is a power that draws the spirits' jealousy and resentment, not admiration. Once initiated into the knowledge of the Shadow Realm, a werewolf knows just enough to get her into deep trouble with its denizens.

Yet just as it's folly for a werewolf to ignore her bestial side, it's folly to avoid her spiritual heritage and responsibilities. The Forsaken would have been hunted down and destroyed long ago if it weren't for the pacts they struck with their powerful wolf totems and the supernatural blessings of Luna. The spirit world possesses great power for those who can wrest it from its holders — potent Gifts, elaborate rites, even potential allies — and by making changes in either world, a werewolf pack can evoke similar changes in its reflection. Destroying an infestation of disease-spirits in the Shadow can make the immediate physical world healthier, while tearing down the abandoned house of a serial killer can scatter the spirits of fear and death that congregate near it in the spirit world.

In order to claim, expand and improve their territory, werewolves must pay attention to both worlds. They can draw on the energy of the spirit world to fuel their supernatural powers by taking control of loci, places where spirit energy bleeds into the physical world. Only thus can they stand against the myriad foes, flesh and spirit, that would tear them apart.

The Hunt

The hunt is the heart of werewolf existence. Few predators in the world of flesh can even compare to an Uratha, and fewer still are as dangerous as an entire pack of werewolves. Uratha are creatures with the razor-sharp senses of a beast, strength beyond any human and the instinct of a killing machine. A werewolf cannot wait idly for some threat to enter his life — he is compelled to hunt. And the choice of prey defines a werewolf, setting the Forsaken and the Pure Tribes at one another's throats.

The Forsaken refrain from hunting human prey — for the most part. They favor preying upon spirits that break into the material world to pursue their alien hungers or dangerous compulsions consistent threats. Though striking a pact with a spirit is not unheard of, most of these unwanted intruders find themselves the werewolves' prey. Some Forsaken guard the physical world out of a sense of duty or out of love for their human families that these invaders place at risk. Others care little for the humans around them, but stalk rogue spirits out of hunger or territoriality. They also hunt the descendants of Father Wolf's ancient rivals, known as Hosts — horrible creatures part vermin and part spirit, which become stronger and smarter as they increase in number. Werewolves hunt humans as well, should those humans pose a threat to their territory.

Yet they are hunted in turn: by bitter spirits who resent these bastard half-flesh wolves' power over the spirit world, and by their own kind. The Pure Tribes have taken the side of the spirits and relentlessly hound the Forsaken. The Hosts explode out of the corners of a territory to bring down any Uratha they find, and some other supernatural denizens of the World of Darkness even go hunting werewolves with silver bullets, perhaps for no reason other than cruelty.

This is the hunter's choice. A werewolf pack must defend its territory against incursions from outside the boundaries, or even from the spirit world. Yet it cannot simply wait for its enemies to make the first move. Werewolves who notice a foe stirring beyond their boundaries must decide whether it's worth the risk to take the fight to that foe, hunting it down before it has the chance to grow strong enough to pose a threat.

The choice is usually a quick one. The Uratha are the finest predators to walk under the moon — and predators hunt.

The First Change

The First Change is what makes a werewolf. Before it happens, a werewolf knows little of what she is. She knows that she's frequently prone to fits of terrifying anger, and her life seems to be more strange and troubled than it should be, but she still considers herself human. Yet when the moon hangs in the sky and the Change begins, she discovers how wrong she was.

The time just before the First Change is terrifying. Peculiar, inexplicable things begin to occur around the young werewolf. While she lies in bed at night, she hears whispers in a language she doesn't recognize but can almost understand. Squirrels and rabbits literally flee screaming in fear, while strange dogs saunter alongside her on the street, ignoring their masters' commands. Time and space lurch. She walks for five minutes and travels five miles, or she finds herself in horrible nightmare-spaces like eternal hallways or burning buildings with no exit. In the middle of the *afternoon*. For *no reason*.

And then there are the *others*. She catches a glimpse of a stranger watching her, or she wakes up in the dead of night to see what looks like a huge dog sitting on her lawn. Then it comes — the attack. Something that might be a dog, a wolf or even a crazy human being with

too-sharp teeth knocks her down at night — maybe even in the safety of her own home — and bites deep into her flesh. The wound doesn't seem infected; in fact, it heals more quickly than it should.

For days, her life breaks down. The world twists and shudders around her, and finally instinct takes over. The only escape from the wildly whirling world is to change to match it.

When the First Change comes on her, her body ripples uncontrollably between all five forms. She goes through partial transformations. Her face and skin might remain human while she extends an enormous bloody muzzle, or her legs might turn into weak wolf's legs while her body's mass remains the same. Many think they're dying or going insane. They're wrong.

And overhead, the moon. Whatever her birth mother was like, the werewolf doesn't ever truly understand a mother's love until she rests, weeping and exhausted, in Luna's embrace after the First Change is complete. Then, from that point on, her soul is marked. The phase of the moon influences the Change itself, just as it influences the werewolf's life thereafter. A werewolf whose Change occurs under the gibbous moon might experience a flood of frightening, surreal visions that demand expression, while the full moon almost always triggers a killing rage in the werewolf whose Change occurs under its gaze. Regardless of moon phase, the First Change takes control of the werewolf, and she acts on instinct until she collapses from total exhaustion.

When she wakes, she has more sense of identity, though that sense has… changed somewhat. Changing shape becomes a little more natural, though it takes practice at first. She has also been marked by the phase of the moon with an affinity known as an auspice, though it will take her some time to comprehend what that affinity means for her. She has been initiated through blood and moonlight into the path of the Uratha, one she will follow for the rest of her life.

Why Is This Happening?

But why? What about the First Change so powerfully distorts, even destroys, a werewolf's life before it even happens?

The imminent First Change is a source of subtle turmoil in its own right. Like ripples in a dark pond, the forces churning in the werewolf's heart send pulses of supernatural emotion through the area around her. The fury rising to the surface begins to warp the spirit world around the Uratha, perhaps even temporarily weakening the wall between flesh and Shadow.

Other werewolves notice as well. Most know what's going on when they see the signs, and it's often too easy to find their target. At this point, the young werewolf is strung out and likely to break down at any minute. She might also have been born to a human parent that

possessed a small measure of the blood of the wolf. Sometimes the wolf blood can run strong in a human family, with the result that more werewolves are likely to be born to such a bloodline. A family with true wolf-blooded members is the sort of resource that werewolves watch a bit more closely.

It doesn't take the whole pack to catch a pre-Change Uratha. Usually just one or two members can do the job. One might change into monstrous form and wait for the reaction. This close to the Change, most werewolves aren't affected by the Lunacy — the mind-warping supernatural terror all humans feel when confronted with a werewolf — but if they're smart, they're still terrified. They run to the best of their ability, dodging and weaving and making hairpin turns. All the hunting werewolves need to do is get a bite and a little taste of the blood, then they leave the frightened "human" alone until his First Change. In some ways, that chase is the young werewolf's first unofficial rite of passage into a larger world.

Spirits whirl around the nascent werewolf, revolving through her existence, and the others in her life can't just ignore what's going on. She's just inches away from the hidden world, and his proximity draws the spirits out. Some of them manifest. They haunt and howl. The spirits can sense the imminent arrival of one of their ancient rivals — and sometimes they choose to act preemptively.

What's worse, the spirit world gets close to a nascent werewolf's friends and loved ones, too. The *Hisil* is a place and a thing, and it doesn't discriminate. It's not just the werewolf glimpsing strange bloodstains where her cat's been hunting, or twisting through doors that open from the dining room to the park down the street. These things happen to her family or her neighbors or even the guy she invited home from the bar. The spirit world itself is a place where symbolism and poetry are more important than geography, so it's possible that significant people in her life find themselves closer to the spirit world than they want to be, even if they're a thousand miles away. And if that's the case, they have no earthly idea what's going on. If they're lucky, they'll only think they're going insane. The unlucky ones…

Stray Wolves

It might happen that there is no local pack, or that the local pack can't find the emerging werewolf. The Uratha really have no idea how many other werewolves go through their First Change around the world in a given month, much less an entire year. So one of three possible fates awaits those lost ones.

Some are eventually found, frequently while they're on a rampage. Werewolves are instinctively destructive creatures, and the newly Changed have no idea how dangerous they are. Local spirits of wrath or violence might join the fray, nudging the werewolf toward things that break or bleed easily. If local Uratha hear rumors of a new arrival around, they can usually follow the trail with little trouble — if need be, they can even risk the Shadow to get a more accurate view of the supernatural disturbance.

The Pure Tribes bring other lost werewolves in. Sometimes it's a race between the Forsaken and the Pure to get their hands on a newly Changed Uratha. Some of the Pure can be very convincing, and some of their targets respond to their message. There are other cults of werewolves beyond the Pure Tribes, as well, whose goals most werewolves can't fathom.

Finally, some lost werewolves die before anyone can get to them. They might go on a killing rampage, forcing local law enforcement to put them down. Some end up angering powerful spirits, witches or vampires. Some simply chase a hallucination off a cliff. Death isn't the most common fate, but it happens often enough to be a depressingly notable statistic.

Tribal Initiation

It's a choice that can affect a werewolf for the rest of his life, and it's a choice that comes soon after the Change. Once a werewolf has been calmed down and told something of who he is, he is given the choice of entering a tribe. No werewolf *must* join a tribe, and although other Uratha might pressure him to join one particular tribe, they cannot force him. The choice of being initiated into one of the five Tribes of the Moon is up to the werewolf, and nobody else. The Oath of the Moon — the vow to abide by the principles that guide the Forsaken — is offered, but not forced.

A tribe is like an extended family, providing potential allies bound by oaths and common cause. It offers a loose support network to guide a werewolf down a specific path of power. Further, a tribe offers a specific goal to a lost and frightened shapeshifter; it offers principles that may help him master what he is. Even when a werewolf ends up on the opposite side of a conflict from his tribemates, the tribe's laws provide common ground from which to work toward peace.

The five tribes that strive to hunt down the Uratha's destined prey in Luna's name are:

- The *Blood Talons* — Fierce, brutal warriors who use their full strength against the threats that leak into the physical world. They teach a philosophy of glorious achievement, of honing oneself to be the perfect weapon against the foes of the People.
- The *Bone Shadows* — Searchers in the dark places who seek to understand the spirit world that is denied them. Theirs is a winding path of wisdom, teaching the necessity of understanding the many threats that emanate from the *Hisil*.

• The *Hunters in Darkness* — Stalkers who defend their sacred hunting grounds with primal magic and fury. They stress the purity of instinct, the strength of the old ways and the importance of the wild places.

• The *Iron Masters* — Wolves in human clothing who maintain close ties to their human side. Theirs is a philosophy of adaptation, teaching that a werewolf must be cunning enough to thrive in the city and wilderness alike.

• The *Storm Lords* — Fearless and intimidating alphas who seek to purge weakness from their souls. They teach a path of endurance and ironclad honor, taking the responsibility to lead by example.

As noted earlier, a werewolf may declare that he is meant for no tribe. He becomes known as a *Ghost Wolf* — an Uratha with none but his pack to care for him. The Tribes of the Moon do not treat Ghost Wolves with hatred or prejudice, merely pity or regret.

Pack Bonds

A tribe offers training, allies and guidance down the long road to redemption. It teaches the legacy of the past and ways to be ready for what tomorrow brings. Yet no bond is stronger than that of the pack. The Uratha have all the social instincts of humans and wolves, so running alone is virtually a punishment. Once a werewolf has been initiated into a tribe (or has chosen to forgo that initiation), she must find a pack. If the tribe is an extended network of support, the pack is the band of brothers who stand by her when the Pure howl, when the walls crack and the world bleeds.

A werewolf might be adopted into a pack of experienced Uratha. This happens most often with a young pack full of newly changed werewolves who are still fairly open-minded toward newcomers, who don't have a strong identity, or who want to expand their territory and need the body count to do so. Every pack loses at least one member eventually — werewolves lead a dangerous, bloody life. A pack that has suffered recent losses needs to rebuild its numbers, and inducting fresh meat is the easiest way to do that.

Freshly Changed werewolves rescued by several packs in different territories at roughly the same time, however, might be brought together into a pack of their own. This chain of events doesn't happen all the time, but it's considered a good omen.

The newly Changed who join an established pack learn that pack's traditions and the extent of its territory as they are brought into Uratha society. The pack gives its new member a taste of local politics among the People, gives her an idea of who the pack's neighbors are, the sort of enemies she's likely to face and so on. The newcomer is the omega of that pack until a new member is brought in, and if two or more are brought in at once, they get to jockey for a slightly loftier position.

Then the newcomer is presented to the pack's totem spirit, if any, in what's usually an all-night ritual involving fasting, ecstatic dance, ritual combat or other means of opening one's perceptions to the spirit world. This is usually the last step in officially joining a pack, because a newcomer has no guarantee that the pack's totem spirit will accept him. If it doesn't, the werewolf has no other choice but to look for a more sympathetic pack and totem spirit in a nearby territory.

If a group of newly Changed werewolves forms a pack of its own, those Uratha face all-new problems. The pack must have at least three werewolves who are willing to join before they will be seen as a pack in the eyes of their people. They then have the option of hunting a spirit that can be coerced into acting as their totem ally. Then they must negotiate the terms of the spirit's chiminage and agree to uphold whatever ban the spirit imposes in return for its service. Only then can they look to who will be pack alpha and what territory the pack will carve out for its own.

These trials frequently push the pack's members to the limit, teaching them to rely on one another as well as helping them realize which sort of spirit will serve them best. Rarely does a pack know ahead of time what totem is right for them, so the search teaches them about themselves and their strengths. Upon viewing the spirit that has been attracted to it, the pack sees a spiritual mirror of its own nature. A pack that completed its totem quest in a desert by demonstrating notable wisdom, a sense of honor and lethal efficiency in battle might realize that it behaved much as a rattlesnake would and make a deal with the sidewinder-spirit it bested along the way.

Once a pack forms, the werewolves move to take over a territory of their own and stake out the boundaries to announce that there are new players in town. The greater challenges of their lives are about to begin.

Bonds of the People

Werewolf society works best at the pack level, but it spans the known world. There are less than half a million werewolves in the world, and less than half of those are Forsaken. What bonds tie the People together so closely that an American werewolf and a Siberian werewolf encounter fewer cultural barriers than two humans of similar upbringing?

First, werewolves share a common language that no human speaks. The First Tongue predates the societies of Sumeria, and, carried by spirits, it hasn't gone through the thousands of years of evolution. Second, they have a common, tragic mythology and history. Though the myth can vary greatly from one place to the next, it most frequently shares the common elements of an Edenic time — Pangaea — and a crime against a forebear — usually the death of Father Wolf.

Beyond those bonds, two others help the Forsaken understand one another: those of the moon and of the soul.

Bonds of the Moon: Auspice

This story is true.

When our ancestors slew Father Wolf so that a stronger hunter could take his place, they fell to fighting among themselves almost immediately. Each powerful chieftain or alpha vied for the right to inherit the full measure of Father Wolf's strength and duties. Blood fell on the earth as the fighting grew fiercer, and Mother Luna wept to see it.

Nobody knows how long this lasted. Yet however long they fought one another instead of the enemies they claimed to oppose, it was too long. We might still be fighting even today, with the world suffering for it all the more, were it not for the descent of the Lunes.

Why did Mother Luna intervene? We don't know. Nobody can know her mind. Some believe that she acted from benevolence, as a long-suffering but still loving mother. Others say it was self-interest: that we were simply the best choice to keep an eye on the world, and this was the best way to set us to that task. Still others claim that she was obeying some obscure ban of her own, that she walked on the earth only when permitted by some cryptic celestial alignment and that granting us our auspices was merely an afterthought. And some say she did not intervene at all — that the Lunes did not offer blessings, but rather were brought into submission. Nobody will ever know for sure, but such is the nature of our fickle, ever-changing mother.

At the behest of Luna, Lunes from the five choirs descended. They told us that although Father Wolf's full power was too great to be held by any single being limited by flesh, each of us could inherit an equal share of his duties. They coaxed forth memories of Father Wolf's five roles — warrior, visionary, judge, wise man and stalker — and the magics that Father Wolf used in each of those roles. From these wisps of memory, the five lunar choirs taught each Uratha to adopt one of Father Wolf's five roles. Luna had seen the First Change of each of this generation of Uratha, and she saw into each werewolf's inner nature, so she knew which of Father Wolf's roles was most appropriate. She promised to give an obvious sign to future generations of Uratha, so that every werewolf would know what his role would be.

Now every one of us — save the heretics who call themselves "pure" — experiences his First Change under Luna's watchful eye. The First Change is not only a moment of terrible change, but a brief flicker of communion with the lunar choir attuned to the night's moon phase. Those born with the souls of warriors and killers reach their full potential under the full moon, while those with the fortitude to face the maddening trials of the spirit world come into their own while the crescent moon shines.

Now the People have the tools to walk the Gauntlet as Father Wolf walked the Border Marches, and the encouragement to do so. Luna's intercession and blessing has kindled a new hope that the Uratha will not always be Forsaken.

Every werewolf of the Tribes of the Moon has an auspice — an affinity for given tasks and a loose social role determined by the phase of the moon during which she underwent the First Change. The Forsaken bear five auspices: the warrior Rahu (full moon), the visionary Cahalith (gibbous moon), the judge Elodoth (half moon), the wise Ithaeur (crescent moon), and the stalker Irraka (new moon). Having rejected Luna's embrace as a mark of shame and guilt, the Pure Tribes forswear auspices. They focus on acts of vengeance against those Forsaken enough to bear the mark of their Mother.

Some suggest that auspice, as well as birth time, are determined by the moon under which a werewolf is conceived, but there is no real evidence to support that theory. Auspices are social roles, but they are also paths to power. Certain Lunes teach Gifts only to members of particular auspices, so an accomplished Rahu has access to Gifts that an Ithaeur never will.

Luna is fickle and moody. Over the course of the month, her attitudes change just as her face changes. Her mood is infectious, and it imprints itself on the souls of every werewolf at the moment of birth, and again at First Change. Luna is also a Celestine, a spirit above almost all other spirits, so her power touches every First Change — for she watches as it happens. Even as far away as she is, her mood at the moment of First Change draws broad lines across the personalities of the Uratha.

Luckily, Luna's moods match her face. Around the time of the full moon, Luna is said to wear her mask as the Destroyer, angry, defiant and strong. When the moon is full, her rage is at a peak, and that rage touches any werewolf whose Change occurs under the warrior's moon. This not only denotes auspice, but also influences the form of the First Change. During the half moon, Luna hangs in balance — so a First Change under the half moon might relate to crossing boundaries or making decisions between two equally appealing choices. The First Change isn't a formalized rite of passage, though — it's an involuntary transformation that marks a werewolf from that point on.

Rahu: The Full Moon

The Rahu is a howler at the full moon, a reflection of Luna's warrior face. Rahu take the lead in war, be it quiet war against neighboring packs or open combat against their enemies. Rahu reflect every aspect of the warrior archetype. They are the ravening berserkers and the calculating generals. The two contrasting styles can even be found in the same werewolf. Uratha warriors pass down lore of combat ranging from Caesar's battle tactics in Gaul to up-to-the-minute tactical manuals stolen from elite armed forces.

Cahalith: The Gibbous Moon

Every Cahalith's First Change occurs under a gibbous moon — one either well on its way to or just past full. The Cahalith is a storyteller, vision-quester and lorekeeper among the People. If the gibbous moon is "pregnant," the Cahalith who reflect that moon are pregnant with ideas, emotions and creative energy. Some Cahalith experience

intense dreams every night, while artistic creation drives others to near-ecstatic madness. They are the visionaries of the Forsaken, frequently lost in reveries that echo the distant past or chasing faint glimpses of the future. As the moon waxes toward full, a Cahalith looks to the next night; as it wanes, she glances into the past.

Many Cahalith are driven to express their lunar dreams through music. More importantly, nearly every Cahalith knows many epic howls and histories, and has access to dozens more from allied spirits and Uratha. History is alive to a Cahalith. Just as a scent can tell her something of a person who passed by yesterday, an old saga can tell her about the life and passion of someone who lived long ago.

Elodoth: The Half Moon

Half Moons represent Luna half-hidden. It is said that half of them go through the First Change in the daytime, and half at night. Every werewolf's personality changes slightly over the course of the month; becoming more easily aggravated during the full moon and a bit morose during the new moon. Elodoth feel that ebb and flow more strongly than other auspices do. (Some consider such changes to their mental state gifts from Luna.) Many Elodoth take their role as the bridger of gaps farther than other auspices do. They spend half their time in each native form, experiment with sexual partners of either gender or otherwise deliberately choose to walk in two worlds.

This ever-changing perspective gives Elodoth unique insight into the other auspices. As a result, Elodoth are trusted as judges and arbiters throughout the Forsaken territories. They are also excellent diplomats where the fickle and hostile spirit world is concerned, and it is usually the Half Moon who has the greatest chance of talking a spirit into or out of action. Many Elodoth believe they understand Luna better than other Uratha do, so they're the ones most often nominated to stand in judgment over violations of the Oath of the Moon, Luna's sacred law.

Ithaeur: The Crescent Moon

As a crescent moon, Luna is hiding most of her face. She reveals just a sliver — an eye or the line of her jaw. Werewolves know she's there but she's concerned with other matters — or she doesn't want them to think she's watching them. The children of the crescent moon are the occultists of the Forsaken, those who learn the secrets of mastery over the spirits. Where an Elodoth sways a spirit with sophisticated reasoning that appeals to its very nature, an Ithaeur decisively binds it through magic or strikes at its ban. Ithaeur maintain libraries of occult rituals of all stripes — ranging from harmless prayers to sky-shaking rites that could slaughter humans by the score.

The Ithaeur is the one who cannot walk away from the shadowy terrors of the Shadow Realm. He's the one who has to master the darker side of the spirit world. Any werewolf can parley with a Lune or wolf-spirit, but the Ithaeur has to be the one to master spirits who would as soon destroy an Uratha as bandy words with it. The Ithaeur's life is a dangerous one — and it isn't always true that the rewards match the risk.

Irraka: The New Moon

When Luna cannot be seen at all, then the Irraka hunt. The Irraka are the scouts and stalkers, the cunning hunters who elude the worst threats only to strike at their vulnerable spots from behind. They ply their wits socially as well, testing the dedication of other Uratha to their packs, their tribes and the Oath of the Moon. The Irraka are forever on the boundary, sometimes stalking the borders of their pack's territory, sometimes wandering the boundaries between Uratha and human society. Some Irraka function as ambassadors between werewolves and the rare humans, wolf-blooded or not, who can be considered allies. More often, though, they direct their efforts toward distracting humans into looking at their own lives and society rather than digging too deeply into matters best left to the Forsaken.

The Irraka is a creature of keen wit and great cleverness, like the fox of ancient fables. The new moon's path leads through dark places, but also reveals shortcuts; an Irraka who plans an attack will more often assemble a cunning ambush than an overpowering direct assault. The New Moon's talent for skullduggery serves a greater purpose — showing his packmates the shadow way. Where the Cahalith inspires with emotion, the Irraka prods them with cunning. By his wiles, they may hit upon the tactic their foes would never expect.

Bonds of the Soul: Tribe

This story is true.

After the death of Father Wolf, the People had to take his place to keep the things of the spirit world from enforcing their rule on the flesh. But although Father Wolf had lost the strength and wisdom he needed to fulfill his role, the first packs were not yet strong enough to match him in his prime. We needed more strength to hold our own, and we needed to prove ourselves worthy of respect as well as fear.

Our father had sired children on female wolf-spirits only slightly less avidly than he had sired our own ancestors on Mother Luna. So the packs went to the spirit children of Father Wolf. The Firstborn among them had seen Father Wolf's decline, and though they couldn't love the Uratha for taking his death upon ourselves, most of them knew our purpose.

But they were Incarnae, and proud. They wouldn't show their bellies to half-flesh wolves, no matter who their race's mother had been. If they were to give us their patronage, we would have to fight for it.

So we did, pouring out our hearts' blood. Many valiant children of Mother Luna died in the struggle, but we proved ourselves. Fenris Wolf, the destroyer, was bested in battle. The elusive Black Wolf was tracked to his den. Death Wolf was summoned with the strongest rites. Winter Wolf was brought

to heel, and Red Wolf was made to swear an oath even he could not wriggle free of.

With the patronage of our half-brothers and half-sisters, we were now more than ever before. We were tribes.

Tribes among the Uratha are not like tribes among primitive humans. They aren't tied together by blood, although blood ties within tribes are common. A particular tribe doesn't claim a particular patch of land as a tribal home, nor do its members roam as a group across the steppe in search of fertile resources. Uratha tribes have neither acknowledged chieftains nor strong political structures — they don't seem to need them. For example, although the Blood Talons were scattered across the world and separated by oceans, their tribal totem watched over each new generation of his children. All the children of Fenris were aware they had cousins even unto the ends of the earth. They didn't know exactly who or where those cousins were, but they knew they weren't alone. American werewolves did have lodges unseen in Europe, and vice versa, but otherwise the tribes remained remarkably unified despite their separation.

Two characteristics define werewolf tribes. First, all members of a Forsaken tribe follow the same one of five powerful Incarnae, said to be the spirit children of Father Wolf. These totems, called the Firstborn, look over modern Uratha tribes as elder siblings.

Secondly each tribal totem has a unique ban just as all spirits do. The totem's ban informs its outlook and way of life, and it's frequently reflected in the vow that binds it to its tribe, and its tribe members to one another.

The tribal totems are all at least half-siblings with one another. They cooperate in the largest things but scuffle with one another over lesser issues. They are frequently rivals for status or particular treasures, but they also form factions. The various points of cooperation and rivalry among the totems are reflected within the Tribes of the Moon, even causing strains within individual packs. It is fair to say, however, that no rivalry among the totems of the Uratha is strong enough to do permanent damage to a pack's internal loyalties.

Those strong bonds don't exist between the Tribes of the Moon and the Pure Tribes. Cooperation occasionally occurs, but no packs exist that include both Forsaken and Pure. If two totem spirits on opposite sides of that divide happen to have a strong interest in common, they might encourage their tribes to cooperate. Any such cooperation is in the short term only, though, and likely to end in betrayal, as the mutual antagonism between the two groups is too great to be overcome even by great affection between totem wolves. The Pure Tribes' culture of hate is simply too poisonous.

The proper choice of tribe resonates in a werewolf's heart — sympathy for a particular totem, agreement with its goal, willingness to adhere to its vow and even a certain affinity for the other members of a tribe. The choice of tribe is the choice of how best to live up to the legacy of Father Wolf, and the bond of a tribal totem connects the souls of all those who share that choice.

Tribes teach specific philosophies and specific pacts with specific spirits, and they generally try to follow specific paths to knowledge, wisdom, renown and power. They also exhort their members to follow tribal agendas and their totems' bans in order to make the world a better place — at least, a better place for the People.

Lodges

Most members of a tribe devote themselves to their tribe's broad ideals while managing their territory, interacting with their packmates and neighboring werewolves and so on. Some Uratha, however, devote themselves to certain aspects of their tribe's totem spirit. Every tribe has a number of "lodges," which are societies within the tribe that are dedicated to a particular facet of the tribe's totem and activities.

Lodges have associated spirits, but not true totems, which represent special areas of interest or expertise within a given tribe. Members of lodges generally teach unique rites and Gifts that other werewolves do not have access to, and membership in a lodge comes with additional responsibilities that membership in a tribe doesn't include. At the very least, lodgemates owe one another more loyalty and assistance than tribemates do.

Lodges are not open to the very young or inexperienced. Every lodge has specific requirements for entry, and no werewolf can join a lodge simply by asking to join. An invitation must be extended from Uratha who are already members.

Some lodges are geographical in nature, focusing on a particular aspect of local culture. There are said to be many strange lodges among the werewolves of Africa, for instance, which teach secrets of survival in those wolf-less lands. Rumors also persist that some lodges cross tribal lines, but any such societies are truly secret.

Blood Talons (Suthar Anzuth)

The Blood Talons are the most aggressive warriors among the Forsaken. They follow Destroyer Wolf, the warrior and devourer. Also called Fenris, he is the fiercest of the spirit children of Father Wolf, though not the wisest, and he can be led into a trap by the cunning.

The Talons live by a warrior's code. They believe that they must emulate Fenris' ferocity in combat. According to their credo, any foe that can be bested in combat is an inferior one. This belief occasionally backfires, particularly when Blood Talons face an enemy who shows less aptitude for direct forms of combat yet can still outthink and

outflank them. A corporation whose goals interfere with a Blood Talon pack's plans for its own territory cannot be defeated on the battlefield, even if its minions can. Only the wisest and most accomplished Blood Talons can handle such a foe.

Fenris' vow of the Oath is, *"Offer no surrender that you would not accept."* This vow makes Blood Talons hard to deal with if they aren't restrained by more careful packmates.

Bone Shadows (Hirfatira Hissu)

The Bone Shadows have sworn oaths to pursue the secret lore of the shadow world. They have a broad and deep attention span when it comes to magical mysteries and the spirit world. They inherit Mother Moon's inquisitive nature and Father Wolf's intrinsic awareness of the Shadow Realm. The Bone Shadows follow Death Wolf, the wolf that once walked into the domain of Death itself and returned carrying strange wisdom. This is an appropriate totem, the Bone Shadows say, for the descendants of a goddess who walks between light and dark and a wolf-spirit who walked between spirit and flesh.

The Shadows endlessly seek illumination in the darkness. They search out the greatest mysteries, learn the unknown rites and puzzle out the bans of great baneful spirits. The Bone Shadows know that Father Wolf understood great mysteries, and they howl mournfully for the loss of his secret knowledge. The Bone Shadows often chase secrets even at the expense of more sensible daily affairs. Many Shadows lack proper attire, money and other effects of modern life.

Death Wolf's portion of the Oath is, *"Pay each spirit in kind"* — a vow to offer chiminage and respect to spirits that deserve it, and to bring ruin to those that have earned it. The Bone Shadows take their debts seriously. Few debtors ignore payments owed to these masters of darkness and magic. The Bone Shadows repay favors they owe to spirit, Uratha, human and any other creature. They repay treachery and violence in similar fashion.

Hunters in Darkness (Menenna)

The Hunters in Darkness care little for humans and human society. They don't believe that Father Wolf would approve of the current state of the world. The Hunters' totem spirit, Black Wolf, is by far the most primal of the Firstborn who look after the Forsaken. Many Hunters in Darkness strive to spend as much time living as wolves as they can; those who take up residence within cities do so not because they desire to live among their human kin, but because they desire to hunt there.

Some Hunters in Darkness wish to return a large part of the world to its primal state, bring back ancient prey animals as well as predators, and clean the water, earth and air in most of the world. Many tend to reflexively reject modern conveniences, even when those conveniences might help them protect their territory.

Black Wolf's vow is, *"Let no sacred place in your territory be violated."* Of course, since there is no universal standard for what constitutes a "sacred place," the Hunters in Darkness make their own estimations. Generally, the Hunters show the greatest concern for the unspoiled wilderness and for endangered wild species, though some of them prefer to work a little closer to humanity — trying to slow the rate of humanity's despoiling of natural resources.

Iron Masters (Farsil Luhal)

Unlike the Hunters in Darkness, the Iron Masters strive to walk among human society for its own sake. The Iron Masters — the other tribes simply refuse to call them the "Masters" even as shorthand — are most likely to live in cities. Their totem, Red Wolf, is a master of adaptation and cousin to Coyote.

The Iron Masters believe that if they fall behind humans technologically or socially, they are lost. The natural advantages that Uratha have over humans (their great strength, spirits and magic, and the Lunacy) mean less in the face of modern technology. They draw many of their numbers from werewolves who cared about their human lives and who still try to hold on to a portion of their mundane existences. This is both a strength and a weakness — the Iron Masters often have more resources to draw on in the form of allies or equipment, but with so many humans that they care for, it is impossible for them to protect them all.

Red Wolf's vow is, *"Honor your territory in all things."* The soul of adaptation is respecting one's circumstances and surroundings and using the good of them in clever ways. Therefore, in honoring their territory and respecting the innovations of the humans who dwell therein, the Iron Masters are best able to emulate their totem's example.

Storm Lords (Iminir)

The Storm Lords dominate the politics of the Forsaken. They are the personification of elemental power and political ambition. The Storm Lords have no particular affinity for life in a particular part of a country or the world. The Lords have two main constituencies: those who revel in the raw power of the elements and those who revel in power over others.

The Storm Lords are grim and intimidating. Their totem, Winter Wolf, is a dour creature of blizzards and the coldest nights. The Storm Lords focus on individual goals, pack goals and tribal goals and pursue them with frightening single-mindedness. Many other Forsaken see the Storm Lords as self-righteous, ambitious politicians; the Lords feel that the other tribes simply lack focus.

The Storm Lords believe that the Uratha should return to their ancient roles as masters of the world — or at least as masters of the borderlands between spirit and flesh. Their tribal vow is, *"Allow no one to witness or to tend your weakness."* The Storm Lords do truly hold the Uratha ideals close to their hearts and consider it their responsibility to lead the rest of the People in upholding those ideals. Doing so takes a firm hand and a commanding presence, though, so letting slip the slightest hint of weakness is strictly forbidden.

Ghost Wolves (Thihirtha Numea)

The Ghost Wolves do not have a spirit patron collectively — they're hardly a group at all. The term "Ghost Wolves" is really an oblique aspersion, though more a term of pity than contempt. The *Thihirtha Numea* have chosen to walk without the patronage or ban of a tribal totem, which affords them more freedom — at a price.

Despite not being part of a tribe, Ghost Wolves are frequently allied with the Tribes of the Moon. They desire to run in packs, and most have at least a faint desire to reclaim their birthright. Many have sworn the Oath of the Moon and count themselves squarely among the Forsaken. Those who join packs share in the esteem of their pack's totem, so clearly there is no additional animosity between the Ghost Wolves and the spirit world itself. Other Ghost Wolves do not join packs at all, living as loners, either with small territories of their own or always on the move.

Many Ghost Wolves seem to actively reject the totem spirits on their own. Some join tribes and then abandon them. Others scoff at the very idea of tribal totems. Still others say they feel as if something is missing — that there must be another totem spirit that they could ally themselves with… somewhere.

Changing Tribe

Sometimes, a werewolf finds himself growing away from his totem and his tribe. A Blood Talon might discover that he doesn't have the stomach for battle that he once did, or an Iron Master might grow disillusioned with humanity and its works. In such cases, the unhappy werewolf may undergo the Rite of Renunciation, formally renouncing her tribe and totem, then offering herself for initiation into another tribe. This process happens frequently enough that it isn't seen as an unforgivable insult, but it's still the mark of a foolish child who didn't know her own heart.

The Enemy

Werewolves and their protectorates are under constant siege from threats both physical and ephemeral. The most immediate major threats to a werewolf's territory come from the physical. Many living and unliving beings share space with the Uratha and compete for the same resources. Most such creatures have at least a passing understanding of the spirit world, and many of them seem to be aware that nature spirits and Uratha don't get along.

The bloody feud between Forsaken and Pure is in some ways the defining conflict werewolves face. While one Forsaken pack can certainly turn on another, even fighting to kill, such battles erupt for personal reasons. The Pure Tribes, on the other hand, don't usually get to know their Forsaken rivals before launching an attack. Driven by religious fervor and bestial fury, the Pure are arguably the most dangerous enemies the Forsaken have in the physical realm.

Werewolves don't trust the other monsters in the world, generally speaking, and said monsters don't trust werewolves. The People don't go through open warfare most of the time, though. Every supernatural denizen of the World of Darkness has a vested interest in secrecy, if nothing else. But everyone shares a common space in the nighttime world, on the fringes of human society. It's a crowded niche. They struggle over territory with these other creatures, and the Uratha struggle to make sure that their treasures — loci, fetishes and so on — remain in their own hands.

Werewolves might cooperate with other members of the nighttime world in a few circumstances, though they

much prefer the company of their own kind. Ancient legends suggest that Uratha and vampires fought together when the Huns invaded Rome. The Forsaken and Pure took up arms together against the idigam when they came back to Earth. Such alliances don't happen often, and they don't last long, but they are not unheard of.

Spirit threats are frequently more subtle, but still pervasive, and sometimes the hardest to address. Werewolves cannot simply destroy every hostile spirit in their domain. The physical and the spirit worlds are interrelated, and the destruction of spirits results in a soulless, hollow and empty world. That sort of activity also leaves some spirits' hosts and homes wide open for adoption by other spirits — others that are even more hostile and destructive in their own right. Plus, most spirits obey feudal spirit lords that, in turn, owe their vassals defense and service. Werewolves who decide to cleanse an acre or two of recalcitrant nature spirits soon find themselves with an army on their metaphysical doorstep.

The Pure Tribes

Thousands of years ago, according to the teachings of the Forsaken, most of the First Pack of Uratha rose up and slew Father Wolf — but not all. Some of those ancient werewolves feared Father Wolf's fangs. Others cared nothing for Father Wolf's growing failure to protect the physical world adequately. (If the spirits enslaved and destroyed humans and animals, what did it matter? The weak give way to the strong.) Still others left Pangaea rather than take either side of the battle, lest they choose the one that lost.

The descendants of these werewolves do not consider themselves Forsaken; they levy the guilt of Father Wolf's murder entirely on the descendants of his killers. They call themselves the Pure Tribes, or simply the Pure. The Tribes of the Moon are only partly familiar with their estranged siblings, though some Forsaken go over to the other side. The Pure are known to follow Firstborn tribal totems, brothers to the Tribes of the Moon's totem spirits, but over millennia the two groups have split.

What the Forsaken do know is that the Pure have built a culture of hate. To the Pure Tribes, the world will not be healed until the Forsaken have been scourged from it. The two factions of werewolves rarely engage in open war, though. When the Pure Tribes go to war against the Forsaken, it is a guerilla war. They strike furiously against specific targets then retreat into the darkness.

The Pure Tribes hold a great deal of territory across the world, just as the Tribes of the Moon do. They can be found at the center of an urban hellhole, or in the stark heart of the wilderness; they seem to have a great contempt for the human race, yet this does not prevent them from living among "the sheep" as need be. Sometimes their territories border the territories of Forsaken packs; sometimes the nearest Pure pack is many miles away. In a few regions, the Forsaken are strong while the Pure are rare and scattered, but in most, the Pure hold the majority of territory and the Forsaken must struggle to hold on. The Pure are said to collectively outnumber the Forsaken, and many a scarred pack has reason to believe this is true.

The Pure Tribes seem to have a different relationship with the spirit world than the Forsaken do — and they seem to have different and stronger allies. When their pack totems manifest, they are terrifying things, often distorted beasts of legend rather than aspects of actual animals. The Pure also are said to practice a great variety of rites, many of which call on spiritual powers unknown to the Forsaken. If the stories are true, the Pure oppose the Forsaken's tradition of hunting down escapees from the spirit world. Instead, they seek to reestablish the supremacy of the lords of the Shadow Realm, forging a new Pangaea where humanity once more knows its role under the spirit kings. Such a dark mirror to the Oath would no doubt please the spirits greatly.

If the Pure have a weakness, it's that they don't possess the favor of Mother Luna. They have no auspices, perhaps because, in their arrogance, they were never offered her blessing. Despite their utter hatred for the Forsaken and apparent willingness to murder their fellow werewolves, the Pure never use silver weapons against their cousins. Indeed, no Pure are ever seen to bear silver in jewelry or any other form. Some Cahalith suggest that Mother Luna's curse weighs even more heavily on the Pure, but exactly how that might manifest is a secret the Pure Tribes jealously guard.

Recently, the 1990s saw dozens of coordinated attacks by the Pure against Uratha holdings across North America. The implications of these raids were very unsettling, as the Pure were able to overcome werewolf territoriality and work together toward a particular goal. The most coordinated war effort among werewolves in years was driven by hate, which does not bode well for the Forsaken.

Fire-Touched (Izidakh)

The Fire-Touched are the spiritual leaders of the Pure Tribes. Far more so than the other Pure, the *Izidakh* hold forth that the Forsaken are damned by default. Their fevered sermons claim the Forsaken should be killed — in their sleep if necessary, on the battlefield if the werewolves' defeat will bring more defectors to the Fire-Touched side. They label the Forsaken heretics who venerate Luna when they should have honored Father Wolf. As long as a single descendant of Father Wolf's murderers remains alive, they say, the bloodstain on their race will never be forgiven. Only through fire can the taint be burned away, and the ugly brands on the pelts of some Fire-Touched hint at cruel rituals of penance.

The Fire-Touched follow Rabid Wolf, and their Gifts draw on the power of disease and religious conviction. The Fire-Touched are happy to accept converts from among the Uratha, and so is Rabid Wolf. Many of the Fire-Touched are charismatic speakers, and when they choose to address their prey as a preface to a feud, their words are

carefully twisted appeals that can strike doubt into the hearts of the Forsaken. When a werewolf turns his back on the Tribes of the Moon to side with the Pure, he most often reappears, branded and fervent, among the ranks of the Fire-Touched. If he reappears at all.

Rabid Wolf's ban is that he may not let a false statement lie. The *Izidakh* must challenge lies the moment they are uttered, even if doing so forces them to lose face in front of other werewolves.

Ivory Claws (Tzuumfin)

Silver Wolf, the Ivory Claws' totem wolf, is obsessed with purity. He will not accept a pledge of service and brotherhood from any werewolf who has served "Luna's weaklings." Indeed, the Ivory Claws use blood magic of their own to discern a werewolf's lineage. If the recruit descends from the Forsaken, rather than a Pure werewolf, she is not permitted to join the Ivory Claws. Only the "purest of the pure" are granted Silver Wolf's Gifts of blood absolution. Some werewolves abandon the Forsaken for the Pure for their own reasons, breaking the Oath and being stripped of Luna's blessing, but those renegades never join the Ivory Claws.

Where the Fire-Touched rage with passion and fanaticism, the Ivory Claws are almost cold in their fury. They seem to possess the greatest foresight among the Pure and are frequently the ones who make the farthest-reaching plans. They are the Pure most prone to maintain some semblance of a human life, though the humans who fall under their power are said to endure dire fates. Young Forsaken sometimes wonder if the Ivory Claws might not be able to be reasoned with, perhaps even encouraged to strike a peace agreement, but their hopes are all too easily clawed to ribbons. The Ivory Claws' hatred of the Forsaken isn't rabid like that of the Fire-Touched or savage like that of the Predator Kings, but it's no less intense.

Only those with strong bloodlines rise to positions of power and influence among the *Tzuumfin*. Power passes hereditarily among them, rather than being based on merit through challenges, as it is with the Forsaken.

Predator Kings (Ninna Farakh)

The Predator Kings are primitive monsters. They follow Dire Wolf, oldest of the Firstborn, and they vehemently eschew the soft human lives of modern convenience. The Predator Kings do not hate the Forsaken for the alleged slaying Father Wolf — anything that cannot defend itself has no innate right to live. What the Predator Kings cannot forgive is the loss of the hunter's paradise that was Pangaea. If Pangaea had been preserved, the Uratha would have been free to hunt openly, to treat humans like the livestock they are. In a way, they respect the Forsaken's ancestors for the powerful hunters they were, and in a way, they seem to respect those Forsaken strong enough to give them a good fight. But as long as the Forsaken work to preserve the world as it is, the world that was can never return. So the Forsaken must die.

The Predator Kings' preferred battle form is Urshul, and they scythe down opponents as enormous, ferocious dire wolves. The *Ninna Farakh* are the most feared warriors of the Pure Tribes, and even their allies give them plenty of room once a fight begins. Their ritual hunts are bloody, wild affairs that often leave a string of unsolved murders in the files of law enforcement agencies. Generally they seem to follow the Ivory Claws' lead, but it's uncertain as to

whether the Ivory Claws could actually truly control the Predator Kings if it came to it.

Dire Wolf's ban is that he may not choose to touch anything made by the hand of humans except to destroy it. He cannot walk on roads; he cannot brush up against clothed humans he encounters. Even a sprint across a farmer's fallow field hurts his paws. Dire Wolf's children suffer a less stringent ban, but still tend to wear only clothes they have made themselves — often from the skins of prey.

The Bale Hounds (Asaa Gadar)

The Bale Hounds aren't a tribe. They don't follow one of the Firstborn or hold to the Oath — though they might pretend to. Most are recruited from within the ranks of one of the eight tribes, and they might still feign loyalty to that tribe. Their true allegiances, however, lie with spirit patrons darker in nature than even the most savage wolf-spirit.

The First Wound was torn into the very depths of the spirit world long ago, some say with the death of Father Wolf. Since that time, more Wounds have opened in the Shadow Realm to mirror the atrocities of the flesh. A Wound is festered and swollen, thick with spirits of pain and hatred, greed and fury, violence and sin. Nature is fundamentally flawed, the Bane Howlers say, because the darkest emotions are the deepest and strongest within the human heart. In a sensible and just universe, positive, creative emotions would be the strongest emotions a human or werewolf could feel. But that is not the way of the world — the conceptual spirits of pain, rage, hatred and lust are far more numerous than the spirits of unadulterated love, joy or mercy.

The Bale Hounds want to be on the winning side. They bow before the unspeakable lords of these negative aspects of the world, mighty spirits who grow ever stronger as the soul of humanity decays. If suffering and fear and loathing and lust are the most powerful forces within the soul, then the Bale Hounds will serve those forces on Earth. When those forces rise to ascendancy, the Bale Hounds will share a portion of their godhood.

So the Bale Hounds move subtly among the Forsaken and the Pure. Where they pass, more murders break out each year. More people commit suicide. Families self-destruct. A thick, corrupt perfume follows in their wake, along with the whispered word "Succumb." It's said that when they fall into Death Rage, they tap into a maddened, sickening strength that exceeds that of any Forsaken or Pure. Yet the true danger of the Bale Hounds is that they hunt without being seen for what they are. The marks of their allegiance are invisible to all but their own. The depths of their cruelty and loathing are hidden behind the healthy strength of their gaze. They could be anywhere.

Threats from the Shadow Realm

Spirits

In the World of Darkness, animism — the belief that things of the physical world have living spirit counterparts — is one of the secret truths of the universe. Though not everything has an active spirit reflection, many things cast echoes in the spirit world: some animals and plants, machines, even powerful sensations like fear and pain. The spirit world is a reflection of the world itself, and it reflects the world's dark nature. The spirits of animals and plants prey on one another in a sharpened reflection of the cruelest side of Nature. Many spirits are hostile to the denizens of the physical world, and almost all care about humanity only as a source of strength and energy. Other spirits covet the experiences of the flesh, so they slip through the Gauntlet to sate their alien urges.

The legend of Father Wolf describes him running the Border Marches, hunting the worst of the would-be intruders and either casting them back into the spirit wilds or destroying them utterly. Now Father Wolf is dead, and the only ones left to do this work are the Uratha. And the spirits abhor them for it. Not for the actual death of Father Wolf — the spirits had no love for the great hunter that kept them in check — but for being horrible hybrids of material form and ephemera that dare act as judges over the spirit world. The werewolves are what stand between spirits and the expression of their desires. They will have to go.

Every spirit has a ban — an absolute prohibition against certain actions by the spirit, or an unquestionable requirement that the spirit perform certain actions. Related spirits tend to have similar bans, though not necessarily identical ones. A particular fire-spirit might not be able to use its powers during a rainstorm, while another might be only at half strength during the winter unless invited indoors where it can draw on the power of the hearth. Ithaeur do their best to gather information on various spirits' bans, for the possibility of exploiting a spirit's ban is the surest way to keep it in check.

Spirits' activities are tightly limited. For instance, many are tied to their physical-world form, and they can leave it only while their physical form is asleep or enchanted (if at all). Most spirits are bound up in complex covenants that govern their activities. Ancient bargains make sure that any warlock or werewolf who knows the proper rituals, abasement and sacrifices can acquire a spirit's services. The trick, of course, is learning the proper set of rituals to force a spirit's cooperation.

Spirits have complex, feudal hierarchies. Nearly every spirit pays fealty to a local lord, who pledges support and protection to his vassal spirits. Local lords might owe their allegiance to greater lords, eventually following a chain of allegiance back to one of the Incarnae in the spirit wilds

or elsewhere. The cat-spirits of a city might all bow to the cunning and cruel Tom Bloodyhooks, who pays homage to the Pride Mother, a monstrous feline Incarna who hunts the darker paths of the spirit wilds by night. Some spirits act as loose allies to the Uratha, for they owe their allegiance to the Firstborn. Others are independently bound as pack totems. The great majority of spirits have no love for the fleshy children of Mother Luna and Father Wolf, though.

The more powerful the spirit is, the more likely it is that it owes allegiance to multiple lords, that it plans to supplant its own master or that it vies with its brethren for a place of superiority. These rivalries and ambitions are often the greatest weakness that a powerful spirit can possess apart from a ban — which the Uratha know well.

The Ridden

When a spirit enters the physical world, it remains immaterial unless it takes other steps. An immaterial spirit can still use its Numina (the supernatural powers unique to its nature) to influence its environment, but to truly exist as a solid thing, it must acquire a body. Some can use their Numina to materialize. Those that can't must resort to other methods, and the most typical is possession.

When a spirit possesses a living creature — sometimes an animal, but usually human — the result is something that werewolves call *Hithimu,* or the Ridden. Most spirits prefer to ride human hosts, as humans can use tools, go almost anywhere, indulge in almost any pleasurable (or painful) activity, and yet are weak enough spiritually to be susceptible to possession. Werewolves and other supernatural beings are too dangerous. A spirit usually wants to hide from werewolves, not attract their attention by attempting to take one over.

There are two states of being Ridden — being Urged and being Claimed. The Spirit-Urged (or *hithisu*) are the less extreme examples of possession. The spirit settles into possession subtly, only nudging the host's desires and impulses like a backseat driver. Conversely, the Spirit-Claimed (or *duguthim*) are victims of outright possession and control. The spirit directs every movement of its vessel, and its more direct control can affect its host's very flesh. A *duguthim* who has been overtaken by a spirit of glass might suffer from exceptionally brittle nails and teeth, with shards of glass eventually growing to replace any broken bits.

The urges of spirits have a dangerous effect on human psyches, often driving the Ridden away from friends, family, jobs and homes. For those in the majority of humanity that know neither magic nor anyone with access to magic, spirit hauntings destroy lives. Strong *Hithimu* don't have to deal with such problems, as they totally dominate their hosts and do as they please. If the host's life is destroyed in the process, it doesn't matter. The spirit finds a new life and continues in its activities.

Weak spirits unravel lives slowly. Some strong souls can keep spirit urgings under control with willpower alone, but those who can't, turn to medication or illegal drugs to keep themselves under control and the spirits at bay. Some packs have even discovered humans who deliberately opened themselves to spirit possession, either as part of a religious ceremony or as a desperate pact for power. Few of these humans are equal partners in the possession.

The Exiles

At the close of the 1960s, several spirit entities of great power and almost incomprehensible form manifested throughout the world. These spirits struck out at the strongest loci, overwhelming the local spirit guardians and squatters. Werewolves who opposed these monstrous entities did not recognize them at first, but soon the name from the past returned to them — idigam. Spirits that arose before Pangaea had fully formed, spirits that Father Wolf had banished to prisons far beyond where any werewolf could reach.

No werewolf knows exactly how the idigam were released, or how they found their way back through the deeps to Earth. None can even be sure how many had escaped or where all the survivors went. All that mattered at the time was opposing them. Each idigam was powerful enough to challenge several packs at once, though, and over the next decade, the idigam were the greatest menace the Uratha faced.

The exile of the idigam predated the rise of the Gauntlet, and their primary goal upon return was to weaken the Gauntlet and enable their own travel back and forth to the spirit world. Beyond that, their motives were incomprehensible. Many idigam possessed humans and drove them to acts of bizarre organic creation, twisting and mutilating living flesh into impossible shapes. Most of them kidnapped other humans, broke down their bodies and used ritual magic to reassemble them into forms that simply did not function properly in the physical world.

The werewolves were able to capture and destroy many of the idigam, but they could not capture them all. Idigam still infest parts of the physical world, despite the fact that no new exiles seem to have appeared on Earth for more than 30 years. They are potent entities — no two alike, but each a match for several packs.

The Hosts

Legend holds that in the time of Pangaea, Father Wolf hunted down many powerful spirits that violated the physical without permission. Most of them were caught and either banished to distant prisons beyond the sky or destroyed outright. Some, however, discovered a way to escape Father Wolf in the physical world by scattering their essence into many hosts. But when the Gauntlet came crashing down, they became stranded. They forgot much of who and what they were, but the separate pieces of their essence have since evolved into something stronger than what they were. Gradually, these shards draw together, seeking one another out. These are the *shartha* — the Hosts.

A Host is both one creature and many. Each shard of the original spirit tends to reside within a small animal, like a Ridden. But as the shards gather and reunite, they merge. Two shards in the bodies of rats become one, larger and smarter than it was. A shard imbedded in a spider the size of a basketball devours another, smaller shard, and it too increases in size and intellect. Eventually, the Host grows to human size, and acquires a humanlike intelligence. It might then decide to disguise itself as a human — and the only way to can do so is to devour everything of a human but the skin, then pour itself into that skin. Though a stolen skin does not last forever, it grants the *shartha* the ability to move among human society, granting it an additional measure of defense against those who would hunt it down.

Even when slain, a Host might not die entirely. Its body breaks down into a flood of dead animals of ordinary size — if a pack of werewolves kills a Rat Host, the only evidence of its passing is a pile of dead rats. And yet, one animal among the swarm inevitably remains alive, with a living shard within it. If the werewolves do not quickly locate and kill the shard-bearer before it can escape, the Host will eventually return — and likely remember who did it harm.

The Uratha regularly clash with two significant breeds of *shartha:* the Beshilu Rat Hosts, and the Azlu Spider Hosts. Over the millennia, enough werewolves have shared enough information that the picture of the Hosts' history has begun to take shape. Now many werewolf elders believe they understand the origin, nature and goals of the Rat Hosts and Spider Hosts to some degree. But other Hosts are said to exist, creatures neither Azlu nor Beshilu — swarms of locusts that follow African famines, or men with nests of snakes in their bellies. The elders consider it very likely that other forms of *shartha* exist in the world, but with different compulsions that allow them to devote most of their efforts to staying hidden from the werewolves.

Azlu: The Spider Hosts

Myths speak of the bloated and nightmarish Spinner-Hag, who scuttled through primeval forests and under great mountains until at last Father Wolf caught her and tore her to bits. Yet during the chase, as she ran on her 12 spiderlike legs, she laid eggs — hundreds, thousands of them, each one the size of a mouse's skull.

After the Gauntlet came down, the eggs began to hatch.

The Azlu don't truly understand the instinct that compels them to weave, but weave they must — and gather they must. Each egg hatches a fleshy spider the size of a tarantula with a shard of spirit essence and a glimmer of intelligence. The original shards at the heart of the Spider Hosts seek to unite with one another, and they feed on mundane spiders to increase their bulk. An Azlu bearing the shard of a single egg might eventually grow as large as a pigeon. The largest and most potent Azlu, with the shards of many eggs within them, are much worse. Such creatures can take the forms of horrible swarms of spiders, of tremendous spiders the size of a small car, of chitinous parodies of the human form, or even of blasphemous

amalgams of human and arachnid. And of course, once large enough to catch a human in its webs, it can drink out her innards and leave nothing but a useful skin.

The Azlu are driven to weave — it is as powerful a drive as a spirit's ban. Loci are their favorite places to spin — werewolves need loci to enter or leave the Shadow Realm, and other supernaturals seem drawn to loci for their own reasons. A locus is the perfect place to draw one's food into one's web. Some Azlu are singularly powerful and spin alone; others weave communal webs and share in the feasts equally.

To a lesser extent, the Azlu work to strengthen the Gauntlet with their Numina. In part they do so in order to seal off loci that they haven't claimed for their own, as a form of herding their prey toward their webs. But in part they also do so from instinctual fear. Some part of the Spinner-Hag's fear of her pursuer was imprinted on the shard within each of her eggs, and the fear remains. Though the Azlu do not fully understand why they must seal the spirit world away from the flesh, they all suffer half-remembered nightmares of the Great Wolf that would destroy them if it could find them. When the Azlu cross paths with the Uratha, they recognize that enemy reborn.

And the werewolves do hunt them down. The Spider Hosts work to control loci, which to some extent helps cut down the influx of spirits, which can even aid the werewolves' efforts to an extent. But they do so for horrible ends — and they enjoy the taste of werewolf flesh. Worse, they also strengthen the Gauntlet and close loci anywhere but their hunting grounds. For the Azlu to push the two worlds even farther apart would carve the heart from the physical world, leaving nothing but shells with the faintest semblance of life. Of course, that could be what the Spider Hosts want — a world full of docile, half-sleeping cattle for them to prey upon at will. A werewolf pack can easily dispose of a solitary small Azlu, but a powerful Spider Host is not only intelligent and strong, it has potent venom and spirit Numina at its disposal. And when Azlu share territory, supporting one another instead of attempting to subsume one another — then they are a danger indeed.

Beshilu: The Rat Hosts

The Rat Hosts were born from fear, and fear drives them. Werewolf legend tells that long ago, one of the most persistent foes of Father Wolf was the Plague King, a great spirit that drew power from illness and disease. But although it could strike down mortals and spirits alike with wasting plagues of supernatural strength, it could not do the same to Father Wolf. Perhaps the Plague King suffered from a ban that forbade it to face Father Wolf or that rendered its powers useless against the great hunter. Perhaps it simply wasn't strong enough. When Father Wolf caught its scent, all the Plague King could do was flee. And in its fear, it devised a desperate plan. It broke itself into thousands of shards, imbedding each shard into the body of a living rat in the physical world. With its scent and essence so diffused, Father Wolf was unable to find it and mete out his predatory justice.

But when Father Wolf was killed and the Gauntlet arose, the many shards of the Plague King lost their connection to the spirit world. Some withered and died with their hosts. But those that survived gradually became stronger, and eventually became *shartha* in their own right.

The Beshilu, like other Hosts, are creatures driven by an instinct they do not fully understand. It is in their nature to gather in swarms, and they can subsume ordinary rats into their composite forms. Some take the form of folklore's Rat Kings, as small groups of rats all connected by their tails. A powerful Beshilu that has assimilated a few shards and many rat bodies might take the form of a tottering monster half rat and half human, or a strange, immense, long-legged rat that seems to parody the Uratha's Urshul form in some strange memory of Father Wolf.

The Beshilu are the Azlu's antithesis. Where the Spider Hosts work to spin a stronger Gauntlet, the Rat Hosts frantically work to gnaw the Gauntlet down. Where the Azlu try to close down loci and control the remnants, the Beshilu try to create as many loci as they can. Their instinct seems driven by some unconscious belief that if the Gauntlet is lowered, they will be able to reunite into the Plague King again. Yet their quest for unity damages the world around them. Perhaps it is the memory of the great power of disease, but when the Beshilu successfully open another area to the influence of the spirit world, it is usually a direct font for the festering power of a Wound.

This is more than enough reason for the Uratha to take up their Father's work and destroy the Rat Hosts, but it's never an easy task. Tiny tunnels prevent easy access to a Beshilu nest, and hordes of Beshilu might share a single nest without combining themselves. Most seem to be content with human size and intelligence, and a pack of werewolves inevitably finds that a group of Rat Hosts outnumbers them. When further taking into account the powers of disease that some Rat Hosts manifest and the frenzied state of fear-driven madness that Beshilu fly into when confronted with the descendants of their long-ago hunter, the Forsaken have much to worry about when they find too many rats in their territory.

A Hostile World

There are all manner of individual threats that are not part of the werewolves's world but that come into threatening contact with it. If anything, these threats' seeming lack of connection to the spirit world or to the Uratha themselves makes them harder for werewolves to understand.

Ghosts

Human ghosts are at once like and unlike spirits. They are ephemeral entities that have a subtler effect on their surroundings, and some can even be mistaken for spirits at first glance. On the other hand, ghosts cannot be summoned or bound by the same rituals werewolves use to affect their spirit prey. They are not of the Shadow Realm, nor do they reside there. A ghost might still think like the living person

it once was, or it might be devoid of reason, understanding only mindless passion. Most werewolves attempt to lay ghosts to rest in accordance with their desire to protect the physical from the ephemeral. Frequently, this is easier said than done.

Humans

It's a little misleading to list humans as "enemies" outright, but they can often be just that. Werewolves compete with humans for resources and territory. Werewolves can rarely avoid getting into fights, sometimes in public, in their own territory. If that territory is in a crowded city, police and public safety officials might find out about it and try to intervene. In particular, humans are a constant influence on the resonance of the local spirit world, a fact that tempts some werewolves to… reduce that influence. No other animals can create a locus of despair so quickly, or draw the attention of a host of hate-spirits. Werewolves understand that humans are perhaps necessary for the perpetuation of the People, and some Uratha who were lucky enough to be spared difficult lives before the Change still feel affection for their estranged relatives and friends. But in the 21st century, many werewolves feel that there are more humans than strictly necessary. If too many humans affect a pack's territory for the worse, well…

The irony is that despite their great influence, humans are even more cut off from the true spirit world than the werewolves are. Now that the Border Marches have been swept away and replaced with the Gauntlet, humans just don't feel the spirit world. They have an absence within their souls, where spirit energy might sustain them. Some humans attempt to fill that absence with faith; others remain hollow forever, turning to gluttony or lust or avarice to attempt to sate appetites they never really understand.

Humans can still pose a direct threat to the Uratha, however. The Lunacy is not infallible, and not everyone who sees a werewolf in its full fury dies immediately afterward. Humans have legends of werewolves for a reason. Over the ages, the occasional human has managed to survive an encounter with one (or more) of the People and hold on to some memory of the event.

These are potentially some of the most dangerous enemies a werewolf can make. A human who manages to learn that the Uratha exist might not be the physical match of a werewolf, but modern weaponry is nothing to scoff at, and a werewolf's vulnerability to silver is an open secret. A dedicated human who takes it upon himself to do something about the monster that he knows is all too real may be the threat that a werewolf never sees coming.

The Unknown

There are hungry things lurking in old tunnels, devouring everything of their victims save the teeth. Shadowless men drink the breath out of homeless humans they catch sleeping alone. There are strange places within buildings where a person might sit to rest for a few minutes, then wake up three days later with the sight stolen from her eyes. How does one fight such a thing or even recognize the signs of its presence? None can say, but sometimes a pack must find a way to learn.

Ways of the Forsaken

Werewolves share a common culture to some extent, but they exist in much smaller social groups than humans do. Any given werewolf deals with a mere handful of his own kind on a daily basis; the average human being sees more fellow humans on the drive to work than the average werewolf sees of his own people in his entire lifetime. Yet through the powerful bonds of tribe and ritual, the Forsaken have preserved many traditions that are common to werewolves across the globe.

Packs

The pack is a werewolf's most basic and intense social structure. Almost any werewolf will jump into a fight on the side of his packmate against a tribemate. A tribe represents a greater ideal, but a pack is family. A regional alliance of packs might maintain a loose agreement to come to one another's aid in times of dire need, but werewolves never hold a tighter organization together for long.

A pack ranges in size from three werewolves to at most 10. Packs with more than nine members almost always fragment into two or three packs, though, and such separations are normally peaceful ones. The ideal pack is five members, with one of each auspice. Such "blessed packs" are regrettably in the minority, as it's rare that five First Changes coincide so neatly. This only adds to the werewolf belief that a blessed pack is meant for great things.

The pack bond does not imply unity of minds. Just as siblings squabble among themselves, packmates argue and even brawl over seemingly trivial matters. But such disagreements are rarely enough to break up the pack or even damage its strength when the situation grows grim. True packmates don't leave one another's side during a conflict with another pack or a more gruesome foe. Packs are families, without the trouble of blood relationships, though some blood relationships do pop up in packs. Even if the "family members" don't always get along, they form a unified front against outsiders.

Totem

Many packs, perhaps most, hunt down and bind a totem spirit. A pack's totem represents its link to the spirit world. It's also the pack's mascot, parent and ally. A pack totem is a spirit of moderate power, frequently a spirit of an animal. Other nature spirits are possible, however — the Forest Nightmares' totem, for instance, is the spirit of an enormous oak tree at the center of that pack's territory. Packs with multiple Iron Masters might have totem spirits derived from buildings, monuments or even cars.

A pack totem travels with the majority of the pack, so it's usually immaterial but present in the physical world. Most totems lack the ability to properly materialize, though

they remain close at hand and can watch over the Uratha who have bonded with them. A pack totem can also communicate with other spirits and even spy for a pack. Warlike totems might even join in battles in the spirit world, though it isn't always prudent to endanger one's totem when discretion would be the better part of valor. The totem spirit also provides some other benefits to its pack. It might be able to teach a few Gifts, have some mundane knowledge it can provide or have allied spirits who could aid a pack.

The way a pack of werewolves acquires its totem spirit is a complicated one. Most spirits still feel great hostility toward the Uratha, the half-flesh usurpers who gave themselves the authority to cull the shadow world's denizens. Walking through the forest alone at night, one can still feel the lingering menace of that ban. Uratha are rarely welcome unless their presence directly benefits the local spirits. Most spirits simply don't want werewolves intruding on their turf. Some packs' totems are rebels or opportunists; others were compelled into service with a mixture of respectful offerings and subtle threats.

Some Uratha have a natural affinity for a particular totem spirit. They might find themselves attracted to art that represents the totem, or even have unusually good relationships with the totem's animal. Other Uratha have no obvious affinity but instead sympathize with the spirit's symbolism and ban. A werewolf who works as a paramedic might have no sympathy toward Snake, but nevertheless his goals and Snake's are in concert. Most Uratha don't have a strong affinity for a given totem spirit, though. Their bond with the totem comes voluntarily and intensifies over time.

Binding a Totem

Spirits that might willingly serve a pack as totem are not altogether common, but the services they provide are too valuable for a pack to go without. Some packs simply summon, trap and bind their totem spirit to service. Progressive werewolves frown on this practice as slavery, but traditionalists point out that it's been done for millennia and it isn't any worse than binding a spirit into a fetish. The law of the spirit world is that the strong overpowers the weak, and binding a spirit as a totem is certainly more generous than devouring it for Essence.

Bound totem spirits might eventually become willing and loyal servants — particularly if they are treated and compensated well. Others become rebellious over the years, and those that do pose a real hazard if they figure a way around the binding and ban.

A pack can also lose its totem. The most likely way for that to happen is that the totem is destroyed because its pack thought it could take on an enemy that was beyond it. Also, if a pack gets too small and stays small for too long, its totem spirit might abandon it. If a pack's numbers dwindle below three for more than a month, the totem will likely run for it. Should an erstwhile pack lose members, it behooves the remaining werewolves to recruit some others before being abandoned or join a larger pack if it will have them.

It's also possible to lose a totem by offending it. It's hard to break the compulsions of a pack bond by simple rudeness, but every totem has a ban that applies to both it and its pack. Unlike spirits, werewolves can choose to disobey a ban, but the totem can't abide such willful disobedience. Minor violations of a ban irritate totem spirits, but concerted, repeated violations enrage them. They will not only leave, but spread word through the spirit community that the pack is particularly treacherous, which will further hinder the pack's future dealings with other spirits. It's best for a pack to find out its potential totem's ban before striking a compact so as to keep from risking the totem's displeasure. An egregious violation of the totem's ban is even enough to break a binding rite used to keep the totem in the pack's service.

Alpha

Werewolves have enough of a wolf's instinct that they form packs even when they don't mean to. The same instinct leads them to aggressively compete for leadership positions within any social group and to avidly take advantage of the perks of leadership once they achieve them. The leader of a pack, just as in a wolf pack, is called the alpha.

Among wolves, the first part of the kill goes to the greatest in station, so the alpha eats first, while the others just sit there growling. Werewolves are less instinctively status-minded, but the alpha speaks for the pack and gets first pick of anything the pack comes across. If the pack shares a house, the alpha gets the master bedroom. If two members of a pack are chasing a gorgeous potential mate, the alpha wins him or her.

A pack has only one alpha at a time, and a wise werewolf doesn't challenge the alpha when the pack would be weakened by the struggle. In the middle of a fight, an investigation or even a trip across the country, it's dangerous to challenge the alpha. In times of relative peace, it becomes acceptable to challenge him and try to take his position, but not when a leadership challenge could result in someone getting hurt or dying. A smart alpha knows his limitations, though, and doesn't have to be in charge in every situation. Most alphas of packs that last more than a few moons defer to a packmate in a situation where that packmate's knowledge or ability is greater. A Rahu alpha will usually let the pack's Elodoth take the lead in a spirit negotiation, for instance.

Some packs don't have a single consistent alpha in all situations. Blessed packs in particular shift the position of alpha from one packmate to the next based on auspice. The Rahu leads in battle, the Cahalith or Elodoth takes the lead during negotiations with rival packs, the Irraka leads any hunt that relies on stealth, and so on. Though it takes much coordination and trust to make this arrangement work, the pack that pulls it off can be more efficient and versatile than those of more traditional bent.

Discovering the Newly Changed

All werewolves understand the responsibility of looking out for nascent werewolves that are about to undergo the Change — even packs embroiled in constant territorial disputes. Primarily, most packs keep an eye out for likely prospects in general. A Cahalith might keep a mental list of known humans with wolf blood. Some even keep abreast of goings-on at the local school or university, in order to have an idea of which kids are unusually troubled or troublemakers. When their borders are more secure, werewolves patrol the territory every few nights watching out for strange activity in the spirit world. If one particular person seems to be roiling the *Hisil* wherever she goes, one of the packmates gives her a bite (and likely the scare of her life), then shares the taste of her blood so the entire pack can keep tabs on her.

Once the pack has found a new werewolf and caught her, though, what's to be done? Some werewolves spread the word among local Forsaken right away that they've found a newly Changed werewolf, and ask if there are other inexperienced Uratha nearby with whom she can go through her education. Then an established and experienced pack is given the responsibility of teaching the newcomer(s). That responsibility is a grave one, and it's a sign of respect from other Uratha in the area.

Sometimes, though, a newly Changed werewolf doesn't have a convenient local gang to join up with. In that case, the werewolves who found her will probably end up adopting her themselves. As long as they can get her to pay attention and learn quickly, they extend their pack's viability by admitting her.

Language

The wolf-blooded (as well as werewolves before the First Change) have an instinctive rapport with wolves. They are able to read lupine body language and growls far better than other humans are. This isn't communication or an understanding of a secret wolf language — it's a quirk of the blood. To some extent, this rapport extends to dogs as well, though dogs' blood is so debased and watered down that the ancestral wolf nature doesn't always come through.

Werewolves in wolf form cannot speak human language, but they are able to communicate with one another (and with wolves as well) through an instinctive understanding of "wolf-speak." Although wolf-speak cannot transmit most higher concepts, it can be surprisingly expressive. Werewolves in Urshul can also use wolf-speak, though ordinary wolves will flee when confronted by a werewolf in this form.

Werewolves can also learn the First Tongue, the ancient language spoken by all spirits — and, as legend would have it, by all mortals before the fall of Pangaea. Most werewolves have a remedial, instinctive understanding of the First Tongue and can learn greater fluency from any werewolf who knows the tongue or any spirit that agrees to teach. Though the First Tongue dialect that the Uratha speak is not quite the same as the spirits' dialect — it is adapted by necessity to their mouths and throats — it is close enough that spirits and Uratha can easily understand one another.

Werewolves in Urhan (wolf) or Urshul form cannot speak human languages (their mouths are the wrong shape), nor can those in Hishu (human) or Dalu form speak with wolves (they lack the fur and tail that are part of lupine expression). Those in Gauru form can speak (with difficulty) or understand both human and wolf speech — although when the war form is worn, the time for speech has passed. Werewolves can speak the First Tongue in any form but Urhan. In fact, they have the most fluent facility with the unusual growls and subvocalizations inherent to the tongue's subtleties in Dalu and Gauru form.

Howls

Werewolves can howl like wolves, but they also can use howls to communicate more than simple expressions of emotion. Such howls aren't dogs' barks, wolves' yips or even wolves' howls. The closest human approximation to a werewolf's howl is a half-improvised singsong recitation of an epic poem. A true howl might go 10 minutes, an hour or half the night. Howls are half faithful to the original and half improvised — an art form born of the fusion of animal instinct and human art.

Just as wolves howl along with one another, werewolves do the same. Wolves instinctively avoid howling on key, always adding notes of discord to the dominant theme of a howl. A single werewolf leads a pack's howl, but her packmates add commentary, nuance and ritual response.

Formal howls do have names. Some have names such as *Toothgrinder's Saga* or *Mountain Song*, though most are named as howls, like the *Howl of Rage at the Banishment*. Some have been translated into human languages for obscure purposes. A few collections molder away in ignorant historians' archives even now. Uratha who worry particularly about being exposed to humankind destroy these translations if they can find them, but secrets can spread in unusual ways.

Breeding and Love

Only the alpha gets to breed in a wolf pack, and humans generally do whatever they want whenever they can find a willing partner, depending on their cultural practices. Uratha are somewhere in between. Their taboos forbid taking mates among their own kind — and for good reason — but most human mates are acceptable. Werewolves don't have a reliable social safety net, though, so young Uratha are sometimes advised not to breed until they can figure out how to deal with offspring. If a werewolf can keep a job so her kid can eat, or if she has another scam going where humans in her territory help take care of her kid and mate, she's doing well. Those who can't arrange for their kids to eat had best hope that their packs have some money, or their kids aren't going to eat. Uratha consider it dishonorable to have children they can't sustain.

And yet, human storytellers thrive on tales of tragic romance, and werewolf Cahalith do much the same. The People tell the legend of their origin as a tale of tragic romance. In one form or another, nearly every werewolf in the world has howled out a lament for lost love.

A werewolf female impregnated by a human male goes through a nine-month pregnancy just like a human female. About one child in four that has a werewolf parent is a werewolf himself. The remaining children have roughly a 50% chance of inheriting a stronger measure of the werewolf blood, and being known as wolf-blooded. What's more, matings between wolf-blooded can occasionally produce Uratha themselves. That happens only about two percent of the time, though. Second and later generation wolf-blooded are prone to lose the wolf blood entirely — but sometimes the blood remains strong. A werewolf can sometimes smell the wolf blood in a human, and they find the scent tantalizing, the sign of a good mate. But this can also lead to tragedy — for the Pure can smell out a Forsaken's wolf-blooded mate or child just as easily.

Love between a werewolf and human often ends in tragedy. The innate capacity for Rage is more than any human possesses. On a hot summer Saturday night, his personal space invaded by the press of a crowd, the most furious and passionately angry human is a domesticated beast of burden by comparison to an enraged werewolf. Uratha are extraordinarily passionate creatures. They love with every cell of their bodies, and they hate just as strongly.

An angry human who has no intention of throwing a punch might clench his fist. An angry werewolf who has no intention of committing murder might nevertheless take the Dalu or Urshul form. It's reflexive, or at least that's what the Uratha tell themselves. The problem is

that sight of one of these forms induces Lunacy among humans. Said to be a blessing from Mother Luna to let her children hide among humanity, Lunacy is a supernatural madness that manifests as a fear far beyond the ordinary drive of self-preservation — an abject terror of the primal monsters that once ruled the world.

The wolf-blooded are somewhat resistant to Lunacy. Such humans might not fall into a catatonic state or a delirious panic at the sight of a rampaging werewolf the way many humans do, but mates still cower and children still flee.

Uratha are territorial creatures — and wolves mate for life. Werewolves aren't good at dealing with the vagaries of modern human relationships. And again, they aren't good at controlling their tempers. A petty dispute that might lead to a heated argument between two humans is much more dangerous with a werewolf involved. It could leave a beloved human mate with broken bones or worse. A human mate who cheats on a werewolf lover is taking his life into his own hands. If nothing else, the werewolf's going to be able to smell the interloper on her mate.

Human mates and families, especially the wolf-blooded are in harm's way. A kin family usually lives in the heart of a pack's territory, where the pack can keep an eye on them. They have to. The Pure Tribes are good trackers, and werewolves' enemies take their hatred out on the werewolves' family and property in ways they never could against the werewolves themselves. Most werewolves face a choice between passionate one-night encounters with strangers or long-term relationships that place their loved ones in great danger. The Cahalith sing tragic howls about both.

It is a violation of the Oath for Uratha to mate with one another, but not to love one another. The Oath comes to werewolves in the First Tongue, and the First Tongue's phrases are short, harsh directives that leave room for interpretation and nuance. There are many different answers to the usual questions — can Uratha engage in intercourse that does not result in offspring? What about homosexual acts or less direct sex-play? Most Elodoth take a conservative view, though, for they know how dangerous things can be if a sexual relationship continues to escalate.

Uratha are creatures of both earth and spirit. They require constant reaffirmation through breeding with creatures of earth, real material creatures. That's why they breed with humans. If they don't anchor themselves in the physical — with the seed and wombs of humans — their spirit natures breed together and escape.

When a mating between Uratha conceives, the results are horrific and painful. An Uratha female who has been impregnated by another werewolf finds herself going through the expected symptoms of a pregnancy: a nine-month gestation, morning sickness and the rest. She cannot conceive during this time, and does not menstruate. At the end of this false pregnancy, the Uratha mother experiences a relatively brief, extraordinarily painful labor that produces only a rush of blood.

At least, there is no offspring in the physical world. A spirit pup is born instead — a wretched, wild wolf-spirit with the intelligence of a human. The spirit — which werewolves call a Ghost Child or *unihar* — then escapes into the far reaches of the spirit world. From the moment of its birth on, no rite or Gift seems to work on a *unihar*. They cannot be bound as other spirits are, perhaps inheriting that immunity from their half-flesh parents. Uratha occasionally encounter *unihar* when the spirits are older, wilder and more savage. They are among the most terrifying enemies the People face.

Childhood

Although werewolves can generally recognize the scent of a fellow werewolf, this ability is much more difficult before the Change. It becomes possible only within a lunar month or so of when the First Change is coming. A werewolf parent has no reliable way of knowing if a newborn, or even a young child, is truly Uratha or not; the child might smell like one of the wolf-blooded, but even that's not a reliable sign. Many werewolves don't display any sign of the wolf blood until the Change approaches. Likewise, the spirits don't tend to recognize a nascent werewolf up until about the last moon before the First Change — and the Change doesn't happen at a predictable point in life. It would certainly be easier if it always happened when a werewolf hit puberty, after he lost his virginity or the first time he was beaten or humiliated, but that isn't the way it works.

Every young werewolf seems to be human — maybe wolf-blooded, maybe not. There's no sign of his true potential, and those who are exposed to enraged Uratha very young still suffer from Lunacy. For many, that enraged werewolf is a parent or possibly another relative, and these sorts of encounters set the tone of their entire childhood. Some remember them as a parent's temper or a wild animal rampaging through the house. Others just have childhood nightmares.

Most Uratha process their childhood experiences as perfectly ordinary, making perfect sense. The families on TV, in stories in books — *those* don't make any sense. In those worlds, kids have both parents all the time (or maybe one divorced parent working hard to maintain an "ordinary" life). Strangers respect their front door, no one howls into the night, no one ever comes home bloodied in a panic…

This isn't the way life goes with a werewolf parent. If the Uratha parent is the child's father, he almost never lives with the child's mother and siblings, which is certainly for the better. The children hardly see him healthy and happy. He comes home when he needs help or money or to warn everyone that something dangerous is happening. He shows up only rarely to see his kids and get the scent of them, maybe try to show them some affection, but

mostly he has other things going on of which the kids are vaguely aware and never a part. Yet such behavior teaches resilience. They develop some self-reliance and learn who they can really count on — one another, for most things, and the Uratha parent if violence is ever called for.

Some Uratha give their kids up to foster parents — whether friends, distant relatives or even state agencies. Werewolf mothers, for instance, have a hard time raising children. They possess maternal instincts, but they also have their predatory instincts, and those two paradigms don't always mesh. Legends say it was not always so, but after the Sundering, the Uratha became a race that couldn't breed normally, which fractured the connection between motherhood and being a werewolf. Some Uratha mothers manage to raise their own children successfully, but this is rare. Few can reconcile the ferocious beast's heart and a gentle approach to parenting.

It's anybody's guess whether foster parents of werewolves' kids know what they're getting into. A quarter of those children are Uratha themselves. Every story one hears about devil foster kids — the worst behaved with terrible tempers and destructive tendencies — just might be about a misplaced child. Some Uratha parents do keep half an eye on their kids, though, since some enemies try to get at them through their children.

The luckiest Uratha have pristine home lives before the First Change. Maybe they're foster kids, they're adopted, or both of their parents are wolf-blooded. Odds are that the parents didn't know what was in store for the children. Uratha don't tell their wolf-blooded relatives an awful lot, mostly to protect them from knowledge that only draws them deeper into a more dangerous world. Many don't even realize that they can have Uratha children. That leads to werewolves who grow up ignorant of what they are, but there are worse fates.

Wolf-blooded children and Uratha kids have two noteworthy differences from human kids of the same age. The first is anger. The wolf-blooded don't possess the Uratha's potential for Rage, but they do inherit a fraction of it without the exhilarating power that comes with a werewolf's fury. Pre-Change Uratha — called *nuzusul* in the First Tongue — are in much the same boat. They're all too often simply petulant or irritable, like their brothers and cousins.

The other real difference is the spirit world. Most spirits don't consciously recognize *nuzusul,* but they do pay a little more spiteful attention to them than they do to the wolf-blooded. Strange, unlikely things happen more often around pre-Change werewolves than around anybody else. Every time an illness makes the rounds of his class, he remains unaffected — but he falls sick when nobody else does. Major holidays have weird weather — snow on Easter, a sweltering Halloween, rain on Christmas. Each potential omen is a hint that could draw the attention of a werewolf pack — hopefully, a pack of Forsaken rather than the Pure.

Renown

Uratha have an instinctive understanding of hierarchy and desire for status. Relative status is a nearly reflexive thing among werewolves; only after the status of two werewolves has been determined can true communication occur. Werewolves keep a running tally of the various deeds they have achieved, burning a series of mystical brands into their coats that are visible to spirits, or that shine with silver light when a werewolf stands in the spirit world.

Werewolf Renown stresses the direct and simple virtues of Purity, Glory, Honor, Wisdom and Cunning. The five virtues of Renown correspond to the tasks of the five auspices and the five choirs of Lunes that watch over them. Glory follows in the wake of a Cahalith who lives up to the ideals of his auspice, while the Ithaeur who excels at his tasks bears the brands of Wisdom. Each of the five Tribes of the Moon also chooses an aspect of Renown to honor. The Hunters in Darkness walk the path of Purity, while the Iron Masters equate their creed of adaptation and versatility with Cunning.

While Renown is a useful system for establishing a rough hierarchy without undue bloodshed, it also has ramifications in the spirit world. The more Renown a werewolf has, the more likely it is that the more common spirits he encounters will recognize him as a superior power. They won't love him for it, and they won't obey him unless he forces them to, but they will respect his power and standing.

Tribal and Regional Elders

The pack is the fundamental unit of Uratha society, but it isn't the only unit. Uratha with enough Renown become known across an entire region or beyond. The most famous Uratha may serve as detached advisors to the werewolves of their auspice within a few hundred miles of their homes, or as keepers of the most ancient and vital lore. These Uratha often attain mystical lore that few others know, and they grant access to these secrets sparingly.

The tribes don't have tight structures, though the lodges within those tribes often do. Werewolves with exceptionally high Renown are often treated as though they speak for their tribe (save for Ghost Wolves, of course), even though they have no real authority to command the rest of their tribemates. The Uratha generally find that to be for the best. What does an elder who lives many days' travel to the north know about the concerns confronting a pack's territory? The pack must answer to the pack.

Pack Territory

The most important possession any pack has is its territory. A pack bleeds for the lands it claims. A pack's territory is more than just its home — it's an oath of responsibility for everything that goes on within it, in both the physical and spiritual realms.

The Tribes of the Moon are united by a blood oath to their totems and to Luna, that they will uphold

Father Wolf's ancient responsibilities. Within its territory, a pack who shares that oath works to keep the spirit world and physical world separate. Spirits are kept in the Shadow (for the most part); the spirit-possessed are kept under control. Similarly, a proper pack of Uratha prevents humans from taking actions that unduly stir up or feed the worst aspects of the spirit world, such as wanton destruction, violence or ritual magic. Spirits resent this more active "interference," but their goodwill means less to the Uratha than the health of the world.

Not every pack has an appropriate sense of responsibility, though. Some set up fiefs within their territory, ignoring the needs of the spirit and physical world to concentrate on their own temporal needs. This abdication of responsibility earns such packs the enmity of any neighboring Forsaken with a stronger sense of duty, but they usually aren't too concerned with what goes on outside their territory.

Most often, a pack settles somewhere in the middle. It tends to the worst violations of the Gauntlet and the most damaging human crimes, and it sets its territory up to make the area pleasant and easier to defend. This doesn't always please their more devout neighbors, or the spirit kings of the Shadow Realm, but Uratha hardly worry about being popular and well loved. Loyalty to the Oath is what matters.

Claiming Territory

It is rare these days that a pack can find a choice patch of territory that no other pack has claimed — and which hasn't been claimed by something else entirely. Most such spaces are the sorts no one would claim as a first choice — a square mile of mountainside, perhaps, or a city dump — but they are plentiful.

A pack takes a territory for three main reasons: instinct, tactical advantage and access. Instinctively, Uratha remain part wolf and part human — both of those halves crave a stable home territory. A territory provides a place to forge social bonds with humans and neighboring Uratha, or to find and keep a mate. Wolves want a stable hunting ground and a safe place to raise their young; humans want a patch of land to own and rebuild to meet their needs.

A werewolf pack with its own territory can more easily launch attacks on local trouble spots or defend itself against attacks in kind. The pack knows the secret places to hide, the best sight lines across a valley or the best place to steal a gun at 4:00 AM. A good territory also provides a safe place to heal from the (rare) serious wounds that Uratha receive. Along the same lines, a decent-sized territory provides werewolves a reasonably secure place to vent their fury. In his territory, a werewolf can knock down trees, scream, howl at the moon, kill beasts or even humans with little worry about repercussions from other Uratha or unknown spirits.

Lastly and most importantly, carving out a territory provides a pack with access to that area's loci — places where the wall between flesh and spirit is not as thick — which provide access to the spirit world and to Essence.

To properly establish its claim, the pack must mark out the boundaries of its territory and make known to other local Uratha, spirits and other creatures of the night that the pack claims the territory — that it is now the law. Boundaries can be marked in whatever manner seems appropriate — it depends on who needs to be notified about those boundaries. An isolated territory barely needs boundaries; the Uratha just haunt nearby areas that interest them and they can reach. In a city, Uratha might use graffiti, coded newspaper notices or Internet postings to declare their claims. Spirits are typically notified through the sorts of rituals that broadcast simple messages through the local spirit world. Those rituals might have to be repeated for a few nights to get the message across to the entire local spirit world.

Things get much more complicated and dangerous for werewolves who can find no acceptable unclaimed nearby territory. They must either forage far afield or carve out their own space from other werewolves' territories. In unusual cases, a pack might cede part of its territory to another — such as when a pack with a large territory finds its numbers greatly reduced and cannot adequately defend its former territory.

If a pack sets its sights on land that's part of another pack's territory, there will be a struggle. This doesn't always involve direct combat, but any other method of resolution is fairly rare. Dedicated spirits on both sides might duel one another or cause chaos in the streets. In one incident in Kentucky, ghostly spirits bound to the service of the Angry Dead pack haunted the homes of local humans for a full month. This left the local Uratha (the Army of Five) exhausted from dealing with all the disturbances, which, easily pulled them away from their locus and gave the Angry Dead a chance to negotiate for peace from a position of strength.

The crush of humanity in the world's overcrowded cities cuts swaths across the spirit world. The intensity in the spirit echo of a city reverberates across the Gauntlet, creating more loci within cities than might be found in a similarly sized stretch of farmland or pristine forest. With more loci come more opportunities for packs, and those packs claim smaller territories within a large city than they would in a rural or wild area. It's very hard to keep a large urban area under proper control, particularly with vampires, mages or other such entities staking out territories of their own.

Rural territory is well suited to Uratha activity. The Gauntlet is thinner there, and the spirit world is generally healthier. The greater variety of wildlife in rural areas also leads to a greater variety of spirits. Therefore, an Uratha pack totem is more likely to be comfortable in a rural area.

A "rural" area really can be one of two things: cultivated farmland or true wilderness. Most rural packs' territories comprise both. Humans have been farming for the better part of 5,000 years, so Uratha don't find farming itself to be unnatural. Some spirits (particularly spirits of livestock and the land itself) do find it to be criminal. Rural werewolves are more likely to face open challenges from neighboring packs or Pure than urban Uratha are, even though urban Uratha have more werewolves for neighbors than rural ones do. Urban werewolves settle into a truce with their neighbors, knowing that human police and observers (as well as more alien enemies) are everywhere. Rural Uratha know that they can get away with sneaking a few acres of a neighbor's territory without any repercussions.

Rural packs can claim whole counties (or county-sized areas) as their territory. A space 20 to 40 miles on a side is not unreasonable for werewolves with modern vehicles and communications equipment, though things can still slip through. Werewolves in cities claim much smaller territories. The average large coastal city in the United States is just 50 or 60 square miles, but it might have several packs of Uratha who claim their entire territories within its boundaries. Cities in the center of the country sprawl considerably more, but they still have more werewolf packs than a rural area of the same size.

A pack chooses a territory that suits its members, its goals and its totem — if such a perfect territory is available. Most of the time, though, the werewolves in the pack must decide whether they'd rather live in a location they dislike in order to appease their totem or a location they like but which makes their totem uncomfortable.

A pack's territory grows with its advancement in renown, power and influence. A pack of fledglings might be able to patrol only a few small, relatively safe towns, but as they grow in strength and experience, they become able to manage a territory 50 miles across. Technology and spirits can both play a part. Cooperative spirits make a territory easier to manage, while cell phones can have the same effect.

Loci

Few things are more valuable to werewolves than loci — places where the Gauntlet isn't as powerful and Essence flows more freely. It's only in the presence of a locus that a werewolf can overcome the great burden of being Forsaken and enter the spirit world once more.

Loci are focal points of spiritual energy in the physical world with particular flavors, or resonances. They're like fountains or wellsprings, arising as Essence of a particular resonance flows strongly enough to erode the Gauntlet, or created by a sudden and powerful spike of resonance. A locus always has some physical form. The cornerstone of an old sturdy building might become a locus of urban energy, while a mass grave might become a locus of death energy.

Loci attract spirits of allied types. They exist both in the spirit world and the physical world, and thus allow spirits comfortable with their resonance to manifest in the physical world much more easily than otherwise — they represent a kind of window through the Gauntlet through which only allied spirits can peer. A locus can be destroyed; the easiest place to do that is usually the physical world rather than the spirit world.

A pack can use loci within its territory to "tune" the local spirit world in harmonious ways. A locus isn't an independent entity like a spirit is. It's just a patch of ground, a creature, a person or an object that has an affinity for a particular kind of spiritual energy. A broken window in the town's asylum might be a locus for chaos or madness energy, while a patch of deep old stream might serve as a locus for elemental water energy. An enterprising pack can refine loci, weaken them or even use them to reshape the local Shadow.

Most packs try to claim at least one locus for their own, in order to have a steady source of Essence. Vicious fights can break out over the larger loci in an area, particularly between Forsaken and Pure. Once a strong locus has been taken, a werewolf pack can transfer a portion of its Essence into touchstones. By such means werewolves have access to very small canteens of Essence. If they find themselves in a dire situation, they can drink in the power of the touchstone and use it just as they would use the Essence gathered by other means. By use of particularly powerful rites, a werewolf pack can even strengthen the power of a locus, increasing the amount of Essence they're able to harvest.

Of course, a pack probably doesn't want to leave their font unguarded. Many packs leave their pack totem spirit behind when they plan to range afield, setting the spirit to guard the locus so they don't have to worry about it. Others summon and bind spirits to act as temporary guardians, granting these shadow watchdogs a tithe of the locus' Essence to ensure their loyalty. While most spirits still hate the Forsaken and are loath to do them favors, the combination of werewolf binding and a guaranteed source of Essence is a hard combination to resist. Still other packs manage to strike bargains with other supernatural beings so that they are free to make raids against their enemies. A coterie of vampires would probably be more than willing to guard a locus for a night (particularly as they're seldom tempted to steal the Essence for themselves) in exchange for having the brute force of a werewolf pack on their side later on.

Other Territory Assets

A territory can have dozens of different bits that the pack can use to perform its duties or make its collective life easier.

- **Wolf-Blooded:** Wolf-blooded kin are assets for a few reasons. They are safer to spend time with than humans with no measure of wolf blood. As mates, they

improve the chances of pure-blood werewolf offspring, for those that desire such. And lastly, some can be trusted with enough knowledge of the Uratha and their world that a werewolf can unburden his soul, spending time with someone other than a packmate who might come close to understanding.

• **Wealth:** Humans say that money follows money. They have no idea how right they are. Spirits of money *do* collect where money collects, and spirits that feed on human emotions like desperation collect around banks and ATMs. Large or important sums of money might attract spirits, as might individual coins that have been infused with significance by collectors. If werewolves have any use for things purchased in human society and any reason not to simply take them, it's in their best interest to keep money flowing through their territory.

• **Utilities:** In some parts of the world, electricity, quality plumbing, gas for heating and other trappings of modern life are absent or unreliable. Werewolves have no *need* for such things, but human infrastructure is convenient. A phone call can reach farther than a howl when it needs to, and a house heated by gas can keep a werewolf's family warm.

• **Spirits:** Most spirits harbor at least quiet hostility toward werewolves, but spirits that belong to a Firstborn's brood can be well disposed toward Uratha of the associated tribe. Some make alliances or non-aggression pacts with werewolves. These spirits can provide surveillance, notification of emergencies or even, in very rare instances, help in a brawl. Many spirits can be coerced into teaching Gifts to honorable werewolves, though never for free.

• **Police and Military:** Human law enforcement and military can be inconvenient to active werewolves, but packs that have such things in their territories can make the best of the presence. The sorts of enemies who kill humans indiscriminately can be checked to some degree by a simple anonymous tip to a police hotline. Military bases attract scores of war-spirits that might be put to use if they can be appeased.

• **Secret Movement:** Sewers, subway tunnels or forbidding terrain all provide defensive advantages to local Uratha. Werewolves can move around without being observed, which means that they can hunt in their Lunacy-inducing forms without actually causing riots. They can also strike at enemies from unexpected locations. Spying is also much easier when one can move around in secret. Werewolves can also move through the spirit world, of course, but only from locus to locus, and the spirit wilds outside a pack's territory are frequently all too deadly. Being able to move unnoticed in the physical world is a notable asset.

• **Gauntlet:** The strength of the local Gauntlet can be a problem or an asset. A strong Gauntlet keeps the spirits at bay, which often helps keep certain immaterial predators at bay. A strong Gauntlet also limits a pack's ability to draw on its spiritual resources, though. A thin Gauntlet allows werewolves to access their spiritual resources more readily, but it lets spirits do the same. Areas with a thin Gauntlet have a higher incidence of spirit invasion and Ridden, for instance. Of course, packs with a strong sense of duty tend to seek out territories with a thinner Gauntlet, for they know they will be needed there.

Problems

Certain features within a pack's territory can make its life more difficult, either by making its duties harder to perform or by outright causing violence against it.

• **Wolf-Blooded:** The wolf-blooded are dangerous. Some know just enough about werewolves that they might reveal pack secrets under interrogation. They're a danger to themselves as well. The Lunacy doesn't affect them as much as it does ordinary humans, which might make them think they're immune to the dangers of remaining near werewolves. They couldn't be more wrong. A werewolf's foes hurt them to harm the werewolf, and the Uratha's own Rage often lashes out at her closest relatives. A child's broken arm takes weeks to heal, and every moment of that healing is an ugly reminder of a werewolf's lack of control over her actions — even as it reminds the child how lucky he was to survive in the first place.

• **The Ridden:** The spirit-possessed, whether fully Claimed or only Urged, are all over the place. They are more common in heavily populated areas, simply as a function of population density. In and around big cities, one can find a population of homeless, maddened Ridden that need to be dealt with. These poor humans have been driven, twisted or possessed for so long that they cannot maintain normal lives anymore. Most Forsaken see hunting Ridden as part of the Oath that binds their race, but the Ridden make for dangerous, devious prey.

• **The Hosts:** The strange composite entities called Hosts are a constant worry, for they affect the very balance between spirit and flesh. The Rat Hosts (the Beshilu) feverishly gnaw holes through the Gauntlet, creating new loci that let more spirits into the physical world. Conversely, the Spider Hosts (the Azlu) spin ephemeral webs that thicken the Gauntlet everywhere but the loci that they control. If the Beshilu run unchecked, a territory becomes plagued with spirit intruders and dangerous resonance. If the Azlu are not opposed, the spirit reflection of an area withers and dies, sapping the vital spark from the physical world everywhere but in the spiders' hunting ground. If the two Hosts were evenly matched and could be counted on to cancel one another out, they would pose less of a problem, but it's never that easy. If the rats are strong in an area, the spiders are inevitably weak, and the Hosts don't police their own numbers.

Neighbors

The territories of most werewolf packs border other werewolves' territory. A pack in the wilderness or with coastal territory might only have one neighbor, but most packs have a few neighboring packs.

Every Uratha pack has its own motivation and reason for existing, which influences the pack's totem and vice versa. Packs' goals don't always intersect. Most Forsaken pay at least some attention to the Oath, of course, and the first portion of that vow dictates that they protect the physical world from the spirit. Beyond that, just about anything goes. A pack and its neighbors probably don't see eye-to-eye on most matters, but they may strike a truce — or they may become bloody rivals.

A pack must define its borders carefully and completely. If politeness and humility keep a pack from understanding exactly where the pack next door defines the border between territories, politeness and humility are worthless. Misunderstandings generate just as much anger as deliberate violations. It's also in a pack's best interest to learn everything it can about its neighbors, from their pack totems to their tribes and auspices. Doing so makes it easier to predict what they'll do in a crisis, makes them easier to negotiate with, and might even help form alliances and friendships. Of course, if the time comes to throw down, it'll make that a little easier too.

Some werewolves even discover that their territory runs up against territory claimed by a pack of the Pure — or by something even stranger and more dangerous. If that's the case, there's no easy answer for how to conduct oneself. The Pure might wait until they're certain of their superior numbers and strength before making a move, or they might launch a seemingly foolhardy attack, driven by some strange taboo or oath that the Forsaken can't understand. The only sure factor in dealing with the Pure Tribes is that they are still werewolves and have the same instincts as the Forsaken. A pack of Pure might care nothing for the Oath, but instinct still compels them to guard their territory and follow their own hierarchy.

The other, more alien creatures and entities are even harder to predict. At least with the Pure Tribes, werewolves know where they stand. Where a vampire gang or warlock cabal is concerned, a werewolf might not see the knife until it's twisting in his back.

Protecting a Territory

The Oath says, "The Wolf Must Hunt." Instinct tells werewolves to defend their territory from physical threats as well. Most werewolves don't feel comfortable unless they've hunted down any potential threats within their territory and, in most cases, the closest threats outside their borders. An entity needn't be a true enemy or long-term foe to threaten the boundaries and control a werewolf has over his territory. Even a vigilant pack can't keep them all out, but they do have to be kept from disrupting one's lands.

Humans

Humans might not live in a werewolf's territory at all. Uratha who are lucky enough to claim land out in the wilderness far from human development might not have to put up with more than a handful of humans. That's not going to stop those humans from damaging it or disrupting the local spirit world, though. For example, the US government has been giving out licenses to companies that want to pull natural gas out of the ground. One way companies do that is to pump air into the ground, which forces natural gas up to where they can get at it affordably. This pumped air and natural gas interact with the local water table, and nearby creeks and streams die from this treatment. They poison land in all directions, and if a werewolf pack's territory happens to be affected, then dealing with this disruption becomes its problem.

Why care? Because a creek's death makes its spirits insane. Those spirits need live crawdads, healthy fish, thriving plants. If they don't have those things — because the creek is dead — they must find some other focus. Such spirits might possess humans and make them destructively insane, or they might torment werewolves in the spirit world, attack other local spirits at random and so on.

Most Uratha have to tolerate humans in their territory, as well, and although werewolves are human-born, their "human nature" is simply a skin they wear. Many come to believe the legend that they are the children not of Man and Woman, but of Father Wolf and Mother Moon. Werewolves had the ability to wear a human's form before the humans had established themselves as the major player on the planet. They might have that ability even if the humans bomb themselves back to the Stone Age.

Humans feel most emotions more strongly than any other species of animal does (barring werewolves, of course), and strong human emotion is imprinted right onto the spirit world. Violence, hate and fear create loci of the worst resonance, which attracts spirits of appropriately cruel and predatory nature. The spirits feed off those emotions and try to spur more, creating a self-perpetuating cycle. Many Uratha find it most expedient to kill off the humans causing those emotions or kill off whatever's causing the emotions within the humans. They also have to destroy the spirits.

Human "progress" can also reshape the spirit world, and many werewolves choose to limit that in order to let the spirits opposite the Gauntlet thrive. Knocking down a beloved concert house in order to put up a parking garage can leave that concert house still upright in the Shadow until everyone in the area goes a full day without thinking about the old place (which could take years). At the same time, though, the spirits that used to reside in the concert house go mad with the loss of their focus — damaging cars, possessing them and doing harmful things with them, or doing the same with employees of the garage. To keep those spirits from harming the physical world or other spirits around them, it behooves the pack in whose territory the concert hall stood to find those spirits a new edifice to haunt. Maybe some of them would be satisfied by a conservatory, others a bar where a lot of music is played. The remainder could be coaxed into moving to a local library.

Looking at things the other way, humans are the most frequent victims of the spirit world when spirits or monsters press their way into reality. They make a good barometer of spirit activity in that fashion. Werewolves aren't instinctively compelled to rescue the humans, per se, but some are still compassionate toward their human cousins and see rescuing humans as a happy side effect of their work. Indeed, most werewolves eventually take human mates. Those rare wolf-blooded are far more attractive to a werewolf, but when the urge strikes, Uratha can make time with just about any willing human who strikes their fancy. Having a territory full of attractive young humans makes this both easier and more pleasant.

Rival Werewolves

The Tribes of the Moon have two factions of potential enemies among the People — the Pure and each other. Threats from fellow Forsaken arise when one group wants a piece of the other's territory. They might start to frequent a location on the border of said territory — a bar or a vacant lot where they'd like to gather — and the resident pack does its best to nip this behavior in the bud. If the usurper pack is more competent and experienced, there's no dishonor in offering to "buy it off." The locals give the outsiders a bit of land or some other form of tribute and get them to agree that further transgressions are off limits. If they disagree, the locals must then decide whether to fight over that chunk of land or fall back and hope the outsiders don't seize more. Fighting isn't out of the question, even for packs of raw amateurs. Many-on-one contests between a pack of werewolves and one single werewolf, no matter how talented, generally go poorly for the lone wolf. Two packs who share fealty to the Oath can theoretically work out their differences without resorting to fang and claw, though it isn't always smooth sailing.

The Pure Tribes are not so complaisant. If they try to take territory from a Forsaken pack, it's a prelude to trying to take those werewolves' heads. When trouble starts, most Forsaken opt to fight the Pure rather than holding out the vain hope of working it out. Some Forsaken can survive for a time with Pure Tribes for neighbors, but if they start moving into occupied neighboring territory, everyone involved is in for an unpleasant few months. Sometimes the struggle between neighboring Pure and Forsaken packs can be resolved with a single decisive strike — the trick is in knowing how and when to pull it off.

It can be vital for a pack to negotiate with other local werewolves regarding limits on movement through territory, and what is considered a "non-hostile" action. For instance, if one pack has staked out and claimed a university campus, the question arises if another pack can drop by for lunch at a campus cafeteria? What if another pack has

marked off a major thoroughfare? Can local werewolves drive down Main Street without asking permission?

Spirit Denizens

Spirits also pose a great hazard to a werewolf's territory, primarily because most reside in the spirit world where the werewolves themselves cannot easily reach them. Some spirits acknowledge the boundaries of Uratha territory. That acknowledgement won't keep them from roaming as they please unless a particular ban forbids it, but at least they know whose territory they're passing through, and they might take the time to pay chiminage to the local pack.

The problem many Uratha have with spirits is that spirits are not rational, predictable entities of humanlike logic. They operate under a mishmash of bindings, bans, traditions and expectations. Spirits do what they have to do, all else be damned. Therefore, no matter how hard a werewolf pack works to keep its territory and its corner of the spirit world pristine and under control, the spirits themselves remain beyond control, sometimes even influence. Destroying all the nature spirits in the territory is certainly no solution — it only reinforces the spirits' prejudice against the murderous werewolves. Nearby spirits start to haunt and come after the offenders or harass their loved ones. More importantly, things in the physical world with dead spirits are *problems*. They're unnatural, unhealthy, unholy. They no longer react the way one would expect. They're hollow inside even when they remain physically strong.

Improving a Territory

It isn't enough simply to hold a territory or destroy the most immediate neighboring threats. No werewolf pack ever finds a territory in ideal condition — the world has decayed too far for that. The first months or even years of a pack's existence can be solely dedicated to rooting out all the threats that have festered in their new territory, and to securing their borders against new threats. But most packs decide they don't simply want to carve out what cancers arise, they want to make their hunting grounds healthier overall.

One method is to prune the geography of the place in the physical world by getting rid of decrepit buildings, changing roads or trails that interfere with the natural flow of Essence. Essence flows more naturally through empty rural settings than through dense urban areas, but Essence still flows even in Times Square. Its flow is simply more frantic there.

Another way to improve one's territory is to eliminate the most dangerous spirits — not just those who are a direct threat, but those that are simply waiting for their chance. Doing so might involve changes to the shadow geography, as the spirit's nest might need to be destroyed, or spirit paths into the deep wilds from which dangerous spirits hail might need to be blocked or destroyed. Otherwise, a powerful spirit that won't just leave requires combat or a facedown against the pack.

Werewolves can also nurture appropriate loci. Loci channel particular sorts of spiritual energy through an area, and an enterprising pack of Uratha might wish to nurture loci that match its desires. A good pattern of loci won't cause physical changes in the material world, but it will affect humans and creatures in the area. For instance, a pack might encourage loci of suspicion and xenophobia along the boundary between its territory and that of known Pure Tribe werewolves, or loci of love and camaraderie around a favored bar.

Werewolves also make pacts with the local spirit world. By default, a spirit is largely hostile toward any given werewolf. Most spirits want little to do with the half-flesh watchdogs that have appointed themselves to govern the *Hisil*, and if they can arrange for Uratha to come to harm without exposing themselves, they do so. Werewolves don't entirely understand the mentality of most spirits, but they do know that certain rituals can bind spirits into pacts. Each half of the covenant must swear to uphold equally serious promises, or the ritual fails and neither side is bound by it. Not every spirit in a territory will allow itself to be bound by a pact, but at least some will.

Traveling

Many packs are loath to leave their home territory — nervous about losing some of their turf, and particularly nervous about losing their locus. Circumstances do sometimes arise, however, that force an entire pack to travel out of its territory.

Any pack can get away with two or three nights' travel over the course of a month. Most enemies or transgressors just assume that the pack remains vigilant through that period, and don't bother testing the werewolves' borders.

Longer trips require some preparation. Most werewolves must lean on neighboring packs or the local spirit world to perform some of the pack's duties in its absence. Allied packs don't have problems doing this. If a pack has no allied neighbors, it can bind a few spirits to act as temporary guardians, although they have the most success in doing this if they can call on wolf-spirits from a sympathetic brood. Spirits are somewhat unreliable guardians; the more trustworthy are unlikely to manifest in the physical world, and they aren't coherent or clever when they do. In a pinch, though, a particularly clever spirit could handle such tasks for a few days — which might give a traveling pack a week to take care of its business.

Expanding

A thoughtful and careful pack starts with a small territory it can control, only expanding as necessity requires and its power increases. But few werewolves can be thoughtful and careful on a regular basis. The typical pack seizes new territory when it has a chance to do so, regardless of its immediate ability to defend and patrol that territory. A pack that seizes a new chunk of land then loses half because it can't adequately defend the space still comes out ahead. Packs can extend their territory into unclaimed space easily. They simply start to patrol in the new area and announce that they intend to claim it.

Expanding into territory claimed by another pack is another affair entirely. The expanding pack might be able to get the other pack to simply cede the desired territory in exchange for tribute or other concessions. The expanding pack might have to resort to outright challenges or even combat. If a challenge takes place, the defending pack has the right to choose the form of the challenge, so the "attacking" pack had better not have any obvious weaknesses where the defenders are strong.

Battles for territory take place depressingly often. In fact, the Brethren War 20 years ago or so, was entirely a series of parallel struggles to realign control of territory. By general agreement, a pack is considered to legitimately hold any territory that it can defend for a full month without losing control of the rest of its turf. Uratha are enjoined from murdering one another in such battles, but the Oath is not always enough to prevent deaths on the battlefield.

The Brethren War

The so-called Brethren War is an object lesson to the Forsaken, one that still stings the memories of veteran Uratha alive today. Roughly 20 years ago, a rash of territorial conflicts broke out among the Tribes of the Moon as one pack fought another over borders and status. Many of the Forsaken's oldest and strongest had fallen in a terrible struggle against potent spirit enemies, and the younger packs began to fight one another to claim the prize territories that the elders' deaths had left unclaimed. The Pure, however, were watching for just such an occasion. They swept down on the Forsaken, who were still battered and bleeding from fighting one another. The Brethren War ended with the Tribes of the Moon being forced to put their internal conflicts aside and repel their enemies as best they could. Yet in the attacks that followed the Brethren War, great swaths of land fell into the claws of the Pure. It was a terrible loss of ground, one that the Forsaken are still fighting to reclaim in places such as the Colorado Rockies, the Midwestern Rust Belt and the Pacific Northwest.

The real tragedy of the Brethren War is that the only thing truly notable about it is that it happened recently. Throughout history, werewolves have frequently turned against one another in the absence of strong leadership or obvious external threats, only to find themselves weakened and hard-pressed to resist their true foes. The cautions of the past are frequently reiterated by Cahalith, but just as with humans, werewolves easily make the same mistakes their ancestors did.

Contracting

A young pack typically works to keep its territory as large as possible, seeing its reputation as being wrapped up in the expanse it controls. And indeed, younger Uratha give one another more respect based on the relative size of their holdings.

Older werewolves understand that a pack can claim only so much territory. "You can't own Wyoming," one saying goes. Conservative Uratha believe that no pack should claim more territory than it can circumnavigate in a night. Others think that a few square miles per werewolf is about the right number.

Regardless of the proper size, as a pack ages and loses members to death, it cannot claim as large a territory as it once did. Packs led by wise old dogs release some territory to their most trustworthy neighbors or bequeath it to younger packs. Cranky or paranoid packs, by contrast, hold on to every square inch until challenged for it.

And challenges, even outright seizures, do take place. Packs that respect one another usually start with an open challenge over control. The challenged pack chooses the form of the challenge, which could range from ritual combat between two members to a judgment by a respected local third party. If the challenge isn't respected, or if the two packs are already hostile, a bit of combat is likely, as the interlopers attempt to seize and defend the new territory and all the rest of their old territory from the neighboring pack. Low-level guerilla fighting between the two packs can go on for weeks, even months. In many cases, struggles go back and forth between the two packs as they seize one another's loci along the border.

Eventually such battles must end, either with the death of a werewolf or with a peace covenant. The murder of a werewolf is a violation of the Oath, and such a death during a struggle for relatively minor chunks of land is a bad omen. The pack responsible for the death is expected to atone to *Amahan Iduth* and her servants, though it is not expected to provide any sort of compensation to the pack that lost a member.

A curious relationship arises between packs that have exchanged bits of land in this fashion. The older pack knows the territory better than the new one does, so smart newcomers turn to the land's previous claimants for advice and assistance if problems arise. The older pack might know something the newer pack might need weeks to learn when it doesn't have weeks to spare. This kind of relationship is much tenser when the older pack lost its territory to a challenge or combat, but it's still viable if the older pack has a sense of duty to the Oath.

Gatherings

Werewolves are too territorial to live as closely packed as humans do without turning on one another in anger. Packs normally keep their distance to avoid such explosions of frayed temper. Yet from time to time, it's necessary for packs to meet on neutral ground. Most often, these meetings take place between two packs to settle a bit of mutual business, but more important affairs — such as the initiation of new werewolves into the People — can draw all the packs in a given area.

Most packs schedule their meetings in terms of moon phases. It's most common to meet on nights of the half moon, due to superstitions stating that Luna's Judge aspect grants the blessing of fairness and justice to arrangements struck under the half moon. Violence between werewolves is usually strictly forbidden, unless the gathering is specifically called for two packs to settle their differences in fair combat — such duels are more frequently called on nights of the full moon. The Oath forbids the Forsaken to murder one another; at most gatherings, the assembled werewolves (or at least their alphas) share a mutual vow to see the gathering through without bloodshed. At particularly contentious gatherings — such as those intended to forge peace between violent rival packs — attendees might swear a spirit-bound oath of peace that includes unpleasant magical consequences for violating it. Any werewolf who engages in violence at a peaceful gathering must be swiftly bound and ejected — and punished after the fact.

Werewolves don't gather without a specific reason — one serious enough that every pack involved is willing to briefly abandon its territory. It's important to keep abreast of news that affects the People, which makes socialization an important function of a gathering, but most werewolves demand a subtext for the socialization. The larger gatherings may be held to gather new packs, to strike peace accords between rival packs or to share information about looming threats. Some meets aren't held between packs at all, but rather among the members of a specific tribe, usually to share information relevant to a tribe's goals or to initiate a new werewolf into the tribe. A few packs even gather for ritual celebrations, particularly after a great threat to the area has been overthrown — but these are all too rare.

The neutral territory that serves as the site is called the *tur*, and is considered sacred ground. Usually the pack that calls for the meeting negotiates with the other packs to determine an acceptable patch of ground. Some territories have an established tur that has served as a place of gathering for werewolf packs for generations. It's hardly surprising that the local humans often have many superstitions about these places, and tell each other not to go there when the moon's in the sky.

A gathering intended to forge newly Changed werewolves into a single pack usually consists of the following steps:

- The formal introduction of all newly Changed to the entire assembly, performed by the newcomers' mentor or mentoring pack.
- Informal personal introductions of the newcomers to one another and to the most renowned elders of the area.

• Games, tests or taunts at the newly Changed's expense, usually instigated by Cahalith who recognize the importance of forging the new pack into a single entity. Elder Uratha push the freshly Changed into relying on one another by driving them through difficult tasks that they cannot perform alone, though not necessarily hard-core crisis activity every time. An established pack might, for instance, challenge the newcomers to a brutal game of rugby.

Beyond the addition of new werewolves to the local territory, a pack might call a meeting to declare its ownership of a particular piece of territory. If that chunk of territory is still under dispute, there might be open challenges at the gathering. Otherwise, that contested area is now considered uncontested and treated as being out-of-bounds for other packs. Packs also use meets to introduce new members and issue pro forma challenges against anyone who dares trifle with their new packmates.

Politics

Even though most gatherings take place under a covenant of peace, and no serious violence is permitted beyond ritual challenge combat, they are far from serene occasions. Tempers still explode, of course, and things can get dangerous — and that's the way it goes. Incidental injuries are inevitable when several packs come together. Werewolves largely ignore the minor wounds, as wounds left by teeth and claw heal easily enough. Serious, to-the-throat combat is what starts blood feuds. Werewolves who engage in that kind of activity must be thrown out at once, and usually their packs with them, or else the in-fighting could seriously weaken the Forsaken and place them at their rivals' mercy.

This ban on real violence makes these gatherings places of very tense politicking. Everyone has a competing agenda or a territorial dispute simmering in the background but cannot let a disagreement come to blows. Particularly dangerous conversation might take place via intermediaries with less emotional investment in the subject being discussed.

The Oath of the Moon

The Uratha are not beholden to the laws of humanity, nor does the spirit world have any code of laws that binds them. Yet creatures of such overpowering fury cannot simply do as they please without repercussion. Every sin against their own nature weakens them, drives them farther down a deepening spiral. Denying their nature

— or letting it take control of them — would turn the werewolves into the mindless monsters human legend already believes them to be. The Uratha recognize this potential weakness, and they hold it in check by obeying the taboos attributed to Father Wolf and Mother Luna. The form this vow takes is the Oath of the Moon.

The Oath of the Moon is an oath of many parts, each one of great importance. An Uratha is given the chance to take the Oath during her initiation into a tribe, and therefore into the People. The exact form of the Oath varies between tribes, as each reinforces it with an additional, special law — a vow sworn to their totem to affirm the tribe's purpose.

The Oath is part religious creed and part code of law, but the most significant aspect is that it helps fight against the rising madness in a werewolf's soul. By taking the Oath, werewolves swear to abide by the principles that balance their instinct with their rationality, their flesh with their spirit. Each clause of the Oath represents a potential way to lose a bit more of one's soul. The vow "*The People Do Not Murder the People*" reminds the Uratha how easy it is to degenerate into a monster by indulging one's bloodlust against his siblings. The price for ignoring the Oath of the Moon is levied from within.

Not all Forsaken swear by Luna and the Firstborn (and certainly, none of the Pure do). Some reject the notion of the Oath entirely, while others swear to only a portion, choosing certain laws over others. Those who refuse the Oath become Ghost Wolves. Without a pledge of loyalty, the Firstborn will not accept them as children. Some Ghost Wolves still cleave to the tenets of the Oath in spirit without formally vowing to uphold them; others live as they choose, and laws be damned. Those who carelessly transgress against the ways spoken of in the Oath, though, find themselves slipping out of balance, succumbing to their bestial side and forgetting their true nature.

The Wolf Must Hunt

In the First Tongue, the first portion of the Oath is phrased *Urum Da Takus.* Many of the Forsaken see this as the first and foremost clause of the Oath because it represents the duty inherited from their legendary forebear and his First Pack. The Forsaken swear this portion of the Oath first in Father Wolf's honor, to reaffirm their purpose and that of the Firstborn. The implication is that as the foremost predators of both flesh and spirit, the Forsaken must hunt their sacred prey — spirits escaped into the physical realm, the Hosts, and other threats to a pack's territory.

However, this clause of the Oath also is at the heart of many clashes between rival packs of Forsaken. If a pack is failing to keep their enemies at bay, another pack might claim that the first pack is "failing to hunt," and enter their territory with the claimed intention of doing their jobs for them. Frequently this is a quick stab at testing a pack's defenses or perhaps just a formal way of escalating an already bitter rivalry. But sometimes the intentions are sincere — a pack sees that an infestation of Beshilu, spirits or Ridden has grown beyond their neighbors' ability to control, and feels it necessary to intervene before the other pack's negligence causes the situation to deteriorate further. Such an incursion usually results in a blood feud between the two packs, regardless of good intentions. But sometimes a brutal duel between packs is preferable to a greater menace gaining strength when one pack cannot keep it

Ironically, the Pure seem to hold to their own twisted version of this portion of the Oath, though clearly not out of any love for Mother Luna or those who honor her. The Pure hunt as though it is their sacred duty to do so — and the Forsaken their ordained prey.

The People Do Not Murder the People

Imru Nu Fir Imru. The specific phrasing of this law goes back even to the First Tongue. It does not say "Uratha do not kill Uratha." It says "the People" or "the Tribe" or "the Family." And the verb is "murder" in the oldest form, not "kill." As a result of this ambiguity, no traveling werewolf can be sure how this tenet is interpreted from territory to territory. Some packs believe that it's taboo to slay wolf-blooded humans as well as Uratha, even in the heat of battle. Others believe that a werewolf may freely kill another one in open challenge but that secret murder is forbidden. It's commonly held that slaying an already beaten but not dead foe is a clear violation of the Oath. Once a werewolf is beaten and slowly healing, it is murder to tear out his throat.

Judging by the ballads and oral histories the Cahalith have maintained over thousands of years, this may be the most violated section of the Oath. The epic *Mountain and Plain War,* which dates back to the first centuries after the fall of Rome, is the best-known piece of art that pertains to this tenet of the Oath. Many of the Elodoth judgments described in *Mountain and Plain War* serve as precedent even today.

Elodoth argue further regarding the meaning of "the People," for no Forsaken werewolf is quite certain whether this tenet includes the Pure. Some Pure werewolves seem to adhere to a code of law that prevents them from outright killing Forsaken, but most of them seem to have no qualms whatsoever. Some Forsaken refrain from killing Pure werewolves, just in case; others make a deliberate choice not to include the Pure Tribes in this law.

The Low Honor the High; The High Respect the Low

Sih Sehe Mak; Mak Ne Sih. Werewolves can see more clearly than humans do that humanity has dominance hierarchies of its own. Uratha society is not a democracy. It has never been one, nor can it ever be. To reject the demands of one's station is to demonstrate a dangerous hubris.

Young werewolves often argue that this law isn't Luna's at all, but rather an encoding of their elders' desire

to remain on top and keep the young quiet. Elders, by contrast, feel that they've paid their dues. They took their scars when they were young, so they deserve the benefits of their station now. Most elders point out that they give the young (and low) the respect that this law requires.

Ballads that illustrate this tenet follow one of several patterns: Young Uratha rails against his low status, disrespects his elders and is brutally put in his place; or well-respected Uratha mistreats younger werewolves, she begins to fall into madness, she repents and regains her heroic stature. (*Firebringer's Redemption,* which ends in the death of the Rahu Firebringer during the third century CE, is the pinnacle of the latter.)

Respect Your Prey

Ni Daha. The Uratha have sworn to be responsible hunters — not to overtax their territory or any neutral territory in which they hunt. When they chose to supplant Father Wolf as guardians of the two worlds, they vowed to respect their prey in order to show that their intentions were more honorable than those of the spirit tyrants they oppose. The Oath commands them to respect all their prey, and indeed any life or spirit they might end. This includes humans — a truth that reminds young werewolves just how alien a society they have entered.

Many werewolves exhibit no more remorse when they must kill a particular human than when they hunt down and kill a deer. The only real difference, to many werewolves, is that the Oath forbids them to consume the flesh of humans. Uratha pay the spirit of the prey the same degree of respect in either case, and they do not kill unnecessarily. A deer dies to provide food, while a human usually dies for an unwitting violation of werewolf taboos.

Most modern packs give a warning to humans who transgress against them, rather than killing them outright. Such a warning might consist of an anonymous note, spirit haunting, exposure to the Lunacy from the sight of Uratha in Gauru form or terrifying stalking and property damage. Such warnings usually prevent the human from continuing to violate Luna's law, thus saving the human's life.

The Uratha Shall Cleave to the Human

Uratha Safal Thil Lu'u. No werewolves can be born of mating with wolves, and one werewolf breeding with another begets a true monster. Violating this tenet is a sin of lust and a failure of self-control. When werewolves — particularly packmates — succumb to physical desire, they forget the true reason that Father Wolf led them into the world. Some Elodoth say that Luna forces her children to breed with humans in order to remind them that breeding is a duty. Allowing love between Uratha, they say, would distract those werewolves from their real purpose.

Other werewolves believe that *unihar* are "born" to illustrate that no animal should breed too close to its relatives, lest crippling weakness arise. By this reasoning, all Uratha are siblings in the spirit-world. Many young werewolves believe that Luna places no limitation on intercourse, or on non-intercourse sexual activity; more conservative older Forsaken take the opposite tack.

Ballads of tragic love strike a particular chord within the hearts of werewolves. Often, as in *The Song of Axebreaker and Tamer,* a violation of this tenet is redeemed by the heroic death of one of the violators to save the other. In the eyes of many more modern werewolves, this tenet is a relatively minor one, but almost any female werewolf who has gone through a "spirit pregnancy" stands firmly behind the law.

Do Not Eat the Flesh of Man or Wolf

Nu Hu Uzu Eren. The Forsaken do not consume the flesh of either of their closest relatives — or rather, should not, though the temptation exists. Perhaps because humans and wolves are so close to the Uratha, perhaps because they simply retain a fraction more spiritual power, their flesh carries a certain spiritual… nourishment. By devouring human or wolf meat, a werewolf can quickly regain a measure of spiritual energy to fuel his supernatural powers — at a terrible cost to his soul. The People find it frightening and disturbing that such a path to power exists and that lore on the act is more than speculative.

Thankfully, most Forsaken are raised in cultures where cannibalism is taboo, so they are loath to commit what they see as cannibalistic acts. Some tribal elders even refuse to teach new werewolves the reason some might be tempted to violate this law. What the young ones don't know, they hope, cannot tempt them.

It happens, though. A werewolf who loses himself in the madness of Death Rage might mindlessly devour a portion of his kill. He might even remember the taste and crave more. Also ancient rites of questionable provenance rely on the consumption of human or wolf flesh. Only two years ago, a pack of Mexico City Uratha was discovered to have subsisted on human flesh for weeks at a time. The werewolves were driven into exile, their pack name was stricken from the histories, and their locus was destroyed as they watched.

The Herd Must Not Know

Nu Bath Githul. Humans suffer terribly from the Lunacy. The depredations of werewolves in the days leading up to the Sundering and the humans' forcible separation from the spirit world have strengthened Luna's curse. Once torn free from their sheltering blanket of ignorance, some humans cannot be pulled back, which makes them pliable vessels for abusive spirits.

In reality, this law isn't for humans' protection as much as it is for the werewolves'. Humans have been dangerous in numbers since time out of mind. In the modern day, they're dangerous even in twos and threes. The Forsaken do not dare give humans any inkling that they exist. Humans know about silver's effect on werewolves, even if they don't believe that werewolves exist. The last few times humans went after Uratha in large

numbers — something that hasn't happened since the mid-20th century — the results were terrible and bloody on both sides.

The rise of the Internet during the last decade of the 20th century made this law harder to uphold, but also gave the Uratha a curious sort of protection. All manner of gossip and lunatic "evidence" can be found on the Internet, often doing more to discredit its author than he might expect. Internet werewolf sightings — those few that leak out past the Lunacy — are easily dismissed as more of the same, stuff with no basis in reality. It's a peculiar sort of blessing, but the Uratha are thankful for it all the same.

Tribal Vows

Each Firstborn now serving as a werewolf tribal totem has its own ban. The five Firstborn bound to the Forsaken are certainly allies of Luna's — most of the time — and they have made it clear that the Oath of the Moon is just as important to them as it is to Luna. They all have added their own clauses to the Oath, however, representing their own bans. The Firstborn's laws range from *"Offer no surrender you would not accept"* to *"Honor your territory in all things."*

These differences in emphasis and rules create the greatest difference between the tribes. Bloody feuds between packs from different tribes have arisen over the years — for entirely sensible reasons, in some cases. Members of some tribes believe that by ignoring *their* tenet, the other tribes are dooming themselves or actively blaspheming and alienating Luna from all Uratha. Other packs are more comfortable with alternative points of view, or their tribal philosophy allows them to be more forgiving.

Violation and Punishment

Violation of the Oath of the Moon can be a difficult thing to measure. In many cases, the task of formally punishing an oath-breaker falls to his pack or the pack that suffered as a result. If a solitary werewolf murders another of his kind, he might face a judgment from his victim's packmates that is sure to be as brutal as possible without violating the Oath in turn. If a member of one pack offends a werewolf of another pack, however, things become more complicated. The offended pack has the right to call for a punishment, but the offender's pack may not wish to abandon their errant packmate to what might be overly cruel penance. Bloody brawls between packs have broken out over less. Optimally, though, the Elodoth of both packs (if both packs indeed have an Elodoth) will settle on a judgment.

A minor instance of oath-breaking is an incidental infraction, one that the werewolf committed unintentionally and which has no negative impact on the local spirit world or other Uratha. This might include an ill-timed challenge of a pack alpha's authority and warrant anything from a few harsh words to a minor injury — a broken finger, for instance.

A serious violation of the Oath is one that is done in full knowledge that it's a violation, but which has a small impact on the local spirit world or other werewolves. Depending on the region, this might include protected sexual intercourse with another werewolf or the murder of a member of the Pure Tribes. Appropriate punishments include temporary ostracism, a temporary exile to the Shadow Realm, or more serious ritual wounding.

A major crime deliberately flouts the laws of the Forsaken and has major effects on the local spirit world and werewolf population. This includes deliberate consumption of human or wolf flesh, sexual relations with another werewolf that led to a Ghost Child's birth or consciously exposing a human to the knowledge of the People's existence. Major crimes, especially in areas of the Oath that are particularly important to the judge, may end in death, permanent ostracism or permanent exile to the spirit wilds.

KALIS RESERVE

Chapter 11

"Explain it again," Dana said, rolling her spear between her fingers. "But be quick; we're leaving soon."

"His name's Matthew Wilson," the local said. "He's in the hospital now with a broken back, two broken legs and five fingers and toes missing. I sniffed him out at the bottom of the north face of Long's Peak yesterday afternoon. I thought he just got lost and fell, but the people who showed up to see him in ICU don't think what happened was an accident."

"He was attacked?" Heartsblood asked.

"Did he have any injuries inconsistent with the fall?" Kalila added.

"Mmmm," the local said. "I asked them about the fingers and toes that were missing, since they looked like they'd been surgically removed. His friends said he was perfectly whole and healthy when they saw him yesterday morning. They also said he wasn't a climber and didn't even like heights."

"So what do they think happened?" Dana asked.

"Agnes Vaille," the local said. "Ever heard of her?"

Dana shook her head. Her packmates did likewise.

"Famous climber in the '20s. Made the first winter climb up the eastern face of Long's Peak. She fell coming down on the north face near where I found Wilson. Landed in a snowdrift and stayed conscious a long time, though. She might've even survived, but her partner took too long getting help. All he got for his trouble was bad frostbite that cost him five fingers and toes."

"I get it," Dana said. "But why tell us? We're not even from here. If you'd come looking tomorrow, we'd already be gone."

"Everybody's preoccupied with how things are changing around here. I'd rather just do it myself, but I'm the only one who knows about it, and if something happens to me, then who'd take care of it?"

Dana looked at her other packmates then back at the local. "All right, we'll come with you."

The world began without man, and it will end without him.
—Claude Levi-Strauss, Tristes Tropiques

This chapter details the rules that govern building your character, the first step in taking part in the game. It includes information on the five lunar auspices, moon-signs that influence a werewolf's behavior, as well as the five tribes (and one tribeless faction) of the Forsaken. Finally, this chapter details Gifts, the supernatural powers werewolves derive from the spirit world, and rites, their system of ritual magic.

Character Creation

The act of character creation has two main parts — creating the narrative gist of a persona and defining his capabilities in a rules sense — both of which fuel one another. You might find that a character concept leads you to select some interesting traits that you hadn't previously considered, making your character more fleshed out as an individual. A number of dots in a trait may lead you to consider something about his personality, thus developing the narrative side of your character.

Don't be too concerned about creating a character who can "win" in various situations, be it combat, social situations or stealth — that isn't the object of the game. Your character is a werewolf, so he's fully capable of taking care of himself. If you worry that he doesn't seem like a brawler, don't worry about rationalizing a way to add dots of Brawl to your character sheet. There's plenty of time in the chronicle for him to learn self-defense, and it could turn out to be more fun to roleplay the experience.

Ideally, you should work with both your Storyteller and your fellow players during character creation to make sure your creation gets along reasonably well with the others and that everyone has plenty to do in the chronicle. One of **Werewolf**'s strengths is the sheer rush of enjoyment that comes from playing a pack rather than a collection of individuals. When you know that you can count on your friends to pull together when a threat arises, and to share entertaining roleplaying, you enjoy the game all the more.

Character-Creation Process

Use the rules from the **World of Darkness Rulebook**, and add the following template to werewolf characters during Step Five.

Choose an auspice (see p. 61).

Choose a tribe (see p. 62).

For beginning Gifts, choose one Gift from your auspice-affinity lists, one Gift from one of your tribal-affinity lists, and one "free pick" Gift from the list of your choice. Players of Ghost Wolves pick one auspice-affiliated Gift, one from the common lists available to all werewolves (Father Wolf or Mother Luna's Gifts), and one from a list of their choice. You may use the "free pick" to take a dot in the Rituals trait, which is purchased in the same manner as Gifts (see p. 102).

Werewolves can choose additional Merits from a special list (see p. 79).

Morality is now called Harmony (see p. 65).

If you want to create a wolf-blooded character rather than a full-blooded werewolf, you may do so with the Storyteller's approval. The process is the same as for creating an ordinary human as a character; use the character-creation rules from the **World of Darkness Rulebook**, and purchase the Wolf-Blooded Merit (see p. 79), which costs four of your character's seven dots to spend on Merits. Werewolves who have undergone the First Change cannot have this trait, as they are no longer wolf-blooded humans.

Step One: Character Concept

At the heart of every character is the concept — a quick summation of what your character is like. While some concepts can take more than a paragraph to describe, it's usually best to start simple. A concept can be a two-word phrase ("maverick cop," "reclusive scholar"), or something more elaborate ("a wild, over-privileged rich kid desperate for some sort of greater truth in his life, but too caught up in his own neuroses to find it alone"). Concept serves as the foundation on which you build a character. The only potential limitation is age. The First Change never happens before the start of puberty or after the age of about 60.

Auspice and tribe choices can be part of your concept, though they shouldn't be the core of your concept. They affect a character's personality, but they don't define it. Information on auspice and tribe is provided in Step Five. Players creating prelude characters should leave the choice of auspice and tribe to be determined through play.

Step Two: Select Attributes

With concept decided, the next step is to flesh out your character mechanically, representing her concept within the rules of the game. The first and simplest thing is to prioritize her Attributes, her raw ability and potential. How strong, tough, smart or likeable she is. Characters have nine Attributes, divided into three categories: Mental (Intelligence, Wits, Resolve), Physical (Strength, Dexterity, Stamina), and Social (Presence, Manipulation, Composure).

Attributes are first prioritized by category, from strongest (primary) to average (secondary) to weakest (tertiary). For example, a "dumb jock" concept would probably have primary Physical Attributes (he's a star athlete), secondary Social Attributes (he has little trouble making friends or attracting romantic attention) and tertiary Mental Attributes (the "dumb" part). The character concept should help you prioritize your Attributes, though a concept can be interpreted in several ways. A park ranger might have primary Physical Attributes to represent being shaped by constant grueling exercise, but he could as easily have primary Mental Attributes to represent a keen intellect and work ethic.

All characters begin with one dot in each Attribute, reflecting the basic capabilities of all human beings. The priorities established in the preceding paragraph determine how many dots are allocated for each Attribute group. You add five additional dots to the primary group, four additional dots to the secondary group and three dots to the tertiary group. For example, the dumb jock has five dots to be allocated in his Physical category, four in his Social category and three in his Mental category.

The fifth dot in any single Attribute costs two dots to purchase. To purchase Wits 5, you need to spend five dots (the first one comes automatically, the second through fourth dots costs one each, for a total of three, and the fifth dot costs two more).

Step Three: Select Skills

Skills are divided into the same three subcategories as Attributes: Mental, Physical and Social. Mental Skills are generally intellectual and knowledge capabilities, often learned through schooling. Physical Skills are as much trained as learned, frequently tied to natural talent. Social Skills deal with relating to others (be they animals, humans or other beings). Some can be trained, while others are learned through experience.

Like Attributes, Skill groups must be prioritized during character creation. Select primary, secondary and tertiary categories for your Skills. The primary group receives 11 dots, the secondary group gets seven, and the tertiary group receives four. Note that, unlike Attributes, characters do not begin the game with an automatic dot in any Skill. Skills dots are obtained through dedication to a field, not simply by virtue of existing. Purchasing the fifth dot in any Skill costs two dots.

Step Four: Select Skill Specialties

While most people with extensive training in a given Skill have a wide general proficiency, some amount of specialization is inevitable. A computer programmer might be better with one programming language than with others, or he might be better at writing graphics code than retooling a word-processing program. In game terms, he might have three dots in Computer, with a Specialty in Computer Graphics.

You may choose three Skill Specialties during character creation and assign them as you please, even all three to a single Skill. A character who has spent time in an animal-rescue organization might have two Specialties in Animal Ken (Dogs and Horses), and one Specialty in Medicine (Veterinary). Specialties offer a bonus die to dice pools when those areas of expertise apply.

Note that werewolf auspices, explored on p. 80, each offer a free Specialty in one of three Skills. Your character must possess one of these Skills to have the free Specialty. If he does not, the extra benefit is lost. You may therefore look ahead to buy an appropriate Skill if you know what auspice your character will be, or you may reserve some points to spend on Skills until Step Five of character creation to acquire traits that coincide with the auspice you choose.

Werewolf Origins

The most common myths of werewolves are about people who transform into raging amalgamations of beast and man, or simply beast, under a full moon. The reality of the werewolf condition in this game draws from those legends but isn't wholly bound by them. The Uratha can assume various forms that are progressions between normal human and normal-seeming wolf, for example. They can also do so under any moon, not just a full moon.

And then there's the legend of a man changing into a wolf. Many Uratha are just such creatures. While the Forsaken tell stories of wolves that can assume the forms of men, such beings are legendary in the modern world. None of Luna's chosen can lay claim to being wolf-born first. Rumors claim that some werewolves among the Pure Tribes do begin life as wolves and spend most of their time in feral form, but no one among the Forsaken can confirm this.

Step Five: Add Werewolf Template

The First Change. The werewolf beneath the skin awakens, and your character undergoes the metamorphosis into his true self. The supernatural transformation that your character experiences is represented by traits that no mortal possesses.

Note that a character cannot possess multiple supernatural templates, and some Merits are not available to supernatural characters. A vampire or mage cannot undergo the First Change, and they lose the benefits of the Wolf-Blooded Merit (p. 79).

Auspice

The phase of the moon that marks a werewolf's First Change is called her "auspice moon." As the term implies,

an auspice moon is a form of blessing. It grants your character a measure of supernatural aptitude for certain tasks, which gives her a greater sense of place in her pack. A packmate from each auspice is all the stronger for having allies who are each strong at a certain task vital to Uratha existence. While one's auspice is a responsibility, it's also a great advantage — the blessing of Luna.

Although auspice isn't predestined, it sometimes seems that way. A werewolf whose Change occurs under the full moon might have been angry and violent growing up, while one whose occurs under the crescent moon might have been introspective before. Werewolves often introduce themselves by auspice when they meet, establishing their relative roles among the People.

Auspice determines some of your character's initial allocation of Renown (defined on p. 77) and Gifts (p. 102). A werewolf character also gains a bonus Specialty for one of the Skills that his auspice influences. For example, the player of an Ithaeur may choose a free Specialty for Animal Ken, Medicine or Occult, in addition to the three Specialties that all starting characters get. If your character doesn't have one of the Skills for which his auspice offers a free Specialty, that benefit is lost. You may return to Step Three, though, and reallocate dots in order to have one of those Skills.

Beginning Renown, Specialties and Gifts by auspice are listed on pp. 80-82.

Tribe

Werewolves gather in tribes out of common cause, bound by oath and ritual. A tribe is something like a political faction and something like a religious community. The ties of repentance and responsibility bind the Tribes of the Moon, but every werewolf wants to be part of a social group. Since they cannot truly be part of human society, werewolves gather in tribes to find new purpose and meaning.

Werewolves join tribes for a number of reasons. Some human bloodlines with a trace of wolf blood are traditionally associated with a given tribe. (The MacHealeys of Jefferson County have a family line blessed by thunder and lightning, for example, and werewolves who inherit the power of that bloodline usually swear allegiance to the Storm Lords as their ancestors did.) Some werewolves are marked by the spirits early and are said to be predestined to join a particular tribe. (Josh Coltraine, for example, constantly dreamed of rivers of blood growing up, and had a vicious temper that could be harnessed only through the practice of martial arts. Upon Josh's First Change, the werewolves who took him in claimed to see the mark of Fenris on his brow.) And, of course, some werewolves join tribes out of a common ideology or outlook. (Allegra Winston, for example, has always considered herself environmentally minded, and even before her Change had more empathy for animals than for her fellow human beings. Once she'd mostly recovered from the Change and learned about the state of the tribes, she asked to be taken in by the Hunters in Darkness, who value the same things she always has.) Then again, some werewolves have no particular reason to join a given tribe, or they reject the idea of swearing allegiance to a tribal totem. These "Ghost Wolves" walk the dangerous yet somewhat freer path of the tribeless.

Look over the tribe descriptions (pp. 84-101) and choose whether your character belongs to one of the five tribes presented, or if she's a tribeless Ghost Wolf. Your Storyteller might have some advice

based on what's most appropriate for his chronicle, and it's a good idea to consult with your fellow players to learn their intentions. Players usually want to have unique characters, and two or more werewolves from the same tribe might be disappointing or redundant.

Each tribe is affiliated with a particular type of Renown (see p. 77). That trait suits the tribe totem's beliefs and outlooks, and those of group members in general, explaining their desire to collect as a society. Your character's tribe determines one of his Renown traits at character creation. It also determines some of the Gifts (p. 102) available to him.

Primal Urge

Your character's connection to his ancestral roots, to the world around him and to the spirit world is measured by his Primal Urge. It suggests how far he is able to transcend a mundane understanding of reality and perceive other possibilities and realms. Characters with high Primal Urge are in touch with the spirit world and the ephemeral, perceiving things that other werewolves cannot. They master their Essence and are able to invoke various Gifts and perform impressive supernatural feats. Characters with low Primal Urge have little connection to other worlds and senses or have yet to hone that awareness, focusing primarily on the material. They have little facility with Essence, are able to perform only limited Gifts and must rely on the capabilities of their bodies.

All starting werewolf characters receive the Primal Urge advantage at one dot for free. Primal Urge can be increased with Merit-dot expenditure at a rate of three to one at character creation. That is, a player may spend three of his character's seven Merit dots for Primal Urge 2 or spend six of his character's seven Merit dots for Primal Urge 3. Primal Urge is described on p. 75.

Essence

Essence is a measure of a werewolf's energy and facility with the spirit world. It allows him to interact with spirits and call upon Gifts. A character with high Essence is capable of many miraculous, otherworldly feats. One with low Essence is capable of tapping very little spirit power and must rely only on his mind and body to get things done.

All werewolf characters begin with Essence points equal to Harmony (see p. 65). That's 7 for most characters, or 6 or 5 for those for whom Harmony dots are traded for experience points at character creation. Essence points fluctuate as your character interacts with loci, changes forms, enacts Gifts and heals wounds. Essence is described fully on p. 76.

Essence exists only as points that are spent for your character. Essence is not measured in dots as a default trait that your character always has.

Renown

After undergoing the First Change, a werewolf transcends his former, mundane life as his true birthright manifests. As a rare and blessed being, a werewolf automatically gains a degree of recognition among fellow werewolves and the spirits they venerate. You get three dots to spend among Renown traits — Cunning, Glory, Honor, Purity and Wisdom. One of these traits is determined by your character's auspice (see pp. 80-83). Another is determined by his tribe (see pp. 84-101). Renown traits affiliated with your character's auspice and tribe are called his primary Renown traits.

Your third dot can be allocated to any of the five Renown types as you please. It could go toward primary Renown type, or to another type altogether.

Ghost Wolves are the exception to the rule here, as in many cases. They have auspices, so they receive Renown from their connection to Luna. They also get a single point to assign to any Renown of your choice. Ghost Wolves lack tribe, though, so they get only two dots of Renown at character creation. That also means Ghost Wolves have only one primary Renown, that of auspice.

Note that it is possible to choose an auspice and tribe for your character that both uphold the same primary Renown, such as an Irraka Iron Master (both of which allocate one dot to the Cunning Renown). As a result, your character starts play with two dots in a single trait, and he has only one primary Renown type.

It isn't possible (at character creation or through the expenditure of experience points during play) for dots in any other Renown to exceed those of your character's highest primary Renown. Therefore, if a character has Purity 2 and Glory 1, and those are his primary Renown traits, he cannot have Wisdom 3 until he raises either Purity or Glory to 3. Or if he has Purity 1 and Glory 4 in his primary Renown traits, he cannot have Cunning 5 until he raises Purity or Glory to 5. Dots in other Renown types can *equal* dots in your character's highest primary Renown, but they can't exceed those dots.

The dots in your character's highest primary Renown also determine the highest level of Gift that he can know. A Cahalith Storm Lord with Glory 1 and Honor 4 can know Gifts of up to four dots, but not five.

The various kinds of Renown are explained on p. 77.

Gifts

After a werewolf's initiation, other werewolves summon up spirits and coerce them into teaching the new initiate Gifts, supernatural tools to take care of himself and his pack. A character begins play with three Gifts. One of them must be selected from the lists associated with his auspice (provided in the auspice section), one must be selected from the lists associated with his tribe (listed in the tribal section), and one can be taken from another list of your choice (except for the lists associated with other auspices). For example, a Hunter in Darkness Rahu might begin with his player's choice of the one-dot Gift from the Dominance, Full Moon or Strength lists (due to auspice), the one-dot Gift from the Elemental, Nature or Stealth lists (due to tribe) and the one-dot Gift from any list of the player's choice.

Ghost Wolves, who have no tribe, begin play with one Gift chosen from the lists associated with auspice, one chosen from one of the "open" lists that are affiliated with all werewolves (Father Wolf or Mother Luna's Gifts) and one chosen from any list of the player's choice.

It is possible to take one-dot and two-dot Gifts in a single list at character creation. The list in question must be affiliated with both your character's tribe and auspice, such as the Insight list for Bone Shadows and Elodoth. In this case, your character has the one-dot Insight Gift from, say, tribe, and then gets the two-dot Insight Gift from auspice. You could also get a two-dot Gift in a list if, for your character's third selection you choose a list that is affiliated with his tribe or auspice and from which you already have the one-dot power. For example, if you choose the one-dot Stealth Gift as your Irraka's auspice-affiliated power, you could use your third, free choice to acquire the two-dot Stealth Gift.

Be aware, however, that other criteria must be met for your starting character to have a two-dot (or higher) Gift. One of your character's primary Renown traits (explained on p. 76) must equal the highest level of Gift chosen. Therefore, a Blood Talon Rahu could have both the one-dot and two-dot Gifts in the Dominance list, but his Purity (the primary Renown for Rahu) or his Glory (the primary Renown for Blood Talons) must be 2. Or the aforementioned Elodoth Bone Shadow would need two dots in either Honor (the primary Renown of his auspice) or Wisdom (the primary Renown of his tribe) for him to have the one-dot and two-dot Gifts in the Insight list.

It is even possible to take one-dot, two-dot and three-dot Gifts in a single list at character creation, but only under very specific circumstances. Your character's primary Renown for auspice and tribe must be the same, such as Glory for both Cahalith and Blood Talons. You must then assign your third, free Renown dot to Glory as well, raising it to 3. Then, your character's auspice- and tribe-affiliated Gift lists must have one list in common, such as Inspiration for Cahalith and Blood Talons. Finally, you must dedicate all three of your character's Gift options to that list alone. You would then have the first three Gifts of the Inspiration list, but no others at character creation. While going this route certainly makes your character adept in a specific area of expertise, he is extremely focused and could be vulnerable or incapable under any circumstance that is not his forte.

For your third, "free" pick of Gift, your character cannot acquire a power from a moon-phase auspice list other than his own. If he's an Ithaeur (for which the Crescent Moon list has affinity), he cannot have the one-dot New Moon Gift. New Moon has affinity with the Irraka auspice. Nor can your character *ever* acquire any Gift from a moon-phase auspice list other than his own.

The moon-phase Gift lists that are each exclusive to their own auspices are the following: Full Moon (Rahu), Gibbous Moon (Cahalith), Half Moon (Elodoth), Crescent Moon (Ithaeur) and New Moon (Irraka).

Rituals

An alternative to choosing a Gift at character creation is the Rituals trait. The "free" pick with which you can normally choose a Gift from any list is traded for a single dot in Rituals. (No more than one dot can be acquired at character creation.) That dot grants your character access to the rites that Uratha culture knows and teaches its members. Presumably your character's early days after the First Change are spent near or with a ritemaster, or he spends time learning how to strike pacts with spirits through rote performances and services. The Storyteller could also decide that your character acquires awareness of such rites in the downtime of the first weeks of your chronicle.

One dot in Rituals grants your character a single one-dot rite, as chosen from those offered on pp. 147 - 165. More one-dot rites can be learned during play through the expenditure of experience points (see p. 66.) Your character can know as many rites as you like, provided you have the required experience to spend. He cannot, however, know rites with a dot rating that exceeds his Rituals rating. So, with Rituals •, he cannot know any two-dot through five-dot rites.

More dots in Rituals can be acquired through play with experience as if the Rituals trait was a Gift list with which your character has affinity. Therefore, new dots can be acquired at a cost of new dots times five (see p. 66). If your character does not acquire the Rituals trait at character creation, it can be purchased during the course of the chronicle. Rituals is considered an "affinity" for all werewolves, so new dots times five is always spent to increase it with experience points.

With more dots in the Rituals trait, your character can learn rites of increasing power. Remember, however, that he can have only one dot of Rituals at character creation. (Furthermore, only your free pick of Gift can be traded for Rituals. A tribe-, auspice- or general-affiliation pick — the last for the tribeless Ghost Wolves — cannot be traded.)

Each time your character acquires a new dot in Rituals, he gains a new rite of the same value. So, acquiring Rituals ••• grants him a free three-dot rite.

Step Six: Select Merits

A beginning character has seven dots worth of Merits, which may be distributed at your discretion. These traits should fit your character concept. For example, an Iron Master Elodoth who was a reclusive movie geek before his First Change shouldn't have any dots in Fighting Style. The Storyteller may encourage or disallow certain Merits, or even provide a dot for free (such as a free dot in Totem to represent a pack with a particularly strong totem). The fifth dot in any Merit costs two dots to purchase.

See p. 79 for additional Merits available only to werewolves.

Rites

If you have purchased a dot in the Rituals trait, you may purchase additional one-dot rites during character

creation. Each Merit point invested in this fashion purchases an additional one-dot rite.

Step Seven: Determine Advantages

Rules regarding advantages can be found in Chapter 4 of the **World of Darkness Rulebook**. Certain advantages have different implications and even forms when applied to werewolf characters.

Willpower

Werewolves are frequently tested emotionally and pushed to the brink as the challenges arrayed against them are many. Not least of these is Rage (see p. 171), which constantly lures a werewolf to give in to his anger and to kill without distinction. Willpower largely operates for Uratha as it does for humans (see the **World of Darkness Rulebook**), but sometimes it's the only thing standing between a werewolf and a battle lust that might endanger the people most important to him.

A player may spend Essence in the same turn in which he spends a point of Willpower. For more information on spending Essence, see pp. 76-77.

Harmony

Werewolves are not human. Even if a werewolf refuses to believe she's a fundamentally different person than she was before the First Change, she must confront the fact that her soul is a mixture of human intellect and predator instinct, all fueled by a blinding supernatural fury. A werewolf's life is forever in balance between human and animal. The best chance she has of maintaining control over herself is to acknowledge her nature and walk the middle road. Therefore, the concept of Morality that applies to human characters is replaced by Harmony, the internal balance that a werewolf must seek in order to avoid being ruled by her worst impulses.

As an optional rule, Storytellers may allow those players applying the werewolf template during character creation to trade points of Harmony for experience points. This usually reflects some horrible trauma on the part of the werewolf, usually during or directly after the First Change. The character's lower Harmony reflects mental or emotional scarring that makes it hard to control the monstrous instincts within, while the experience points gained represent the character learning something from the event. Players may sacrifice one point of Harmony for five experience points, dropping Harmony to as low as five (for a maximum of 10 extra experience points).

Note that reducing Harmony in this way also reduces starting Essence at character creation.

Virtues and Vices

Werewolves use the same Virtues and Vices available to mortal characters, though they play out differently. The Vice of Wrath is obviously the most common among werewolves, but all the other Vices apply. A werewolf driven by Envy might resent humans for being able to enjoy ordinary lives, while a gluttonous werewolf might savor the taste of prey so much that she hunts even when she isn't hungry. Similarly, the ideals represented by a Virtue are usually expressed in a manner befitting a werewolf's new life. A character whose Virtue is Prudence might make a powerful shaman, able to look on the horrors and blandishments of the spirit world without losing focus. A character fueled by Faith might adapt more quickly to his new life, powered by the conviction that the Change came upon him for a reason.

Veteran Packs

Storytellers may allow their players a certain number of experience points to spend before play begins, representing a greater period of time between the characters' initiation into werewolf life and the start of the chronicle. We recommend that this option not be used if players are new to **Werewolf: The Forsaken**. It's better for them to learn about the setting through play until they're familiar enough with it to create veterans.

Freshly Changed	0 experience points
Established pack	35 experience points
Scarred veterans	75 experience points
Lords of all they survey	120+ experience points

Step Eight: Spark of Life

At this point you should have a fairly fleshed-out character with all the mechanics to determine whether he'll succeed at the various tasks that will face him over the course of the chronicle. What's left are the final nuances of personality. Each trait on your character sheet might have a story behind it — the reason your character decided to pursue computer programming, the experiences he had that rationalize his rudimentary Survival Skill, and so on. Try to think of as many of these stories as you can. Even a story that seems completely mundane — such as learning how to fix a car from his father, who spent most of his time trying to keep a VW microbus running — provides another facet of your character's personality and another potential hook for the stories. Don't overlook potential physical or personality Flaws, either.

What do your character's Attributes mean? Is his Strength the patently obvious build of a weightlifter or a surprising wiry power? Which Skills did he learn because he had to, and which because he wanted to? What does your character look like? Does he have a distinctive appearance? Does he take care of himself? What color are his eyes, his hair, his skin? Does he wear glasses, and will he still need to after the Change? What does his voice sound like? What does he look like in Dalu, Gauru,

Werewolf Template Quick Reference

This reference summarizes the changes that apply to werewolf characters. Use it in conjunction with the summary of character creation on p. 34 of the **World of Darkness Rulebook**.

Auspice

Choose an auspice under which your character experiences the First Change. There are five auspices from which to select.

Rahu (Full Moon): determined, aggressive, warlike
Cahalith (Gibbous Moon): passionate, thoughtful, expressive
Elodoth (Half Moon): discerning, observant, even-tempered
Ithaeur (Crescent Moon): contemplative, foresightful, spiritual
Irraka (New Moon): inquisitive, contrary, resourceful

Specialty Skills

A free Specialty is gained at character creation in one of three Skills based on your character's auspice, in addition to the standard Specialties available. You must have at least one dot in one of these three Skills to gain an auspice Specialty. There's no award otherwise.

Rahu: Brawl, Intimidation, Survival
Cahalith: Crafts, Expression, Persuasion
Elodoth: Empathy, Investigation, Politics
Ithaeur: Animal Ken, Medicine, Occult
Irraka: Larceny, Stealth, Subterfuge

Tribe

Choose a tribe to which your character belongs. There are five tribes from which to select. To forsake all tribes is to be a Ghost Wolf.

Blood Talons: warriors, defenders, champions
Bone Shadows: shaman, wise men and women, seers
Hunters in Darkness: stalkers, assassins, guardians
Iron Masters: innovators, progressives, improvisers
Storm Lords: commanders, aristocracy, alphas
Ghost Wolves: loners, outcasts, independents

Primary Renown

The following Renown traits are primary to the listed auspices and tribes. Assign one dot to each primary Renown type for your character's auspice and tribe, and a third dot to a Renown of your choice. Note that a Ghost Wolf receives Renown for auspice, but not for tribe.

Cunning: Irraka and Iron Masters
Glory: Cahalith and Blood Talons
Honor: Elodoth and Storm Lords
Purity: Rahu and Hunters in Darkness
Wisdom: Ithaeur and Bone Shadows

Gift Lists

The following Gift lists are affiliated with the auspices and tribes. Choose one Gift from a list associated with your character's auspice and tribe, and one from a list of your choice. The Father Wolf and Mother Luna lists are also affiliated with all werewolves. Ghost Wolves get one Gift from among their auspice-affiliated lists, one from the common lists and one from any list of the player's choice. Your highest-dot Gift cannot exceed your character's highest primary Renown.

The only lists from which you *cannot* choose Gifts are those that are synonymous with auspices other than your own: Full Moon (Rahu), Gibbous Moon (Cahalith), Half Moon (Elodoth), Crescent Moon (Ithaeur) and New Moon (Irraka).

Your character's third Gift at character creation — your free pick from any Gift list — can also be traded for one dot in Rituals, which grants one free one-dot rite from the lists on pp. 147-152.

Rahu: Dominance, Full Moon, Strength
Blood Talons: Inspiration, Rage, Strength
Bone Shadows: Death, Insight, Warding
Cahalith: Gibbous Moon, Inspiration, Knowledge
Hunters in Darkness: Elemental, Nature, Stealth
Iron Masters: Knowledge, Shaping, Technology
Elodoth: Half Moon, Insight, Warding
Irraka: Evasion, New Moon, Stealth
Storm Lords: Dominance, Evasion, Weather
Ithaeur: Crescent Moon, Elemental, Shaping

Primal Urge

A character's Primal Urge begins at 1, but Merit points may be spent to increase it.

Essence

A character's starting Essence points equal Harmony.

Merits

New werewolf Merits include Fetish (• to •••••) and Totem (varies; special). Wolf-Blooded (••••) is a new Merit available to normal human characters, but not to werewolves.

Experience Point Costs

Trait	Cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3
Affinity (tribe, auspice or common) Gift or Rituals	New dots x 5
Other Gift	New dots x 7
Rite	Rite dots x 2
Merit*	New dots x 2
Totem Merit	3 per dot
Primal Urge	New dots x 8
Primary (auspice, tribe) Renown	New dots x 6
Other Renown	New dots x 8
Harmony	New dots x 3
Willpower	8 experience points

*Not including Totem, which is bought separately.

Urshul and Urhan form? Picture your character as clearly as you can, as it helps you express his image and personality when it comes time to roleplay. The more realistic and interesting other people find your character, the more everyone enjoys the game.

The Prelude

You don't have an appointment, but you barge right into your boss' office. You've got a file folder in one hand, trailing printouts, receipts and curling fax papers. You slam it down on his desk triumphantly, and your boss gapes in shock at the intrusion.

You've figured it out, you tell him. The enormous loss in third-quarter profits last year, the skyrocketing overhead, the jacked-up insurance premiums the company's been subjected to… it's all a smokescreen. It's all on paper and in the computer, but the numbers in the company records don't match up with the bank's records or with what the company reported to the IRS. Looking back at all the pay-cuts the company's had to make and the loss of medical benefits, and matching it against the files and records in the folder, you've figured out that the company isn't in as dire straits as the SEC seems to think. No, someone at the company's been embezzling. You love the company and you're furious at how it's been mistreated, so you offer to personally lead the investigation to root out the criminal.

"That won't be necessary," your boss says. "You've already found him."

What do you do?

The prelude in a Storytelling game is similar to Step Eight in the character-creation process. You think about quirks and idiosyncrasies in your character's behavior, as well as the events in his life that might have determined who he is. You think about how he acts as much as you do about who he is. Now you and the Storyteller go a step further, describing formative scenes in your character's early life and discussing how he reacts to them.

Going through the prelude isn't mandatory, and experienced players and Storytellers might not find it entirely necessary, but it does serve a beneficial purpose. It provides some crucial opportunities that help fully immerse players and Storytellers in the shared setting they're about to create and helps the player get comfortable in the role he's chosen. It lets him try out the quirks he's come up with and get into the mindset of a seemingly human creature who can change shape and sojourn in the spirit world. The prelude also shows the Storyteller how the player is going to *play* the character he's created. If a player has given his character a high Intelligence, for example, the prelude reveals whether that character is a rational, deliberate, careful thinker or a hothead who's only later able to piece together information coherently. That sort of characterization can make a world of difference in crucial moments during your story, so it's very important to have a sense of it before play begins.

Beyond its ordinary purpose, a prelude offers three significant opportunities. The first is the opportunity to tinker with the character sheet, rearrange dots and recalculate derived traits. It might be that in the course of the prelude you find that you tend to play your character as a high-strung reactionary, rather than as the sedate intellectual that the dispersal of Mental Attribute dots first implies. If you're more comfortable playing that way, the Storyteller will probably allow you to take a dot away from your character's Composure and add it to his Wits instead. It's also a good idea to have the Storyteller check your math on your character's derived traits (such as Willpower, Initiative, Speed and Defense), just to make sure that any changes are accounted for accurately.

Another important opportunity the prelude presents is delivering background information necessary to the story. Such information includes what year the story is set in, where it takes place, and what's been happening in the local territories that have led up to current events. Delivering such information in a prelude is common in one-session stories or stories that continue the lives of characters from a previous chronicle. It's also advisable to summarize important information for new characters, such as who the experienced werewolves are, where the local loci to the spirit world are, and how pervasive the human element is. It isn't necessary to provide this preliminary information in the prelude, however. The first story or arc of stories in the chronicle could just as easily revolve around the characters' discovering this information for themselves. **Werewolf** being a horror game, a certain amount of mystery, paranoia and terrible revelation is perfectly acceptable.

The third significant opportunity a prelude provides focuses on the Storyteller. It's a chance for him to show off his advanced Storytelling capabilities. The prelude is an excellent place to plant symbols or lay out motifs that become increasingly prominent as the chronicle progresses. A story that plays up a sense of confinement to make a point about werewolves being separated from the spirit world might use stop-and-go traffic, velvet-roped queues or literal imprisonment in the prelude to suggest the point. The Storyteller could also engage in foreshadowing. If a recurring antagonist is a sinister Storm Lord, the prelude might feature the rumbling of faraway thunder, or might be set against a backdrop of dreary skies or rain-slicked streets. If he wants to be really tricky, the Storyteller can reflect the core thrust of his entire plot in microcosm through one of the characters' preludes. Perhaps the jealousy and mistrust a character experiences in a lovers' spat directly reflects the hidden feelings between two rival pack alphas who have been at each other's throats since they secretly broke the Oath and conceived a Ghost Child. Perhaps the characters learn a valuable lesson during their initiation that they need to remember at the chronicle's end as they desperately try to put down a rogue idigam that's been plaguing them all along. This is not to say that every Storyteller uses the *mise-en-scène* of his prelude to give away the ending of his chronicle, but the wise player minds the experiences his character has during his prelude, just in case.

You're sitting in traffic on your way home after being fired for putting your boss in the hospital. The fact that you'd discovered his embezzling has kept him from pressing charges, but that's all it's done. In fact, someone else higher up is covering for him, so he won't even be prosecuted. Now you're stuck here, slinking home in this godawful traffic, and the people ahead of you won't go already.

You glance to your left, looking for an opening in that lane, when the driver of the car next to you catches your eye. He's singing maniacally along with the radio, and his eyes are bulging and bloodshot. But stranger still is the fact that something is glowing deep inside his chest. It looks like a snake made of fire, and it's coiled around his heart, radiating a smoldering menace. You've never seen anything like it, yet it's somehow familiar. Before you can figure it out, the other driver stomps on his accelerator and slams into the car in front of him. Airbags are deployed all around as safety glass showers the area and smoke rises.

What do you do?

Storyteller Advice

Just as there is no single, quintessential **Werewolf** story, there is no single, formulaic way to run a prelude for your characters. All that's truly important is that you hash out not only who each character is as a person, but who he is (or becomes) as a werewolf. While saying that is all well and good, the following are some choices that can guide you in running your preludes and making them suit your tastes.

First, decide whether you simply want to narrate the prelude or run it interactively with your players. Simply narrating the prelude can be the most efficient way to set up a story if the player has played the character in a previous story. If you and the player both have a good idea of who the character is and how he'll act, you might not need the polish of an interactive prelude. If you've designed nothing but a simple, one-session story that isn't about depth or drama, a couple of sentences might be all you need to set the scene. Should any of your players be inexperienced with either the **Werewolf** setting or roleplaying in general, an interactive prelude acts as a starter course in how the game and the mechanics work. (A prelude can also help you iron out any nervous kinks in your style if this is your first time as Storyteller.)

After you decide that, the next question is whether to run a prelude for each character individually or run a single prelude for the entire pack. The pack dynamic is the most important social consideration in a **Werewolf** game, and it's the one over which the players have the most total control. Putting all the characters together is a particularly expedient and effective way to get the story off to a running start. Such an introduction might show the characters being drawn together as a pack, then questing into the Shadow Realm to win a pack totem. Such exciting events make for wonderful stories over a handful of actual game sessions, but if you have an even more fantastic story in mind and don't want to waste time getting to it, you can relegate the formative details to a group prelude. Should you do so, be sure to discuss with the players how the pack formed, how long it's been together, who the alpha is, what its basic social dynamic is, what its totem spirit is like (as well as how powerful it is), what its territory consists of and how it defends that territory.

If you'd rather run more in-depth preludes with each player individually, that's equally valid, but you have a different set of concerns. Don't look so much at what the character's duties as a werewolf are, but at what kind of person he is based on his experiences. Is he passionate about some cause that affects his territory (such as the plight of the homeless or the pollution of a vital river)? Go over the events of the first time the character was exposed to the problem and his reaction to it. Does he have a violently rebellious reaction to authority figures? Portray a scene from the character's teen years, when his werewolf nature moved to the fore and his unknowing parents reacted to his behavior with overprotective strictness. Does the character have a true love whose trust gives him strength? Walk the player through a scene in which the lover first discovered the character's secret (or the first time the character lied to protect his true love from the truth).

Don't rush the player through this process or force him to make snap judgments. Give him time to think about what his character (not he himself) would do in such a situation, and discuss his answer if you don't feel it reflects what's on his character sheet. It's always best to work out any potential disagreements of this nature during the prelude, when a player can be most easily coached and/or dots can still be rearranged to accommodate the player's style of play.

After you've decided how to structure your preludes, all that's left is to pick representative scenes and decide with your players how the characters react. No list of formative events could account for all the ways in which your players could make characters, or for all the ways you could structure a **Werewolf** story, but the following are some guidelines that help. Most werewolves go through experiences such as these (in *some* way) in their lives, and how they handle them informs the kind of people they become.

- **Mundane Drama:** Every werewolf lives the first part of his life among humans, believing that he's one of them. As he comes closer to his First Change, however, the others around him react subconsciously to the difference between him and them. He might be ostracized by his peers at school, divorced or thrown out of his parents' home for defiant, unruly behavior. Go over how the Rage builds in him and what he does to control (or vent) it.
- **First Animistic Exposure:** As the First Change nears, spirits pay more attention, and prospective werewolves even catch them at it. When that happens, a character's worldview changes radically, teaching him something that no one else seems to know. If the character in question is one of the "lucky" ones, go over how he handles it when he peels back that corner of the veil of mystery and finds intelligent but alien *things* staring back at him.

• **First Change:** Whether it's a bloodbath on prom night or a terrifying rampage in a secluded summer home far from civilization, the First Change is an event that every werewolf has in common. The circumstances not only determine the werewolf's auspice, they often reveal his fortitude and true identity. Go over the events that trigger the frenzied First Change and the moments of horrified exhaustion that follow. Ask the player if his character is frightened, resigned or relieved to discover what he is.

• **First Trip into the Shadow Realm:** The thriving, dangerous spirit world is not only the element that sets this game apart from generic werewolf fiction, but also the legacy that makes the Forsaken different from everyone else. Before his First Change, a character might have glimpsed the animistic forces that drive and react to life on this planet, but that's not the same as literally crossing into the spirit world at the threshold of a locus. Go over his first experience crossing the Gauntlet and his first reaction to the world on the other side. Also decide how he reacts to the spirit patrons who live there, and vice versa.

• **Adoption into a Tribe:** Unless the character is a Ghost Wolf, he has this experience before he is set free to find his pack. Go over what draws him to his tribe, as well as the conditions the local elders of that tribe set before him. Does he have to make a tough choice between two equally attractive tribes? Does he find the tribe that was perfect for him with no question at all? Does a terrible example set by a member of another tribe drive him to make the choice? Will no other tribe take him?

• **Formation of the Pack:** This event usually occurs during the first session of actual play, but that isn't always necessary. If you want to begin your story with a fully formed and functional pack of werewolves, go over what event drew the packmates together. Briefly discuss what the other local packs think about this one, and vice versa, and lay out any powerful dynamics between members that affect how the pack works as a whole.

The Final Questions

The following questions can help you determine aspects of your character's background and personality that you haven't considered or defined. Even if you don't run a prelude or answer all of these questions, you should consider answering as many as possible, either by writing up a character background or by talking about the details with

your Storyteller. The more you know about your character, the more real he will seem.

• How old are you?

When were you born? How old were you when you underwent the First Change? How long have you been a werewolf? Did the Change affect your emotional maturity? For better or worse? Do you look older or younger than your years? Are you more or less mature than you seem?

• What was unique about your childhood?

What do you remember about your early years? What was your home life like? Was it idyllic? Troubled? Abusive? Where did you go to school? Were you a good student? What is your most powerful childhood memory? Did you go to high school or college? Did you have a hometown, or did your family move often? Did you run away from home? Did you play sports? Did any of your childhood friendships last until adulthood? Did your nascent Rage affect your childhood?

• What kind of person were you?

Did you like who you were? How would you describe yourself as a person before the Change? How would the people who knew you best describe you? How would someone who disliked you describe you? What about a total stranger? Did you have an active social life? A family? A steady job? Good friends, or simply acquaintances? How did you expect life to go before the Change turned everything upside down?

• What experiences with the supernatural have you had?

Did omens manifest before your First Change? Did you take particular note of them? Were you hunted and bitten prior to the Change? Did you ever have an encounter with a manifested spirit, Ridden or other supernatural entity? Were you skeptical of the supernatural? Is there anything you learned to fear?

• What was your First Change like?

How did your auspice moon affect your Change? What stress brought on the Change? Did you do anything you regret? Did your Change have ramifications in the mortal world? Are you now hunted by the police, or by someone else? How does your First Change haunt you today?

• Who taught you what you are?

Who was your mentor? Who brought you into werewolf society after your Change? Were they expecting you to Change, or did they run across you by accident? Are you related? Is your mentor one of the People or someone with wolf blood? Do you come from a strong werewolf bloodline, or were you born into a family in which the blood was weak?

• What was your tribal initiation like?

How many werewolves of your tribe were present? Do you keep in touch with any of them? How did you feel when the rite was completed? Did you feel proud? Frightened? What is your Uratha name? Why were you given this name? Do you answer to it, or do you prefer your human name? Were you initiated into a tribe at all?

• How was your pack formed?

When did you first meet your packmates? Did you get along with them at first? Were you brought together by elders? By circumstance? What is your pack totem like? Is it the sort of totem you expected to have, or did it reveal something strange about your own personality?

• Do you keep a territory?

Is there a place you consider "yours"? Do you share it with your pack? Are you comfortable with the responsibility? If you have no territory, do you want one?

• Do you retain any connections to your mortal life?

Are you a "missing person?" Have you been presumed dead? Do you retain contact with your family or friends? Have any of your loved ones been subject to danger due to your new life? Do you have any wolf-blooded relatives?

• What motivates you?

How much do you believe in your tribe's cause? Do you have issues from your mundane life that still go unresolved? Do you have loved ones to protect, or are you in search of someone who understands? Are there wrongs in your past that need to be righted? Have your experiences as a werewolf given you new motivation? Do you want to hold on to a portion of your previous life? If you could change one thing about your life, what would it be?

Naming Conventions

Many Forsaken have two names — the name they were born with and the name they earned as a werewolf. The concept of an earned name (sometimes called a "deed name") is easy enough to grasp. Folklore and history offer plenty of examples: Johnny Appleseed, Jack the Giant-Killer, Crazy Horse, Catherine the Great, Vlad the Impaler and so on. An earned name can be particularly important to a werewolf, because Uratha culture is based on action. It doesn't matter who one's human family was. What matters after the First Change is what your character makes of herself. It's a sign of the new life that he's been born into, whether he wanted it or not. Some Uratha honor this tradition. Others ignore it.

A deed name is usually earned before or during tribal initiation. This often has something to do with how a character performs, though it can be given in accordance to some vision or impression an elder has concerning the subject. For example, Elias Winterborn earned his name because an Ithaeur of his tribe saw that his soul carried a portion of the strength of the winter storm that raged at Elias' birth.

Although the trend for earned names is to merge a werewolf's personal name with an earned sobriquet, this isn't always the case. Some werewolves carry deed names that make no reference to their lives before the First Change, perhaps because they wish to forget their former lives, or perhaps because they favor a simpler name.

The Pack

Like wolves, werewolves run in packs. Like their human and wolf kin, werewolves are social creatures, and all feel some desire to run with a group of peers who accept them for what they are. It is expected of the Uratha. Luna's gift of auspices reaches its full potential only when werewolves gather in packs. But most of all, werewolves are strongest when they're together. A pack can do things that no single werewolf could accomplish on his own.

The strength of the pack bond can be difficult to roleplay at first, but as the characters undergo more trials and hardships, they come to rely on one another more heavily than they do on their own flesh and blood. Not all pack members might actually like each other, or agree on everything, but it's important that they share a common bond of respect. Otherwise, they won't be able to tackle their common goals, motivations and obstacles efficiently.

The pack is the heart of your chronicle. Characters can join or die, but the pack remains. Because of its nature, it's extremely important that the players agree on the sort of pack they want to play, as it directly impacts the kind of stories they play. If a player decides she doesn't like her character two stories into a chronicle, it's easy enough to let her bring in a new one. If the players don't like the pack's nature, it might be necessary to completely overhaul the chronicle. The Storyteller and players should discuss the pack's general role and what goals it might try to accomplish during the chronicle. Once the players decide that, they can decide who fills which roles, and what kinds of characters they want to bring together.

When creating a pack, players should attempt to answer several questions ahead of time. It's optimal to answer these questions before creating characters or playing the prelude, but pack specifics can be revised afterward. The important thing is to establish a firm pack concept to give each character context.

- **Where is the pack based?** — What territory does the pack claim? Where does it range? Does it even claim territory? Do members patrol their territory, or do they even acknowledge such responsibilities? Do members have their own homes, or do they live together? Is the pack urban, rural or wilderness-based?
- **How did the pack come together?** — Were members gathered by elders who wanted to see them united? Did one member recruit the others? Did some pack members know one another before the First Change? How long have they been working together? Are some members newer than others?
- **Who, if anyone, is the pack alpha?** — Who makes decisions? Does leadership rotate according to the situation? How was the alpha chosen?
- **What is the pack's totem?** — Why do they follow this totem? Did it choose them, or did they choose it?
- **Does the pack have friends and allies?** — What people consider the pack as a whole, rather than just a few members, friends? Are they wolf-blooded? Other werewolves? Spirits? Other supernatural beings? Does the pack protect them?
- **What about enemies?** — Does the pack have any enemies? Who are they, and why do they hate the pack? What are their motivations? Are they werewolves? If not, what are they? Why does the pack have reason to fear them?

Example of Character Creation

Michelle has just invited Jack and four other friends to participate in her **Werewolf** chronicle. Michelle tells them the chronicle will be set in the World of Darkness version of their own hometown, centering on the college campus from which they all just graduated. She tells them that recent deaths and the resulting shifting of local pack territories has opened up an unclaimed territory in the middle of the campus community. As part of an arrangement between the local established packs, a pack of werewolves who have only recently gone through the First Change and completed their Rites of Initiation are going to be put in charge of the unclaimed territory. Jack and the other players are going to be taking on the roles of that new pack.

The only limitations Michelle puts on character creation at this stage is that she wants one werewolf of each auspice present in the pack and she wants relatively inexperienced starting characters. Other than that, questions of tribe, age, race, gender and whatnot are at the players' discretion. Jack uses Michelle's copy of the **World of Darkness Rulebook** and his own copy of **Werewolf: The Forsaken** to get started.

Step One: Concept

The first thing Jack does is come up with a general concept of who his character is. He brainstorms some ideas and jots them down as they occur to him. His preliminary ideas include "campus cop," "disgraced athlete," "know-it-all townie," "cool professor" and "harried grad student." He talks them over with the other players and with Michelle, and between them, they all agree on "campus cop" as a good starting point for the character. The other concepts are either ones that the other players are considering or ones that Michelle had already intended to represent with Storyteller characters.

From there, Jack decides that his character is a recent graduate from the university who graduated with no clear idea what he wanted to do with his life. Nearing desperation as various credit card and student-loan bills started to come due, he applied with the campus police station and was eventually hired. He'd begun to lose contact with his college friends who've graduated and moved away, though, and he's beginning to wonder if he's going to be stuck in this town forever.

Step Two: Attributes

The next step is to start fleshing that character out with game traits — the most important of which are At-

tributes. A quick refresher from the **World of Darkness Rulebook** shows what the nine basic Attributes are used for and what capacities the various numerical ratings represent. It's then up to Jack to prioritize the three general Attribute categories as best suits his character.

With only a moment's deliberation, Jack chooses the Physical category as primary, which gives him five dots to spend on Physical Attributes. He sees his character as a tough, somewhat intimidating figure who spends a good deal of his time working out and keeping in shape. The character does so not because he is especially health conscious or vain, but because he considers good health and physical conditioning essential to his job. (He also hopes to meet people with at least one common interest at his local gym.) The first thing Jack does is add one dot to each Physical Attribute right out of the gate. Combined with the one free dot that *every* character gets in each Attribute, Jack's character has a baseline rating of 2 in each Physical Attribute, representing the human average. He then adds one of his remaining two dots to Strength and the other to Stamina, representing slightly above-average capacities in each. When all is said and done, Jack's character has Strength 3, Dexterity 2 and Stamina 3.

Next he chooses the Mental category as his secondary priority. Doing so gives him four dots to spend, in addition to the single free dot in each Attribute that every character receives. Again he spends his first three dots bumping each Attribute up to the average rating of 2, which leaves him with one dot remaining. He spends that dot into Wits, putting him slightly above the average rating in that Attribute. The way he sees it, his character has received some training to respond quickly and decisively in tense, low-grade emergency situations, and the above-average rating gives him a decent ability to do so. That said, his character has Intelligence 2, Wits 3 and Resolve 2.

By process of elimination, Jack's character's Social Attributes become his tertiary priority, leaving him three dots to divide among them. He starts with one free dot in each Attribute, then adds the remaining three evenly to each Attribute to give him average ratings across the board. Jack figures those ratings represent his character's subtle withdrawal from the community now that his college friends have moved away. As a result, Jack's character has a Presence, Manipulation and Composure of 2 each.

Step Three: Skills

After the Attribute step, Jack assigns priorities and dots to his character's Skills. The Skill categories are broken down by Mental, Physical and Social like the Attributes are, but Jack chooses not to prioritize them in entirely the same way. He sets his Physical Skills as his primary category as he did with his Attributes, but he sets his Social Skills ahead of his Mental Skills. He figures that college and his job have taught his character a little more about relating to people and interacting with them than they have about more scholarly, academic concerns. As a result, Jack has 11 dots to spend on his character's Physical Skills, seven to spend on his Social Skills and four to spend on his Mental Skills.

Assigning his Physical Skill dots, Jack gives his character two dots in Athletics to reflect the good shape he keeps himself in and his natural physical talents. He then picks up a dot of Stealth and two dots of Survival, reasoning that the character enjoyed fairly regular hunting and camping trips with his family and friends throughout primary school. He's hardly been hunting at all since college started, however, which is why the scores aren't any higher. Next, he gives himself two dots of Drive and a single dot of Firearms, representing the basic training he received in those activities upon being hired by the campus police. He rounds out his Physical Skills by putting three dots into Brawl, representing both the self-defense training he received through his job and his own natural flair for it.

Next, Jack has seven dots to spend on his Social Skills, and he spends his first two into Intimidation. The score comes not only from his size and inherent predatory nature as one of the Uratha, but from the added effect that being armed and in uniform tends to lend him. To this, he adds a dot of Expression, a dot of Persuasion and a dot of Subterfuge, all representing what moderate training he's been given in how to deal with people who are drunk, drugged, frightened, angry or otherwise agitated and get them to do what he's telling them to. Finally, he adds two dots of Streetwise, reasoning that a successful, moderately intelligent campus police officer couldn't help but have picked up a capacity for it in the normal course of his duty. Jack consciously chooses, however, to leave the Empathy and Socialize Skills at 0 in order to reflect how hard the character is finding it to relate to his human peers since his First Change.

Finally, Jack has four dots to spend on his character's Mental Skills. He spends one into Computer, one into Investigation and one into Medicine, all representing introductory courses the character was given during his training with the campus police. His last dot goes into Occult to reflect the lessons the character has begun to learn about the supernatural world since his recent First Change. Jack isn't thrilled with having so few dots to spend in this category, but he knows that with so few dots on the sheet, he'll have an easier time buying up any Mental Skills he needs later with experience points.

Step Four: Skill Specialties

Once his character's Skills are laid out, Jack then has three Specialties to apply to them. He adds his first to his Medicine Skill in the form of First Aid. He's no doctor or EMT, but he knows how to treat and stabilize an injured person (including himself, naturally) until someone better trained comes along to help. He puts his second Specialty in his Brawl Skill in the form of Grappling, reasoning that most of his self-defense training focused on infighting and takedowns. His Intimidation Skill receives his third Specialty, which Jack lists simply as On Duty. When Michelle asks for a clarification, Jack explains that his character feels more confident when he's in uniform and on the job,

and he's able to parlay that feeling into a more powerful and intimidating demeanor.

Finally, Jack has the potential for one last free Specialty, depending on what auspice he chooses. Since Jack hasn't determined what his character's auspice is just yet, he leaves that fourth Specialty off for a moment.

Step Five: Werewolf Template

Jack now applies the werewolf template to what has otherwise been shaping up as a seemingly normal human character. The first thing he must choose is what his character's auspice (i.e., moon-sign) is. As Michelle has already said that she wants only one character per auspice, Jack opens the discussion up to his fellow players. He isn't entirely sure what auspice he wants to play, but both the Irraka and the Rahu sound like fun. Two of the other players have similar ideas, though, so Jack turns to Michelle for advice. Looking at his character sheet and discussing his character concept with him, Michelle says that Jack's character just doesn't sound much like an Irraka to her. Jack sees the wisdom in that and asks to play the Rahu. Another player has an arguably better concept for a Rahu character, however, so Michelle makes a suggestion. She sees Jack's character as someone standing at a crossroads with serious decisions to make over the course of the chronicle. She also sees him as someone who cares about law and tradition and who stands between those who do and those who don't. Jack agrees with that, so Michelle recommends the Elodoth auspice — the judge and law-keeper who must arbitrate between opposing extremes. It takes a few minutes of thought, but Jack realizes that that sounds like what he's had in mind all along. Michelle okays the choice and reminds Jack to look back at his Skill Specialties. Since he's an Elodoth, the character gains a free Specialty in Empathy, Investigation or Politics. The choice is an easy one for Jack since the only one of those Skills his character has any dots in is Investigation. He chooses a Specialty of Personal Searches, representing a keen ability to tell if a person is concealing weapons or contraband on his person.

Next, Jack must choose what tribe his character belongs to — a choice that is entirely up to him. He likes the sound of the Hunters in Darkness, a tribe of quiet, clever predators who defend their territories as much with cunning and subtlety as with ferocity and savagery. The way Jack sees it, his character can do his job and live a seemingly normal life among his human peers, but when his supernatural duties to his pack and his territory call, he needs to operate with more care and subtlety. If he can do so, he can keep from drawing attention to himself that could mess up the rest of his seemingly normal life. (It is, perhaps, a somewhat naïve expectation, but Jack's character is still a young werewolf who has yet to learn the harder lessons that all the Forsaken have in common.)

The next part of adding the werewolf template to this character lies in determining his supernatural aptitudes. Those aptitudes include the character's Primal Urge and his Essence, both of which have a standard starting point. Primal Urge starts at 1 for all characters, and Jack decides not to increase it at this time. His character has not yet fully embraced the scope and breadth of the supernatural and has chosen to focus on the needs of the material world for now, so a higher rating would not be appropriate. The character's starting Essence is equal to his starting Harmony (i.e., **Werewolf**'s Morality trait), so Jack makes a note of that. He'll cross that bridge when he comes to it.

Then it's time to figure out the character's three dots of starting Renown, and two of them are easily determined. Since he's an Elodoth, his first Renown dot goes into Honor. Since he's a Hunter in Darkness, his second Renown dot goes into Purity. The allocation of his last Renown dot is up to Jack, and he elects to spend it into Cunning (which seems appropriate for a subtle, hidden predator who hunts in the night).

The final supernatural aptitude a werewolf character has is that of his Gifts (or individual supernatural powers taught by allied spirits). Only certain categories of Gifts are available to Jack's character based on other character-creation choices he has made, and the maximum levels to which he may rise in those Gifts at this stage are limited by his Renown. Since Jack has no Renown category higher than one dot, he can choose only one-dot Gifts. Both auspice and tribe determine what Gifts are available to a starting character, and a player may choose a Gift from any other single list he likes. Since his character's a Elodoth, Jack can choose between the Half Moon, Insight and Warding lists; since his character's a Hunter in Darkness, he can choose between the Elemental, Nature and Stealth lists for his second pick. He chooses the Half Moon Gift: Scent Beneath the Surface for his auspice pick and the Stealth Gift: Blending as his tribe pick. For his free pick, he considers the one-dot Gift from several lists, but ultimately decides to spend the free pick on one dot of Rituals, with which he would get a free one-dot rite. The Rituals trait allows Jack's character access to more rites during the course of the chronicle, and he likes the idea of the Elodoth as ritual judge. He chooses Shared Scent as his bonus rite.

Step Six: Merits

Like any other character, werewolf characters have seven dots worth of Merits available at character creation. For reasons of her own, Michelle assigns each character one dot of Totem (which the players will later combine to create a totem spirit) for free. She then asks the players to purchase only those Merits that pertain to their characters' pre-Change lives with their remaining seven dots.

Jack first takes one dot of Status to represent his standing in the local human society as a campus police officer. Not everyone in the community respects or admires him for what he is, but anyone who sees him in uniform knows that he has a certain amount of authority that they don't. Next he takes two dots in Contacts, reflecting those people in the community that he knows he can count on for information. To represent the salary he makes at his job (minus living expenses and monthly debt payments, of course), he takes one dot of Resources. Jack tacks on a dot of Language to

represent that his character (like he himself) speaks Spanish as well as English. He also takes Direction Sense (which costs one Merit dot) to show that the character knows the local area well and can find his way around it easily. Finally, Jack spends his last Merit dot to purchase another one-dot rite, picking the Rite of Dedication.

Step Seven: Advantages

Jack's next order of business is to determine his character's advantages, both those determined by his traits, and those relating to the werewolf template. He first determines his Virtue, Vice and Harmony (i.e., his Morality), then his Willpower, Defense, Initiative, Health and Speed.

Looking at the Virtues and Vices, Jack sees his character as one who upholds Justice but falls prey to Sloth. The character wants to make the world a better place, but with all that's changed now, he's adrift and doesn't know how to do so. Next, Jack looks at Harmony, which starts at a standard 7. He could trade in one or two of those points for additional experience points, but he opts not to do so, since it seems important for his Elodoth character not to have less Harmony than the average starting werewolf character. That being the case, he goes back and records an Essence of 7 (as per Step Five), since the two traits start off equal.

Jack's character's Willpower is equal to his Resolve + his Composure, so he records a 4 for that trait. His Defense is equal to the lower of his Dexterity or his Wits, so he records a 2 for that trait since his Dexterity is a 2 and his Wits is a 3. It's important to note, however, that the Gauru, Urshul and Urhan form add +1, +2 and +2 respectively to a werewolf's Dexterity, which will bump this character's Dexterity up to 3, 4 and 4. Therefore, his Defense increases to a 3 in Gauru form (since his Dexterity and Wits are equal) then remains a 3 in Urshul and Urhan form (since his Wits of 3 is then lower than his modified Dexterity of 4). The character's Initiative undergoes similar changes as well. Starting out in Hishu form, this trait equals the character's Dexterity + his Composure (which, for Jack's character, equals 4). It remains the same in Dalu form, but it increases to 5 in Gauru and 6 in both Urshul and Urhan form as the werewolf's Dexterity increases by one in Gauru and two in Urshul and Urhan.

Next come the character's Health and Speed, both of which change because of two separate factors. In his base Hishu form, Jack's character's Health is equal to his Stamina + his Size. As his Stamina is a 3 and his Size is the base human 5, his Health is 8. In Dalu, the character's Health jumps up to 10 since the character's Stamina and Size both increase by one. In Gauru form, the character's Stamina and Size each increase from the Hishu baseline by two, so this character's Health equals 12. In Urshul, the character's Stamina increases by two from his Hishu Stamina, but his Size increases by only one, so his Health equals 11. In Urhan form, the character's Stamina increases by one from his Hishu baseline, but his Size *decreases* by one, so his Health remains the same in Urhan as it was in Hishu. (For Jack's character, that's an 8.) Jack notes all of that variation down carefully on his character sheet so as not to have to keep doing the math in his head as his character switches forms during the story.

Speed is equally variable in terms of the character's Strength and Dexterity, so Jack calculates his various forms' Speed just as meticulously. In Hishu, he adds his Strength (3) to his Dexterity (2) as well as his species factor (5), which yields a 10. In Dalu, his Strength increases by one, so his Speed becomes 11. In Gauru, his Strength increases by three and his Dexterity increases by one (from the Hishu baseline), so his Speed becomes 14. In Urshul, the character's Strength and Dexterity both increase by two, *and* his species factor increases by three. Therefore, his Speed equals 17. The species factor increases by three and the character's Dexterity increases by two as well in Urhan form, so Jack's character's Speed in Urhan form is only 15.

Jack has Michelle double-check his math on all that before carrying on. Michelle then reminds him that he loses one dot from his Manipulation in Dalu form (dropping that trait to 1 in that form) and three dots from it in his Urshul form (dropping it to effectively 0 in that form, since one can't have a negative Attribute). When they're both satisfied that he's added everything up and noted it all down correctly for all five forms, Jack moves on to Renown.

Step Eight: Spark of Life

Jack's character is now all but ready to play except for a few details. Those details include a brief story of his past as well as his general goals for the future. They also include explanations for why his various traits are as high or low as Jack has made them. Jack has done most of this work naturally in the course of crafting his character, but he decides to add a few touches to the character's background. He decides that the character's family (father, mother and younger sister) are all unaware of the werewolf legacy he's inherited. In fact, he decides that his family isn't even wolf-blooded, and that the character is secretly the bastard child of a one-night stand his mother had with a shady character she hasn't seen or heard from since. Jack also decides that his character's parents think he's staying in college to attend graduate school rather than just living in town and working for the campus police. Only the character's sister knows the truth, and she uses it against him to extort money or favors. Michelle tells Jack that she intends to go over such pivotal character-building moments as the First Change, tribal initiation and the formation of the pack as part of the forthcoming prelude, so Jack decides to wait until then to go any further. All he has left is to think of a name for his character, and he starts with the character's human name. He picks Eric Russell — he just likes the sound of it — and decides that people just call him Russell at the campus police station. He then decides to build a potential werewolf deed name from there; although the prelude hasn't happened yet, he likes the sound of "Russell Sheep's Clothing," and figures that it will be an appropriate eventual Uratha

name unless something better suggests itself during the prelude. Jack decides his character will likely go by this name (in whole or in part) among his packmates, Russell among his coworkers and the human locals, and Eric among his family and the few college friends with whom he still keeps in touch. With that, Jack's character is ready to enter the prelude and discover who — and what — he really is.

Traits

The Change awakens strengths and weaknesses in both body and spirit. A werewolf becomes aware of the true depth of spiritual power that floods his being, which manifests in unusual ways, but he may also gain connections in the loose society of the People.

New Advantage: Primal Urge

A werewolf is born supernatural, with the soul of an ancient predator. Her own preternaturally primal nature grants her an inherent bond with the mystical that only absolute neglect and self-indulgence can suppress. The power of the werewolf's spirit half is called Primal Urge, and it compels werewolves in all aspects of their existence. Gaining dots in this advantage indicates a character's rising potency among her own kind and spirits, and it increases the power she can bring to bear through Gifts and rites. She also becomes a formidable warrior, better able to fuse the strengths of spirit and flesh within her own form.

Newly created characters start with one dot of Primal Urge, though more dots can be purchased at character creation for three Merit dots each. After play begins, Primal Urge can be increased only by spending experience points. The purchase of additional dots at character creation needs to be rationalized before play begins. Perhaps the character undergoes a First Change of such ferocity that he has an unusually primal heart for his years. Perhaps he's recognized for particular wisdom or potential. Perhaps he belongs to an esteemed lineage. Or maybe some time has passed between the character's First Change and the beginning of the chronicle, and he has already parleyed with the otherworld.

As a character's Primal Urge rises, she has more power at her disposal and is able to perform more supernatural feats at the same time or in quick succession. That is, the total number of Essence points that she can have at any given time increases, and the number of Essence points she can spend in a turn rises, allowing her to use more effective Gifts.

The higher a character's Primal Urge is, the higher her Attribute and Skill dots can go as well. Experience points must be spent to increase Attribute and Skill dots. Note, however, that Primal Urge does not limit a character's possible Attribute dots when she's in forms other than Hishu. When she's in Dalu, Gauru, Urshul or Urhan, her modified Attributes can rise above the cap normally

Effects of Primal Urge

Primal Urge	Attribute/Skill Maximum	Max Essence/Max Essence per Turn	Social Penalty	Essence Bleed
1	5	10/1	-1	—
2	5	11/1	-1	—
3	5	12/1	-2	—
4	5	13/2	-2	—
5	5	14/2	-3	—
6	6	15/3	-3	1/day
7	7	20/5	-3	1/12 hours
8	8	30/7	-4	1/10 hours
9	9	50/10	-4	1/8 hours
10	10	100/15	-5	1/4 hours

applied by Primal Urge. The limitation applies only to trait dots when a character is in Hishu form.

Furthermore, a character's ability to take on the Gauru form depends on her Primal Urge dots (Stamina in Hishu form + Primal Urge in turns). Therefore, a werewolf with Stamina 3 in Hishu form and Primal Urge 4 who assumes Gauru form can remain in it up to seven turns. (Chapter Three fully explains Gauru form, starting on p. 171.)

Finally, Primal Urge is paramount to a werewolf's capacity to resist the effects of some Gifts and strange powers. The more dots she has, the more dice her player gets to make contested rolls against these tricks. See the Gifts listed later in this chapter for examples, and the "Supernatural Conflict" sidebar on p. 103 for more information.

The Dangers of Primal Urge

All werewolves have some difficulty relating with ordinary humans; their innate predatory nature disturbs and unsettles humans around them. As a werewolf draws on more of her primal nature by increasing her Primal Urge, this unsettling predatory aura increases in strength. All werewolves suffer a penalty to Social rolls made to sway humans without the Wolf-Blooded Merit, as shown on the accompanying chart. The only exception to this penalty is Intimidation rolls: the frightening presence of the werewolf makes it difficult to coerce or soothe a human, but doesn't hurt attempts to bully or frighten any. This Social penalty does not apply to other supernatural creatures; however, it does apply to Gifts that rely on Social rolls other than Intimidation.

In addition, as a werewolf's Primal Urge increases, the power of her spirit half begins to exceed the heritage of flesh. A character with Primal Urge of 6 or more becomes subject to Essence bleed in the physical world. After the character has spent the stated amount of time in the physical world, she loses a point of Essence. A character who loses all her Essence in such a fashion falls into a deep sleep and cannot wake until she gains another point of Essence. If taken to a locus, a comatose character with zero Essence will regain a point of Essence after twenty-four hours of rest in its area of influence, at which point she wakes and may regain Essence in the usual fashion.

New Advantage: Essence

Just as werewolves are possessed of potent fury, they have a reservoir of energy that connects them to the spiritual rather than the physical. Essence is a trait that measures how a werewolf draws upon the spirit world to perform miraculous Gifts and rites and to blend spirit stuff with his body to become the ultimate in Uratha existence.

Essence is measured strictly in points and is spent to perform feats, primarily to activate Gifts. Essence and Willpower can be spent in the same turn. As always, no more than one Willpower can be spent per turn, while a number of Essence can be spent per turn based on a character's Primal Urge. A werewolf can spend a point of Essence to:

- Activate a Gift. The various Gifts available to the Uratha are described starting on p. 102.
- Activate a fetish automatically as if the required Harmony roll was a success. (See "Fetishes," p. 204.)
- Enter the spirit world without the need for a roll while in the presence of a locus.
- Change form automatically as a reflexive action, forgoing the normal Stamina + Survival + Primal Urge roll. See the rules for changing forms in Chapter Three, p. 170.
- Regenerate a lethal wound. Doing so is reflexive, replacing the automatic regeneration of a bashing wound that a werewolf would normally do in a turn. (Your character can't automatically regenerate a bashing wound for free and a lethal wound with an Essence expenditure in the same turn. The latter takes precedence.) See p. 168 for the full rules on regenerating.

Spent Essence points can be recovered by a variety of means. Primal Urge determines the maximum number of points a character can have. (See above chart.)

- At the Storyteller's option, a werewolf may regain up to three spent Essence points between stories to represent time spent replenishing his reserves during downtime. The Storyteller decides exactly how many points are regained, based on the character's recent activities and victories. If he's suffered setbacks or has barely held his own against enemies or in regard to spirits or other Uratha, he regains one point. If he's won some small victories in

personal endeavors or against rivals, he regains two points. If he's won resounding victories or performed acts that have placated or impressed spirits or other werewolves, he regains three Essence.

• When a werewolf sees her auspice moon for the first time in a night, she regains one Essence.

• A character may draw Essence from a locus, a place where the interplay between the physical and spirit is particularly powerful. See the rules for loci on p. 260.

• Certain rites performed by a solitary werewolf or members of a pack can restore exhausted Essence points. Among them is a ritual hunt made meaningful by a rite that venerates Luna, Father Wolf, spirits or existence as Uratha itself, and rejuvenates participants' bond to the spirit world.

• A werewolf who eats wolf or human flesh (including that of wolf-blooded humans, a vampire's ghouls or a mage's acolytes) regains one point of Essence for every point of damage inflicted with the intention of devouring the victim's meat. This is a grave sin that can lead to a loss of Harmony (p. 181).

New Advantage: Renown

Wolves are social creatures that instinctively require hierarchy among their packs, and werewolves inherit a portion of that instinct. The spirits of the Shadow recognize an order of rank and power, and werewolves are connected to that structure. A werewolf might find himself compelled to increase his personal standing among werewolves and spirits alike, earning the right to control more territory and learn greater Gifts. The measure of the recognition he craves is Renown.

Renown represents a werewolf's reputation among the People and among the denizens of the spirit world, but it isn't merely a measurement of social standing. The trait is attained through ritual acknowledgment of one's deeds, and it's as visible as a brand to spirits. In fact, when a werewolf enters the spirit world, her Renown becomes clearly visible to any observer as a series of bright, silvery brands. The patterns and designs the brands take detail the type of Renown the character has earned, while the extent of the branding quantifies the amount. Indeed, a werewolf with high Renown outranks many spirits, as if he were an Incarna himself.

Renown does not imply any other sort of fame or status, like the Merits of the same names. A powerful werewolf might be a hermit whose name is known to no human, but he could be widely known among spirits and Uratha for a lifetime of sacrifice and courage.

There are five categories of Renown, each of which is tracked separately. Each type of Renown is tightly associated with an auspice and tribe, representing the ideals to which those affiliations aspire. The Renown categories associated with your character's auspice and tribe are his primary Renown types. At no point may a character have more dots in another Renown than he does in his highest primary Renown. An Elodoth Hunter in Darkness with Honor ••• and Purity •• can have up to three dots in any other Renown category, but cannot raise any other to •••• without first increasing his Honor or Purity to ••••.

• **Purity** (Rahu and Hunters in Darkness) — Purity reflects the lost ideals of Pangaea and the virtue to make what decisions are necessary, even if they would damn one who makes them. Although innocence is an illusory dream to the Forsaken, they still attempt to purify themselves through sacrifice and devotion. Purity is the blessing of Luna unveiled, the moon that does not turn her face. The Rahu bear Luna's greatest expectations of Purity, for only righteous discipline can harness their birthright of fury. Without Purity, a Rahu is nothing but a rabid beast. The Hunters in Darkness value Purity most highly for their veneration of the unblemished world and Uratha tradition. Spirits respect a werewolf with great Purity, for he has fought hard to overcome the taint of his ancestors' deeds.

• **Glory** (Cahalith and Blood Talons) — Though the Forsaken bear a burden of shame, they still take pride in what they are. The werewolf who is renowned for Glory is a reminder to his people that not every struggle is in vain, nor is every task doomed to fail. Glory is the blessing of Luna Remembering, of the moon pregnant with song and memory. The Cahalith is the keeper of Glory, for it's her task to inspire her packmates with songs, howls and actions in the bleakest moments. Blood Talons revel in Glory, for performing great deeds makes individual champions (and the People in general) the stuff of legend. Spirits honor a werewolf with great Glory, for feats of bravery and determination impress them.

• **Honor** (Elodoth and Storm Lords) — Werewolves disguise themselves in human or wolf skin, but they cannot hide from what they are. Honor is the measure of a werewolf's adherence to honesty and the laws of his people. It's the mark of one who respects his superiors, is generous to his inferiors and is just to his enemies. Honor is the blessing of Luna Divided, the moon that bears light and dark equally. The Elodoth, who walks the half moon's line, is closest to the demanding path of Honor. Storm Lords uphold Honor as a measure of stature and standing among the Uratha, and they expect it to be respected by others as much as tribe members. Spirits defer to Uratha with great Honor, for they respect a werewolf's dedication to obey the Oath rather than the dictates of convenience.

• **Wisdom** (Ithaeur and Bone Shadows) — Legend holds it was insight and understanding that led the first Uratha to put down Father Wolf, so Wisdom is a quality the Forsaken cherish. Wisdom is not just a measure of knowledge, but using that knowledge to its best. Wisdom is the blessing of Luna Contemplating, the moon that clutches a sliver of light to herself in the darkness. The Ithaeur aspires to Wisdom, for the secrets of the spirit world will devour the seeker without knowledge

and insight. Bone Shadows recognize the importance of Wisdom for the paths it helps them pick among the many worlds. Spirits respect a werewolf with great Wisdom, for she acts with understanding and seeks to learn their ways.

• **Cunning** (Irraka and Iron Masters) — Sometimes the path to victory cannot be attained through the paths of Purity, Glory, Honor or Wisdom. Sometimes it takes Cunning, the ability to know when one must act counter to proper behavior for the good of the pack. Cunning is the blessing of Luna Enshrouded, the moon that hides her face. The Irraka is charged with mastering the path of Cunning, which is no small task. He must know when to use guile rather than instinct, stealth rather than brutality. Iron Masters recognize the value of adaptation and adoption — and therefore Cunning — in survival. They know that if the Uratha don't keep up, ever-changing, they will be left behind as another of the Shadow's spirit-memories. Spirits recognize the talents of a werewolf with great Cunning, for only the truly accomplished can play the fool without actually practicing folly.

Gaining and Losing Renown

A character begins with three dots of Renown at creation, of which one must be assigned to the category associated with her auspice and one to the category associated with her tribe. A Bone Shadow Elodoth must begin with at least one dot in Honor and one in Wisdom. The remaining point is assigned as you please. Your character might begin with Honor •, Wisdom • and, say, Purity • (or another third trait). She might begin with Honor •• and Wisdom •. Or she might begin with Honor • and Wisdom ••.

Renown may be purchased with experience points during the course of the game, but the social aspect of gaining Renown should be roleplayed. Details concerning the roleplaying demands of purchasing Renown begin on page 194.

When Renown of any kind is increased through experience points, your character gains use of a free new Gift at that same level. This Gift must be chosen from one of the lists for which your character has a tribe or auspice affinity. For example, if the Honor Renown of a Hunter in Darkness Cahalith increases from • to ••, he gets a new two-dot Gift from one of the following lists: Gibbous Moon, Inspiration or Knowledge (from his Cahalith affinity), or Elemental, Nature or Stealth (from his Hunter in Darkness affinity). Or a two-dot Gift could be chosen from the Father Wolf or Mother Luna lists since all Forsaken have affinity with them.

For full details on gaining Renown in play, see p. 194.

Rules Effects of Renown

Your character cannot purchase a Gift whose level exceeds his dots in his highest primary Renown. If your Bone Shadow Rahu has ••• Purity and • Wisdom, he can have Gifts up to three dots, but no four-dot Gifts. If his highest primary Renown is increased, higher level Gifts of any kind can be acquired thereafter.

Renown also acts as a bonus to dice pools when Gifts are used. Each Gift that requires a roll calls for a dice pool of Attribute + Skill + a Renown type. There is no penalty for using a Gift if your character doesn't possess any dots in the appropriate Renown category; you simply don't gain the benefit of those extra dice. For more information, see Gifts, p. 102.

As a measure of esteem among tribe members, Renown influences interaction between werewolves, specifically those of the same tribe. When your character interacts socially with a fellow tribe member, add your dots in tribal Renown to your Social dice pools. Say your Iron Master negotiates a deal with another Iron Master. Your character has a Cunning Renown of 3. You add three dice to your Manipulation + Persuasion dice pool. If such interaction calls for a contested roll on the other tribe member's part, however, his Renown is added to the dice pool rolled for him. So, if a contested roll is allowed for the Iron Master with whom your character negotiates, and his Cunning is 4, four dice are added to rolls made for him. Such dice bonuses based on Renown do not apply to social rolls made toward members of other tribes.

Finally, your total Renown determines your character's honorary Rank among spirits. (See p. 272.)

Losing Renown

It doesn't happen often, but werewolves sometimes change tribes. Perhaps their ideologies stray too far from the mainstream, or members of the tribe perform acts or uphold values that defy ones the character cherishes. Though a werewolf might find himself unable to live with his former tribe, few of the People look kindly on the prospect — it implies a certain unfavorable transience. The process of changing tribes is fully explored on p. 150. For now, it's important to know that changing tribes costs a character a dot of Renown (and possibly more) affiliated with his old tribe. So, if he was an Iron Master, he loses a dot of Cunning Renown. If he intends to regain that dot, experience points must be earned and spent, and he must impress spirits or other Forsaken with acts of guile.

Remember that a character's Renown in other categories cannot exceed his highest primary Renown. If a loss of Renown would mean that a secondary Renown trait is now higher than any of the character's new primary Renown, the secondary Renown is lost as well. For example, if a Blood Talon Rahu with Purity ••, Glory ••• and Honor ••• renounced his tribe and lost a dot of Glory, he would also have to lose a dot of Honor, as his Honor couldn't be higher than the highest of his primary Renown traits.

Also, a character doesn't forget or lose Gifts via losing Renown; a character who drops from Glory ••, Honor •

and Wisdom •, to Glory •, Honor • and Wisdom • still retains use of any two-dot Gifts he learned. Requisite Renown dots are vital for *learning* Gifts, not for using the powers. Spirits demand esteem or respect for their students before imparting Gifts (measured in Renown dots when the power is granted), but once those Gifts are taught, they remain a werewolf's to use.

In order for a character to join a new tribe, he must have at least one dot in the tribe's primary Renown — for instance, Glory to join the Blood Talons. A character who lacks any Renown to join his intended tribe is considered a Ghost Wolf in the interim, and is treated as such. One who never joins another tribe remains a Ghost Wolf. (A character who goes tribeless does not lose the Gifts he's already learned. Higher rated Gifts in those same lists are now simply more expensive to acquire, because the character no longer has a tribal affinity for them.)

Merits

A werewolf character can theoretically possess any of the Merits available to ordinary humans, with a few modifications. A werewolf might have a wolf-blooded relative among his allies and contacts, for example. Conversely, some Merits are less valuable to werewolves. Natural Immunity, for example, is useful to a werewolf only when resisting a supernatural source of illness, due to the Uratha's already stellar resistance to disease and infection. Fighting Styles cannot be used in Gauru, Urshul or Urhan form. Note that any prerequisites necessary to acquire a Merit are measured against a character's traits in Hishu form. You must be innately strong to purchase a given Physical Merit, not make up for the lack with shapeshifting.

All werewolves have a basic understanding of the First Tongue, enough to say sentences no more complicated than "I want… you give" or to understand whether a spirit is asking them a question, threatening them or pleading for mercy. This represents a mix of instinctive understanding and the tutelage received before tribal initiation. A character must purchase one dot of the Language Merit for full fluency with the First Tongue; the First Tongue has no common written form, but the character will be able to "read" symbols etched by a spirit.

The following Merits are designed for werewolves in particular, and represent edges unavailable to ordinary humans.

Fetish (• to •••••)

Effect: Your character possesses a fetish, a tool or weapon empowered by a spirit bound within. Perhaps she inherited it from a relative, received it from another werewolf, crafted it herself as part of her initiation or took it from a fallen ally during the prelude. Whatever the reason, your character begins play with a fetish that is already attuned to her.

The fetish has a level equal to the dots in this Merit. One dot of Fetish is equal to three talens (small, minor fetishes; see p. 205), which may be multiple copies of the same talen. You may purchase multiple fetishes during character creation as long as the total dots in this Merit do not exceed five. You could put four dots into Fetish by assigning your character a Spirit Drum (one dot) and a Mask of Life (three dots), but your character could not begin play with a four-dot klaive and a Fireflash (two dots). Further fetishes can be acquired through roleplay as the chronicle progresses, but cannot be purchased by experience points.

Sample fetishes are provided in Chapter Three (pp. 204-209).

Totem (varies; special)

Effect: Werewolves lead a uniquely dangerous existence. They are closely tied to the spirit world and must frequently face dangers that human beings cannot conceive. To help deal with these obstacles, Uratha forge pacts with various spirits for mutual aid and assistance. Many packs take this practice to the next level, binding a spirit to their pack to serve as a patron — their pack totem. A pack's relationship with its totem is something like a compact between wartime allies. The totem looks after the pack, and the pack works to aid and honor the totem in a relationship as old as the world itself.

This Merit is shared by all members of the pack; each member who contributes Merit points to Totem reaps the benefits, and the totem becomes stronger. Dots placed in this Merit are spent on the pack totem, increasing its power in a number of ways. Full systems for creating a pack totem are found in Chapter Three, pp. 186-195.

Wolf-Blooded (••••)

Effect: Your character has blood relations with a lineage of werewolves, and the blood of the werewolf runs particularly strong in her. Strange things have probably occurred around her all her life. Spirits and Uratha might even keep tabs on her, awaiting a First Change that might never even occur.

Your character might be fully aware of her heritage or completely ignorant of it. In the first case, she has been exposed to the existence of werewolves through stories, half-glimpsed sights or full disclosure by her kin. In the second case, she probably lives as an ordinary person, but still suffers strange encounters that tell her that she doesn't quite fit among the masses.

In either case, your character automatically has the Unseen Sense Merit (**World of Darkness Rulebook**, p. 109) by virtue of her strong werewolf blood. That free Merit must be focused on werewolf and spirit activity. Furthermore, she's not as subject to Lunacy as ordinary people are. A Wolf-Blooded character's effective Willpower is treated as two higher than normal for purposes of resisting Lunacy.

Your character has a faint rapport with wolves, and is able to read lupine body language and growls far better

than other people can. This is not an ability to communicate with wolves — a flair for relating to wolves is simply in her blood. To some extent, this rapport extends to dogs as well, though dogs' blood is generally very far removed from the ancestral wolf nature to which she is connected. Your character gets a free "Wolf" Specialty if she possesses the Animal Ken Skill.

This Merit can also apply to a werewolf character who has yet to undergo the First Change. If your character later undergoes the First Change, the Wolf-Blooded Merit is lost. In addition, if your character becomes supernatural in some other fashion, such as becoming a ghoul, undergoing the Embrace or Awakening, the Merit is lost; the tenuous connection of werewolf blood is easily disrupted.

The Wolf-Blooded Merit is available only at character creation. Your character can't suddenly prove in the midst of play to have a strong strain of werewolf blood all along.

Drawback: Werewolf blood is not a blessing. Your character is exposed to creatures and phenomena that she can't comprehend. She is also marked as the weak link in related werewolves' lives. Enemies of those Uratha might target your character to send them a message. When horrifying or truly bizarre events occur, any rolls made to resist incurring a derangement suffer a –1 penalty. This penalty doesn't apply to degeneration rolls when sins are committed, but to rolls such as Resolve + Composure to remain sane before a gruesome spectacle. Relatively frequent exposure to such scenes eventually wears down one's ability to remain on an even keel.

Auspices

Rahu: Full Moon, Warrior

The Rahu auspice is technically a blessing, but few werewolves look on it as wholly benign, for the gift of the full moon is mad fury. When Luna's face is full, the spirit world becomes more dangerous. The moon's wrath saturates the spirit landscape, making spirits more aggressive and volatile. Werewolves have greater difficulty resisting their aggressive impulses, and Forsaken who undergo their First Change under the full moon are marked as vicious and unrelenting warriors.

Despite the power of the fury that fills him, a true Rahu is not always a berserker, and shouldn't be dismissed as "mindless." Many are insightful leaders on the field of battle, the linchpins of their packs' combat abilities. Some are capable tacticians, excelling in the mental aspects of the warrior's path. All immerse themselves in their role, attempting to master their violent impulses by paring the impurities from their souls.

The Rahu's role in a pack is obvious. He is to be the foremost warrior, first to take the fight to the enemy and last to retreat. A pack with a strong Rahu is much better prepared to survive the dangers of the physical and spirit worlds alike, for he not only lends his strength in battle, but also his insights into a foe's weaknesses. A pack that lacks a Full Moon must be careful about picking fights, for it lacks a warrior who can be reliably strong in all situations.

Primary Renown: Purity

Specialty Skills: Brawl, Intimidation, Survival

Gift Lists: Dominance, Full Moon, Strength

Auspice Ability: Warrior's Eye. Once per session, a Rahu can attempt to "read" a foe, determining who is the superior warrior. The player rolls Wits + Primal Urge; success indicates that the werewolf can roughly tell whether the threat is stronger or weaker than he is, while an exceptional success grants more understanding of the gap between the two ("He's much more powerful than me."). A dramatic failure indicates that the character greatly misjudges his target. The warrior's eye takes into account only those abilities that might affect a direct fight. A werewolf might read a skilled vampire assassin as "weaker," even though the vampire is much more deadly when it can choose the time of engagement.

The Change: When a Rahu changes for the first time, it ends in blood, as the full moon burns with fury, the face of Luna the Destroyer. Many Rahu go through their lives with the stains of loved ones' blood on their claws, the horrible reminder of their first night as a werewolf.

Quote: *It's too late. If there was still hope for you, one of my friends would be here, trying to help you salvage what's left of your wretched soul. But you don't get my friends — you get me. You might want to close your eyes now. It'll be easier.*

Cahalith: Gibbous Moon, Visionary

Equal parts priest and historian, oracle and war-howler, the Cahalith is the voice of Luna. To be a Cahalith is to be ridden by one's dreams, to sense things in sharp context, to have one's soul constantly churning with thoughts and impulses that demand expression. Luna plays the muse to those who change under the gibbous moon, though she's a demanding patron. Cahalith are frequently artists or musicians of a sort after their change, but not particularly by choice. They must find an outlet for the visions Luna sends them, lest they go mad.

In the greater context of Forsaken society, Cahalith keep the scattered fragments of werewolf culture. They are the ones who remember the old legends and ballads. They also look toward the future, able to find answers to tomorrow's problems of the future in yesterday's tales. Even those Cahalith without any real talent for crafting songs, telling stories or creating art find ways to express themselves in their howls. It's said that nothing is more poignant than the howl of a Cahalith. It's said even the werewolves of the Pure Tribes pause and regret just for a moment when hearing a Forsaken Cahalith's howl echo across the sky.

Within the pack, the Cahalith is usually the reservoir of knowledge that the others lack. While the Ithaeur understands the spirit world, the Elodoth learns to judge hearts and the Rahu masters the art of war, the Cahalith can provide information on almost anything. The Cahalith is also frequently the heart of the pack, inspiring his mates to fight more ferociously or to stay their talons. Conversely, a pack that lacks a Cahalith must work hard to uncover pertinent information, particularly about old legends. Without a Cahalith, a pack may fight with less strength and zeal; there is nobody to remind them with words and howls just what they're fighting for.

Primary Renown: Glory

Specialty Skills: Crafts, Expression, Persuasion

Gift Lists: Gibbous Moon, Inspiration, Knowledge

Auspice Ability: Prophetic Dreams. Once per story, the player may ask the Storyteller for a dream of prophecy, providing some clue about the challenges facing the Cahalith. The Cahalith must sleep for at least four hours in order to dream of the future. The dream is always veiled in symbolism that the character must interpret. Advice on Storytelling prophetic dreams is given on p. 217. In addition, the Cahalith automatically gains one die to any Occult rolls made to interpret omens or to solve occult riddles.

The Change: Luna's gift to the Cahalith is vision, but in the First Change, this vision can be overwhelming. The onslaught of scents, sounds, textures, tastes, colors and other stimuli is often enough to make one lose control. In other cases, the werewolf experiences visions of the immaterial — part hallucinations, part omens of the spirit world. Frequently, the Cahalith is driven to howl loud and long in an attempt to express her fear, confusion and wonder — which can lead other werewolves right to her.

Quote: *Lift your voices! Pierce the sky! Howl out your anger, your sorrow, your despair, your hope! Cry out to Great Luna, and let her hear that her children remain strong!*

Elodoth: Half Moon, Walker Between

The half moon hangs in balance, and balance is Luna's gift to the Elodoth. Those who Change under the half moon are touched with duality, drawing strength from that dichotomy. The Elodoth are judges and executioners, able to weigh both sides of any argument and ideally suited to act as voice of the law. They are also envoys to the spirit world, able to meet spirits halfway and negotiate with them.

All werewolves live on the edge between wolf and human, matter and spirit, but an Elodoth is keenly aware of it. This precarious existence influences an Elodoth to do what he can to keep himself even more in balance. A Half Moon might strive to live as much of his life in wolf form as he does in human form. He might feel compelled to visit the spirit world for a time after a prolonged period spent in the physical world.

The Elodoth plays a central role in a pack. He can understand the wild passion and Rage of the Rahu and Cahalith, as well as the detached mysticism of the Ithaeur, and the aloof mindset of the Irraka. He often plays devil's advocate to the pack, questioning the alpha's decisions (when not the alpha himself) if his perspective on both sides of an issue reveals another potential solution. However, the wise Elodoth takes this role seriously, and doesn't abuse his privilege as contrarian; the middle of a bloodbath is no time to be challenging authority. The Half Moon's perspective on both sides of a situation is meant to help him choose the right course of behavior, not to promote the contrary course of action, right or wrong.

Primary Renown: Honor

Specialty Skills: Empathy, Investigation, Politics

Gift Lists: Half Moon, Insight, Warding

Auspice Ability: Spirit Envoy. An Elodoth automatically gains two dice to any Empathy, Expression, Persuasion or Politics roll made to negotiate with spirits. This bonus does *not* apply to rolls made to threaten or bully spirits. The Elodoth is expected to offer the proper words and appeasement, demonstrating his ability to perceive the issue from the spirit's side as well.

The Change: During the Change, the werewolf might find himself aware of something *wrong* around him, and attempt to fix it as best he can. In his confused state, though, the Elodoth cannot tell exactly what he's trying fix or why. He might claw up asphalt and expose bare earth in an unconscious attempt to balance the energies of nature and humanity. He might shift between human and wolf form repeatedly, until finally settling into Gauru. Few Elodoth actually manage to "fix" anything during the delirium of the First Change, but that doesn't stop them from trying — sometimes at the expense of people unlucky enough to be nearby at the time.

Quote: *"Respect your prey." It's not just a random string of words. It's a law written in our animal hearts, given form by our human mouths. We are better than wolves, because we can overcome our instincts. We are better than humans, because we don't have to kill when there's no need. So let the girl go, or you answer to me.*

Ithaeur: Crescent Moon, Spirit Master

The crescent moon is the auspice of the shaman, the speaker with spirits or the spirit hunter. When Luna is barely visible, she is the oracle moon, the patron goddess of mysticism. The crescent moon marks those Forsaken who change under it with mystical insight and a connection to the spirit world. Yet, as the crescent moon is just enough light to count as moonlight, the Ithaeur is possessed of just enough knowledge to get into trouble.

Dealing with spirits is a dangerous business by any standard. The Ithaeur is equipped to face the challenge, but is also burdened with the duty to do so. The Ithaeur must continue farther down the shaman's path than any other werewolf. She cannot walk away from the frightening aspects of spirit interaction or ignore places where the spirit world is bleeding and diseased. Any of the People can interact with relatively friendly spirits, but the Ithaeur is the one who must wrestle the most malicious and poisonous spirits into submission.

The Ithaeur is the final authority on all things dealing with the spirit world. She guides any trips into the Shadow and uses her powers to dominate spirits when Elodoth's negotiations fail. She is also a crafter of fetishes, and probably knows more rites than her packmates. A pack without an Ithaeur is at an immediate disadvantage when dealing with spirits, particularly aggressive ones. Although all werewolves can deal with spirits to some degree, the world they inhabit is sufficiently hostile that a pack needs any edge it can get.

Primary Renown: Wisdom

Specialty Skills: Animal Ken, Medicine, Occult

Gift Lists: Crescent Moon, Elemental, Shaping

Auspice Ability: Ritual Master. Ithaeur purchase the Rituals trait and rites at reduced experience cost. When buying Rituals, an Ithaeur pays the new dots x 4 in experience (instead of new dots x 5). An Ithaeur who buys rites with experience points need only spend a number of experience equal to the rite dots (instead of rite dots x 2).

The Change: For an Ithaeur, the First Change is a revelation, as she becomes vividly aware of the spirit world around her. Spirits trapped in the physical world might be drawn to her, or she might see across the Gauntlet to witness the Shadow Realm firsthand. It can be a terrifying and sometimes lethal experience. A powerful spirit might take notice and choose not to let this potential Ithaeur grow up to eventually threaten it. The things a new Ithaeur sees during her First Change might haunt her, but they also give her motivation to follow her auspice.

Quote: *You can't smell it, can you? The street bleeds here, and its wound is diseased. We must move quickly. Break the glass of those street lamps. We must blind the thing before I begin.*

Irraka: New Moon, Stalker

Those who change under the new moon are strange and unpredictable — moonless Forsaken with no guiding star. Luna's blessing to the Irraka is the ability to walk unseen, the gift of deception.

Within the pack, the Irraka is the scout, the first to follow a trail and the first to catch sight of the prey. The blessings of stealth and subterfuge enable the moonless Forsaken to tail a person or investigate an area much more easily than his packmates might. They are the werewolves who hunt without howling, who kill with a silent bite to the throat.

For all that, though, the Irraka are not lone wolves. They may operate on the fringes of the pack during a hunt, but they feel the pack mentality as strongly as other werewolves. The moonless auspice seems to have less of Luna's touch upon them, and a greater number of Irraka still think of themselves as "human" at heart than do the werewolves of any other auspice. However, even if they sometimes choose to walk alone through the human herds, their place is with their pack.

Irraka also frequently master the art of trickery, though not for the sake of humor. Their arts of deceit are plied to achieve some other end — deceiving an enemy or enhancing the reputation of their pack. They are most frequently often the ones charged with upholding the secret of the People's existence by leaving false trails and duping local humans.

Primary Renown: Cunning

Specialty Skills: Larceny, Stealth, Subterfuge

Gift Lists: Evasion, New Moon, Stealth

Auspice Ability: Pathfinder's Sense. As scouts for the Forsaken, the Irraka have an easier time recognizing spirit influence. Irraka receive two bonus dice on the roll to look from one world to the next or to perceive ephemeral spirits (see "Dual Senses" in Appendix One, p. 252), or on the roll to determine in which direction a locus lies while within its area of influence (p. 262).

The Change: An Irraka might be flooded with a killing fury, tearing apart anything in his path, or he might be overcome with fear, attempting to avoid contact with anyone. The only notable commonality is that the Irraka's First Change frequently brings on an instinct to hide, to move softly and quietly. The gift of Luna the Hidden is the gift of stealth, and many Irraka use it instinctively to protect themselves on the night of Change.

Quote: *You didn't think there was only one of us in town, did you? Guess you don't know much about werewolves, and you don't have much time to learn. Listen. My friends are at the door.*

Blood Talons

Suthar Anzuth

Offer No Surrender That You Would Not Accept

A roar brings death upon the winds, and even the greatest of predators scatter. The monster leans back, standing on a rock, slick and red, and howls in exaltation. Blood and saliva mix in its maw and flow down over its torn fur, dripping upon the shattered carcass of what used to be a man. These are the Suthar Anzuth; *these are the Blood Talons.*

When Father Wolf hunted with the Firstborn, Fenris-Ur was always the first to leap into battle and the last to unlock his jaws from his prey's throat. Some Blood Talons claim that Fenris was the oldest of the Firstborn, and all claim that he was — and is — the strongest. He is called the Destroyer Wolf, the Devourer of Mountains. It is said that he never bared his fangs to anything that he did not wish to kill — for he never failed to kill anything he attacked.

Matching warrior ethos with a religious kinship to their ferocious totem, the Blood Talons are creatures as much of the battlefield as of the hunt. Father Wolf, they point out, was first and foremost a warrior — it was from the progenitor of their race that the Uratha gained their great strength and terrible claws. To the Blood Talon way of thinking, the most serious problems must be solved permanently, and the greatest tools they have to do so are their fangs. The soft, privileged human world into which they were born is a lie. One must fight and kill to survive and flourish, and only a fool would not strive to be the finest warrior he could be.

To be a Blood Talon isn't the same thing as to be Rahu. That auspice is a double-edged blessing from Luna, a gift of savagery and violence tempered by purity. Being a Blood Talon is not the same as simply being a brawler or even a soldier in the modern sense. The former is an unrestrained lout, reveling in violence. The latter shows no initiative, following orders without question and without thought for the motives behind his actions. Neither is an image worthy of Fenris Wolf or the legacy of Father Wolf.

What the Blood Talons strive to achieve is perfection of the warrior ideal. The warrior stands alone (or with his pack). For every enemy he brings down, he achieves a significant goal on personal terms. The warrior never gives in to the berserk lust of Rage, nor does he hold back if deadly force is necessary. He knows no fear, not even of death, and gladly gives his life if the goal he fights for might be achieved by allies who still stand. In all things, the Blood Talon warrior conducts himself according to the rigid tenets of glory, which his ancestors have extrapolated from the commandment handed down by Fenris Wolf.

Some Blood Talons live up to a modified version of

that warrior ideal and gain great glory in doing so. Finding their strength in words as well as in arms, they act as counselors, mentors and guides to tribemates, urging on those who soar and catching those who fall. Others recognize their claws as mighty, but their hearts as mightier still, and become the priests of the devout tribe, praising Fenris with their dance, song and speech as well as their claws. Every member of the tribe knows one eternal truth — the world is always at war, and the greatest warriors always rule.

Appearance: The Blood Talons strive to perfect themselves in martial matters. Some are large and muscular, others wiry and quick, but most are in excellent shape, even for werewolves. Frequent fighting and practice often produces scars and patchy, uneven fur. All Blood Talons have a distinctive ritual scar somewhere on their bodies, a mark from their initiation into the tribe.

When they wear human clothing, they usually have an eye toward practicality, favoring tough fabrics such as denim and tight, hard-to-grab cuts rather than loose ones. They wear their hair in practical ways that don't get in the way. In Gauru form, they often decorate themselves with trophies from great enemies, such as bones or favored and distinctive possessions.

Totem: Fenris, the Destroyer Wolf, their father and teacher. Fenris is said to be the greatest warrior of the greatest warrior tribe. Only by besting him in battle were the first Blood Talons able to compel him to agree to serve as their totem. A destroying, vengeful god-wolf, he visits great and terrible anger upon those who are not his, and teaches his own to do the same.

Background: Those drawn to the tribe have a strong tendency to be competitive and aggressive, even before the First Change. Members were often archetypal "troubled children" during their school years and later proved too adversarial to succeed in most lines of work. Still others found lines of work in which their aggression served them well.

The Blood Talons believe strongly in bloodlines — the Talons have perhaps the strongest sense of "family" among all the tribes — and some claim to see "the warrior mark" on werewolves who should belong in the tribe. The warrior mentality is increasingly rare in the modern world, diminishing the number of werewolves who truly believe in the importance of martial skill and tradition before the First Change.

Initiation: Unsurprisingly, Blood Talon indoctrinations involve some sort of physical conflict or test. They may be tests of endurance where the initiate hangs from a tree for a day and a night, or ritual combats in which a claimant cub must achieve a palpable victory. An Irraka might have to uncover and successfully exploit a rival's hidden weakness to demonstrate his guile in battle. An Ithaeur might be given a week in which to bind a spirit ally before facing and challenging a seasoned opponent. A Rahu might be forced to face a physically inferior yet infuriating opponent and make him surrender without losing control. As part of the ordeal of initiation, a Blood Talon is always given a deep ritual wound, which marks him with a scar he is to bear proudly.

Character Creation: Tribe members tend to lack the tools of subtle inter-personal relationships, such as Manipulation or Composure, though many have considerable Presence. Many are talented in using Intimidation to get what they want, and the tribe emphasizes training for Stamina.

While many in the tribe already have much in the way of Athletics, Brawl and Weaponry before they join, any who don't quickly have such Skills bashed into their heads. The tribe's martial Rites of Initiation are not meant to be merely survived, but won. Most Blood Talons know at least the basics of Medicine. They see a great many injuries, and even werewolves' wounds occasionally require attention.

Primary Renown: Glory

Tribal Gift Lists: Inspiration, Rage, Strength

Organization: Blood Talons believe in the strongest pack possible. In an all-Blood-Talon pack, the alpha is simply the toughest, smartest warrior of the group — usually the one who's been a werewolf the longest. In mixed-tribe packs that aren't as devoted to war, most Blood Talons are comfortable in a support role; they aim for the alpha position only if the alpha needs to be a warrior. When two or more Blood Talon packs meet, it's likely to be a rowdy celebration, full of Talons settling old grudges in various competitions of strength, fighting prowess and endurance. Even their war councils and funerals are full of near-violent energy.

Lodges: Every Blood Talon strives to be the greatest warrior of the world, but the *Lodge of Garm* takes that ideal a step further. Fiercely combative, the lodge holds rites twice every year, hurling members into combat with each other. Few warriors are more disciplined, ferocious or bloodthirsty than those of the Lodge of Garm.

The *Lodge of Swords* acts as a political counterpoint to the outright warrior mindset. What purpose, they argue, is there to being mighty in battle if there is not a worthy battle to be fought? They believe that the tribe should find a higher purpose and seek to be great leaders in war as well as great warriors. Other Blood Talons in the tribe often say that the Swords openly defy Fenris in their declarations, which sparks many duels.

Finally, the *Lodge of Wendigo* focuses on brutal and cunning methods, specializing in overcoming vastly superior foes in said enemies' own territory. They work in tightly knit groups, sometimes isolated from their other friends and allies for months at a time, with no one to rely on but themselves. They don't make a habit of brazen frontal assaults, preferring instead to steal into enemy safe havens to do their work, then disappear in the confusion before anyone can close ranks.

Territories: A surprising number of Blood Talon packs claim territory in cities. The wilderness does not lack for appropriate challenges and prey, but cities promise vampires, sorcerers and other interesting contenders. Blood Talons with "altruistic" aspirations usually set about picking a class of creature as prey (such as drug dealers, bloodsuckers or the media). Those with less interest in civic improvement simply fortify their positions by cajoling or forcing local spirits into acting as allies and informants. Let those who would make war with warriors tremble with fear.

Concepts: vampire-hunter, former battlefield journalist, duel officiator, urban valkyrie, tactical consultant, territory-raider, chaplain

Quote: *You challenge me? Your face is brave, but I hear your pulse quicken and smell the fear sweat on your brow. Don't waste my time.*

Stereotypes

Bone Shadows: Clever and wise, but their first instinct is always to compromise. We only resort to that if there's no chance of victory and no glory to be had in dying.

Hunters in Darkness: For them, three quarters of every battle is played out before the first blow falls. Still, they tend to lose sight of the value of simply being stronger, faster and better armed.

Iron Masters: Not everyone can be warriors for all occasions, but these ones have proven their value as warriors in their limited environments.

Storm Lords: The ones we drive out are the ones who spend all their time telling us how strong and in control they are. The ones we honor are the ones who shut up and prove it.

Ghost Wolves: They play at being men and wolves, finding no solace in either. When they come to terms with the fire in their hearts, then perhaps they'll come to us to learn.

• • •

Pure Tribes: Our worthiest and most fearsome foes. They desire no truce and no compromise.

Vampires: They have long fangs, but that's the least of what makes them dangerous. Never fight them where they're in control.

Mages: They look human, but aren't nearly so soft and vulnerable. If you know *exactly* what one's capable of, and if he poses a direct threat to what's yours, hunt him down — but if not, think twice.

Humans: If you have family you give a shit about, honor them and keep them safe. Nobody else is worth your time.

Bone Shadows

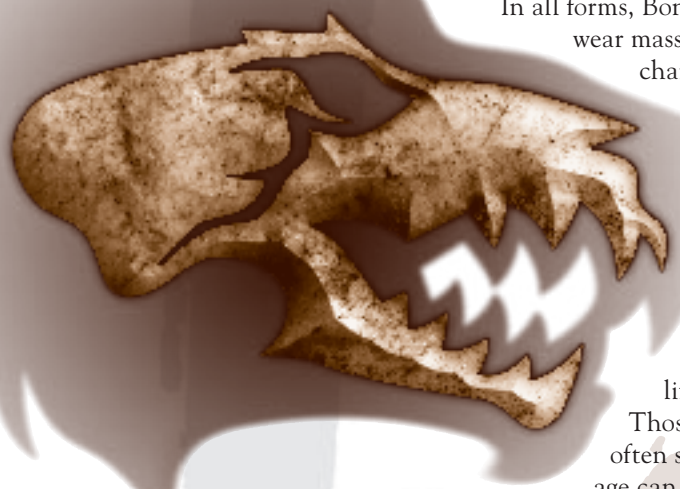
Hirfathra Hissu

Pay Each Spirit in Kind

The boy knew the wolf was there. Neither his parents nor the other kids would believe him, but he knew the wolf was there. They thought he lied, and were scared of wolves, but the boy wasn't. The wolf killed the bad things that chased the boy in his dreams. He never thought to ask why bad things chased him in his dreams, or why the wolf killed them. But the wolf did it anyway, for he was Hirfathra Hissu, *one of the Bone Shadows.*

Bone Shadow legends speak of Kamduis-Ur, the Death Wolf, the quietest of Father Wolf's pups, and her hunt that encircled the Earth. Seeking to learn from all beasts as prey, she ascended the mountains and witnessed wild goats give birth. She chased the sky and witnessed the wisdom of the eagle in flight. Fascinated, she hunted across every country and ocean, falling in love with all that she encountered. What she loved she studied and learned more about, ever eager to uncover the secrets hidden in the patterns of life. And when answers eluded her, she asked Father Wolf. He shared some insights with her but held back others and encouraged her to continue her hunt. He showed her the paths to the high spirit courts and helped her find her own way. In time, Kamduis learned and made pacts and helped Father Wolf carry out his own duties. When Father Wolf was killed, she howled in mourning not for loss of him, but for all that he had yet to teach her.

In time, others sought out Death Wolf as a teacher, even as she'd followed her father. Shamans and ritualists, medicine men and wise women, these werewolves — the Bone Shadows — now devote themselves to the study of the unknown and the reestablishment of the ancient relationships that Father Wolf maintained with the spirit courts. Uncovering and understanding the knowledge that perished with Father Wolf requires venturing into the most pristine wilderness, the darkest corners of the city and the deepest shadows of the underworld. It is to these hidden places that Bone Shadows go with fearless curiosity.



Appearance: The name Bone Shadows is more than apt. Weeks of travel, often in the most dire and desperate of places, tend to consume any fat these Forsaken have left on their bodies. The *Hirfathra Hissu* are often wiry, some even gaunt, yet Bone Shadows are hardly sickly. They cannot walk to the places they do without expecting and being prepared for trouble. In Gauru form, they are frightening specters — tall, shadowy and with claws that seem even longer against their bodies than could be possible.

In all forms, Bone Shadows typically wear masses of trinkets and charms that bewilder werewolves of other tribes. Each is a "lucky charm" or ward against one of the many horrors encountered throughout a lifetime of journeys. Those in other tribes often say a Bone Shadow's age can be guessed by his eyes. One can look into those of a young member and not flinch, but one can scarcely meet the gaze of an old shaman.

Totem: Kamduis, the Death Wolf, the most withdrawn and unusual of Father Wolf's children. She traveled to strange places in search of the unique perspectives they offered on ordinary situations, and it was often given to her to liaise between Father Wolf and the lesser spirit courts. The first Bone Shadows labored for years to create rituals capable of summoning her and binding her so that they could strike a pact with her.

Background: Many werewolves who become Bone Shadows have experiences with the spirit world or the supernatural in general before their First Change. They notice signs that there is more to the world than their peers recognize. While what's hidden might horrify them, they're compelled to investigate. Yet, not knowing how to do so effectively, they often launch into obsessive behavior and speak of things that seem impossible, making them seem crazed until they can no

longer hold their mounting frustration in check. Joining the Bone Shadows seems to be the only way to finally find answers to haunting questions and to provide some comfort in a world more surreal and complex than most can know.

Initiation: Bone Shadow ordeals test a cub's willingness to peel back the veil of protective ignorance he knew before, as well as his control when he faces what's lurking on the other side. A Bone Shadow mentor might take a prospective tribemate into the far reaches of the spirit wilds to the court of a spirit ally of Death Wolf and judge the cub's worth based on how favorable an impression he makes. Some ask bizarre, seemingly pointless riddles of new cubs and send them into the Shadow Realm for answers — if any can be found. Some Bone Shadows even claim to have been accepted into the tribe based on inscrutable criteria laid out by spirits who then made recommendations to presiding elders.

Character Creation: While mental acuity is extremely important to the tribe, the real test for shamans is maintaining Composure. Spirits are vengeful, angry, petty beings. The slightest misstep can undo any deals that might have been forged. Resolve is likewise appreciated, since finding the truth of an omen is often a long, arduous task. A number of Bone Shadows are capable in Academics, in order to perform studies. Learning Survival and Expression takes on just as much importance as a primer in the Occult. Knowing what spirits are is important, but being able to track them down and get information is equally important. And most important of all is a proper understanding of the Languages Merit. No tribe has more fully fluent speakers of First Tongue, the voice of spirits. Spending Merit points on a wide variety of rites is also appropriate.

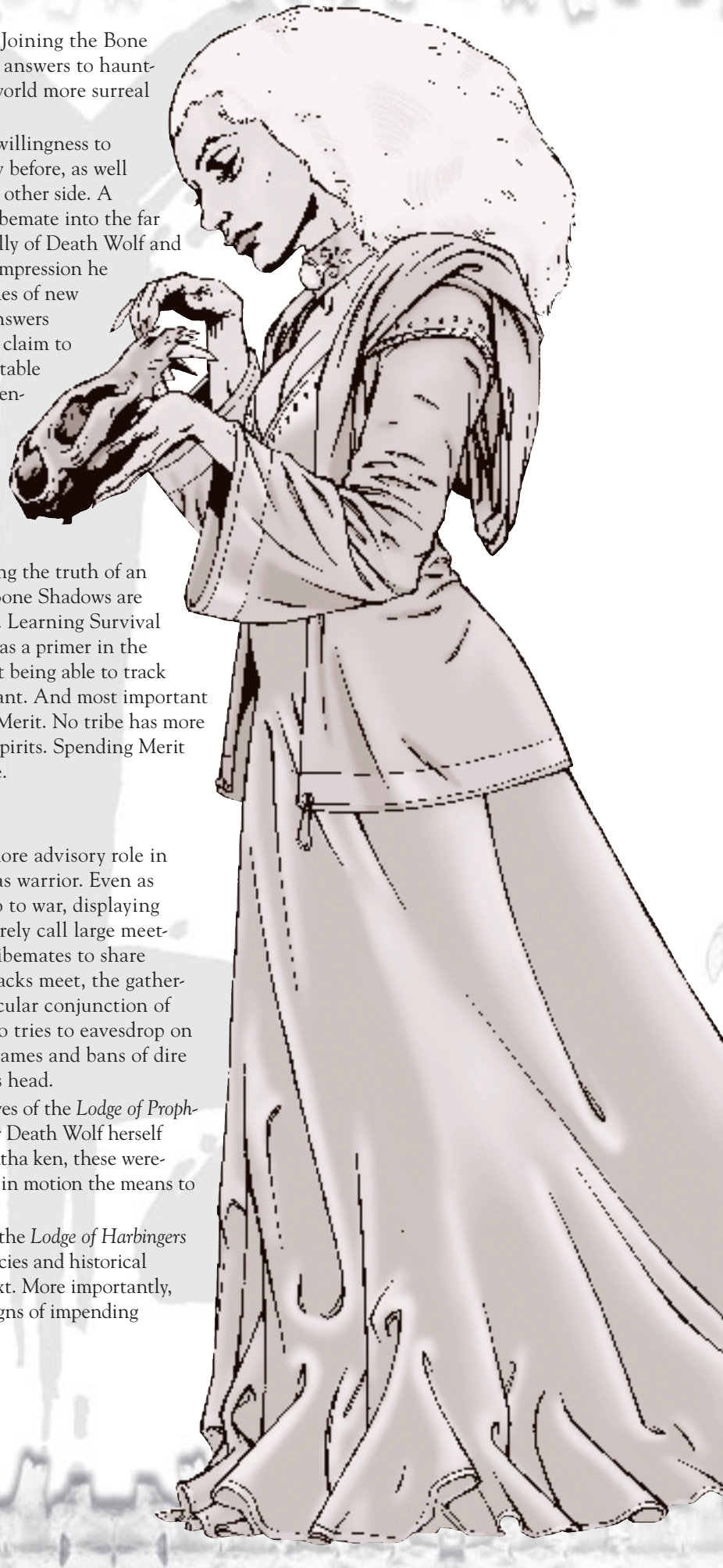
Primary Renown: Wisdom

Tribal Gift Lists: Death, Insight, Warding

Organization: Bone Shadows often take a more advisory role in packs — even their Rahu are as much strategist as warrior. Even as alphas, they plan carefully before they hunt or go to war, displaying unusual amounts of patience for Uratha. They rarely call large meetings, preferring to meet one-on-one with their tribemates to share information. When two or more Bone Shadow packs meet, the gathering is wrapped in ritual, often held under a particular conjunction of the planets. The other tribes say that anyone who tries to eavesdrop on the *Hirfathra Hissu* as they exchange the secret names and bans of dire spirits brings down a dozen horrible curses on his head.

Lodges: Inspired by something *other,* werewolves of the *Lodge of Prophecy* act as seers and oracles. Whether they speak for Death Wolf herself or alien spirits that would otherwise be beyond Uratha ken, these werewolves offer a glimpse into the future, and then set in motion the means to achieve or stave off the events in their visions.

Considered by some a legacy of Prophets past, the *Lodge of Harbingers* focuses on the here and now, reinterpreting prophecies and historical records made by their ancestors in a modern context. More importantly, they note and analyze ongoing spirit portents for signs of impending events unaccounted for by prophecy.



Members of the *Lodge of Death* seek out the wisdom of bygone spirits, traveling into the stygian depths of the underworld for secrets and knowledge lost in time. They seek to uncover the final mysteries of death, which few (if any) other werewolves can even bring themselves to face.

Territories: Like any other werewolves, Bone Shadows mark and defend fixed territories centered on loci. They bribe, dominate or appease local spirits in return for favors and a free exchange of information, and they know the ins and outs of the surrounding spirit world. Bone Shadows are also the werewolves most likely to adopt the physical domain of a certain type of spirit as an unconventional territory. Such domains might include long sections of a particular highway, a river and its tributaries, or the path of destruction carved long ago by an F-5 tornado. Such territories often weave through the firmer territories of other werewolves, and deciding whose responsibilities take precedence in a given situation is a matter of negotiation between the various packs and spirits involved.

Concepts: locus guardian, shadow cartographer, spirit court mediator, keeper of rites, necroarchaeologist, modern-day Fury, reclusive witch-doctor

Quote: *I received these scars from one of the Helions my pack rescued from a once-oak magath. The grateful Helion scourged my flesh so that, come nightfall, I could prove to the Ithalunim what we had done.*

Stereotypes

Blood Talons: They can be hard to speak with as equals, but our mutual respect for our relative strengths transcends the need for words. Presumably…

Hunters in Darkness: Interlopers are wise to heed the quiet lessons the Hunters teach, but the Hunters must also listen carefully to other voices.

Iron Masters: They are wise in the ways of the patterns that surround human existence, but they do not always tread as carefully as they should.

Storm Lords: They have the strength and will to traverse the paths we show them, but they rely on us to unravel the mysteries they find there.

Ghost Wolves: If we can find in the far reaches of the *Hisil* what their souls lack, they will have no more excuses for not recognizing the Tribes of Luna as their brothers.

• • •

Pure Tribes: Their creed of hate has its ancient ties of obligation to their Firstborn lords, but that doesn't mean we'll just roll over for them.

Vampires: Strange things. They clearly have power beyond the flesh, but they are utterly lacking in spirit. Do they have a place?

Mages: Much wisdom, much insanity. They are either the brightest creation of humanity or the new tyrants of the flesh.

Humans: They're alienated from and unaware of so much of what goes on around them, but their ignorance doesn't protect them, nor does it prevent them from giving strength to the Shadow's darkness. And so we must hunt.

Hunters in Darkness

Meninna

Let No Sacred Place in Your Territory be Violated

The howls in the night reminded the children of the small wilderness town from the tales their parents told. Stories of young men and women who foolishly wandered out into the dark woods at night, never to be seen again. In the city, folks would laugh at such "superstition," but not here. The howls reminded the townsfolk of lessons about staying in their place. Of the fiery eyes that too many of them had seen from afar. Of the Meninna. *Of the Hunters in Darkness.*

The Firstborn hunted both night and day. But as the Hunters in Darkness tell the tale, Hikaon-Ur, the Black Wolf, was the one who was most at home in the night. When Father Wolf's pack hunted at night, she was first to find the trail. When the pack rested after a tiring day hunt, Hikaon guarded her brothers' and sisters' dens as they slept. When the sun set and the moon rose, there was no hunter more swift and silent than she.

The Hunters in Darkness concern themselves primarily with the places farthest from the encroaching effects of man. They mark out large tracts of territory in the pristine wilderness, tending the sacred places and minding the spirits endemic to those environs. They know the natural rhythms of the lands they choose, from the march of seasons to the turn of the water cycle to the comings and goings of the indigenous animal life.

These cycles, and the spirit behavior that derives from them, must be carefully maintained, and the Hunters in Darkness take it upon themselves to see that it is done in slain Father Wolf's place. To make it so, they defend their territories against all who would disturb the delicate balance, including careless humans, misbehaving spirits and reckless werewolves. Yet, rather than lose themselves in the sound and fury of their zeal, the Hunters adopt a subtle approach, following the guidance of their spirit patron Black Wolf. The Hunters stalk their prey carefully, never giving away their presence. They approach as close as they can undetected and leave clear but subtle warnings that intruders are not welcome — or safe. Claw marks on trees. Piles of human teeth. Durable survival equipment rent or destroyed. Should these warnings go unheeded, the Hunters act decisively, taking down the prey and disposing of them as quickly as possible without disturbing their surroundings unduly.

Despite their affinity and preference for untamed territories, Hunters in Darkness are no strangers to the cities of man. They recognize that the sacred places in the urban Shadow are no less important than those beyond humanity's reach. Indeed, they devote themselves to taking care of important urban locales without upsetting the strange ecosystems of city life. Hunters in Darkness are no less the consummate hidden predators in urban territories than they are in the wilderness.

Many who join this tribe felt like they didn't belong before the First Change. They didn't belong among peers. They didn't belong in society. They didn't belong in their own bodies. After the First Change — probably brought on by frustration — cubs finally realize that they were right all along. They didn't belong among the people or in the bodies they always knew, because they were something apart. That realization often dictates a Hunter's lifestyle for some time to follow. She can abandon her former life and disappear into the wilds, reveling in her newfound comfort and liberty. She explores realms unknown to ordinary people, makes her first kill and eats warm, bloody flesh for the first time — and likes it.

Appearance: Reveling in primal nature and existence, Hunters in Darkness spend considerable time in Urhan form. They run the gamut of coloration and physiognomy one is likely to find among indigenous wolf species, from the dirty, brindled coats of swamp wolves in the Everglades to the long, creamy white coats of arctic tundra wolves. Black coats like that of their totem patron are no more common among members of this tribe than among others, but some consider such fur a sign of Hikaon's favor. In Gauru form, their coats darken and grow longer, and their bodies favor a rangy nimbleness.

When they roam city streets, Hunters typically wear so-called urban camouflage (that is, off-brand, nondescript, simple clothing in bland earth tones) that draws little attention. The ones who live outside of cities but who maintain human form for its utility might opt for actual camouflage, whether store-bought fabric or handmade hide clothing. True recluses might still wear the same tattered clothes they've had since the First Change.

Totem: Hikaon, the Black Wolf, the consummate predator and unseen guardian of her brothers' and sisters' dens. She derives strength from what others neglect or take for granted. The first Hunters in Darkness stalked her for years before finally cornering her in her den and extracting her oath of patronage.

Background: Those werewolves who become Hunters in Darkness are strongly self-reliant before the First Change and jealously protective of what they claim as theirs. Many are withdrawn and somewhat haughty, hoarding and hiding what's important to them without ever really questioning why. They have trouble trusting their peers and relatives, subconsciously valuing no one's opinions or judgments above their own. Having something stolen from them or being unable to keep something

they hold dear from being ruined can enrage them so completely that it brings on a Rage — or the First Change.

After the trauma of the First Change and the hardship that follows, Hunters in Darkness can help new werewolves channel their possessive and violent instincts into constructive, even holy pursuits. Protection of the wilds and their purity is a duty for all tribe members to uphold. While newcomers are introduced to others who have been through the same ordeals, they are not surrounded and suffocated by clamoring associates who all want to be the best of friends. Of all the Forsaken, the *Meninna* respect the need for individual space.

Initiation: Many Hunter in Darkness ordeals are designed to test a cub's tracking abilities, his knowledge of the local territory, and his ability to be stealthy over a long period of time. Some ritemasters hide a fetish away in their territory and have a prospective Hunter find it, while others command a wily spirit ally to hide and do its best to elude a cub. A cub might even be told to elude detection and lure a pack of more experienced Hunters into unfamiliar, neutral territory, and get close enough to count coup on at least one of them.

Character Creation: The average Hunter in Darkness prizes Mental Attributes above Physical and Social ones, as those aid in the hunt. A predator must be smart, attentive and patient to find his prey, track it and get close enough to bring it down. For the same reason, Skills such as Investigation, Survival, Subterfuge and Stealth are paramount. A Hunter who intends to defend his territory and warn intruders away without being seen needs Manipulation and Intimidation, and Empathy helps to understand what scares an intruder most. Many Hunters in Darkness rely on the rites necessary to maintain the health and sanctity of their sacred places.

Primary Renown: Purity

Tribal Gift Lists: Elemental, Nature, Stealth

Organization: Hunters in Darkness demand great strength from their alpha, and offer absolute loyalty in turn. They are the most wolflike in their pack behavior, often even insisting that the alpha eat first and turning on those who question their alpha's way. They also tend to believe in having both an alpha male and alpha female. The alpha is the unquestioned leader; the strongest ranked werewolf of the opposite sex often acts as a second alpha of sorts. The second alpha has more leeway in suggesting corrections to the alpha's decisions, or speaking out about pack grievances, and the alpha can agree without losing face.

Lodges: Hunters of the *Lodge of Harmony* seek out sacred places that have been despoiled and work to restore them. Members of this lodge tend to be werewolves of moderate standing who seek to carve out territories of their own. When they do, they defend those places ruthlessly.

The mercurial and wise *Lodge of the Seasons* moves in step with the Earth's cycles, changing goals and methods with the seasons. They focus on war in summer, easing the passage into death in autumn, healing in winter and spiritual renewal in spring.

Werewolves of the *Lodge of Wrath* avenge the violation of sacred places in their territory, and proactively punish trespassers. Wielding the fearsome powers

of the elements, they tear apart anyone who would endanger what they hold dear.

Territories: Hunters in Darkness seem to prefer territories deep in the wilderness, where the oldest loci are least likely to be disturbed. These places are most comfortable, the ones easiest to mark clearly and the easiest in which to disappear and remain hidden on the hunt. It takes fewer Hunters to defend a large area of wilderness. Without the careless tread of man, changes that are harmful to the spirit climate generally occur slowly. Hunters are no strangers to urban territories, though, for the simple fact that as cities spread, once-wild territory is overwhelmed and changed. When that happens, the new environment is still in need of culling.

Concepts: avenger of the despoiled, den mother, former lobbyist, shadow scout, retired sniper, misguided eco-terrorist, Ridden-tracker

Quote: *We've given him plenty of chances to turn back, but he's ignored our every warning. So be it.*

Stereotypes

Blood Talons: We can always count on the Talons' support if we need it, whether we ask for it or not.

Bone Shadows: Is there something inherent to the physical world that drives them to the deepest reaches of the Shadow Realm, or are the mysteries they find there more compelling than our responsibilities here?

Iron Masters: They say that they must change as the world changes, but they overlook the ways in which the world hasn't changed. Is that a sign of ignorance or a symbol of their trust in us?

Storm Lords: They often howl and bare their fangs when a low growl from the shadows will suffice, but that makes them no less successful in their efforts than we are in ours.

Ghost Wolves: The plague that dwells in human hearts affects even our kind. Scared, scattered, they don't even know what they are.

• • •

Pure Tribes: Their rage and their loyalty to one another is pure — all else is tainted and rotten.

Vampires: Humans are short-sighted and cruel. Vampires have a longer perspective — and are still cruel. Be wary.

Mages: Do they look backward to a time when humanity was more respectful, or do they look forward to a dream of domination?

Humans: Those who are willing to see and hear, even if what they see and hear frightens them, are the hope of their kind. The rest are nothing.

Iron Masters

Farsil Luhal

Honor your territory in all things

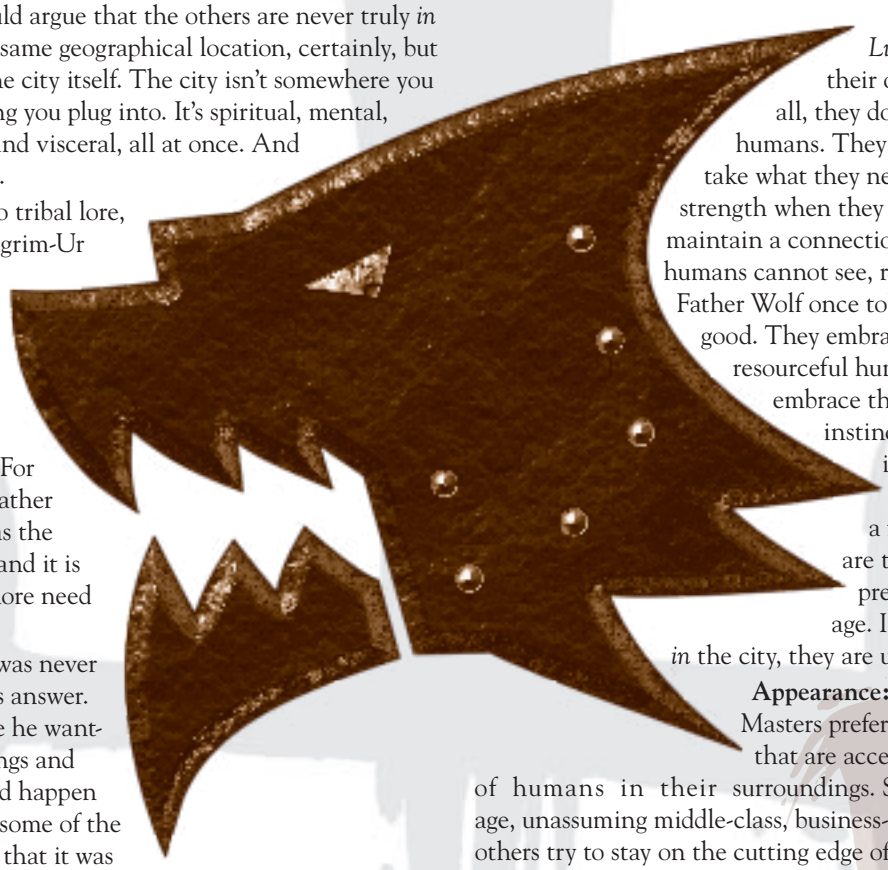
The detective pushed through the crowd of onlookers and the gaggle of beat cops standing around on the street. He looked at the feral claw marks left on the woman's body, and gave his handiwork a small smile of satisfaction. Then he made an excuse and left, a wolf in sheep's clothing, a Farsil Luhal, *an Iron Master.*

There are werewolves of all tribes in the cities, but the Iron Masters would argue that the others are never truly *in* the cities. In the same geographical location, certainly, but never a part of the city itself. The city isn't somewhere you live, it's something you plug into. It's spiritual, mental, physical, sexual and visceral, all at once. And it's their territory.

According to tribal lore, the Red Wolf, Sagrim-Ur spent his every waking hour asking Father why the rain fell, why the mountain stood, why the wind blew… For every question, Father Wolf's answer was the same. "They do, and it is good. Nothing more need be known."

But Sagrim was never satisfied with this answer. He asked because he wanted to change things and watch what would happen if he could undo some of the rigid equilibrium that it was Father Wolf's duty to maintain. He would never have advocated Father Wolf's death, but neither did he act to stop it when the fateful attack came. Even as Father Wolf lay dying and snarling in impotent rage, Red Wolf stared at him in hidden wonder, imagining how things might be if they were allowed to proceed unchecked. But it was Sagrim himself who was changed when Father Wolf caught him and held him down under one weak paw to speak to him. "Things will not be as they ought," he told his son. "Note well how they go, and remember what I told you was good."

Red Wolf has passed down this legend and his personal portion of the Oath to his prodigal Forsaken, and the Iron Masters have honored his wisdom. They know the Uratha will never again be the lords of the Earth that their ancestors were, but they see the potential for humanity to fill that role. Therefore, they keep up with the rapid pace at which humanity changes, marking how well it goes. And as humans change the face of the world and shape its Shadow, the Iron Masters apply the best products of human ingenuity toward bettering and honoring their territories.



Yet the *Farsil Luhal* do not forsake their own kind. After all, they don't want to *be* humans. They want to be able to take what they need of humanity's strength when they want it, and maintain a connection to the Shadow humans cannot see, remembering what Father Wolf once told Red Wolf was good. They embrace the logical and resourceful human mind as they embrace their own predatory instincts. Their game is adaptation, not slavish worship of a flawed ideal. They are the camouflaged predators of a modern age. In the city, actually *in* the city, they are unequalled.

Appearance: By and large, Iron Masters prefer modern fashions that are acceptable or expected of humans in their surroundings. Some prefer average, unassuming middle-class, business-casual attire, while others try to stay on the cutting edge of corporate fashion. Still others dress like members of various subcultures that reside in their territories, from mortified and tattooed exhibitionists to 'do-ragged, muscle-shirt-wearing urban predators. Regardless, all Iron Masters exude the air of the predator that marks any werewolf, making their efforts to blend in that much more challenging.

In the war form, some Iron Masters develop disturbing visual personas, mirroring an urban environment of noise, angles and horror. Some alter their fur, dying shocks of it in threatening colors. Others braid chains into it, hanging metal or glass tokens and glyphs from the links. Still others eschew such vanities and let the savage reality of their natural Gauru form serve as a reminder that they are so much more than the humans they might appear to be.

Totem: Sagrim, the Red Wolf, who was ever respectful, eternally curious and ingeniously cunning. To him was awarded the responsibility of watching over humankind and tracking for Father Wolf the effects those creatures unknowingly had on the Shadow Realm. The first Iron Masters won his patronage by arguing their cause and unraveling his riddles, proving their worthiness.

Background: The Iron Masters tribe attracts those of the People who have always sought new ways of doing things and aren't afraid to take risks. Before the First Change, they tend to be quick adopters of new technology, idealistic social reformers or pretty much anyone who rises above the provincial and conventional ways others think. They see how quickly and radically human society changes, and the idea of letting change happen and being left behind is frustrating. Yet, advocates of progressive social evolution are not always appreciated in their time (especially in the World of Darkness). Clashes with those who are content to adhere to bygone ideals can lead to infuriation and violence sufficient to bring on the First Change.

Initiation: Usually, the key to excelling in an Iron Master initiation ordeal is cheating. Prospective Iron Masters aren't normally told this going in, but ritemasters who set the challenges fully expect and endorse it. They lay out tasks that seem impossible, or deceptively simple and that grow exponentially difficult the more effort a cub puts in. The test, then, is to see how quickly a cub realizes how the odds are stacked against him and how well he adapts an unconventional solution to the problem — or pulls off a conventional solution anyway.

Character Creation: Mental and Social Attributes are fine primary categories for Iron Masters, with a focus on Intelligence and Composure. They also tend to favor modern and human-centric Skills — such as Computer, Crafts, Drive, Firearms, Science and Streetwise — more than members of other tribes do. Occult is also a must as they constantly encounter and study new types of urban spirits. Some Iron Masters sacrifice a dot of Harmony for experience points as they put more stock in the value of their human side than their wolf side. They also tend to learn a handful of rites with which they celebrate and honor their territories.

Primary Renown: Cunning

Tribal Gift Lists: Knowledge, Shaping, Technology

Organization: Iron Masters are remarkably individualist when it comes to their packs.

One might be comfortable in a pack ruled with an iron fist, while another prefers the egalitarian sharing of power that her pack practices. Though an Iron Master can often be contrary as any Elodoth, their credo of adaptation also applies to their systems of rank. They are most prone to use modern means of travel and communication to keep in touch with their tribemates, but a healthy worry of discovery keeps them from casually overusing these tools. As the Iron Masters well know, few phone lines are secure and the Internet is never safe.

Lodges: The *Lodge of Lightning* is devoted to the burgeoning study of the shamanistic aspects of electricity and the myriad descants thereof to which human ingenuity gives birth.

The *Lodge of Metal* is considerably older, having its roots in blacksmithing tradition. Members consider themselves experts in metallurgy and technological craftsmanship; a weapon or fetish built by one of them is sure to adhere to the highest standards of quality.

Werewolves of the *Lodge of Scrolls* are dedicated to scholarship and the preservation of learning. These historians, archivists and data-analysts do their best to compile a living record of how times change and what the tribe must do to keep up.

Territories: Unsurprisingly, the vast majority of Iron Master territories can be found around human civilization, be it a desolate urban sprawl or an eerily quiet rural town. They tend to mark their borders more subtly than werewolves of other tribes do, blending symbols of pack totems in with graffiti, hanging small talismans from power lines and traffic signals, and even marking appropriate warnings in the urban Shadow. In light of Red Wolf's commandment, Iron Masters work constantly to see that their territories are in impeccable condition and that all the spirits therein are pacified, but the larger an urban territory is, the harder it is to do so.

Concepts: urban legend made flesh, urban folklorist, envoy to vampires, klaive-smith, voice of the streets, arm-twisting union advocate, civil engineer/geomancer

Quote: *A city isn't just some forest or jungle dressed in steel and glass, it's a unique territory with its own rules and predatory life cycles. Come on, I'll show you.*

Stereotypes

Blood Talons: They've got more to learn from us than the latest review of human military tactics. They just haven't realized it yet.

Bone Shadows: They've helped us identify and comprehend some of the newer spirit types that urban landscapes give rise to, but we're better at figuring out how those spirits fit together in the big picture.

Hunters in Darkness: They don't quite have the knack for blending in and disappearing into the urban environment that we have, but they're fast learners. Maybe faster than we would be out there in the wilderness.

Storm Lords: We don't mind deferring to the competent ones, as long as they're willing to admit when they're out of their league.

Ghost Wolves: There but for the grace of Luna go we. Literally.

• • •

Pure Tribes: Times have changed, and we aren't the bastards we used to be. If Luna can accept that, why can't the so-called Pure?

Vampires: Stagnation, careless predation and an undying sense of entitlement that they dress up as *noblesse oblige*… In some ways, they're a mirror of where we can go wrong.

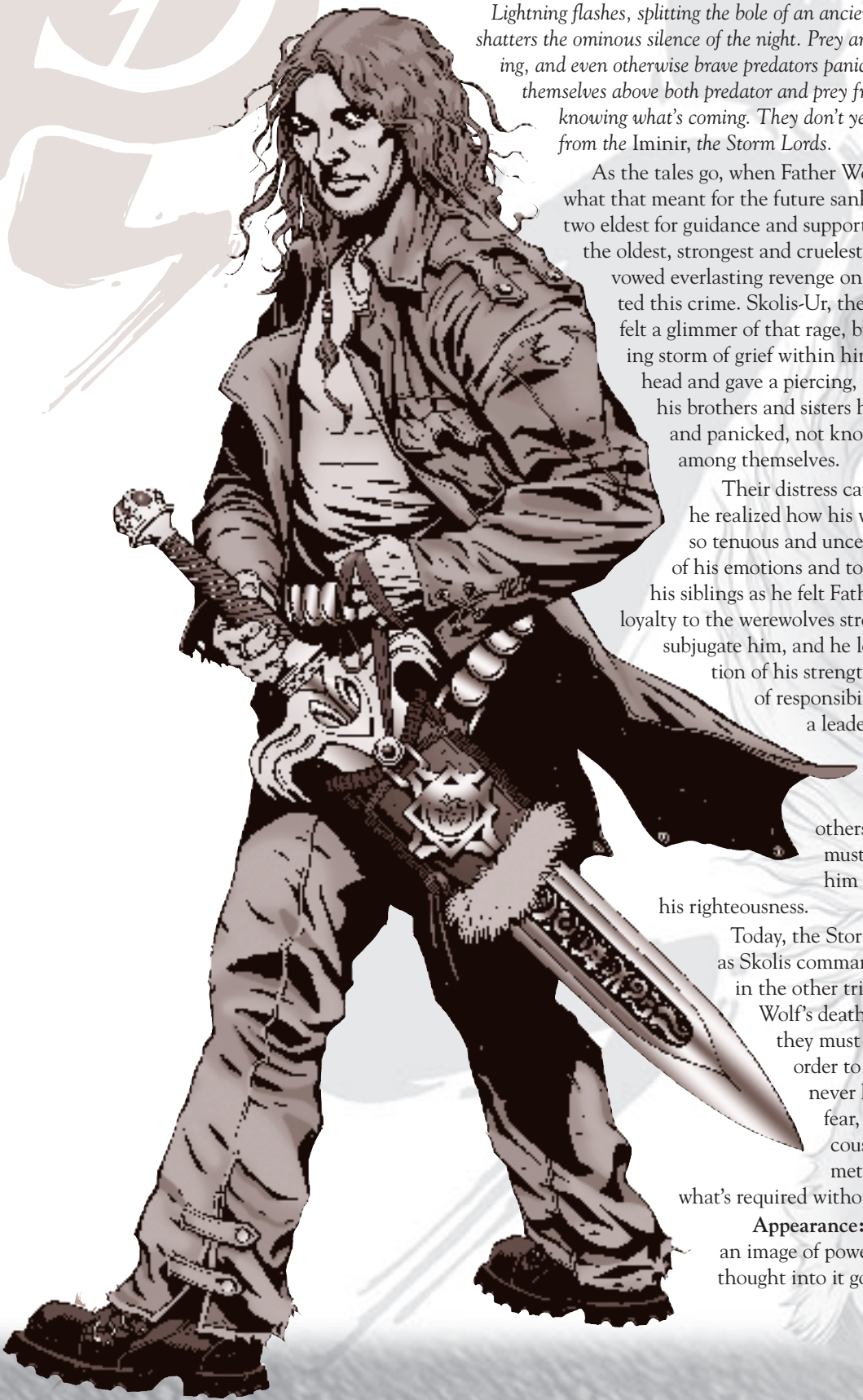
Mages: If these… people are the next step in human evolution, what changes must be coming that make them necessary?

Humans: Bless these nasty, brutish and short-lived geniuses for keeping us busy. What would life be like without them?

STORM LORDS

IMINIR

ALLOW NO ONE TO WITNESS OR TO TEND YOUR WEAKNESS



Lightning flashes, splitting the bole of an ancient tree, and the crash of thunder shatters the ominous silence of the night. Prey animals scatter, their hearts hammering, and even otherwise brave predators panic and flee. And those who reckon themselves above both predator and prey freeze in unaccustomed terror, not knowing what's coming. They don't yet recognize the signs of displeasure from the Iminir, *the Storm Lords.*

As the tales go, when Father Wolf was killed and the reality of what that meant for the future sank in, the Firstborn turned to his two eldest for guidance and support. Huzuruth-Ur, the Dire Wolf, the oldest, strongest and cruelest of the litter, snarled bitterly and vowed everlasting revenge on the betrayers who had committed this crime. Skolis-Ur, the Winter Wolf, the second oldest, felt a glimmer of that rage, but it was nothing to the consuming storm of grief within him. Overcome, he threw back his head and gave a piercing, mournful howl the likes of which his brothers and sisters had never heard. They cowered and panicked, not knowing what to do, and whimpered among themselves.

Their distress caught in Winter Wolf's heart, and he realized how his weakness had hurt his siblings in so tenuous and uncertain a time. He regained control of his emotions and took it upon himself to try to lead his siblings as he felt Father Wolf would do. He gave his loyalty to the werewolves strong enough to command and subjugate him, and he lent all their descendants a portion of his strength. He instilled in them his sense of responsibility and passed on the lesson that a leader must always bear his burden with strength and dignity, lest his followers suffer. And no matter what occurs or what others might think of him, a leader must always do what is required of him and trust to history to commend his righteousness.

Today, the Storm Lords still bear that burden as Skolis commands, trying to lead their cousins in the other tribes to do the work that Father Wolf's death left undone. They know that they must be strong and unyielding in order to live up to their responsibilities, never holding themselves back out of fear, weakness or the worry that their cousins might not approve of their methods. All that matters is doing what's required without fail and without complaint.

Appearance: Storm Lords dress to display an image of power. The ones who put the most thought into it go for tailored clothes that

accentuate their height and physique in strong, vibrant colors that catch and hold the eye. Any jewelry they wear, be it mundane or fetish, is displayed prominently and kept meticulously clean. Their Gauru forms are hulking towers of rippling muscle that not even the most ferocious storm wind could hope to topple.

One can often tell the Storm Lords by how they carry themselves and deal with others. They stand just a bit too close and loom over whoever they're talking to, lifting their tails in lupine form or rolling their shoulders forward in their bipedal forms. They hold eye contact longer than most people prefer and show a lot of teeth when they talk. They call people by their first names heedless of convention, gesture expansively, and they're never hesitant about initiating informal physical contact — practically sweeping anyone around them up into a passive, attentive orbit.

Totem: Skolis, the Winter Wolf, the second oldest spirit child of Father Wolf after Dire Wolf. It was his responsibility to mind and protect his brothers and sisters when Father Wolf was otherwise engaged. The Storm Lords demanded that he show that same responsibility to his half-flesh cousins, and by force of will and strength of sinew they compelled him to agree. He is a loyal patron to his tribe for as long as he finds them worthy, but should they begin to show weakness, he is sure to turn on them.

Background: Werewolves who become Storm Lords tend to not only seek power, but seek to do something worthwhile with it. They brim with self-confidence, cavalierly taking what they want and working tirelessly to change the minds of people who don't respond favorably. This behavior becomes overbearing very quickly and pushes people away despite every intention to the contrary, but it isn't inspired by simple greed or arrogance. A latent cub can subconsciously sense that his life is missing something, and he futilely tries to fill that void. The frustration of repeated failures (or an inevitable confrontation with the people his behavior agitates most) proves enough to bring on the First Change.

Talking to experienced Storm Lords once the initial turmoil of the Change has passed helps cubs realize that while power and authority are their birthright, what they've been missing thus far is *purpose.* The Storm Lords can provide that purpose, but only if a cub is strong enough to endure the Rite of Initiation.

Initiation: The Storm Lords' tribal ordeal is usually a fairly straightforward test of survival. Some ritemasters prefer a test of physical endurance, such as having a cub calmly walk a brutal gauntlet. Others favor a variety of medieval judicial ordeals that punish a werewolf's body to its extraordinary limits. Still others have prospective Storm Lords stand alone and naked (or nearly so) in an isolated spot outdoors and attempt to withstand the savage forces of a killer storm without so much as a whine of discomfort. As with all ordeals, these rites are meant to weed out the weak, undedicated or unworthy. The deeper underlying purpose of such tests, however, is to instill confidence and self-worth. Its memory serves as a constant, unshakable reminder that he is strong and that he can survive if he has the will to endure.

Character Creation: The priority assigned to Attribute and Skill categories depends on the individual Storm Lord's chosen path to power. A sneaky manipulator might focus on Social categories, favoring Manipulation, Politics, Persuasion, Socialize and Subterfuge. A forceful, dominant commander could favor Physical Attributes and Skills with a seasoning of Presence, Resolve and Intimidation. A voice of wisdom who leads by example might favor Mental Attributes and Skills, in addition to Composure and Expression. Storm Lords tend to have higher than average Survival and Stamina dots as an outgrowth of their initiation ordeals, and it's not uncommon for their Composure and Resolve dots to result in a high Willpower.

Primary Renown: Honor

Tribal Gift Lists: Dominance, Evasion, Weather

Organization: Not every Storm Lord can be a pack alpha, and realizing as much keeps their packs from shattering under the strain of internal rivalries. Instead, those who aren't alpha prove their mastery in other ways. One might study the knowledge and capabilities that pertain to the duties of his auspice, such that he is the undisputed master thereof. All other things being equal, though, a Storm Lord is likely to try for leadership in a new pack. A confident assertion of authority can undercut burgeoning tensions in a pack and make it that much easier for a group of relatively inexperienced werewolves to get to work. Surprisingly, their tribal hierarchy is not as rigid as others might expect. Though each Storm Lord is well aware of where he stands, the wisest Storm Lords know better than to formalize this hierarchy of respect any further, lest they ignite a wave of petty, tribal infighting. They frequently gather on stormy nights, where their howls mix with the roll of thunder.

Lodges: Storm Lords of the *Lodge of Crows* practice deceit and manipulation as a path to power. They are cunning and evasive, often seeking to exercise what authority they have second-hand through proxies or dupes who don't realize they're being used.

By contrast, werewolves of the *Lodge of Thunder* achieve power through straightforward dominance. When they feel they're in the right, they call out and ultimately knock down opponents and then lead by force, ever watchful for the day when someone new comes along to supplant them.

Werewolves of the *Lodge of Winter* are neither so sneaky nor so brazen. They determinedly practice rituals that they hope will grant them enlightenment, and they examine situations as thoroughly as possible to discover the wisest course of action. When they are not in positions of authority themselves, they ignore foolish orders

or advice and simply lead by example, knowing that their wisdom will win out.

Territories: More than the other tribes, Storm Lords favor territories that normal men and wolves find inhospitable. From the windswept heights of forbidding mountain ranges to murky lowland flood planes to desolate tundra steppes to parched hardpan deserts, they stake out claims and viciously repel interlopers. They do so not because they have no better options, but because someone must look after these places, and who better than the strongest, most brutally tenacious of the People? Not every Storm Lord sees the inherent benefit in such a life, however, and many seek to fulfill their ambitions in the choicest, most comfortable territories they can manage.

Concepts: prodigal alpha, face-man for the pack, eye of the storm, prophet and pack beta, blackmailer, righteous crusader, grizzled veteran mentor

Quote: *This is* your *territory, is it? I might have guessed. No, stop talking, and let me tell you what we're going to do to fix it up.*

Stereotypes

Blood Talons: They're as honorable, brave and uncompromising as we are, but they're not always willing to do what's ultimately necessary to truly secure their territories.

Bone Shadows: They unflinchingly go to extraordinary lengths to confront what others misunderstand and fear. We would do the same as often were it as necessary as they believe.

Hunters in Darkness: They represent the opposite end of the spectrum from us, defending their territories subtly by sowing paranoia among their enemies. It's a bizarre strategy, but it seems to work.

Iron Masters: Adaptability and compromise have earned them significant, unassailable power in their urban territories, but what does such specialization cost them?

Ghost Wolves: The ones who survive the longest on their own are worthy of our respect and make decent allies. The rest are no better than scared, ignorant children.

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Pure Tribes: Luna's mercy overrules the bitter, vengeful dogma of their petulant fanaticism. We'll see who's standing last.

Vampires: If they really are unseen lords of the night, why is their every move motivated by an undying fear of their prey?

Mages: They hide their strength well — there's no way of telling one from an ordinary human until it's too late. One wonders if they're simply worried about the human herd, or if they're hiding from things that they can see and we can't.

Humans: The worst of them meekly simper or fawn over one another, making it impossible to respect them. The strongest of them risk alienating themselves even from their peers, thus forgetting what makes them strong to begin with.

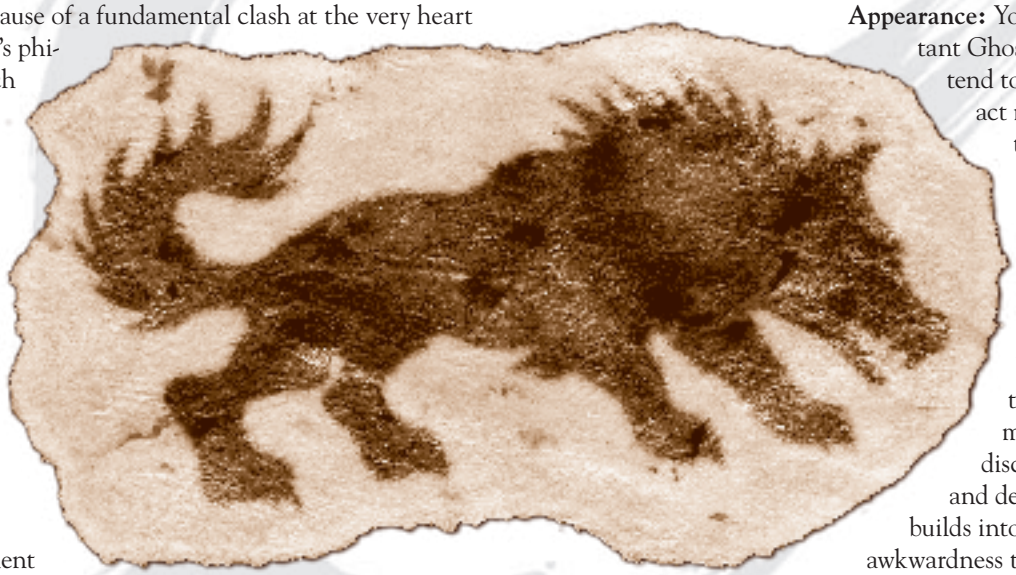
Ghost Wolves

Thihirtha Numea

It had happened again, and this time he couldn't go back. Not after what he'd let himself do. He'd thought he could control it, but the feelings, the urges, were just too strong to resist. The only thing left to do now was run and try to figure out what brought this curse upon him. The others, the ones he'd done his best to get away from, called him Thihirtha Numea, *or a Ghost Wolf, but he didn't get that. All he knew was that he was a man with the worst problem in the world.*

The Ghost Wolves are not a tribe. Rather, "Ghost Wolf" is a label given to any werewolf who spurns the Tribes of Luna and the Pure Tribes both, and refuses to join any of them. This happens in any number of ways.

Some few Ghost Wolves were once members of a tribe who left because of a fundamental clash at the very heart of the group's philosophy. Such a misgiving is not one that a werewolf *enters* a tribe with (since he wouldn't join in the first place if that were the case), but sometimes cataclysmic stress or violent falling out can break down a werewolf's convictions. Others leave tribes due to sheer shellshock. That feeling comes from the relentless violence a werewolf inevitably sees, or from the pervasive numbness that comes from knowing that an ancient sin will not be wiped away in a lifetime, regardless of how righteous that life is. Unable to continue, they simply drop out of all werewolf societies and subsist in the wilderness or city.



Most Ghost Wolves were never members of tribes. Desperate to cling to their human nature, some do their best to remain outside the tribal structure. They eventually come to grips (to an extent) with what they are, but they don't relish being reminded of it by the constant presence of others afflicted the same way. These Ghost Wolves don't usually seek out redemption or even self-destructive "adventure," but instead try to live out a normal life, seeking simple sanctuary and peace. They never find it. Try though they might to deny it, Ghost Wolves are still werewolves. No matter how they ignore the truth, something forces them to confront it.

Some Ghost Wolves aren't quite so overcome by the weight of it all, though. They find a weary sort of equilibrium in their dual nature and mark out what small, insignificant territory they feel they can safely manage on their own. Ghost Wolves of this sort don't mind working with or otherwise spending time with werewolves of the Tribes of Luna. But in the long run, their goals are neither so divinely inspired nor so broad in scope. They'd just as soon spend their time and effort getting comfortable control over themselves and attending to their personal business, thank you very much.

Appearance: Young, reluctant Ghost Wolves tend to dress and act much like they did before their First Change, in an attempt to will their lives back toward normalcy. Their discomfort and desperation builds into a palpable awkwardness that repels the very souls with whom they try to fit in. As a result, they quickly develop a somewhat shabbier, more harried look further toward the fringes of society to which they are driven.

Older, more experienced Ghost Wolves who've reached an uneasy détente with what they've become lose the look of desperation but retain a vestige of awkwardness. They tend not to look people in the eye or take meticulous care of how they look. The clothes they wear are old, tough leather, wool and denim — ones made to withstand a lot of punishment and last a long while between replacements. Their Gauru and lupine forms tend to take on a hungry and weather-beaten look, with matted and dirty fur that bespeaks long, hard travels.

Totem: *Thihirtha Numea* have no totem patron.

Background: Ghost Wolves come from as wide a variety of different backgrounds as do werewolves of all the tribes put together. Nothing specific in the way a werewolf

is raised makes him any more or less likely to turn away from his spiritual heritage and walk the lonely path of the outcast. In fact, what many Ghost Wolves share in common is a profound attachment to the life they left behind that makes them too stubborn to accept what they've become. Some might have been exceedingly successful businessmen who treat their First Change as a curse meant to ruin all for which they worked. Others might not have thought their normal lives were so great, but after the First Change decide that even the worst mundane life is better than cursed existence as one of the Forsaken.

The only common denominator among the Ghost Wolves is their unwillingness to wholly embrace werewolf society. Beyond that, no generalizations can be made.

Initiation: To be a Ghost Wolf is either to have failed the ordeal of initiation, or to have refused it entirely. The circumstances of the First Change, the choice to step away from the tribes and the trials of life as a tribeless werewolf are the only passage into a greater world the *Thihirtha Numea* undergo. Many Ghost Wolves still take the Oath of the Moon and pledge themselves to the principles of Father Wolf's tasks, but they do so alone.

Character Creation: No particular spread of Attributes or Skills typifies a Ghost Wolf. Physical Attributes and Skills help, of course, since a Ghost Wolf often has to be able to take care of himself without any packmates. Social traits of a decent rank increase his chances of making a favorable impression on the people and spirits he must negotiate with for favors and recognition. A Ghost Wolf's Merits are likely to represent holdovers from his life before the First Change. It is even appropriate to trade in a point or two of Harmony for extra experience points, representing the hardships of the sharp learning curve a lone werewolf faces in coming to grips with his condition.

Primary Renown: None. Ghost Wolf characters start play with two rather than three dots of Renown. At least one of those dots must be assigned to the auspice's primary Renown.

Tribal Gift Lists: Ghost Wolves may choose their starting tribe Gift(s) from either of the open lists, Father Wolf's Gifts or Mother Luna's Gifts.

Organization: Ghost Wolves do not organize among themselves, being more of a classification than a structured group. They're loners, going their own way in hopes of finding a cure for their condition or a way to live with it. Most Ghost Wolves seek to integrate themselves at least peripherally into local Uratha society, however, despite any philosophical and spiritual grounds of disagreement. They trade favors and information with other packs in return for guarantees of safe passage through others' territories or for help dealing with personal threats that are too big for any single werewolf to handle. Some even join packs, believing in the need to be with their own kind even if they don't care for the creeds of the tribes.

Lodges: While there are some small, geographically based networks of acquainted Ghost Wolves in a smattering of places, there are no true Ghost Wolf lodges.

Territories: Some Ghost Wolves try to treat their normal home as if it were their territory, sticking to the same house and neighborhood in which they've always lived and raiding a nearby locus as needed. Most who do so, however, find themselves holed up within an established pack's territory, and the inevitable confrontation results in the Ghost Wolf being run off or forced to get in line with the established werewolves' agenda and to work with (or for) them. Other Ghost Wolves give up on the idea of marking out their own territory altogether, drifting from territory to territory instead and staying for as long as the good graces of the areas' rightful protectors last.

Concepts: fugitive, bounty hunter, envoy between feuding territories, shaman on an endless vision-quest, grifter, lost cub, spirit-mercenary

Quote: *Fine, it's tougher than it looks — you happy? Fortunately, I know some folks who deal with this sort of thing full time, and they still owe me a favor.*

Stereotypes

Blood Talons: I know some things are worth fighting for and even dying for, but to these guys, fighting itself is worth living for. I get that kind of conviction, but I don't have it.

Bone Shadows: I can talk to spirits and even cut a deal sometimes, but I've never understood 'em like these guys do.

Hunters in Darkness: Just knowing these guys are out there, unseen and doing their thing, makes me feel a little better… except when I know I've screwed up or I've got something to hide.

Iron Masters: These guys can take anything in stride, no matter how bizarre or unexpected. Maybe if I could have done that when it counted…

Storm Lords: Being respectfully wary of them without ever treating them as anything other than equals usually keeps us seeing eye to eye. Usually.

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Pure Tribes: At least the Tribes of Luna respect me about as much as I respect them. These bastards don't even try.

Vampires: I don't like being nervous, and finding out that these things are real and that they're out there in numbers — that makes me real nervous.

Mages: Each one's got some weird, unique, awesome power that answers to no one but him. Trust me, there's no way that's a good thing.

Humans: I trusted my last human friend with the truth about what I am, and damned if she didn't act like she almost *pitied* me. I still look in on her once in a while, but I haven't spoken to her since.

Gifts

Some powers are the stuff of legend. A man tastes the blood of a dragon, and he instantly understands the speech of birds and animals. A falcon gives a feather to a wanderer, and when the wanderer places the feather in his belt, he is able to fly as swiftly as the falcon. A woman pleases a mercurial fey creature, and she is blessed with the ability to see through illusions. These are the Gifts given by the spirit world — ancient blessings that hint at a time when flesh and spirit were close.

Gifts are tricks bestowed by spirits, unusual magical abilities that draw on a werewolf's half-spirit nature to accomplish things that would otherwise be impossible. They are not spells or innate abilities. They're more like a spirit's Numina (see the **World of Darkness Rulebook**, p. 210). Individual Gifts are frequently limited in effect, but the sheer variety of Gifts that spirits are capable of teaching grants werewolves a versatile array of power.

All Gifts are taught by spirits and can be learned only by those who are part spirit themselves. In game terms, a character must have an Essence trait to be able to learn a Gift. Spirits cannot use Gifts themselves, only Numina. The process of teaching a Gift is a supernatural blessing, an example of the living symbolism of the spirit world. The Gifts a spirit teaches depend not on the spirit's traits, but on its nature. Most spirits grant Gifts with a common theme — hence the arrangement of Gifts in lists. A bull-spirit (largely a spirit of strength) teaches many Gifts that have strength as a common factor, so bull-spirits are listed as teachers of the Strength Gift list. In turn, only spirits can "teach" Gifts. A werewolf cannot convey the same sort of blessing to another, even a packmate.

Spirits don't hand out Gifts for free, though. Nothing comes for free in the spirit world, particularly to the Uratha. A werewolf must somehow appease one of these hostile entities, even one that is ordinarily a friend to her totem, before it agrees to bless her with a Gift. Even if a spirit were to be greatly fond of a werewolf (or in love with her, as legends sometimes speak of), it couldn't give her something without asking for something in return. It is one of the laws of the next world. The spirit may ask for little in return if it feels charitable (unlikely), or it might ask for the near impossible if it dislikes the werewolf (sadly likely). In any event, learning a Gift is more a matter of negotiation and making offerings than of study and practice.

A beginning **Werewolf** character starts with three Gifts. These powers are presumed to be the first ones the werewolf learned, during and directly after her initiation into Forsaken society. These are chosen from among the lists affiliated with her auspice and tribe and from another list of the player's choice. Gifts affiliated with a character's auspice or tribe are considered "affinity Gifts," as are Father Wolf's and Mother Luna's Gifts. A Hunter in Darkness Cahalith could, therefore, have one Gift from the Elemental, Nature or Stealth lists (associated with her tribe), one from the Gibbous Moon, Inspiration or Knowledge lists (associated with her auspice), and one from another list of her player's choice. She could even have multiple Gifts from a single list if a Gift list is affiliated with both her tribe and auspice, or her third, free choice is also allocated to one of her affiliated lists. Remember, however, that no character can have a Gift worth more dots than her highest primary Renown. If the Hunter in Darkness Cahalith has Purity • (her tribe's primary Renown) and Glory •• (her auspice's primary Renown), she can have no Gift of higher than two dots.

Ghost Wolves, who have no tribe, begin play with a Gift chosen from the lists associated with auspice, a Gift from the "open" lists that are affiliated with all werewolves (Father Wolf's or Mother Luna's Gifts), and one from a list of the player's choice.

The only lists from which you *cannot* choose Gifts via a free pick are those that are synonymous with the other auspices: Full Moon (Rahu), Gibbous Moon (Cahalith), Half Moon (Elodoth), Crescent Moon (Ithaeur) and New Moon (Irraka).

At character creation, a player also has the option of trading his third, "free" pick of Gift for one dot in the Rituals trait. This trait allows access to the supernatural rites performed by werewolves (see pp. 147-165). That trait can also be acquired during play to learn and perform rites.

As a character grows and learns, she may continue to acquire Gifts. When Renown of any kind is increased through experience points (see the chart on p. 247), your character gains a new Gift worth the same number of dots. This Gift must be chosen from one of the lists for which your character has a tribe or auspice affinity. For example, if the Honor Renown of a Hunter in Darkness Cahalith increases from • to ••, she gets a new two-dot Gift from one of the following lists: Gibbous Moon, Inspiration, Knowledge (from her Cahalith affinity), or Elemental, Nature or Stealth (from her Hunter in Darkness affinity). She could alternately choose two-dot a Gift from the Father Wolf or Mother Luna lists since all Forsaken have affinity with them.

Gifts can also be acquired in the course of the chronicle by making pacts with spirits, without raising Renown. In systems terms, you spend experience points for your character to learn a new Gift. This power can be from *any* list. As stated previously, the Gift cannot be of a level higher than your character's highest primary Renown. If her highest primary Renown is 3, you can't spend experience points for her to acquire a four-dot Gift of any kind.

The experience chart shows the point costs of acquiring Gifts without raising Renown at the same time. Some Gifts are easier to learn during play than others. Buying Gifts from lists affiliated with your character's auspice or tribe (or from the Father Wolf or Mother Luna lists) costs less experience points than those from non-affiliated lists. Thus, if a Bone Shadow Elodoth (whose affiliated Gift

lists include Half Moon, Insight, Death and Warding) seeks to learn a Weather Gift, it costs extra experience points because it's not connected to her auspice or tribe, and it's not on one of the "common" lists.

There is no limit to the sheer number of Gifts a werewolf can know. If you want to spend the experience, and your character can appease the appropriate spirit, she can acquire a new Gift. Learning a Gift takes very little time compared to learning a new Skill or Fighting Style Merit. It takes about an hour per level of the Gift. Learning time is often offset, however, by the time required to perform the tasks a spirit teacher asks in return for its favor.

Your character does not have to learn the Gifts of a given list sequentially, either. An Ithaeur may have the three-dot Ithaeur Gift: Gauntlet Cloak without first learning the two-dot Gift: Read Spirit, as long as her highest primary Renown is at least 3.

Your character might learn a new Gift without knowing its predecessors on a list when one of her Renown traits is increased. Say her Wisdom Renown is increased from 2 to 3. That means she gets a three-dot Gift from one of her auspice- or tribe-affiliated lists, too. Maybe the player decides to take the three-dot Gift from the Warding list, but her character doesn't currently have any Gifts from that list. That's fine. She gains the three-dot power without the • or ••.

Another way to learn Gifts in a list without knowing their predecessors is with experience points. In this case, the experience cost is simply higher than normal. When your character learns a Gift without first learning all those of lower level in the list, the cost to learn the new Gift increases by three experience points per Gift that is skipped. Therefore, learning a four-dot Gift from an auspice or tribal affinity list without first learning the appropriate two-dot and three-dot Gifts costs 26 experience points instead of the usual 20. Similarly, if a four-dot Gift is learned from a list that's not affiliated with auspice or tribe (or that is not from one of the common lists) while skipping the first three Gifts on the list, the Gift costs 37 experience points instead of 28.

Skipping dots in a Gift list does not allow you to ignore your character's highest primary Renown trait. If your character's highest primary Renown is 4, he can't skip ahead to a five-dot Gift in any list.

No Gifts can be skipped at character creation to learn ones of higher level. They must be taken sequentially by starting characters.

The Gift lists presented here should not be considered the only ones in existence. These are simply the most common. Storytellers may design their own Gift lists or approve lists designed by players.

Using Gifts

The basic system for using a Gift is a bit different from the standard dice-pool mechanic. The Attribute that governs a certain Gift's use is included in the system subsection of the Gift's description. In conjunction with that Attribute is a specific Skill that lends finesse or emphasis to the power. Note that Gifts that rely on a Physical or Social Skill are at –1 when the user lacks that Skill, while Gifts that rely on a Mental Skill are at –3 when the user is untrained.

Additionally, your character's Renown traits add dice to a pool. The result is a dice pool composed of three traits instead of the usual two for mundane tasks. For example, the first Gift in this chapter is Two-World Eyes, of the Crescent Moon list. The power lists Wits as its requisite Attribute, Occult as its requisite Skill and Wisdom as the Renown trait pertinent to it. If a character has Wits 2, Occult 3 and Wisdom 4, his player rolls nine dice to determine the margin of success of using Two-World Eyes.

Other information contained in the system subsection includes the following:

• Trait costs, if any, such as Essence or Willpower expenditures. If a point of Essence or Willpower is spent to activate a Gift and the activation roll (if any) fails, the point is still lost though the activation fails.

• Bonuses or penalties to dice pools based on circumstance. These lists are not exhaustive, just a few commonly encountered situations that a character using the Gift might experience. As always, the Storyteller is free to modify these circumstances in any additional ways he sees fit.

• Other specific details that need to be described in game terms.

Suggested Modifiers for Gift Use

Modifier	Situation
+2	In the area of influence of a powerful locus (rated ••••+)
+1	In the area of influence of a locus (rated • to •••)
+1	Character's auspice moon is in the sky
–1	Character has a wound marked in third to last Health box
–1	Local spirits are actively hostile to Gift user
–1	In the presence of a werewolf in Death Rage
–2	Character has a wound marked in second to last Health box
–2	Afflicted with powerful sensory stimuli (deafening noise, powerful stench, etc.)
–3	Character is in a Barren
–3	Character has a wound marked in last Health box
–4	In the middle of a hurricane
–5	Bound and gagged with silver manacles (Gifts that require a specific action or ability to speak are impossible)

Supernatural Conflict

It's inevitable that werewolves come in contact with the other terrifying and bizarre denizens of the World of Darkness. The Forsaken might clash with vampires, mages or stranger *things.* When such contact can't be

resolved peacefully, supernatural powers and capabilities can be brought to bear to decide which creature prevails.

In this book, Gifts are applied against ordinary human beings and other werewolves. In those cases, the rules operate as written. There's little question as to what protection a target might have. A regular person probably has little protection other than his relevant Resistance Attribute, and another Uratha has the protection described for the power in question. For example, a werewolf who's made the target of the Loose Tongue Gift has a contested dice pool composed of Composure + Primal Urge. Meanwhile, a human target has only his Composure to apply in a contested roll against a werewolf's Manipulation + Persuasion + Wisdom. (After all, an ordinary person has no Primal Urge.)

So what happens when one of the Forsaken encounters a supernatural being and is subjected to the powers that creature wields? How do the werewolf's inherent nature or capabilities protect him? When a contested roll is made to determine the power's effects, the werewolf's relevant Resistance Attribute + Primal Urge is rolled. The Resistance Attribute is either the Stamina, Resolve or Composure. Stamina is used against powers that have a physical effect, Resolve is used against powers that have a mental effect, and Composure is used against powers that have an emotional effect.

For example, if a mortal mage seeks to transform your werewolf's body, roll Stamina + Primal Urge in a contested action to resist. If a vampire tries to use the powers of the undead to alter your character's mind, roll Resolve + Primal Urge to resist. If a mysterious creature seeks to strike terror into your werewolf, roll Composure + Primal Urge to resist.

Otherwise, follow all the other rules that apply to the power used. The main difference is that the Forsaken benefit from their Primal Urge in resisting supernatural phenomena.

The Storyteller can invoke this general rule whenever he confronts your character with monsters of his own creation — weird beings that might have never been seen before. Or he can allow you this kind of contested roll when your **Werewolf** chronicle overlaps with **Vampire: The Requiem, Mage: The Awakening** or any other Storytelling game. When the Disciplines, spells or other powers from those games are turned upon your character, you know that his inherent potency as Luna's chosen may afford him some protection.

Note, however, that such protection doesn't apply when no contested roll is allowed against the power in question. Say the Storyteller rolls a dice pool to determine the effects of a witch's spell cast on your werewolf, and the rules say your character's Resolve is simply subtracted from that pool. In that case, your character's Primal Urge is not subtracted from the pool. Since no contested roll is involved to fight off the power, your character's Resistance Attribute alone applies as a dice-pool penalty.

Be prepared! Just as the Uratha get special defenses against the powers of other supernatural entities, so too do those beings get extra benefits against werewolf Gifts. When Gifts are combated with contested rolls, creatures such as vampires and mages get special dice pools based on their own otherworldly nature, substituting their own traits where a werewolf would use Primal Urge. Their extra protection is addressed in **Vampire: The Requiem, Mage: The Awakening** and other Storytelling games.

Crescent Moon Gifts

The Shadow Realm is a dangerous place of ideas and knowledge given shape. Charged with the task of deciphering this knowledge and confronting the dark side of the spirit world, Ithaeur take special care to explore and learn as much about the Shadow as they can. The spirits of the Crescent Moon Choir favor such pursuits, in their own aloof way. It is up to the People, however, to temper their intellectual curiosity with restraint, lest a lack of wisdom lead them into trouble and make an unfavorable impression on the Ithalunim.

The following Gifts are available only to Ithaeur.

Two-World Eyes (•)

Although they're creatures of two worlds, the Uratha can exist fully in only one or the other. They can look from one to the other or cross the boundary that separates them, but doing so is still an all-or-nothing proposition. Ithaeur, however, can peer across the line between worlds without sacrificing their perception of either. In one eye, the werewolf sees the physical world, while in the other eye, she sees what happens in the corresponding area of the Shadow. The eye that sees the world that the werewolf does not currently inhabit films over with the deep indigo of the night sky, lit by pinpoints of starlight.

None of the werewolf's senses except sight stretch across the Gauntlet while this Gift is active, but the werewolf suffers no penalties for having her attention divided. The effect lasts for as many turns as the player rolls successes. The presence or influence of a locus has no effect on the use of this Gift.

Using this Gift does not make characters on the opposite side of the Gauntlet aware of your character's attention. Mundane effects that impair your character's eyesight (such as a flashbulb going off in his face, a smoke grenade occluding the air, or simple darkness) impose the same penalties while the character's attention is divided as they normally would.

Cost: None

Dice Pool: Wits + Occult + Wisdom

Action: Instant

Roll Results

Dramatic Failure: The landscape across the Gauntlet overwhelms the character's senses rather than dividing them evenly. He is subject to the normal penalties for peeking across the Gauntlet (see p. 252), for the remainder of the scene. Crossing the Gauntlet during this period only causes his perceptions to shift back to the other side, rather than clearing up the problem.

Failure: The character cannot peer across the Gauntlet.

Success: The character can see and understand what's happening on both sides of the Gauntlet without penalty.

Exceptional Success: In addition to sight, the character can divide his sense of either smell or hearing across the Gauntlet as well.

Read Spirit (●●)

The spirit servants of Luna see and know more than they let on, and wise Ithaeur can gain a portion of their Ithaeur allies' insight for their own. As a reward for such wisdom, the spirits of the Crescent Moon Choir share what information they have, singing in a high, lilting whisper that only a werewolf using this Gift can hear.

With the expenditure of one Essence point and a single success achieved on an Intelligence + Occult + Cunning roll, the werewolf hears an internal voice like that of the ethereal Ithalunim. The voice reveals the name, type and Rank of a spirit under scrutiny. Another pertinent fact is also gained for each success after the first. "Pertinent facts" include the spirit's Power, Finesse or Resistance score; its Willpower; its Essence; its Speed; or what Charms it has (on a one-Charm-per-success basis). These revelations are always couched in in-character terms. The Gift reveals that a spirit "has an exceptional strength of will," not that the spirit "has Willpower 9." This Gift may be used only once on any given spirit during a particular scene.

The Ithaeur's player decides the facts for which her successes count. If the Ithaeur is exceptionally lucky, the Lune might also reveal an even more interesting fact about the spirit. Such facts include what the spirit was doing at a specific time, what ban it asks of werewolf supplicants, what languages it speaks other than the First Tongue or what obscure behavior might offend it.

Alternatively, if the player wants to roleplay the use of this Gift as an actual scene and an Ithalunim Lune is on hand, you may choose to have the Lune truthfully answer one question per success on the Intelligence + Occult + Cunning roll. For the sake of the scene, the Lune in question is assumed to know the answers to the werewolf's questions. Getting the Lune to *give* those answers, however, is a matter of roleplaying and dice rolling.

The spirit to be read need not be under the werewolf's power or even be present for this Gift to work, but the Ithaeur has to have at least had some personal experience with the spirit in order to invoke this Gift. (One scene of any sort of interaction suffices for a spirit that is not present.) If she's only read about a particular spirit or heard stories about it, the knowledge of the Ithaeur doesn't help.

This power does not give information about ghosts or supernatural beings who use a power to render themselves immaterial (such as vampires using the Twilight Projection power). Nor does it offer information on werewolves, Beshilu, Azlu or other creatures of both flesh and spirit.

Cost: 1 Essence

Dice Pool: Intelligence + Occult + Cunning

Action: Instant

Roll Results

Dramatic Failure: The Lune's response is filtered through a haze of lunar madness, offering inaccurate information about the spirit.

Failure: The Gift does not provide answers to the Ithaeur's question; she is met with silence or perhaps by garbled lunatic nonsense.

Success: The Gift reveals the spirit's name (if it *has* an individual name), type and Rank, as well as one additional fact per success rolled after the first.

Exceptional Success: As a success, and the Lune reveals one specific fact about the spirit that could prove pertinent to the plot of the story.

Gauntlet Cloak (●●●)

As an Ithaeur's understanding of the workings of the spirit world grows, he begins to learn how to manipulate the Gauntlet itself. The first step in doing so lies in pulling at the warp and weft of it to draw it around himself protectively, partially immersing himself in the spirit boundary without crossing over. When a werewolf activates this Gift, the very stuff of the Gauntlet swirls around and over him, partially obscuring him behind a shifting membrane that appears to be made of the nighttime *Hisil* sky.

Use of this Gift inflicts a –2 penalty upon mundane and supernatural attempts to spot the character, as well as a –1 penalty against attempts to recognize the character should someone spot her. The effect also offers a –2 concealment modifier against ranged attacks. A character who is already substantially concealed (–3 to ranged attacks made against her) now imposes a –5 penalty to incoming ranged attacks. See the **World of Darkness Rulebook,** p. 162, for details on concealment. These effects last for a number of turns equal to the number of successes achieved on the Dexterity + Occult + Purity roll. A character may cross the Gauntlet after activating this Gift, but she receives no special bonuses to the attempt. If she wishes to be cloaked again when she arrives on the other side, she must re-activate the power.

Due to the effort it takes to enwrap oneself and disentangle oneself from the Gauntlet, a werewolf cannot use Between the Weave or Crash the Gates during a turn in which he's using Gauntlet Cloak.

Cost: 1 Essence

Dice Pool: Dexterity + Occult + Purity

Action: Instant

Roll Results

Dramatic Failure: The character does not manipulate the Gauntlet to his advantage. In fact, he warps it in such a way that he tears it. This tear reseals itself instantly like the walls of a burst blood vessel, but a hostile spirit in the area might take the opportunity to leap from the Shadow to the physical world. (The tear does not allow any being other than a spirit to cross over, though.)

Failure: The character is unable to manipulate the Gauntlet.

Success: The character manipulates the Gauntlet, accruing the listed bonuses and inflicting the listed penalties.

Exceptional Success: The character's split condition inflicts a –3 penalty on ranged attacks (as if she were substantially concealed), as well as a +1 bonus to the Ithaeur's Defense against close-combat attacks.

Between the Weave (••••)

As a Ithaeur's mastery of the ways of the spirit world grows, she learns even better how to manipulate the Gauntlet. She is now adept at finding and slipping through local points of least resistance, making travel between worlds all but effortless. In a locus' area of influence, she is perhaps the most dangerous member of her pack.

A werewolf using this Gift can cross the Gauntlet as a reflexive action and still take an action in the same turn. She can leap through the Gauntlet and attack an opponent, for example, inflicting a surprise penalty on her foe (unless her foe is using Two-World Eyes at that very moment or succeeds on a reflexive Wits + Composure roll at a –4 penalty). She could also escape a particularly gruesome situation in one world and spend a few moments regenerating in the other before rejoining the fray. She could even attack a foe *then* disappear across the Gauntlet before the foe has a chance to take an action. If she's of a mind to really devour her Essence, she can slip back and forth across the Gauntlet multiple times in a combat situation to disorient enemies or help embattled allies who are across the Gauntlet from each other.

Using this Gift only makes crossing the Gauntlet a reflexive action, however. It does not grant the character any additional actions. Also, this Gift still requires the Ithaeur to be within the area of influence of a locus. It only allows her to step sideways quickly, not to step sideways anywhere.

Cost: 1 Essence

Dice Pool: No roll is required.

Action: Reflexive

Crash the Gates (•••••)

The Ithaeur's knowledge of the nature of the Gauntlet has grown such that she can extend the effect of the Gift: Between the Weave to her packmates. As with Between the Weave, this Gift does not allow for instantaneous side-stepping away from a locus.

The effects are the same as for Between the Weave, but the Ithaeur must spend one point of Essence per packmate she intends to usher across the Gauntlet in addition to the Essence she must spend on her own behalf. This Gift works only for the Ithaeur and her packmates, and each packmate must be present, conscious and willing to cross the Gauntlet with the others. The unconscious and the unwilling will be left behind, and the Ithaeur does not have to pay the Essence cost for them.

Most packs who use this Gift to good effect do so as a way to launch devastating surprise attacks on those who have entered the heart of their territory. Should they try to use the tactic once combat has already started (i.e., once Initiative has already been rolled), they do so on the Ithaeur's Initiative. Characters who act before the Ithaeur can attack a foe on the same side of the Gauntlet before crossing over in that turn, but they cannot attack a foe on the opposite side unless they delays their actions until after the Ithaeur has acted. Characters whose Initiative falls after the Ithaeur's cross over with the rest of their packmates, but they don't have a chance to act until after they have crossed over. The Ithaeur can take an action before or after crossing the Gauntlet, but not both in that same turn. The Ithaeur's packmates cross the Gauntlet only in the same direction as the Ithaeur does. They can't pass like ships in the night just because the Ithaeur is using this Gift.

The experience cost to learn this Gift is doubled if the character does not already know Between the Weave.

Cost: 1 Essence + (1 Essence per additional packmate)

Dice Pool: No roll is required

Action: Instant

Death Gifts

Some cultures claimed that the wolf was the messenger between life and death, the one who walked between both worlds. In part, these legends reflect the legend of Father Wolf. In part, though, they are also real. They reflect the secrets of mortality uncovered by Death Wolf, and later passed onto her Bone Shadow children. Gifts of Death allow a werewolf to manipulate the border between this world and the next in subtle but effective ways. They are usually taught by death-spirits or by spirits of animals associated with death (such as vultures, serpents, ravens or jackals).

Death Sight (•)

To understand something, one must first be able to perceive it. The werewolf with this Gift is able to adjust his sight to see the impressions left by death. He can see ghosts and perceive the spiritual imprint left where a person or higher animal died, though the knowledge could bring him grief. While this Gift is in effect, a character's eyes turn a milky white, as if covered with cataracts, but he can still perceive what's going on around him.

Cost: None

Dice Pool: No roll is made to activate this Gift.

Action: Instant

For the duration of a scene, the character's sight is attuned to the dead. The werewolf can perceive ghosts, even if they would ordinarily be invisible. Doing so requires the character to simply will the capability into effect with an action.

While the Gift is active, the player may make an Intelligence + Occult roll for his werewolf to detect any "stains" of death in an area. Making such a search is an instant action. Success allows the werewolf to see a phantom bloodstain wherever a creature at least the size of a cat died within the last lunar month. The size of the bloodstain reveals the rough emotional discharge of the death. A human being who died peacefully and a dog who died in pain leave approximately the same size stain (about the size of a human torso). The darker the stain, the more recent the death. This Gift cannot reveal anything more about the circumstances of any death in question, although a werewolf can use both this Gift and Echo Dream (p. 123) to pinpoint and analyze the scene of a murder.

The effects of Death Sight apply only when a character is in the physical world.

Ghost Knife (••)

Not all ghosts are harmless, and this Gift allows a werewolf to deal with one who isn't in a particularly expedient fashion. By imbuing a weapon with a portion of his own Essence, a werewolf can enchant it so that it strikes

an immaterial ghost as readily as it would strike a living target.

Cost: 1 Essence

Dice Pool: No roll is required.

Action: Instant

The werewolf must be holding or touching the weapon in question in order to infuse it with Essence. The object need not be specifically designed as a weapon; this Gift can be used to imbue a crowbar, 2x4 or chainsaw as readily as a sword or gun. For the duration of the scene, the imbued weapon is considered enchanted for purposes of damaging ghosts (**World of Darkness Rulebook**, p. 214). A weapon enchanted by Ghost Knife may inflict bashing or lethal damage, depending on the character's choice. A klaive sword can be given a merciful enchantment so that it inflicts only bashing damage on ghosts (though it still inflicts lethal damage to corporeal targets). A weapon affected by this Gift also adds a bonus die to any attack rolls made with the weapon against a ghost.

This Gift does not grant a weapon the ability to strike any ephemeral entity - only ghosts. Thus, a weapon imbued with Ghost Knife could not harm a spirit that is in Twilight (p. 252) or an Irraka using the Gift: Ghost Step (p. 133). However, the +1 bonus to attack spirits does still apply if the spirit could normally be struck, such as if the spirit was using a Numen to materialize or if both spirit and werewolf were in the Shadow.

If Ghost Knife is used to imbue a gun with Essence, the Gift effects apply to any bullets loaded at the time of infusion — bullets loaded into the gun after infusion do not acquire the Gift's effects. Muscle-powered projectile weapons such as bows do not convey the Gift's properties to ammunition. The werewolf must instead use the Gift on a quiver of arrows or a handful of javelins.

A character may use this Gift to imbue his own natural weaponry, allowing him to tear into a ghost as if it were solid, or even punch or grapple it. This Gift cannot be used to empower the natural weaponry of another creature. Only the Gift user can benefit.

This Gift in itself does not grant the ability to see or otherwise perceive ghosts.

Corpse Witness (•••)

Many occultists believe that a corpse retains some memory of the moments just before its death. The Bone Shadows, however, know that a corpse can sometimes know more. With this Gift, a corpse can be ordered to give up the secrets of all that it has "seen" *since* its death. This Gift works only on corpses that still have some flesh to them, and only the head is necessary. The werewolf opens the jaws of the corpse and breathes into the corpse's mouth. If the Gift works, the breath returns with the corpse's words.

Some Bone Shadows have historically exploited this Gift in gruesome fashion, setting up the severed heads of their foes (or victims) as sentinels on the boundaries of their territory. In the modern era, it's hard — but not impossible — to set such morbid guardians in place without attracting the wrong sort of attention.

Cost: 1 Essence

Dice Pool: Manipulation + Occult + Purity

Action: Instant

Roll Results

Dramatic Failure: The corpse speaks a garbled litany of blasphemies from the darkest corners of Death's realm. The werewolf loses a point of Willpower from the experience. This Gift may not be used again on the same corpse.

Failure: The corpse divulges nothing more than a death rattle. This Gift may not be used again on the same corpse in the same day.

Success: The corpse breathes out a report of what it has "perceived" — the key notes of what has transpired within view of its eyes or eye sockets within the last day and night. The report is not incredibly detailed, but generally hews to the facts that the werewolf would consider important. For example, the corpse might mention that 18 cars had appeared along the country road it "watched" during the day. It would only single out an individual car if the vehicle was significantly remarkable, such as a pickup with several armed men sitting in the bed. A corpse's account for any given day can be attained only once.

Exceptional Success: The corpse demonstrates vestiges of its former intelligence and can actually clarify its account by answering the character's questions. The character may ask one question per success gained on the roll before the corpse goes dormant again. Information gained may still be somewhat imprecise, though. A corpse is not likely to have retained a license-plate number unless the plate remained in its line of sight for a few minutes.

Word of Quiet (••••)

One of the greater secrets of the Bone Shadows is the Word of Quiet, a complicated word in the First Tongue that bears great power. The sound was allegedly spoken by the first Incarna of Death, and a portion of that great spirit's authority lingers in its twisted syllables. When spoken, the word tugs at the hearts of all living beings that hear it, brushing them with the stillness of the grave. And yet, the word's true power comes when it is spoken against the undead, for it compels them to lie down in their graves and rest again.

Cost: 1 Willpower

Dice Pool: Presence + Occult + Honor – subject's Stamina

Action: Instant

All living creatures capable of hearing the word within a radius of (10 x the user's Presence) yards suffer one point of bashing damage. All undead creatures such as ghosts and vampires in the same range (and within the same realm as the speaker) suffer one point of lethal damage per success. If multiple undead creatures are present,

the highest Stamina (or Resistance in the case of ghosts) among them is subtracted from the werewolf's pool.

Vengeance of the Slain (•••••)

A werewolf armed with this powerful Gift can defy Death itself, at least for a short time. This capability allows a werewolf to return a soul to its body briefly. This Gift cannot prevent death; it can only deny it for a few seconds. The Gift works on Uratha only, not on ordinary people or other supernatural beings.

Cost: 1 Essence

Dice Pool: Stamina + Occult + Wisdom

Action: Instant

Roll Results

Dramatic Failure: The subject returns to a semblance of life, but is possessed by a spirit other than that of the deceased. The new spirit controls the body for the duration of the scene (but cannot use the body's supernatural powers, if any), and is likely hostile toward the character.

Failure: The soul has already fled, and the subject remains dead. This Gift cannot be used again on the subject.

Success: For this Gift to be successful, the subject must not have been dead for more than a day, and her corpse must still possess some form of structural integrity. The Gift still works if she is missing one arm and half her face, for example, but not if her flesh has mostly been eaten away by immersion in acid.

The deceased returns to a semblance of life for one hour per success rolled, though the subject is still clearly dead. Any wounds she died from remain on her body, although she no longer suffers any wound penalties (she is beyond pain). She may speak (if she still possesses a mouth and vocal cords), shapeshift or use any supernatural powers she possessed when alive. Her Essence, Willpower and other traits are where they were at the time of her death. In addition, she regains all her Health, and in effect must be "killed" again. She cannot regenerate thereafter, however. The subject is most likely focused on vengeance against her killer, but she may use her few seconds of borrowed time to do something else she would consider greatly important — attempting to save a friend, or telling a packmate she has always loved him, for example.

Once the subject loses all her Health to lethal or aggravated damage for a second time, or the duration of the Gift expires, she returns to death. This Gift cannot be used on her again.

Exceptional Success: The subject is invigorated with the will to do the most with her borrowed time. She returns to activity with full Willpower.

Dominance Gifts

The power to command others skillfully is an aptitude many desire but few possess. To sway another's will requires courage and strength of mind, as well as a modicum of subtlety. Spirit teachers typically bestow these powers on Uratha (or on a lineage of werewolves) to whom they owe gratitude. Storm Lords and Rahu have affinity for Dominance; Elodoth and pack leaders often learn these Gifts as well. Teachers of Dominance Gifts are usually ancestor-spirits, girt with appropriate symbols of authority and command. Werewolves cannot use Dominance Gifts on targets who possess more dots in the same tribal primary Renown. A Storm Lord with Honor 3 (the primary Renown of the tribe) cannot use one of these Gifts on another of the Forsaken with Honor 4 or 5. That intended subject can be another Lord or simply a werewolf of another tribe with a higher Honor Renown.

Dominance Gifts do not function against other supernatural entities; they are Gifts that allow werewolves to establish dominance among themselves and their relatives. A werewolf can use a Dominance Gift only against other werewolves, the wolf-blooded, or ordinary humans.

Warning Growl (•)

This Gift is the simplest of the secrets of Dominance, lending supernatural power to the sort of growl an alpha wolf uses to warn off a potential rival. The werewolf using this Gift growls deeply and loudly while focusing his gaze on a particular target, striking sudden doubt into her heart and affecting her ability to face her opponent. The target must be able to hear the growl to be affected.

Cost: 1 Willpower

Dice Pool: Presence + Intimidation + Glory versus Composure + Primal Urge

Action: Contested; resistance is reflexive

Roll Results

Dramatic Failure: The Gift fails completely. The werewolf cannot use any Dominance Gifts on the subject for the rest of the scene.

Failure: Successes rolled tie or the subject gets the most. The target feels no particular dread of the werewolf.

Success: The most successes are rolled for the Gift user. This Gift affects a single target. The Gift user gains a +2 Defense bonus against any close-combat attacks made by the affected target for the duration of the scene — the target is literally too wary of the werewolf to attack with full vigor. This Gift can be used on multiple opponents during a scene, but the werewolf must use the Gift separately against each one (spending Willpower and making a contested roll each time).

Exceptional Success: As success, but the Defense bonus against the Gift's target rises to +3.

Luna's Dictum (••)

With this Gift, the werewolf is able to articulate a command of no more than a few words and compel obedience. Some werewolves choose to speak these words in a soft, subtle whisper. Others prefer bellowing orders. This Gift cannot harm those who hear it, either directly or indirectly; it simply conveys a brief impulse to surrender to the werewolf's authority.

Cost: 1 Willpower

Dice Pool: Presence + Intimidation + Glory versus Composure + Primal Urge

Action: Contested; resistance is reflexive

Roll Results

Dramatic Failure: The Gift fails completely. The werewolf cannot use any Dominance Gifts on the subject for the rest of the scene.

Failure: Successes rolled tie or the subject gets the most. The target feels no compulsion to obey.

Success: The most successes are rolled for the Gift user. This Gift affects a single target, who must obey the command given. The words a character selects for his order must be specific and straightforward, and the command cannot take more than a minute to carry out. The user can't direct a target to take any action that would conceivably bring harm to herself or others, or to do anything that would be drastically out of character. In particular, the Gift does not function at all if the subject is in combat or otherwise distracted by a very real danger to her safety. It's a useful Gift, however, for telling a person to "step outside for a minute." The target remembers that her will was not her own but might rationalize her obedience as a moment of weakness rather than supernatural coercion.

Exceptional Success: As success, but the target is sure to rationalize her obedience.

Voice of Command (•••)

At this level of Dominance, the werewolf learns to voice more complex and subtle decrees, in a tone that demands attention and respect. A thread of anger runs through the werewolf's words, making everyone in earshot take notice of his declarations.

When activated, this Gift affects up to three targets, each of whom contests the roll separately. The player suffers a –1 penalty on the activation roll for each intended target after the first. Therefore, some subjects might obey while others resist.

Cost: 1 Essence

Dice Pool: Manipulation + Intimidation + Honor versus Resolve + Primal Urge

Action: Contested; resistance is reflexive

Roll Results

Dramatic Failure: The Gift fails completely. The werewolf cannot use any Dominance Gifts on anyone for the rest of the scene.

Failure: An intended target feels no compulsion to obey.

Success: Affected targets react swiftly to the command. The werewolf's orders can have two or three specific directions, but these orders can't cause direct harm to the targets or to anyone else, and cannot defy the subjects' identities or sense of self. A typical command might be, "Hide these bodies in the deep ravine near the river." The subjects must obey the letter of the command, although twisting the spirit is possible. Targets obey for up to five minutes per success achieved on the activation roll. The Gift cannot be used again on the same subjects that day. If the targets suffer any harm as a result of obeying the command (such as being instructed to flee, only to be struck from behind by the Gift user's packmate as they do so), the Gift effects immediately end, and the Gift cannot be used again on the targets that day.

Exceptional Success: As success, but the targets cannot twist the spirit of the command.

Break the Defiant (••••)

A werewolf with this level of power is able to project a force of presence that strips away a target's desire to resist. The werewolf snarls in a tone full of menace, chilling the target to the marrow.

Cost: 1 Essence

Dice Pool: Presence + Intimidation + Purity – subject's Resolve

Action: Instant

Roll Results

Dramatic Failure: The Gift fails completely. The werewolf cannot use any Dominance Gifts for the rest of the scene.

Failure: The target is unaffected.

Success: The target immediately loses a number of Willpower points equal to the number of successes rolled for the Gift user. This Gift can be used only once on any given target in a day.

Exceptional Success: No additional bonus is levied apart from the crippling amount of Willpower lost.

Tug the Soul's Strings (•••••)

With this level of mastery, a werewolf understands genuine coercion, forcing others to do things even against their will. While the affected person doesn't harm himself, the werewolf calling upon this Gift can incite her to perform deeds that defy her identity and to cause harm to others, even if the target is normally harmless and gentle.

Cost: 1 Essence

Dice Pool: Manipulation + Persuasion + Cunning versus Resolve + Primal Urge

Action: Contested; resistance is reflexive

Roll Results

Dramatic Failure: The Gift fails completely. The werewolf cannot use any Dominance Gifts for the rest of the scene.

Failure: An equal number or more successes are rolled for the subject. She does not obey.

Success: The most successes are rolled for the character using this Gift, and he issues a single, straightforward command. The werewolf can force a target to do things she wouldn't normally do, including hurting other people or placing herself in danger. If the command would place the victim in danger or force her to go against her moral code, however, three dice are added to the target's Resolve

+ Primal Urge. If such danger or moral defiance is not evident when the Gift is activated, the victim gains a second contested roll with a +3 modifier if obeying orders does come into question. For example, a victim given the command "Remain in this building until I return" does not gain a bonus on the contested roll, but is allowed a second roll to break the Gift's effects if the building catches fire before the werewolf's return.

The Gift's effects last for 10 minutes per success achieved on the activation roll, or until the command is completed. It cannot be used on the same subject again that day.

Exceptional Success: The most successes are rolled for the Gift user, and five or more are achieved. The target does not gain a second roll to break the compulsion if a situation involving danger or defying her moral code arises.

Elemental Gifts

Werewolves closest to the natural environment, among them the Hunters of Darkness, claim predominant affinity with these Gifts. Control of the elements and forces of nature, such as wind, fire, water and earth, are among the powers that werewolves may learn from Elemental Gifts. Logically, spirits somehow related to nature or specific elements teach these powers. The skill of the user depends on her physical might, as well as on her connection to the spiritual world.

While these Gifts as written reflect use of one specific element, Storytellers may optionally introduce four separate Elemental lists, substituting any of the four classical elements as needed. For example, Call Water could be Call Fire instead, with similar overall effects. Invoke the Wind could be Invoke the Earth, and so on.

Call Water (•)

Any animal knows that even a small pool of water can mean the difference between life and death. Such is the purpose behind this Gift, which can draw a few cups of water into the hands of a werewolf, even in a desert.

Cost: None

Dice Pool: Stamina + Survival + Purity

Action: Instant

After invoking this Gift, the character creates the element of water between his hands seemingly from thin air, at least enough to stave off death from dehydration. (See "Deprivation," **World of Darkness Rulebook**, p. 175) The character creates one cup of water for every success rolled — the excess overflowing his hands either into a container or just onto the ground. The Gift cannot be invoked more than once an hour.

Manipulate Earth (••)

The dust of the earth becomes as malleable as clay in the werewolf's hands. This Gift is useful for a variety of things, such as forming a protective earthen shelter or quickly concealing loved ones from enemies. The character touches the ground, and it seems to do her bidding.

Cost: 1 Essence

Dice Pool: Dexterity + Crafts + Cunning

Action: Instant

Roll Results

Dramatic Failure: Earth-spirits recoil at the werewolf's fumbling. Any spirits of earth or stone become more hostile. Social rolls made toward those spirits suffer a –2 penalty, as do Gift-activation rolls or rite-activation rolls made within 24 hours that involve such spirits.

Failure: The Gift is unable to shape more than a few ounces of dirt.

Success: The werewolf can shape a surface area of roughly 100 square feet or a volume of roughly 40 cubic feet. The Gift is ideal for creating a quick foxhole or small escape tunnel. This power can sculpt earth, but not stone, concrete or metal. Changes made are permanent.

Exceptional Success: The werewolf can sculpt stone as well as earth, though not metal or man-made substances such as asphalt.

Command Fire (•••)

Fire's flames can both soothe the spirit and sear the flesh. This Gift shows the strong connection werewolves have with this element, even to the point of commanding fire to burn enemies or to cease its scorching wrath.

Cost: 1 Essence

Dice Pool: Strength + Survival + Glory

Action: Instant

The character can't summon fire from nothingness, but if open flames such as a nearby campfire or burning torch are within sight, she can command the flames at will, even having them arc through the air. The werewolf may cause one point of fire damage per success to a single target within line of sight. The target must be within 20 yards of an existing source of flame. The roll to attack someone with fire is penalized by the victim's Defense and any cover or concealment involved. In addition, armor may offer some protection against the attack. (See "Fire" in the **World of Darkness Rulebook**, p. 180.)

This Gift can also be used more simply, to spread an existing fire to a larger area (doubling the fire's rate of growth) or to stop a fire from progressing toward a forest or settlement. This more exacting control lasts for as long as the werewolf concentrates. It is demanding, however, and imposes a –2 penalty on the activation roll.

Invoke the Wind's Wrath (••••)

This Gift in many ways expresses the primal anger and inner turmoil of the werewolf's spirit. The wind can be a fearsome ally, able to destroy flesh as well as metal, wood and stone. When a werewolf calls upon the wind, great destruction is sure to follow.

Cost: 2 Essence

Dice Pool: Strength + Empathy + Honor **Action:** Instant

Roll Results

Dramatic Failure: The character stirs up a weather pattern beyond his control, such as a freak snowstorm or a bolt of lightning that strikes a random tree or building.

Failure: The local winds stir a bit with no real consequence.

Success: A whirlwind of terrible intensity forms immediately within 50 yards of the character. He can then set it moving in any direction he chooses (though he cannot make it change direction). The whirlwind's radius of effect is approximately 10 feet, and it moves at the character's unmodified base Speed. People or objects caught in that radius suffer one die of lethal damage per success rolled on the Gift's activation roll. Anyone within the radius of effect also suffers a –4 penalty on all die rolls, and targets weighing 150 pounds or less may be lifted and thrown in a random direction. A character who is within the radius of effect can attempt to get out of harm's way during the Gift-user's place in the Initiative order if his action falls after that of the Gift user. His player rolls Dexterity + Athletics (though this roll suffers the –4 penalty). Even a single success allows the dodging character to get out of harm's way, but doing so costs him his action at his own later place in the Initiative order that turn. The whirlwind dissipates after two turns. The Gift user himself can be affected by the wind if he comes in contact with it.

Exceptional Success: As success, but the whirlwind remains for an additional turn.

Suggested Modifiers

Modifier	Situation
–1	Calling a whirlwind on a blustery day
–3	Calling a whirlwind on a moderately windy day
–5	Calling a whirlwind on an utterly calm day

Lament of the River (●●●●●)

Legends exist in almost every culture of great floods that have destroyed the known world. This powerful Gift is perhaps inspiration for those legends. The werewolf who calls upon the might of rivers and streams wields an awesome capacity for devastation and ruin.

Cost: 3 Essence

Dice Pool: Stamina + Intimidation + Wisdom

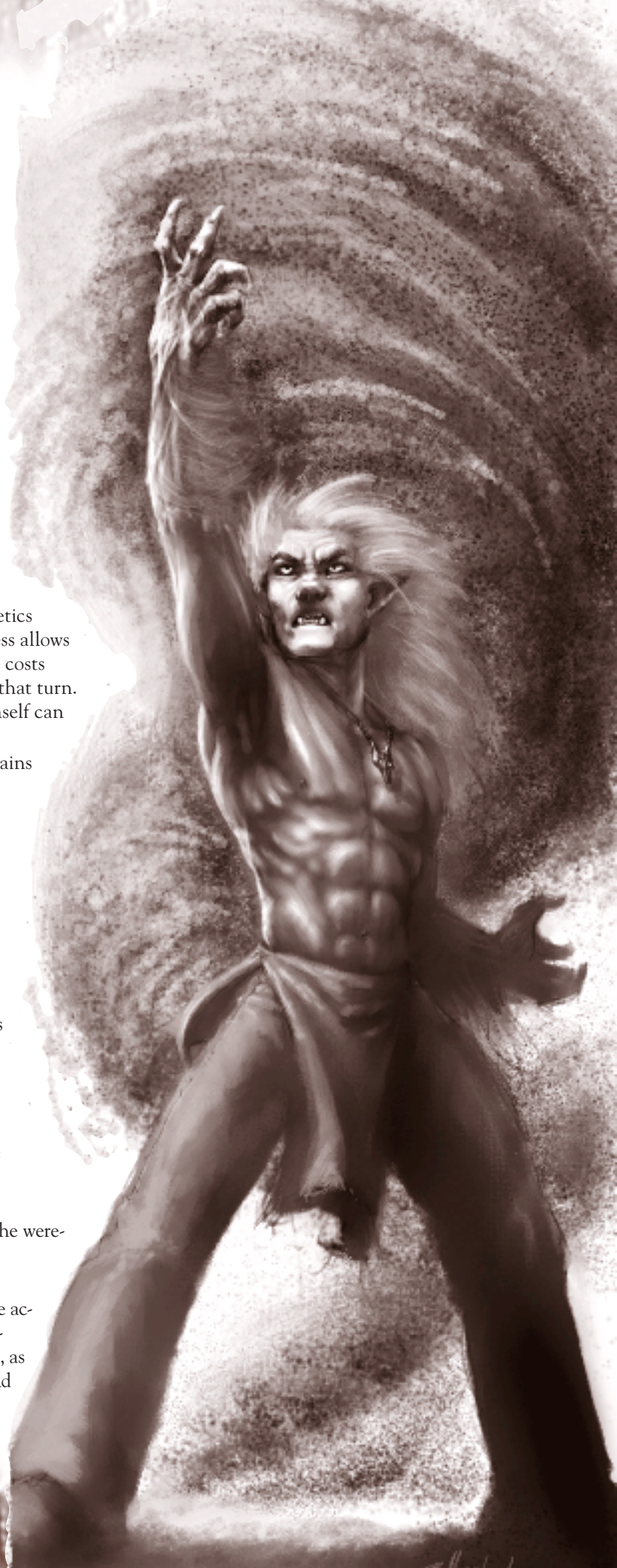
Action: Extended (50 successes; each roll represents one minute of uninterrupted concentration)

Roll Results

Dramatic Failure: All accumulated successes are lost. The werewolf cannot try to use this Gift again in the same month.

Failure: No successes are gained this turn.

Success: Successes are gathered for the turn. When 50 are accumulated, the waters within one square mile answer the werewolf's call and burst forth from their shores with terrible might, as if they have been swollen by a month's rains. Storytellers should probably think of this Gift in primarily qualitative terms. Immediate effects may include the indiscriminate death of



local humans, the destruction of property and tremendous damage to flora and fauna. Some effects might even bleed into the Shadow.

Exceptional Success: No additional effects.

Evasion Gifts

Cleverness and cunning are essential to survival, for both wolves and humans. Gifts of Evasion embody the shrewdness of the human mind with the instincts and natural intuition of a predatory animal. The Storm Lords have affinity with these Gifts; many Irraka also find them useful. Lunes and animal spirits, both taking the forms of creatures such as ravens, foxes and otters, teach Gifts of Evasion. The Gifts represent a blend of both keen intelligence and "gut feeling" that enables a werewolf to sneak, deceive and mislead with preternatural ease.

Loose Tongue (•)

Some folks just have a knack for getting other people to blab incessantly. A werewolf with this Gift can take advantage of that strength, making people feel oddly chatty around her. The werewolf must engage a subject in conversation for at least 30 seconds before she can use this Gift. Success clouds a target's better judgment, making it difficult to keep secrets from the werewolf.

A contested roll is made for the intended subject with the highest Composure + Primal Urge dice pool. The Gift user need not be alone with the subject of this Gift for the Gift to work. She can isolate a particular subject in a crowd if she wants to. A contested roll is made for that subject alone.

This Gift can be used successfully on only a single subject and only once per scene on that subject.

Cost: None

Dice Pool: Manipulation + Socialize + Wisdom versus Composure + Primal Urge

Action: Contested; resistance is reflexive

Roll Results

Dramatic Failure: The werewolf is infected by the Gift's effects instead of her targets, suffering a –3 penalty to all Empathy, Persuasion and Subterfuge rolls for the duration of the scene.

Failure: The character fails to affect the target.

Success: Up to one target in conversation with the werewolf is affected per success. You decide who is affected based on the total successes rolled. Targets under the Gift's influence suffer a –2 penalty to Empathy and Subterfuge rolls for the duration of the scene, and only toward rolls made against the Gift user. A subject is not suddenly forthcoming with secrets to anyone else who comes along, but he becomes more susceptible to "friendly conversation."

Exceptional Success: The targets suffer the listed penalties, as well as a –2 penalty to Composure rolls for the rest of the scene.

Sand in the Eyes (••)

The genuinely cunning know the value of covering their tracks… not simply footprints, but also slips of the tongue or suspicious behavior. This Gift tends to make the questioner seem imminently forgettable to onlookers. The Gift doesn't make the character any more innocuous at the time (a security guard will probably still ask to see her ID, for instance), but it becomes more difficult to remember her after the fact.

A werewolf may use this Gift only once per scene per target (succeed or fail).

Cost: None

Dice Pool: Manipulation + Subterfuge + Honor versus Composure + Primal Urge

Action: Contested; resistance is reflexive

Roll Results

Dramatic Failure: Subjects instantly sense that something is dreadfully wrong about the werewolf, catching a glimpse of the predator within.

Failure: Subjects pay no more or less attention to the character than normal.

Success: Anyone affected by the Gift who interacts with the werewolf while the Gift is in effect suffers a –5 penalty to any later Intelligence + Composure rolls for the purposes of remembering details about the werewolf (see **World of Darkness Rulebook**, p. 44). They're hard-pressed to pick the character out of a lineup, recall how long she hung around or even realize she was digging for information. If the werewolf takes any violent action against the subject, the Gift's effects end where that subject is concerned. This Gift can only cloud memories of the scene in which the Gift was used; it does not erase all memories of the werewolf if the target and werewolf interacted previously.

Exceptional Success: Those affected must make an Intelligence + Composure roll at –5 to remember that the character was ever there at all.

Playing Possum (•••)

Enemies often turn their backs on fallen foes. Imagine a victor's shock when a supposedly dead werewolf rises to attack with complete surprise. To all but the most careful examination, a werewolf using this Gift appears quite dead. Her chest doesn't rise and fall, her heart fails to beat and her body seems cooled to ambient temperature for as long as a day.

Cost: 1 Willpower

Dice Pool: Wits + Subterfuge + Cunning

Action: Reflexive

Roll Results

Dramatic Failure: The Gift's effects take hold in the wrong way, increasing the werewolf's heart rate and respiration in an unhealthy fashion. All Stamina rolls suffers a –1 penalty for the duration of the scene.

Failure: The character may still play dead, but her pulse, breathing rate and regenerative abilities don't change, possibly giving her away.

Success: The character appears to be freshly dead, displaying no discernible pulse or respiration, and she can remain in that state for up to one day. If she suffers from any wounds, they appear to have clotted with the slowing of blood, though the character receives no actual healing. (In fact, she doesn't regenerate while this Gift is in effect.) She can revive herself at will as an instant action. A contested Intelligence + Medicine roll can be made for a persistent investigator if he spends at least one scene carefully checking over the werewolf, to recognize that the "death" isn't genuine. While "dead," the character knows what's going on around her, but she can't move without ending the effect of the Gift.

Exceptional Success: As success, but the character is able to regenerate her wounds at the usual rate without displaying any external sign of healing.

Double Back (●●●●)

While one facet of being clever and evasive is hiding your tracks, another aspect of wiliness is seeing when someone's trying to pull the wool over your eyes. This Gift gives a werewolf a keen sense for deception, alerting her when things aren't as they first appear. The effects of this power persist for the remainder of the scene.

Cost: 1 Willpower

Dice Pool: Intelligence + Investigation + Glory

Action: Reflexive

Roll Results

Dramatic Failure: The character perceives a hidden hand at work where none exists.

Failure: The character gains no additional information.

Success: The character becomes immediately aware of all attempts at physical deception in her environment. She knows where a person has tried to hide evidence, conceal a trail or otherwise mislead a pursuer or investigator. She knows whether anyone in her area is disguised (although she cannot see *through* the disguises), and can tell where someone is physically hidden. This Gift doesn't make the character aware of social deception (such as a person telling a lie) or of mystical disguises. She is, however, aware of a physical deception even if it's mystically cloaked. For example, if a mage casts a spell of illusion to hide a wall safe, this Gift doesn't reveal the presence of deception in the safe's area. If the safe has also been physically hidden behind a painting, the character gets the extremely confusing sensation that something is hidden behind the picture, despite what his eyes tell him. If the safe is hidden behind a picture then the *picture* itself is hidden by a spell of illusion, however, this Gift doesn't detect the physical hiding place.

Exceptional Success: As success, but the werewolf also becomes aware of any mystical tampering, deception or concealment. Again, she cannot see through such things, but she's aware of their existence. If, for example, a vampire uses a power of deception to hide itself from sight, a werewolf whose player rolls an exceptional success senses the presence of the hidden being, but not necessarily who or where he is.

Fog of War (●●●●●)

A well-ordered battle plan seldom survives being put into action. Noise, smoke, darkness and fear lead to disorganization as confusion sets in. This Gift increases chaos in any situation. SWAT teams fire on each other, intruders get hopelessly lost, and emergency instructions are garbled.

Cost: 1 Essence

Dice Pool: Manipulation + Expression + Honor versus Resolve + Primal Urge

Action: Contested; resistance is reflexive

The werewolf howls, drums or sings a song against opponents (not necessarily enemies), throwing a veil of confusion over an area. All targets within extreme hearing range (whether they notice the sound or not) get a contested roll as a reflexive action.

Roll Results

Dramatic Failure: The werewolf's howl falters and conjures no fear or confusion. Fog of War cannot be used again for the remainder of the scene.

Failure: Successes rolled for the werewolf are less than or equal to those rolled for a listener. The listener goes about his business unaffected for the duration of the power.

Success: The most successes are rolled for the werewolf. A listener suffers a –3 penalty to all actions while the Gift remains in effect. The effect lasts as long as the werewolf concentrates on the song; he cannot engage in other strenuous or distracting activity. Inflicting any wound on the performing werewolf terminates the effect.

Penalties are not cumulative. If three werewolves all invoke the Fog of War at once, potential targets must make three separate contested rolls. Failure on any of the three imposes the –3 penalty, but it doesn't increase to –6 or –9 if a target fails more than one contested roll.

A user can designate subjects to go unaffected by the Gift in the turn in which the player makes the roll, but the user must designate them specifically and be able to see them when he does so. Otherwise, they are affected by default. A subject cannot be designated as immune if he hears the song once it's already begun.

Exceptional Success: Five or more successes are rolled for the Gift user, and he wins the contested action. The song need not be sung continuously. Anyone who hears it in the first turn of performance and who loses the contested roll is affected for the remainder of the scene.

Father Wolf's Gifts

These Gifts represent the core strengths of the children of Father Wolf. Unlike other Gift lists, Father Wolf's are accessible to Uratha of all tribes and auspices.

They represent aspects of every werewolf, elements of the lineage that all werewolves share. Father Wolf's Gifts comprise an "open" Gift list. Any werewolf character may purchase Gifts from this list at the same cost as purchasing Gifts from lists affiliated with auspice or tribe.

Father Wolf's Gifts are taught by ancestor-spirits and war-spirits that take wolf form.

Wolf-Blood's Lure (•)

A werewolf is not simply a person with the power to transform into a wolf, he's a person with a wolf's soul. The simplest of Father Wolf's Gifts to master, Wolf-Blood's Lure allows one of the People to draw on his wolf soul, projecting it so that he seems more animal than human. While many mundane canines are naturally uncomfortable in the presence of the Uratha as predators, this Gift makes the werewolf seem more like one of the pack. While this Gift offers no additional control over mundane wolves or canids, the user finds it easier to earn a wolf pack's trust or intimidate a guard dog.

Cost: None

Dice Pool: This power requires no roll.

Action: Reflexive

When activated, this Gift grants the character the ability to communicate with wolves and dogs, regardless of what form he's in. In addition, a bonus die is gained on all Social rolls made involving wolves or other canids. The Gift's effects last from moonrise to moonset, or from moonset to moonrise.

Father Wolf's Speed (••)

Father Wolf was said to be as fleet as the wind, able to outrun the swiftest prey. Werewolves naturally share a measure of his great speed, but this Gift can increase their swiftness even further. A clever werewolf uses this Gift to run at the same pace as the rest of his pack then surprise prey with a sudden burst when the moment is right.

This Gift cannot be used when the werewolf is in Hishu or Dalu form. The character's Speed is doubled (after modifiers for his current form are determined). In addition, the character subtracts two dice from opponents' Firearms dice pools. The effects last for a scene.

Cost: 1 Essence

Dice Pool: This power requires no roll.

Action: Reflexive

Primal Howl (•••)

The werewolf howls with the voice of the first wolf, a voice that humans and animals instinctively recognize from millennia of ancestral memory. Those who hear the howl are overcome by their forebears' fear of wolves hunting in the night, of predators that might yet come for them.

Cost: 1 Essence

Dice Pool: Presence + Expression + Purity versus Composure

Action: Contested; resistance is reflexive

The howl can be heard for miles, as any wolf howl, but the Gift takes effect on any targets within 10 yards per dot of the werewolf's Primal Urge. The call has no effect over a telephone or other indirect communication. Affected subjects are overcome by fear as if affected by Lunacy (p. 175). If a listener's Composure dots are equal to or higher than the number of successes earned, the subject may act normally, even though he feels a shiver of primal fear. The Gift user cannot select certain targets to be affected or unaffected — the howl affects anyone who hears.

Shapeshifters and spirits are immune to the effects of the Primal Howl. Vampires, mages or other supernatural beings who were born human combine Composure + the appropriate resistance Trait (such as Blood Potency) to resist the effects of the Gift. Wolf-blooded and ghouls gain no bonus.

Savage Rending (••••)

Father Wolf was more than a wolf-spirit. He was a spirit of war, tearing apart enemies with claws and fangs, more savage than any wolf born of flesh. His children have inherited many of his capabilities. The werewolf with this Gift can channel his fury through his claws and fangs, inflicting horrifying wounds on foes. It's considered a sin against Harmony to use this Gift against other werewolves, equivalent to using a silver weapon (see p. 181).

Cost: 1 Essence

Dice Pool: This power requires no roll.

Action: Reflexive

The werewolf's claw and bite attacks inflict aggravated damage. The amount of damage inflicted doesn't change. Aggravated damage is caused for the duration of the scene unless the user terminates the Gift prematurely.

Spirit Pack (•••••)

Even the Forsaken can call on ties of blood. A werewolf with this Gift is able to summon ancient spirit brethren, drawing a ghostly pack from the other world to assist him in battle. The werewolf howls a battle cry as he invokes the Gift. One Wolf-Brother spirit materializes per success achieved, and follows the general directions of the character. The spirits interpret the werewolf's commands to the best of their ability, but they're guided by their lupine nature. They fight in a pack rather than split in many directions at once, and they give chase to fleeing prey unless specifically commanded to halt. The spirits return to the depths of the Shadow once there are no more enemies to fight. If the Gift user is slain while the Wolf-Brethren are present, they fight until the one who slew their summoner is dead or until they're defeated, and then leave. (For Wolf-Brother spirit statistics, see p. 244.)

Cost: 1 Essence

Dice Pool: Manipulation + Animal Ken + Glory

Action: Instant

Full Moon Gifts

The Ralunim, the Lunes of the Full Moon Choir, expect adopted Forsaken to live up to and increase their Purity Renown, and to enforce the ideals for which it stands. The choir rewards the faithful with Gifts that display the unmistakable power of righteousness.

The following Gifts are available only to Rahu.

Clarity (•)

The light of the full moon lends a peaceful insight into the dark of night, and the Ralunim can impart a similar sensitivity to a Rahu. But rather than cutting through literal darkness per se, this clarity cuts through the distracting haze that can cloud a warrior's mind. Jarring himself mentally by touching the white-hot core of his soul, the werewolf burns away the fog of war and keeps his wits about him.

By spending one Essence, the player increases his character's Initiative modifier by five, greatly increasing the odds of seizing the critical first strike in any battle. The Storyteller may determine that some situations are inappropriate for this Gift (such as when the character is attacked by an invisible threat). If the power is used once combat is underway, the character's new place in the Initiative order is applied in the next turn and in all subsequent turns for the remainder of the fight.

Cost: 1 Essence

Dice Pool: No roll is required.

Action: Reflexive

Attunement (••)

Violent conflict is ingrained deeply in every werewolf's identity, and the Rahu auspice is the ultimate expression of that nature. Werewolves of the full moon thrive on combat, but even they must be careful not to let themselves get carried away. The Ralunim grant their chosen ones this Gift in the name of brutal efficiency. Using it, a werewolf can put an opponent down and end a fight quickly before it has a chance to provoke his rage.

Coming into play once combat has begun, Attunement heightens a werewolf's perceptions of his foe, making him aware of the subtlest telltale changes in expression and body posture. With this knowledge, he can move with his opponent and anticipate movements. In so doing, the user senses weaknesses in his opponent's technique and can target them with unerring accuracy. After one full turn of combat with a foe, the werewolf using this Gift can ignore an amount of his opponent's Defense modifier equal to half the user's Primal Urge (rounded up) for the remainder of the scene. The Gift's activation roll is made at the beginning of the user's action in a turn, and if successful, the opponent's Defense is reduced. If an opponent dodges, his Defense is reduced after being doubled. Therefore, a subject with Defense 2 gets Dodge 4. If the user of this Gift has Primal Urge 3, his opponent's Dodge is reduced to 1. If the subject has the Brawling Dodge or Weaponry Dodge Merit (**World of Darkness Rulebook**, p. 110 and 114), Primal Urge is subtracted from the combined trait total. Attacks made in conjunction with this power don't have to involve unarmed combat, even though Brawl is a part of the activation roll. Attacks can involve weapons (Weaponry), thrown attacks (Athletics) or even Firearms attacks made within close-combat distance.

This Gift can be applied to only one opponent at a time. If the user wishes to apply it against another opponent in the same scene, the first use is cancelled by the second use. The first opponent's Defense returns to normal.

Only the Gift user enjoys an opponent's reduced Defense. No other attackers gain this benefit.

Cost: 1 Willpower

Dice Pool: Wits + Brawl + Wisdom – opponent's Resolve

Action: Reflexive

Roll Results

Dramatic Failure: The character misreads his opponent and gives away a weakness in his own technique. His Defense doesn't apply to the opponent's next attack.

Failure: The character fails to find an obvious weakness in his opponent's style.

Success: The character exploits a weakness and may ignore an amount of his opponent's Defense equal to the Gift user's Primal Urge dots for the remainder of the scene.

Exceptional Success: Add one to the Gift user's Primal Urge for the purposes of this use.

Death Grip (•••)

The canine jaws and fangs of a Urhan-, Urshul- or Gauru-form werewolf are some of the most deadly weapons imaginable. Werewolf fighting styles take this power into account and can be adapted to lock a foe into close combat and enable a werewolf to bring his most vicious natural weaponry to bear. This Gift increases the power of a werewolf's jaws dramatically.

A werewolf in Gauru, Urshul or Urhan form can normally stage a bite attack without first initiating a grapple on a target (see p. 171). By use of this Gift *and* establishing a grapple on a target, however, a werewolf can inflict truly horrific harm. Once a hold is achieved and maintained, the character gains an additional six dice to rolls for overpowering maneuvers to bite the target are doubled. The victim's ability to break the attacker's hold is also diminished. The roll made for his next effort to break free or perform an overpowering maneuver of his own suffers a penalty equal to the last successes rolled for the werewolf. So, the victim in the previous example suffers a –3 penalty to break free or perform maneuvers of his own. A werewolf can use this Gift in only Urhan, Urshul or Gauru form. His jaws in Hishu and Dalu form are too small and imperfectly shaped to afford the proper purchase.

See the **World of Darkness Rulebook**, pp. 157-159, for rules on grappling.

Cost: 1 Essence per bite attack

Dice Pool: Strength + Brawl + Glory

Action: Reflexive

Roll Results

Dramatic Failure: The werewolf wrenches his jaws in his enthusiasm to shed blood and inflicts a point of bashing damage upon himself.

Failure: The werewolf inflicts no damage at all upon his victim and does not adversely affect the victim's efforts to break free or perform an overpowering maneuver of his own.

Success: Damage is doubled and the victim suffers a penalty on his next effort to break free or perform a maneuver of his own.

Exceptional Success: The damage of the werewolf's bite is doubled, and the shock automatically renders the victim immobile for his next action. All the victim can do is try to break free (no overpowering maneuvers of his own are possible), and he still suffers a penalty equal to the successes rolled in the bite. The werewolf need not actually maintain this immobilization. He can continue biting or performing other maneuvers.

Rage Armor (••••)

The natural resilience and rapid regeneration that the Forsaken have inherited makes werewolves daunting foes. Using this Gift, however, makes Full Moons even more fearsome than their brothers and sisters. With a blood-curdling howl to Luna, the werewolf tempers his flesh with the fire of his Rage and renders himself nigh indestructible for a short time. When he does so, his eyes glow the deep amber of the harvest moon, and a faint distortion makes the air around him waver as his inner fire burns close to the surface.

Cost: 1 Essence

Dice Pool: Stamina + Survival + Honor

Action: Instant

Roll Results

Dramatic Failure: The werewolf mistakenly believes that he's well protected, which makes him careless. Not only does he fail to gain the Armor, he loses his Defense for the first turn of combat.

Failure: The werewolf gains no Armor.

Success: The werewolf gains a point of Armor for every two successes rolled, with remainders ignored. It protects against physical attacks and firearms equally, but not against silver. Attacks made with silver weapons or silver bullets ignore the effects of this Gift and still cause aggravated damage. The effect lasts for a number of turns equal to the character's Primal Urge dots.

Exceptional Success: No special benefit other than a high Armor rating.

Luna's Fury (•••••)

A werewolf who Rages against his opponent is dangerous. A werewolf who loses himself in the heat of battle is even more fearsome. A werewolf who makes himself a vessel for Luna's own fury, however, is truly a terror to behold. A shaft of pure white light lances down from the heavens to bathe the Forsaken in its radiance before the werewolf unleashes a whirlwind of destruction, his eyes, fangs and claws blazing with white fire.

Cost: 1 Essence per turn

Dice Pool: Dexterity + Empathy + Cunning

Action: Instant

Roll Results

Dramatic Failure: The werewolf receives no benefit, and instead loses his Defense modifier for the next turn of combat.

Failure: No benefit; no penalty.

Success: Each success rolled keeps the Gift active for one turn, though the player must pay one point of Essence per turn as well. While the Gift is active, the werewolf receives the benefit of a dodge for purposes of protection, as well as the benefit of an all-out attack (see **World of Darkness Rulebook**, pp. 156 and 157) for purposes of offense. That is, his Defense doubles against incoming close-combat attacks, *and* two dice are added to his own close-combat attacks. (Normally, dodging precludes all other actions in a turn, but this Gift allows attacks to be staged normally at the same time.) The werewolf can activate no other Gifts while this one is active.

Exceptional Success: Doubled Defense also applies against incoming Firearms attacks while the Gift is active.

Gibbous Moon Gifts

It is the Cahalith's task to see that that glory never dies. The Cahalunim Choir grants its werewolves Gifts that help inspire great deeds and surmount dangerous challenges, the stuff of legends. There's a hard line between glory and vainglory, however, and a Cahalith must respect it.

The following Gifts are available only to Cahalith.

Pack Awareness (•)

When a pack goes into battle, its Rahu might lose himself in the fury of the fight, while the Irraka moves out to strike from the flanks, but the Cahalith must keep an eye on all her packmates. It's her voice that sounds when a packmate is wounded, or that rallies members when they're badly pressed. This Gift grants the Cahalith an intense sense of her pack's welfare, so that she can make sure none are beyond the reach of her voice.

When a werewolf invokes this Gift, she immediately gets a general sense of where her packmates are in relation to her, as well as a sense of their state of being. Allies might be "to the left about 30 yards" or "on the next floor of the building." She also learns what form each packmate is in, as well as what general activity each is performing. Examples of the last include "fighting," "waiting," "moving," "sleeping," "fleeing," "frenzying" or "having sex." Finally, the Cahalith can tell when a packmate is suffering wound penalties or has fallen unconscious from wounds (which is different from simply being asleep for the purposes of this Gift).

All this knowledge comes to the werewolf subconsciously, without distracting her from whatever she's doing at the moment. Packmates must be within a number of miles equal to the character's Primal Urge for the awareness to apply. The effects of this Gift persist for one scene.

Cost: None

Dice Pool: Wits + Empathy + Wisdom

Action: Reflexive

Roll Results

Dramatic Failure: The awareness of her packmates' situation overwhelms the Cahalith momentarily and proves distracting. Her actions incur a –1 penalty for one turn per packmate (not counting herself). She cannot invoke this Gift again until the penalty passes.

Failure: The character gains no special awareness of her packmates.

Success: The character learns the listed information about her packmates.

Exceptional Success: One pack member (not the character herself) regains a point of spent Willpower for knowing that his Cahalith is there to support him. The Cahalith's player decides who gets this point.

Resist Pain (••)

Glory is the meat and drink of the Cahalunim, and few things are more glorious than a warrior who fights on despite grievous wounds. This Gift unleashes the raw passion of the Cahalith, filling her body with vigor such that normally crippling injuries do not deter her. Unfortunately, as the pain recedes, so does the Cahalith's caution, and a glorious death might be her final act.

When a werewolf activates this Gift, her awareness of the pain of her wounds recedes and ceases to impair her. As a result, she ignores the wound penalties that come from being badly injured, acting with a full dice pool until those last Health points are healed or she drops into blissful unconsciousness. The effects of this Gift persist for the remainder of the scene.

A character with this Gift active is not threatened by Death Rage when injuries are imposed on her last three Health boxes. No roll to resist *Kuruth* is required because of those wounds. If the character is already in Death Rage, she still seeks to flee when injuries are marked in one of her last three Health boxes.

Cost: 1 Willpower

Dice Pool: Stamina + Survival + Honor

Action: Instant

Roll Results

Dramatic Failure: The character's wound penalties increase by one for a single turn.

Failure: Wound penalties affect the character as normal.

Success: Wound penalties do not affect the character, regardless of how badly hurt or near death she is.

Exceptional Success: As a success. Also, the character's hardiness surprises enemies, granting a +1 bonus on the next attack roll made for her.

Rallying Cry (•••)

By giving of herself and howling of past glories, a Cahalith can give her packmates hope even in their darkest hour. She channels the voices of the Cahalunim through her, lending their power to her words and inspiring packmates to greatness. The Cahalith stirs hearts with a tale (or howl or ballad or epic poem) of glory that's thematically appropriate to some situation faced. This power cannot be used — successfully or not — on the same people more than once per day.

Cost: 1 Willpower

Dice Pool: Manipulation + Expression + Glory

Action: Instant

Roll Results

Dramatic Failure: The Cahalith shakes her packmates' confidence and costs them each a Willpower point rather than awarding any. She loses a point as well, in addition to the one spent.

Failure: The message is strong, but it bears no supernatural inspiration.

Success: The Cahalith inspires her packmates to greatness. They each regain one spent Willpower point. A character's Willpower cannot be raised above her total dots by this means. The Cahalith does not receive this bonus Willpower award herself, nor does she regain the Willpower point spent to activate the Gift.

Exceptional Success: The Cahalith surprises herself with her own skill at inspiring her packmates, and their reactions motivate her in turn. She gains back the Willpower point spent to activate this Gift, and an additional one as well.

Unspoken Communication (••••)

In the interests of greater communication, which leads to effective cooperation and glorious success, the Cahalunim grant Cahalith this Gift. With it, a Cahalith can keep packmates in constant contact, enabling them to act as one.

Packmates within line of sight of the Cahalith can be joined in instantaneous mental communication for the rest of the scene. Allies need not necessarily see each other, they simply need to be seen by the Gift's user. Packmates can "speak" mind to mind and hear each other perfectly clearly regardless of any ambient noise. Any speaker can communicate with one particular packmate of his choice, or with all of them simultaneously.

Connected characters gain a +3 bonus to Initiative as they're better able to coordinate their efforts. Connected characters also gain a +1 bonus to attack and use Gifts against enemies of the group as victims reel while trying to contend with combined and well-times assaults.

The Cahalith can terminate the effect of this Gift at any point before the end of the scene, but doing so is an all-or-nothing proposition. She cannot selectively drop one packmate and keep others connected. She can, however, include a new packmate in the connection after the Gift is activated with the expenditure of an additional Essence point. If a packmate is within sight when the power is activated, and then moves to where he cannot be seen by the Cahalith, the link of communication is not severed.

People who aren't direct members of the Gift user's pack cannot be included in this mental link. The power cannot be used to communicate across the Gauntlet.

Cost: 1 Essence

Dice Pool: Intelligence + Socialize + Purity

Action: Instant

Roll Results

Dramatic Failure: The awareness of packmates' thoughts overwhelms the Cahalith and proves distracting. Her actions incur a –1 penalty for one turn per packmate included (not counting herself). She cannot invoke this Gift again until the penalty passes.

Failure: None of the packmates receives any extra awareness.

Success: The packmates are connected mentally to each other and may "speak" mind to mind.

Exceptional Success: Connected characters each regain a point of spent Willpower for sharing a powerful pack bond. The Gift user doesn't gain this bonus. Only one Willpower point can be regained by a character per day by this means.

Call of Glory (●●●●●)

This Gift is similar to Rallying Cry in that it invokes the Cahalunim's power to inspire a Cahalith's packmates. Rather than projecting power through a Cahalith, though, the Lunes of the gibbous moon literally cry out in eldritch accompaniment as the Cahalith sings a battle hymn or howls a paean to Luna. When the werewolves of the Cahalith's pack hear such a joyful noise, they can claw their way back from the gates of Hell.

Each success achieved on the activation roll heals one point of damage for each of the Cahalith's packmates (but not the Cahalith herself). These points are healed from right to left on characters' Health charts. That is, if three successes are rolled, each character heals three points of damage. The type of damage healed doesn't matter, whether bashing, lethal or aggravated. The Gift simply eliminates one wound per success from right to left on a character sheet.

A packmate must hear the Cahalith's howl directly for this power to apply. It doesn't work over the phone, for example. All beneficiaries must also venerate the same pack totem. A character can benefit from the healing provided by Call of Glory only once per day.

Cost: 1 Willpower

Dice Pool: Presence + Expression + Glory

Action: Instant

Roll Results

Dramatic Failure: The Cahalith's efforts offend the Lunes she calls on for help, drawing a backlash down on her entire pack. Rather than singing along, the Lunes screech in contempt and distract the Cahalith and her packmates, imposing a –2 penalty to all rolls for the next turn.

Failure: The Cahalith puts on a good show, but not good enough.

Success: The Lunes join in the Cahalith's effort and packmates are healed one Health point per success rolled.

Exceptional Success: The Lunes are so impressed by the Cahalith that they include her in the healing.

Half Moon Gifts

The patrons of the Elodoth auspice, the Lunes of the Elunim Choir, expect werewolves to live in harmony and with honor. Their Gifts encourage honorable dealings among the People and between the worlds of flesh and spirit. While the Forsaken as a whole dedicate themselves to protecting the physical world from the ravages of the Shadow, Elodoth are expected to recognize spirits' right to exist. Members of the auspice do what must be done to forestall spirit depredations, but they must recognize that the same cannot be inflicted upon the spirit world in return. Therefore, using these Gifts for abusive, treacherous or self-serving ends is a good way to incur the wrath of the Elunim.

The following Gifts are available only to Elodoth.

Scent Beneath the Surface (•)

Part of upholding the precepts of virtue, as Elodoth must, is being able to recognize dishonorable behavior even when it is disguised. The Elunim grant their chosen a decided advantage in such matters, though they still expect werewolves to do some of the work on their own.

After paying close attention to someone for a single turn, the character gains a keen insight into not only what that person's words and nonverbal behavior show, but also what his heart conceals. Unless the subject uses some supernatural means to hide his emotions and intent, the Elodoth can immediately tell whether he's lying outright, lying by omission, speaking the truth in a deliberately misleading way or is intentionally evasive. The Elodoth can also piece together a general impression of the subject's emotional state, regardless of how well the subject acts in order to conceal it.

This Gift doesn't reveal the whole truth behind a subject's lies, but a clever Elodoth can usually deduce it from context. The Gift doesn't act like sonar, vigilantly seeking out all forms of deception and alerting the werewolf to them. It applies to only one subject at a time and to intentional forms of expressed deception that are directed at the Elodoth specifically. Disguising oneself to look like an Elodoth's father doesn't automatically alert him to the deception. Calling him, "My son!" and generally *acting* like his father reveals the deception.

Such awareness persists for the remainder of the scene.

Cost: 1 Willpower

Dice Pool: Wits + Empathy + Purity versus deceiver's Composure + Primal Urge

Action: Contested; resistance is reflexive

Roll Results

Dramatic Failure: The character is convinced that what the speaker states is true. The Storyteller may make activation rolls on players' behalf in case such a result could occur.

Failure: An equal number or the most successes are rolled for the subject. The werewolf is on his own. He must rely on intuition and common sense.

Success: The most successes are rolled for the Elodoth. He senses the presence or lack of deception in a subject's actions and words, and deduces the subject's general emotional state as it relates to the matter at hand.

Exceptional Success: The most successes — five or more — are rolled for the Elodoth. If the subject is lying, he becomes so painfully aware that the Elodoth can tell that his veneer of confidence cracks and he gives away a specific clue about the truth he hides.

Snarl of Command (••)

Sometimes it's enough just to know that someone is lying or holding something back. If the subject has any valor at all, simply being caught in a lie is enough to shame him into admitting the truth. When time is an issue, however, or when the subject of an inquiry clearly has no virtue, an Elodoth can rely on this Gift to cut to the chase.

With an ugly snarl and a few harsh words, the Elodoth commands a subject to reveal the simple truth behind a topic of contention, and the subject is compelled to comply. Doing so usually entails answering a single question truthfully, but the subject can also be made to remove a disguise or reveal his magically concealed true form (provided the magical means of concealment is under his control). A subject cannot reveal a truth of which he is unaware, and this Gift cannot be used to simply issue random commands for a subject to follow. It works to reveal only the truth behind a particular deception or to force one true answer from a liar's mouth.

An Elodoth doesn't have to use Scent Beneath the Surface before using this Gift, but doing so is a good idea. Using this Gift and contemptuously demanding that someone come clean when he's actually telling the truth is shameful and can provoke violence.

Snarl of Command can be used on a subject, whether successfully or not, only once per day. Werewolf and subject must be in face-to-face contact with one another.

Cost: 1 Willpower

Dice Pool: Presence + Intimidation + Cunning versus subject's Composure + Primal Urge

Action: Contested; resistance is reflexive

Roll Results

Dramatic Failure: The character's attempt to cow the subject fails so miserably that he cannot use the Gift against that subject again for 24 hours.

Failure: An equal number or the most successes are rolled for the subject. He stubbornly refuses to reveal the truth.

Success: The most successes are rolled for the werewolf. The subject grudgingly does as commanded but offers no more without further coercion.

Exceptional Success: The most successes — five or more — are rolled for the werewolf. The subject offers complete information about the truth as best as he understands it, even providing details the Elodoth might not have guessed.

Aura of Truce (•••)

Most Elodoth don't need to turn to Gifts to fulfill the role of arbitrator, but sometimes speed is of the essence or matters are particularly delicate. When the Elodoth uses this power, a subtle half-moon halo appears in the air behind her, bathing everyone present in calming, soothing light. While it shines, tension dissipates and cool heads have a chance to prevail.

This Gift lasts for one scene, and flaring tempers subside while it is in use. Opposing parties may disagree and voices may even be raised in anger, but the power of the Gift is such that outright hostilities are harder to perform than normal. In order to commit a violent act — be it an attack, an attempt to damage someone else's property or an attempt to use a Gift against an unwilling subject — a Willpower point must be spent reflexively for the intended perpetrator. That participant has free reign thereafter. His aggressive actions do not necessarily discontinue the effect for everyone else, but if the Elodoth cannot get the malcontent under control she is wise to absolve everyone. If the character using the Gift attacks anyone under its influence, the power terminates automatically.

The user may choose to terminate the Gift before the end of the scene, but she cannot do so selectively; the Gift ends with regard to all participants or to none. Those affected must be able to see and hear the user directly, and she must be able to do the same.

This Gift works only *before* violence has broken out. Once a fight is underway, the power is useless on combatants.

Cost: 1 Essence

Dice Pool: Manipulation + Persuasion + Honor

Action: Instant

Roll Results

Dramatic Failure: There is little hope for a peaceful resolution to the proceedings. The Elodoth manages to offend all parties, and she cannot use this Gift on them again until the following moonrise.

Failure: The Elodoth has only her wits and her charm to rely on, but she doesn't start off on the wrong foot automatically.

Success: The character suffuses the area with an aura of calm.

Exceptional Success: Participants under the Gift's effects must spend the requisite Willpower for every *turn* in which they try to act with hostility, rather than being able to break the spell with a single expenditure.

Fuel Rage (••••)

A werewolf can remain in the deadly Gauru form for only so long, based on his Stamina + Primal Urge. When that time is up, he loses the ability to maintain the delicate balance between flesh and spirit. The Elodoth, touched by duality, can learn a greater facility with maintaining that balance.

Using this Gift before assuming Gauru form, the Elodoth increases the number of turns in which he can remain in Gauru form. The Gift must be performed in the turn immediately prior to that in which the character changes forms, or it can be used in the same turn if the change to Gauru occurs reflexively. (Just be sure that Essence spent in a single turn doesn't exceed the limit set by the character's Primal Urge — see p. 76.) If the form change doesn't occur in the character's same or next turn, the Essence spent on the Gift is lost and no special benefits are gained.

Time spent in Gauru increases by a number of turns equal to the number of successes achieved on a Stamina + Occult + Purity roll. These extra turns begin after the number of turns based on the werewolf's Stamina + Primal Urge have elapsed. A werewolf whose time in Gauru has been extended can still change out of that form at will. He's not forced to remain in it, unless Death Rage is invoked (see p. 173). The power has no effect on a user in the Shadow. This power does not influence taking forms other than Gauru. Nor can it be applied successfully more than once per scene.

Cost: 1 Essence

Dice Pool: Stamina + Occult + Purity

Action: Instant

Roll Results

Dramatic Failure: The Gift interferes with the character's effort to assume Gauru form, and he cannot do so for the remainder of the scene unless Death Rage is provoked in him.

Failure: The Gift has no effect on the subject.

Success: The Gift increases the user's duration in Gauru form for one turn per success.

Exceptional Success: The Gift not only has the intended effect, but it adds one extra turn.

Bind or Sunder (•••••)

Like the Fuel Rage Gift, this power influences time spent in Gauru form. Unlike that Gift, however, this one is used on other werewolves to extend or reduce their time spent in the war form.

Using this Gift, the Elodoth can increase the number of turns that a werewolf of his choice remains in Gauru form. With the expenditure of one Essence, he can increase the number of turns the subject remains in Gauru by the number of successes achieved on a Stamina + Occult + Purity roll. These extra turns begin after the number of turns based on the werewolf's Stamina + Primal Urge have elapsed. A werewolf whose time in Gauru has been extended can still change out of that form at will. He's not forced to remain in that form, unless Death Rage is invoked (see p. 173).

An alternative use of this Gift can disrupt the balance required to maintain Gauru form by interfering with a subject's connection to his spiritual self. An Essence point is spent and Manipulation + Occult + Cunning is rolled, with a dice-pool penalty equal to a resisting subject's Resolve. (If a subject is compliant, no penalty is imposed.) Successes on this roll subtract from the number of turns the subject may remain in Gauru form. A subject forced out of Gauru reverts to Hishu form.

Two Gift users can target the same subject with opposing versions of this power at the same time, with the resulting number based on the net successes rolled. So, if three are rolled to increase time in Gauru and one is rolled to diminish it, a total of two extra turns are gained. A single Elodoth cannot have more than one version of this Gift active at a time. He cannot empower each of his packmates on successive turns and then turn around in the next turn and weaken a rival. The Gift is considered active for as long as an affected werewolf remains in Gauru form.

This power doesn't influence taking forms other than Gauru, and doesn't affect beings other than Uratha. It cannot be used to reduce the amount of time that a werewolf spends in Death Rage.

The subject must be within line of sight of the Gift user. This power cannot be used on the Gift user himself.

Cost: 1 Essence

Dice Pool: Stamina + Occult + Purity (to extend time in Gauru); Manipulation + Occult + Cunning – resisting subject's Resolve (to reduce time in Gauru)

Action: Instant

Roll Results

Dramatic Failure: The Gift has the opposite effect of what was intended. If it was meant to force a target out of Gauru, he may remain in Gauru for an additional turn. If it was meant to extend a target's time in Gauru, he is automatically forced into Hishu instead.

Failure: The Gift has no effect on the subject.

Success: The Gift increases or decreases the subject's duration in Gauru form by one turn per success.

Exceptional Success: The Gift not only has the effect intended, but it adds or subtracts an extra turn of effect, as desired.

Insight Gifts

The supernatural is a reality that exists beyond ordinary human experience. To truly understand the realm of the occult, one must have senses that can delve further than the mortal. Gifts of Insight are ways of unlocking truly preternatural perception, teaching ways of "seeing with the third eye" or "perceiving the scents of the invisible world." The Bone Shadows, bound as they are to learn the wisdom of other realms, have a particular affinity for Insight Gifts, although Ithaeur and Elodoth of all tribes find these Gifts useful.

Insight Gifts are taught by spirits associated with wisdom, and many have ties to the realm of Death as well. The dead perceive things that the living cannot. Spirits of owls and serpents are particularly appropriate teachers for these Gifts.

Sense Malice (•)

Hatred has its own scent. The werewolf using this Gift is particularly sensitive to the malice that lurks in other people's hearts, and he can smell a soul tainted with hatred, anger or envy as easily as a predator can catch the smell of prey. This Gift is frequently used on the hunt as a means of locating a potential threat to a werewolf's family or territory, but it also has uses as a warning against potential danger.

This Gift does not detect the presence of all negative emotions, only those that are powerful enough to have a grip on the mind of a subject. A man who is irritated that he's been turned down by a girl doesn't register. A man angry that his girlfriend left him might be barely noticeable, while a man who caught his wife cheating on him with his best friend certainly qualifies. A mass murderer or serial killer might not register to this Gift unless he actively experiences a flood of negative emotion. This Gift works only on targets that a werewolf is close enough to scent normally (usually within the same room). This Gift doesn't require physical scent, and powerful odors do not obscure the ability to detect malice. This power does not *usually* tell the user what has actually happened to a subject or why he is incensed, simply that he is.

If the subject's Vice is Wrath or Envy, a +1 bonus is gained on the activation roll. The Gift user automatically senses the presence of anger or hatred in spirits that are the literal embodiments of such negative emotions (no roll is required). If a person or object is possessed by a spirit of anger, hatred or malice, a normal activation roll is required, but it gains a +3 bonus. At the Storyteller's discretion, the strength of the emotion experienced may merit an additional bonus or penalty die, although not more than one.

Cost: None

Dice Pool: Intelligence + Empathy + Wisdom versus subject's Composure + Primal Urge

Action: Contested; resistance is reflexive

Roll Results

Dramatic Failure: The character receives misleading information. She might sense intense anger in a subject

who is only mildly annoyed, or she might be convinced that a would-be murderer is utterly without malice.

Failure: An equal number or the most successes are rolled for the subject. The character distinguishes no information, though she is aware of her failure.

Success: The most successes are rolled for the Gift user. She senses the presence of unusually strong aggression, hatred or anger. She can identify which specific person is the source of the emotion.

Exceptional success: The most successes — five or more — are rolled for the Gift user. She intuitively understands the source of emotion and can determine the cause to some degree, though not with complete accuracy. She might perceive, "My mate betrayed me," but not, "My wife cheated on me with the beat cop on our street."

Scent of Taint (••)

The smell of supernatural influence emanates from beings that are beyond human and mundane. A werewolf who knows this Gift can detect the presence of supernatural beings. Specifically, the user can detect powers in his vicinity that defy the natural order of the physical and spirit worlds, so that vampires, ghouls, mages, acolytes and beings bestowed or imbued with unnatural capabilities are evident. Scent of Taint does not indicate or set apart — and cannot be used to recognize — any of the Uratha or the wolf-blooded. Nor can it be used to detect supernatural objects or places.

Using this Gift to track (see p. 178) a supernatural being offers a +2 bonus to rolls made for the effort.

The Storyteller is advised to make activation rolls on a player's behalf so that the sense of mystery about nearby beings is maintained, based on whether success or failure occurs.

Cost: None

Dice Pool: Wits + Occult + Purity

Action: Instant (Subjects must be intentionally sought after; they are not detected simply for passing or being nearby.)

Roll Results

Dramatic Failure: The character receives misleading information. She might believe a supernatural being is nearby when it's not, or she might believe none are near when they are.

Failure: Nothing is detected.

Success: The character recognizes the scent of some strange being in her proximity. The creature must be within 10 yards for each dot of Wits the user has to be detected at all. One roll can be made per turn to determine if the being remains present or has left the vicinity. The precise nature of the being cannot be determined. Nor can the specific identity of the being if the Gift user is in a crowd.

Exceptional success: The specific individual who is "off" is recognizable, although his specific identity as a supernatural being — vampire, mage or something else — cannot be determined.

If a supernatural being uses a power to hide its presence or true nature, a contested roll is required between the use of that power and the activation roll of this Gift. (The roll is reflexive for the subject.) If the rolls tie or the most successes are rolled for the hiding subject, he goes undetected. The power works only in the material world and cannot detect disembodied spirits or ghosts trapped in it. If such spirits or ghosts possess a host and grant her magical capabilities, the subject can be sniffed out.

Suggested Modifiers

Modifier	Situation
+1	Gift user has previously encountered this individual being (not supernatural type; i.e., "Jason Volk," not "a vampire")
–1	Outdoors; calm weather
–2	Outdoors; windy or drizzling
–3	Outdoors; snowing or raining
–3	Multiple supernatural beings (apart from Gift user) in area
–4	In a crowded area (nightclub, subway station, downtown lunch rush)

Echo Dream (•••)

Werewolves quickly learn that events in the physical world echo in the spirit world, leaving strange psychic impressions. A werewolf who has earned this Gift has gained the ability to sense these echoes, even ones long past. By holding or handling an object, or resting her hand against a wall or tree, the Forsaken can sense spirit echoes of the object or area's recent past. These echoes are couched in the symbolic language of the spirit world but often convey sharper truth than any forensics report might.

This Gift doesn't work on sentient creatures, who generate their own spirit echoes. An attempt to use Echo Dream to read the recent past of a person results in contradictory, nonsensical images.

Cost: 1 Essence

Dice Pool: Wits + Investigation + Honor

Action: Instant

Roll Results

Dramatic Failure: The character is overwhelmed with violent and contradictory visions from the area and loses a point of Willpower.

Failure: The character receives mere useless flickers or no vision at all.

Success: The character receives some vision of the most significant thing that has involved the object or immediate area (no larger than a medium-sized room). Death usually leaves the most significant spirit echo, although powerful bursts of pain or negative emotion also register. Echoes rarely linger for more than a few years, although that depends on the intensity of the events involved. A knife that killed someone a hundred years ago might not possess an echo any longer, while a sacrificial dagger that cut out a thousand hearts five centuries ago might still trigger a powerful vision of blood and darkness.

The vision is frequently couched in symbolic visual language, a side effect of the interconnectedness of many spirit concepts. For example, a gun that was used by a hunter to fire a silver bullet into a werewolf might project the sound of a gunshot and the image of the full moon cracking and bleeding. A successful Intelligence + Occult roll might be required to interpret a vision.

This Gift cannot be used successfully more than once on any one object or place by the same character.

Exceptional Success: The vision is exceptionally clear and provides additional information that the character might not expect. In the case of the gun used to shoot a werewolf, the character might receive an accurate vision of the hunter's face.

Soul Read (••••)

At increasing levels of perception, a Gift of Insight can lay bare the darkest secrets of a person's soul. The character can look directly into the heart of a subject, reading the worst fears, secrets and sins hidden there.

Cost: 1 Essence

Dice Pool: Intelligence + Empathy + Purity versus subject's Resolve + Primal Urge

Action: Contested; resistance is reflexive

Roll Results

Dramatic Failure: The character is inadequately prepared to look on the totality of a person's being. She is temporarily overwhelmed and loses a point of Willpower.

Failure: An equal number or the most successes are rolled for the subject. The Gift user fails to see far enough to uncover any secrets.

Success: The most successes are rolled for the Gift user. She gains knowledge of one of the subject's secrets, fears or weaknesses per success rolled. These are details that the subject doesn't want to become public knowledge. A memory of committing an act of sexual abuse, an abiding fear of rejection or the location of something dear (such as a vampire's haven) are all fair game. This Gift doesn't provide information that the user already knows. If she's already aware that her target is a warlock, the Gift doesn't count that fact as a "secret" to be revealed. The Gift may, however, confirm a piece of information that the character had only guessed at before.

Exceptional Success: The most successes — five or more — are rolled for the Gift user. The subject instinctively senses that the werewolf *knows,* and she suffers a –1 penalty to all Social rolls made to influence or resist her for the remainder of the scene.

Omen Gazing (•••••)

With this Gift, the werewolf has developed an inner sight so powerful that it can actually catch glimpses of the future. The character enters a meditative trance, clearing her mind of everything but darkness in order to welcome the visions. She might receive warning of an impending attack, foretell the arrival of a potential ally or even watch a betrayal unfold before it happens. Viewing the future accurately is impossible, though. No vision is guaranteed to come true. Worse, visions gained are more often signs of ominous events than they are promises of good fortune. Whether this is because the Gift's "eyesight" is through a dark lens, or simply a cold reflection of the hard truths of a werewolf's existence, none can say.

A character may not attempt Omen Gazing more than once in any 24-hour period.

Cost: 1 Essence

Dice Pool: Resolve + Occult + Glory

Action: Extended (15 successes required; each roll represents one minute spent in a trance)

A seer is unaware of events surrounding her while she is in a trance. She is, however, aware of anything that touches or affects her body directly.

Roll Results

Dramatic Failure: The vision fails automatically and the character cannot try again for 24 hours.

Failure: No successes are gained for the minute. If no successes are gained in three consecutive rolls, no vision comes, although another attempt can be made.

Success: The character catches a glimpse of a potential event in her near future — anywhere from 24 hours to one week. The vision lasts for roughly a turn's worth of viewing — enough time to watch a man gun down a packmate, a car carrying a loved one swerve and crash or an elder hail a dangerous spirit. The vision is usually clear enough to make out details, though the details might be misleading. For example, a body face-down in the river, wearing a packmate's jacket, might turn out be the corpse of a friend who borrowed the jacket. This Gift is a means of gaining a potential warning, nothing more.

Exceptional Success: The vision lasts for up to a minute.

Inspiration Gifts

Inspiration is the meat and drink of great heroes. It provides sustenance for flagging warriors, a fire in the heart fanned from mere embers. Werewolves who use these Gifts gain courage even in the face of extreme danger, and the spirit of Inspiration can entwine an entire pack in the unity of heroism. The Blood Talons possess particular affinity with Inspiration; it's likewise a favorite of many Cahalith and Rahu. Teachers of these Gifts include various Lunes and ancestor-spirits.

The Right Words (•)

Sometimes keeping a pack in line or a soldier's morale up hinges on knowing just what to say. A stirring speech, a well-placed compliment or even just remembering the new guy's name can bring confidence and a will to strive against adversity.

Cost: None

Dice Pool: This power requires no roll.

Action: Reflexive

The character gains +2 to all Social rolls made to encourage or mollify. Social rolls to bully and threaten are not affected. The effects last for a scene.

Camaraderie (••)

There is strength in unity. Unfortunately, suspicion and personal agendas beget division. Easing tensions is a key step in binding comrades to a common purpose, even if that common purpose is simply not killing each other.

Cost: None

Dice Pool: Manipulation + Persuasion + Wisdom

Action: Reflexive

To activate the Gift, the user speaks to his fellows about the need to set aside differences to work for a greater goal. Depending on the situation, this may be a few quiet words or a grand oratory. If successful, all listeners gain a +1 modifier to Resolve + Composure rolls to resist the Death Rage for the scene. In addition, if any of the subjects assist one another on a specific action during the scene (see "Teamwork," **World of Darkness Rulebook**, p. 134), contributors each gain a +1 modifier to their rolls to help.

True Leader (•••)

Few things inspire a pack like an alpha who leads from the front. In a crisis situation, the true leader shouts, "Follow me!" and her heartened allies do just that.

Cost: 1 Essence

Dice Pool: Manipulation + Expression + Glory

Action: Instant

To activate this Gift, the werewolf must lead his followers and allies into an obviously dangerous situation, putting herself at least as much at risk as those she leads. Battle is the most common scenario, but in any case the enemy or threat must appear at least as strong (or stronger) in order for the Gift to work at all.

For each success rolled, a point of Willpower is awarded to all of the user's allies within 100 feet (even if the result exceeds their Willpower dots). This Gift may be used only once per day on a subject, and any unspent Willpower gained from this Gift is lost at the end of the scene.

Spirit Skin (••••)

Werewolves are creatures of spirit and flesh, but using this Gift manifests that spirit side in the physical world for all to see. The werewolf exudes a perceptible cloak of authority and spiritual power. The appearance of this mantle varies by the werewolf's nature. A wrathful warrior might glow with an inner fire and be shrouded with wisps of vapor, while a harmonious, introspective leader may exude an aura of dignity and calm. However it manifests, the werewolf can inspire awe or terror in those around him.

Cost: 1 Essence

Dice Pool: This power requires no roll.

Action: Instant

The character's dots in his highest Renown are gained as a modifier to Social rolls to impress, persuade, inspire or intimidate for the scene. This modifier does not stack with any Social pool modifiers gained from Renown (see p. 78). Opponents must succeed at a Composure + Primal Urge roll at a penalty equal to the character's highest Renown in order to attack the were-

wolf, except in self-defense. The aura is manifest for the remainder of the scene.

Exceptional Success: As success, and a human onlooker's Willpower is considered three lower than normal for determining the effects of Lunacy (see p. 176).

Victor's Song (•••••)

All is lost when heart is lost. Yet even when hope has vanished, newfound courage can claim victory where there was only defeat. In the face of hopeless odds, whether surviving a suicide charge or bracing a crumbling levee, Victor's Song doesn't push allies beyond their limits, it pushes their limits beyond what they thought possible.

Cost: 1 Essence

Dice Pool: Presence + Expression + Honor

Action: Instant

Roll Results

Dramatic Failure: The spirits are offended by the clumsy use of the Gift. The character loses the ability to use any Inspiration Gifts for the rest of the day.

Failure: The Gift has no effect.

Success: The user must howl, chant or sing a song extolling his comrades to valor and courage. Success rolled grants one Essence to all allied werewolves within earshot, save the Gift user. Furthermore, a one-die bonus is added to all allies' dice pools. This Gift works only in the face of overwhelming odds (say, the imminent death of the pack or the loss of all territory). Against typical threats or evenly matched opponents, the Gift automatically fails; the spirits look askance at misuse of their power. This Gift may be used only once per day on a subject, and any unspent Essence gained is lost at the end of the scene. Die-pool bonuses stop at the end of the scene, too.

Exceptional Success: As success, but all allied werewolves gain a point of Willpower for the scene, as well.

Knowledge Gifts

Few things are more useful than knowledge, and some spirits know secret shortcuts to learning interesting things. Where Gifts of Insight allow a werewolf to see the world through a different set of eyes, Gifts of Knowledge involve simply reaching out, plucking a fact or piece of data from the greater weave of the world and putting it to use. Iron Masters, with their desire to learn as much as they can about the changing world, are particularly drawn to Knowledge Gifts, but any werewolf can find them useful.

Gifts of Knowledge are typically taught by spirits that represent wisdom or information, and are frequently urban. Spirits of computers are one source, as are rat- and cockroach-spirits.

Know Name (•)

To understand something, one must first know its name. This Gift is a simple trick, but one with potentially wide-ranging applications. With a glance, the werewolf can learn the name of someone she sees in person. The name learned is always one that the person would answer to and consider his own. The character cannot use this Gift on a person that she sees indirectly (through a video camera or in a photograph).

Cost: None

Dice Pool: Intelligence + Investigation + Cunning versus subject's Resolve + Primal Urge (see below)

Action: Instant or contested; resistance is reflexive

Roll Results

Dramatic Failure: The werewolf picks up a different and wholly inappropriate name. She might learn the name of someone else in the room or of the target's fourth-grade teacher and assume it belongs to the target.

Failure: The werewolf fails to learn the target's name. She cannot try to use this Gift on the same target again this scene.

Success: The character learns the target's name as the target defines it. Using this Gift on a werewolf produces the target's name among the People, unless the target thinks of himself primarily by his human name.

If the target has some reason to hide his name, such as a vampire who avoids people he knew in life or an undercover cop, then a reflexive, contested Resolve + Primal Urge roll may be made for the target. The target remains unaware of the Gift being used, and of his resistance.

Exceptional Success: The character learns all the names to which the target answers (assuming the subject doesn't successfully contest the roll). For example, she may learn the birth name, Uratha deed name and current nickname of a subject werewolf.

Traveler's Blessing (••)

A werewolf's road can take her a long way from home, but spirits can guide her as she goes. This Gift teaches the werewolf the basics of what she needs to know about whatever human culture in which she finds herself. As she calls on her spirit-wisdom, the local language settles into her mouth and knowledge of local customs wraps around her mind. Though still a stranger wherever she goes, she need never be an ignorant one.

Cost: 1 Willpower per scene

Dice Pool: Wits + Streetwise + Wisdom

Action: Reflexive

Roll Results

Dramatic Failure: The character receives a dangerous mix of misinformation and true information. She gains only basic fluency in the local language, and her faulty information imposes a –1 penalty to all Social rolls for the remainder of the scene.

Failure: The werewolf learns nothing she didn't already know.

Success: The werewolf gains competent fluency in the most commonly spoken language of the area that she doesn't already know. A werewolf in Texas who already speaks English but not Spanish gains fluency in Span-

ish, despite the greater proportion of English-speakers. In addition, she becomes aware of local customs to some degree, granting her a +1 modifier to all Social rolls made to influence locals.

Traveler's Blessing cannot be used to learn non-human languages. For example, the werewolf could not enter the Shadow and use the Gift to gain full fluency in the First Tongue.

Exceptional Success: The werewolf's bonus to Social rolls made to influence locals rises to +2.

Sagacity (•••)

Though a true devotee of knowledge spends years learning Skills and facts as thoroughly as possible, sometimes a shortcut is necessary. This Gift allows a werewolf to become an instant expert in the field of choice. Knowledge floods her mind and leaves just as rapidly, but she can accomplish things in the interim that it would take years of study to do.

Cost: 1 Essence

Dice Pool: Wits + Occult + Purity

Action: Instant

Roll Results

Dramatic Failure: The character taps into inaccurate and misleading information. She suffers a –1 penalty on all attempts to use the nominated Skill for the rest of the scene. This is cumulative with any –1 or –3 penalty for untrained Skill use.

Failure: The character gains no additional knowledge.

Success: The character temporarily gains dots in the Skill of choice equal to the number of successes rolled. The result cannot raise any Skill above five dots. The Skill bonus lasts for one minute per success rolled.

The only thing that Skills gained from this Gift cannot do is be used to activate other Gifts. Instant expertise in Stealth does not convey the kind of covert understanding needed to properly use an Evasion Gift, for example. The character's standard dots in the Skill in question (if any) are rolled to activate a Gift.

No more than one Skill can be elevated at a time, and the character may increase only her own trait dots, not those of others.

Exceptional Success: The duration of the Gift's effects increases to five minutes per success rolled.

Suggested Modifiers

–1	Social Skills
–3	Physical Skills

Know the Path (••••)

Not all werewolves hunt by scent. The werewolf with this Gift draws forth knowledge of the quickest path to wherever she wants to go, be it the safe house of an allied pack or the heart of a Beshilu infestation. The quickest and most efficient path isn't always the safest, but so it goes.

Cost: 1 Essence

Dice Pool: Wits + Survival + Glory (versus subject's Resolve + Primal Urge)

Action: Instant or contested; resistance is reflexive

Roll Results

Dramatic Failure: The character perceives an improper path, one that leads someplace considerably less useful and potentially more dangerous.

Failure: The character fails to discern the proper path and cannot use this Gift again until after the next moonrise.

Success: The character visualizes the closest and most efficient route to the location she wishes. The information is stored in her head as a precise set of directions, allowing her to spend minimal time checking for landmarks. This Gift does not reveal the presence of dangers or obstacles along the way, unless they are specific landmarks. ("Turn left at the open chemical vats.")

If the location in question is kept secret by its owner (such as a vampire's haven), the roll is contested. Roll Resolve + Primal Urge for the subject. If the place is shared by multiple people, roll the lowest Resolve + Primal Urge pool among them. The Gift user must be in the physical presence of someone whose secret lair is discerned. If a subject ties or wins the roll, he cannot be subjected to this Gift again for 24 hours.

This Gift cannot locate the path to a place that is magically veiled or that exists on another plane of existence. The character can, however, use the Gift in the Shadow Realm to find the way to another location in the spirit world.

The Gift effects last for a scene. If the character doesn't reach her destination in that time, she must use the Gift again, or Intelligence + Composure can be rolled to remember the details (**World of Darkness Rulebook**, p. 44).

Exceptional Success: The character learns not only the most efficient route to the desired location, but also the safest. She might not choose the safest, but the option is there.

Communion with the Land (•••••)

In war, knowledge of the terrain is key to victory. This Gift is an expression of that maxim. The werewolf opens her mind to her environment and gains knowledge of the terrain around her — where enemies are, where she can hide, where the best avenues of attack lie. When used on the home territory of an enemy, the werewolf might find she knows more about her foe's home ground than he does.

Cost: 1 Essence

Dice Pool: Intelligence + Streetwise + Cunning

Action: Instant

Roll Results

Dramatic Failure: The character gains conflicting messages about her surroundings. She suffers a –1 penalty to Initiative until the scene ends or she leaves the area.

Failure: The character gains no knowledge of her surroundings.

Success: The character immediately gains full knowledge of her surroundings with regard to potential entrances and exits, the number of creatures larger than a rat present and general terrain features. While she remains in the area, a +2 bonus to Defense and Initiative is gained. The area to which she can attune herself is roughly equal to one acre per success. The Gift effects last for a scene.

Exceptional Success: As success, but the bonus to Defense and Initiative is +3.

Mother Luna's Gifts

The ability to change form was a gift to the Forsaken from Luna herself, and assuming the five forms comes as naturally to werewolves as breathing. There are nuances to the art, however, that can be mastered only with experience and instruction. This is an open Gift list; any werewolf character can possess Mother Luna's Gifts as if they had auspice or tribal affinity with them. Werewolves most often learn Mother Luna's Gifts from the Lunar Choirs, but they can be taught by various spirits associated with trickery, such as coyote- or monkey-spirits.

Partial Change (•)

This subtle Gift allows a werewolf to transform only the parts of himself that he needs in order to complete a task at hand. For example, a werewolf in Hishu form might transform only his nose in order to track someone through the city streets by scent, without drawing the attention to himself that transforming into Urhan would attract. Conversely, a werewolf in Urhan form might transform his eyes to human to gain sharper color vision.

Cost: None (or 1 Essence)

Dice Pool: Stamina + Survival + Primal Urge. The player has the option of rolling this dice pool, with the intended change occurring if even one success is achieved. In this case, the change is an instant action. Or, he may spend one Essence for his character to change automatically as a reflexive action.

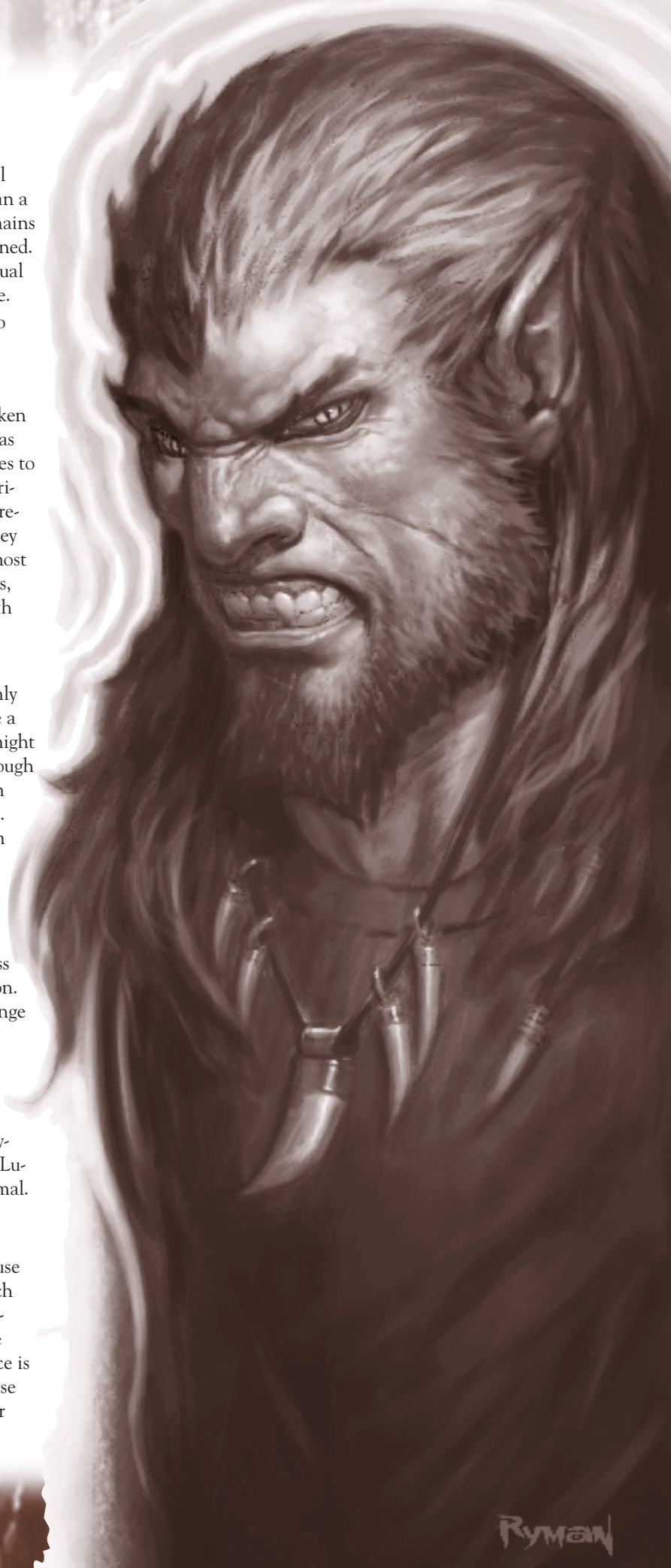
Action: Instant or reflexive

Roll Results

Dramatic Failure: Another feature of a different form is assumed instead of the one intended (the Storyteller decides which). Human onlookers are subject to Lunacy as if their Willpower is two dots higher than normal.

Failure: No change occurs.

Success: The werewolf chooses which parts of himself he transforms. The result might allow him to use certain abilities normally restricted to other forms (such as tracking by scent or using claws in Hishu; the Storyteller decides what modifiers transfer over). Though he may change as much or as little as he wishes, the choice is final. To add or subtract any feature requires another use of the Gift (so "undoing" features also requires another application of the power).



The Storyteller decides if and how any human onlookers might spot the character's features and potentially suffer Lunacy. If it is triggered, normal rules apply and subjects' Willpower is considered one higher than normal.

Exceptional Success: The change occurs as a reflexive action without the expenditure of an Essence point.

Anybeast (••)

The boundary between spirit and flesh is no less threatened in portions of the land where wolves don't roam. This Gift allows a werewolf to temporarily camouflage itself in the skin of another carnivorous beast. Urhan form might come to resemble a hyena, while a werewolf might use the skin of a grizzly bear to disguise his Urshul form.

Cost: 1 Essence

Dice Pool: This power requires no roll.

Action: Instant

This Gift can affect the character's Dalu, Gauru, Urshul and Urhan forms, within reason. The animal form to be mimicked must have the same general size and build for the werewolf to duplicate it in Urshul or Urhan form. A werewolf couldn't appear to be a bear in Urhan form, as a bear is simply too large, and taking the form of an eagle or wolverine is outright impossible. Traits don't change, nor do modifiers to attacks or actions. The character retains the capabilities of his own form.

The Gift effects last even if the character shapeshifts into Dalu or Gauru form, although disguise is no longer a possibility. Instead, the werewolf appears to be a hybrid of human and the appropriate carnivore. A werewolf mimicking a tiger in Urshul form might appear to be a monstrous tiger-man if he takes Gauru form before the Gift effect ends.

The Gift lasts for the duration of the scene, or until the character chooses to end its effects.

Silver Jaws (•••)

The Lunes, particularly those of the Elunim choir, can teach a werewolf to become his own nightmare. Use of this Gift transforms the werewolf's teeth and claws into an array of terrible silver weaponry. Use of this Gift is a clear sin against Harmony, which has led may werewolves to wonder precisely why it is that Elunim are willing to lead Uratha astray in such a fashion. Is it some sort of test or simply the caprice of Mother Luna at work?

Cost: 1 Essence

Dice Pool: This power requires no roll.

Action: Instant

This Gift changes a werewolf's teeth and nails into pure silver. Once transformed, they inflict aggravated rather than lethal damage against werewolves. This Gift doesn't function in Hishu form unless the character also uses Partial Change to give himself claws or wolf-like fangs. The character is not adversely affected by the silver parts of his own body. They also add a bonus die to attempts to use Intimidation on those vulnerable to silver. This Gift lasts for one scene. Using this Gift against another werewolf requires a roll to resist degeneration if the character's Harmony is 4 or higher (see page 181).

Skin-Stealing (••••)

Old human legends describe werewolves as creatures that learned the art of shapeshifting by dressing in the skins of wolves. This Gift lends some credence to those stories, for the werewolf who has learned its secret can garb himself in the skin of almost any human whose blood he has tasted. The disguise created is almost perfect — disturbingly so.

Cost: 1 Essence

Dice Pool: This power requires no roll to activate.

Action: Instant

When activated, the Gift sheathes the werewolf in a brand-new skin. The new skin is not part of the character's body; it's more like a full-body glove. It fits perfectly, though, and the Gift transforms the character's body to fit the dimensions of the imitated individual. Therefore, the character's Hishu form shrinks if he's impersonating a particularly small person or swells if he's wearing the stolen skin of an obese person. Although the werewolf "wears" the skin, the skin is warm to the touch, sweats and bleeds in perfect imitation of living tissue. The new skin doesn't cover the eyes or orifices, however, and the werewolf may still be given away by different eye color or dental work. This Gift can duplicate the skin of a mage or an ordinary human, but not that of a vampire or other undead creature. This Gift can also duplicate the skin of a werewolf, and it is retained throughout all five forms, although the cost increases to two Essence.

The new skin grants four bonus successes to any disguise rolls (**World of Darkness Rulebook**, p. 87) made to impersonate the subject in question. The stolen skin gives off the same scent as the impersonated being and masks the werewolf's own scent. The character's Attributes are unmodified. Even if the skin seems to grant an additional 250 pounds of fat, the character loses none of his Dexterity.

The character must remain in Hishu form to use this Gift. If the character shapeshifts while still wearing a false skin, the skin tears apart and is shed. (The exception is if the character "borrows" a werewolf's skin. In this case, an additional Essence keeps the skin intact when shapeshifting, mimicking the subject's appearance in all forms.)

The effects of the Gift last for a scene, although the character may end them sooner by tearing off the skin or shapeshifting. Once the skin has been discarded, it quickly breaks down into dust of indeterminate origin. Although the skin is perfect enough that DNA testing could reveal it to be that of the person mimicked (rather than that of the character using the Gift), it breaks down too quickly to be of any use afterward.

Primal Form (•••••)

The werewolf who learns this Gift goes beyond the already terrifying power and savagery of the children of Luna

and becomes something truly monstrous. This Gift calls on the power of a time when Luna looked down upon Pangaea, transforming the user into a creature that's one part prehistoric beast and one part pure nightmare. Werewolves among the Forsaken use this Gift only in times of dire need, because they fear it will drive them to acts of violence unspeakable even to them, and because the form has another, more sinister reputation. The greatest among the Pure Tribes known as the Predator Kings have long learned this Gift for a very specific purpose — to them, Primal Form is meant specifically for hunting the Forsaken.

Cost: 1 Essence

Dice Pool: Stamina + Survival + Primal Urge (The dice pool normally rolled to change shape applies, as opposed to one involving a Renown trait.)

Action: Instant (Unlike a conventional shapechange, one Essence cannot be spent to make this one reflexive.)

Roll Results

Dramatic Failure: The character fails to assume Primal Form, and the strain of the effort exhausts him. He may not attempt to change to *any* other form or use any of Mother Luna's Gifts for five turns.

Failure: The character fails to assume Primal Form.

Success: The character shifts into a form that resembles Urshul, but that is even larger. Primal Form stands six to eight feet tall at the shoulder. It's treated as Urshul in most respects, including the general inability to speak (see p. 172), with the following exceptions:

- The form's dot modifiers are: Strength +4, Dexterity +2, Stamina +4, Manipulation –3, Size +3, Health +7, Initiative +2, Speed +9. The character is treated as having 2/1 armor due to the form's thick hide.
- The character causes Lunacy as if he were in Gauru.
- The character heals one point of lethal damage per turn, at the beginning of his turn. This replaces the one point of bashing damage that werewolves normally heal per turn unless the character has suffered only bashing damage. (If the player spends a point of Essence to heal — see p. 168 — the character regenerates an additional point of lethal damage.)
- All Resolve + Composure rolls to resist Death Rage are at –3.

The character can remain in Primal Form for one turn per success achieved on the power's activation roll. Unlike other Mother Luna's Gifts, the character *cannot* voluntarily choose to end this Gift's effects prematurely unless a successful Resolve + Composure roll is made at a –3 penalty.

Exceptional Success: The glorious fury that accompanies Primal Form rushes through the character without forcing him to lose control… yet. The character also regains a Willpower point.

Nature Gifts

The Gifts of Nature are similar to Elemental Gifts in that both deal with the environment and the surroundings of the world. Nature Gifts, however, focus not on the elements but on the specific flora and fauna of the wild. The Hunters in Darkness in particular have affinity with these Gifts, and any werewolves who have frequent dealings with animals and growing things find the Gifts useful. Spirits of animals, trees and plants teach these Gifts.

Speak with Beasts (•)

Werewolves must often talk with other animals to gather information or make bargains. This Gift allows them to communicate with both voice and body language to speak and listen to animals, though an animal is under no obligation to listen to or agree with what a werewolf says.

Cost: None

Dice Pool: Manipulation + Animal Ken + Purity

Action: Reflexive

Roll Results

Dramatic Failure: The animal is spooked and attempts to flee or fight.

Failure: The character cannot achieve communication.

Success: The character can speak so as to be understood by any known animal, as well as understand what the animal might "say." The creature in question is still fearful, and it might not listen to the werewolf. The effects last for one minute.

Exceptional Success: The character is able to make himself particularly clear, gaining a +1 bonus to any Social rolls made to influence animals for that application of the power.

Suggested Modifiers

Modifier	Situation
+2	The animal is a wolf
+0	The animal is another predator
–1	The animal is a "prey animal," something that fears wolves
–3	The animal is an insect or fish

Plant Growth (••)

The werewolf can cause any living plant to grow at a phenomenal rate, shaping the growth to her whim. Some Hunter in Darkness packs have thick thorn hedges surrounding their territorial borders, or live in literal tree houses.

Cost: 1 Willpower

Dice Pool: Wits + Survival + Honor

Action: Instant

Each success rolled increases the size of a plant or group of plants by a cubic yard, at a rate of one minute per cubic yard. The vegetation can grow in whatever shape desired. The effects of the growth are permanent, though the plants can be trimmed or destroyed as usual. One or two successes are required to create a simple shelter for an individual. Five successes can turn a sapling into a 20-foot-tall tree.

Forest Communion (•••)

The forest is alive, and much can be gleaned by those who know how to listen. With this Gift, a werewolf can sense much about the life around her: the tread of boots

on the earth, fleeting images through the eyes of an owl or fox, or the scent of recent visitors.

Cost: 1 Essence

Dice Pool: Manipulation + Survival + Cunning

Action: Instant

Roll Results

Dramatic Failure: The character is overwhelmed by the amount of information, suffering a –1 penalty to Wits rolls for the remainder of the scene.

Failure: The character cannot establish communication.

Success: The user slips into a trancelike state. Successful activation of this Gift allows basic information (presence of intruders, potential threats such as fires) up to 500 yards from the werewolf. Each additional success increases the radius by an additional 100 yards and increases the detail of information learned. One success could tell the presence of intruders, while three successes could reveal the species and gender of those intruders. The Gift lasts as long as the user remains in the trance, but she is unaware of and cannot react to the outside world, nor can she relay her findings while the Gift is active. This Gift doesn't function in an urban environment.

Exceptional Success: No additional effect apart from greater range and increased information.

Beast Ride (●●●●)

With this Gift, the werewolf can enter the mind of a mammal or bird, exerting some influence over where it goes and sensing what it does. The Gift works only on mundane mammals or birds, not on werewolves or other supernatural beings in animal form, or on animals that are Spirit-Ridden.

Cost: 1 Essence

Dice Pool: Wits + Animal Ken + Wisdom – animal's Resolve

Action: Instant

Roll Results

Dramatic Failure: Mannerisms and thought patterns of the animal intended to be ridden haunt the character, instead. All Social rolls made for the next 24 hours suffer a –2 penalty.

Failure: The werewolf's spirit doesn't take possession of the animal.

Success: The werewolf must be able to see the animal to bond with it. Once joined, the character's body is comatose and cannot be roused. The character is aware of any contact or harm that befalls his body, however, and can return instantly at any time.

The werewolf is normally simply a "passenger" in the animal, though he may exert control if this Gift is successfully activated at a –2 penalty. The ride lasts one hour for each success rolled, and he may travel as far from his body as he wishes. While the werewolf possesses an animal, any injuries inflicted on the animal also appear on the werewolf's body. If the animal is killed, the riding spirit is returned to his body automatically. If the werewolf's body is killed while the character's spirit is out, his identity is subsumed and lost into the animal in which he rides.

Exceptional Success: The werewolf's spirit can ride an animal for one day per success rolled.

Suggested Modifiers

Modifier	Situation
+2	The animal is a wolf
–1	The animal is a "prey animal," something that fears wolves
–2	The character attempts to control the animal's actions

Nature's Vengeance (●●●●●)

For countless millennia, humans have exploited the forest. This Gift lets the forest fight back. Branches smash, vines constrict and grass entangles those that the werewolf marks as enemies.

Cost: 1 Essence

Dice Pool: Intelligence + Survival + Glory

Action: Instant

Roll Results

Dramatic Failure: The forest animates, but not under the werewolf's control — plants attack packmates as well as enemies.

Failure: The character cannot rouse the spirits of the land.

Success: Each success animates roughly 25 square yards worth of vegetation. The Gift user can be amid the area affected, or he needs to be able to see the area he intends to affect. Generally speaking, the vegetation can do little more than hit, trip, grab and squeeze. A patch of ivy has the equivalent of Strength 2, while an old oak might have a Strength of 10 or more. Each victim suffers a –2 reduction to Speed due to grasses and weeds pulling at its feet. Victims might also suffer a –1 penalty to other rolls while being accosted, depending on the action and how much vegetation is present. For example, an intruder in an animated wheat field would not suffer a penalty to a Firearms roll, as his arms would be free of the plants' reach, while a person in a patch of kudzu might suffer a penalty to any roll that involves physical action.

In addition, each victim may be the subject of one attack from nearby vegetation each turn. Anywhere from one to three bashing damage (as determined by the Storyteller) may be inflicted automatically, based on how dense the local foliage is. This damage ignores armor and a subject's Defense.

The plants settle down at the end of the scene.

Exceptional Success: The plants manifest unusual vigor and cause one extra penalty point (Speed is reduced by –3 instead of –2, for example). Damage increases by one point per turn.

New Moon Gifts

The Irralunim Lunes of the New Moon Choir are the recorders and arbiters of Cunning Renown, and the patrons of the Irraka auspice. The Gifts they grant remove minor obstacles that stand in the way of greater, brilliant feats.

The following Gifts are available only to Irraka.

Sense Weakness (•)

One of the clearest indicators of a person's ingenuity is his ability to use his enemies' weaknesses to his advantage. The Irralunim respect such efforts, and they offer this Gift to their chosen werewolves to make those efforts a little easier.

If the character spends even a little time (one turn) observing his intended target, he can draw on the supernatural perception of this Gift to analyze the potential flaws in his target's mind and body. This Gift reveals weaknesses that aren't common to the subject's kind. It doesn't reveal a vampire's weakness to sunlight (which is not a personal weakness), but it does reveal that the vampire suffers from a particular psychological ailment.

Cost: None

Dice Pool: Intelligence + Empathy + Wisdom

Action: Instant

Roll Results

Dramatic Failure: The werewolf garners a false impression about the subject's weaknesses. The Storyteller might want to make activation rolls on the player's behalf for this reason.

Failure: The werewolf gains no particular hidden insight into the subject.

Success: The werewolf learns a target's weakness in one of three specific areas: his target's Vice, the presence and nature of any derangements from which the target suffers, or any physical liabilities (Flaws) the character suffers (such as a bad leg or poor eyesight). Already known weaknesses are not revealed. The Storyteller decides which is discovered. The Gift can be used successfully on a single subject only once a day. Subsequent uses in the same day reveal no further flaws.

Exceptional Success: In one use, the werewolf learns two of the three possible types of weakness he could discover.

Slip Away (••)

If an Irraka doesn't enter a dangerous situation, he isn't doing his job. When he does find trouble, it's up to him to use cunning to get out of it again. Even the clever werewolf gets caught from time to time, however. The Irralunim provide this Gift as a first step toward helping Irraka get out of the dicey situations.

With the expenditure of one Willpower point, an Irraka can use this Gift to escape any mundane bond or to wriggle free of an attacker's arms with little apparent effort. If the werewolf is bound physically (be it with handcuffs, rope, chain, a straitjacket, duct tape or even a dollop of industrial-strength adhesive), this Gift frees him automatically. The bonds remain sound and unbroken (as well as locked, buckled or even sticky, depending on its nature), but the werewolf slips out effortlessly — often leaving would-be captors wondering how in the world he did it.

If the werewolf is locked in a grapple by another person and tries to break free he automatically succeeds. This benefit does not apply to performing overpowering maneuvers of the werewolf's own, only on efforts to escape a hold.

This Gift does not allow the Irraka to slip out of bindings that have active magical effects working on them.

Cost: 1 Willpower

Dice Pool: No roll is required to escape ropes, chains et cetera.

Action: Reflexive

Distractions (•••)

Being werewolves, Irraka are no slouches in a fight, but their true strengths lie in cleverness and misdirection. The heat of desperation can make it difficult to think originally on demand, so this Gift buys a werewolf time to improvise.

As the character spits out whispering yips and hisses, half-perceived visions much like the Irralunim themselves flit in and out of a chosen subject's range of perception, distracting him. Only the chosen target can perceive these spirit echoes, but they cause such a distraction that the victim suffers a –2 modifier to all rolls in every turn in which the Irraka keeps up his antics. This effect works especially well in combat, but an Irraka can also use it to distract a security guard he's trying to sneak past or to distract the driver of a car in order to cause a diversionary traffic accident. The Irraka must be able to see his chosen victim directly in order to distract him, but the victim need not be able to see or hear the Irraka. A character may maintain the effect of this Gift and move normally, but he may not attack or run in the same turn and maintain the effect. His Defense modifier still applies as normal.

Only one use of this Gift may be in effect at one time, and only one subject can be made to see the visions.

Cost: 1 Essence

Dice Pool: Manipulation + Subterfuge + Glory versus subject's Resolve + Primal Urge

Action: Instant

Roll Results

Dramatic Failure: The victim is unperturbed by the character's efforts, and further uses of this Gift are powerless against him until the next moonrise.

Failure: The victim is unperturbed by this Gift for the moment.

Success: The victim is distracted by the character's efforts, incurring a –2 penalty on all actions.

Exceptional Success: As a success, but the victim also loses his Defense against incoming close-combat attacks in the turn after the Gift is activated.

Blend In (••••)

This Gift makes a werewolf appear as if he belongs in whatever environment into which he steals. He doesn't disappear from view or match ambient color patterns like a chameleon does, but neither does his presence attract especial attention. He appears to be nothing more than a face in the crowd, even to traditional, digital or fiber-optic cameras. Regardless of his attire or attention to personal hygiene, the werewolf doesn't appear to be at all out of place. Even if he's in blood-stained sweats and a duster walking through the headquarters of a Wall Street brokerage firm, his mere presence doesn't make others sit up and take notice.

The protective anonymity that this Gift provides protects the werewolf only so far, though. If he goes out of his way to draw attention to himself by doing anything notable (say, by starting a fight, changing forms in front of someone, kicking open an emergency fire door or tackling an oblivious pedestrian who's about to be hit by a car), the effect ends. Otherwise, the Gift lasts for a scene. The effects remain active if the Irraka talks to the people around him or otherwise interacts with them unobtrusively (such as chatting in an elevator or waving nonchalantly to a security guard behind a bank of monitors). The Gift cannot fool security devices such as hand-scanners, retina-scanners, voice-recognition systems or number pads that require a key-code or password, but it can evade facial-recognition software that someone is using it to try to pick the werewolf out of a crowd. A security measure as simple as needing to sign a logbook at a security station, or handing over a ticket at the door of a bus or plane can be problematic unless the Irraka takes an opportunity to mingle discreetly at the scene. Finally, this Gift cannot protect the Irraka if there's a lack of genuine bystanders with which to blend. He could not, for example, infiltrate a corporation's Board of Directors meeting, where an extra head would quickly be noted. He might, however, be able to crash a small, invitation-only affair by mingling with the caterers rather than the guests.

Supernatural forms of awareness might be able to see through the effect, but only if they are of an equal or greater level. If the level is greater, the user of that power sees the truth behind the Irraka's efforts automatically. If its level is equal, the number of successes achieved to activate Blend In must exceed those rolled for the detecting character's power.

The Gift user must be in Hishu form to use this power; it doesn't work when he's in any other form.

Cost: 1 Essence

Dice Pool: Wits + Subterfuge + Cunning versus the highest Wits among observers

Action: Instant and contested; resistance is reflexive

Roll Results

Dramatic Failure: The character accidentally draws immediate attention to himself and cannot use Blend In again for the rest of the scene.

Failure: An equal or the most successes are rolled for observers. The character must rely on his mundane abilities to not draw attention to himself.

Success: The most successes are rolled for the character, and he blends into the environment that surrounds him for the rest of the scene.

Exceptional Success: The most successes — five or more — are rolled for the character. He blends in so well that witnesses have trouble even remembering that he was present at all. They incur a –1 penalty to any rolls made to remember anything about the werewolf or what he was up to.

Ghost Step (•••••)

Some Irraka can miraculously escape from danger unscathed, even when trouble waits for them on both sides of the Gauntlet. And some can find out damning information that, by all rights, should have long since been buried or forgotten. The trick of the Ghost Step allows a werewolf to become immaterial, his body transformed to spirit matter yet not conveyed across the Gauntlet.

The character becomes an insubstantial, ghostly form, only barely perceptible as translucent mist. He cannot be affected by any physical attack while using this ability; he has no scent, and cannot make any sound even if he wishes. It is particularly difficult to detect the ephemeral Irraka via sight, and any perception rolls made to detect him incur a –5 penalty. He is effectively in Twilight, much as an unmaterialized spirit in the physical world is (see p. 252).

While insubstantial, the Irraka cannot affect the physical world in any way, not even with Gifts. He doesn't fall unhindered through floors or sink into the poured foundations of the structures that surround him if he doesn't want to — the generally accepted laws of physics apply. With a little effort, though, he can leap up into the ceiling of a room, catch hold, and pull himself up through the roof or floor above him.

While the Irraka remains in this ephemeral state, he can walk and use Gifts that affect himself rather than the physical world, and can change forms as usual, but he cannot remain ephemeral indefinitely. After a number of turns equal to his Harmony score, the werewolf begins to experience a sensation of being stretched thin. The Irraka begins to suffer a –1 penalty to all rolls for each turn that he spends ephemeral beyond the limit based on Harmony. He may choose to end the Gift's effects at any time. The Gift also ends if he's somehow rendered unconscious, such as if overcome by spirits also in Twilight.

The personal possessions worn by a werewolf change with him when he becomes ephemeral. He cannot carry large items such as shotguns or crates and have them transform with him, although a fetish weapon does make the transfer.

The ephemeral state is also shared by disembodied spirits that have entered the physical world as well as human ghosts, who can see and hear the displaced Irraka.

An ephemeral spirit or ghost can affect the Irraka, and vice versa, as if they were both solid. Spirits, of course, are likely to take the presence of an ephemeral werewolf very badly, as it's a predator that can bodily injure or kill them. Ghosts run the same gamut of emotions, predispositions and prejudices as the living do, so there's no telling how one might react to a werewolf passing through, but ghosts don't suffer Lunacy like the living do. Some guard what territory they've staked out, going so far as to attack a werewolf in hopes of driving him away. Others mindlessly repeat some task that absorbed them in life, remaining unaware of a werewolf no matter what happens. Still others are just so happy to encounter another intelligent soul that they do what they can to keep the werewolf from leaving. Some adventurous ghosts might even follow a werewolf around and manifest in the living world for as long as they can, starving for the contact and social interaction of which their deaths have bereaved them.

For more information on ghosts, see the **World of Darkness Rulebook**, p. 208.

Cost: 1 Essence

Dice Pool: Wits + Survival + Purity

Action: Instant

Roll Results

Dramatic Failure: The werewolf slips into the spectral state as intended, but finds himself surrounded by angry ghosts who mean him harm. Also, he can stay in this place for one less turn than he would have been able to normally before the penalties begin to kick in.

Failure: The character is unable to become ephemeral, but the Essence point is still spent.

Success: The character becomes ephemeral as described.

Exceptional Success: The character may remain in ephemeral form without penalty for one extra turn.

Rage Gifts

The spirits recognize the power that Rage grants werewolves, and they respect that power even if they resent how the Uratha came by it. In an effort to appease the Uratha and hopefully convince them to direct their Rage elsewhere, spirits offer these Gifts. The list helps a werewolf derive more power from his Rage, and even manipulate the power that Rage gives rivals and enemies.

Mask of Rage (•)

The character makes himself seem preternaturally terrifying by exposing onlookers to Lunacy and intensifying its effects. If the character does so in Dalu or Urshul form, Lunacy is as intense as it would be if he were in Gauru form. If he does so in Hishu or Urhan form, he emanates a Lunacy-inducing effect as if he were in either Dalu or Urshul form (respectively). This Gift cannot be activated in Gauru form. The effect lasts for as long as the werewolf remains in the form in which he activates it, for as long as he chooses, or for the rest of the scene (whichever comes first).

Cost: 1 Essence

Dice Pool: No roll is required

Action: Instant

Hone Rage (••)

A character with this Gift can channel the power of his Rage more efficiently than the average character, sacrificing the time he can spend in Gauru form for increased physical prowess. For each success rolled, a player can exchange one turn of Gauru form for one additional, temporary dot of either Strength or Dexterity. If the player scores two successes, he may sacrifice two turns in Gauru form for two additional dots of Strength, two additional dots of Dexterity, or an additional dot of Strength and an additional dot of Dexterity. These extra dots apply only while the werewolf is in his Gauru form, and they last for as long as he remains in that form.

This Gift can be activated when a character assumes Gauru form, or it can be activated after he's already in that form, as long as turns in Gauru are still available to be sacrificed. If no more turns are left to exchange, the Gift cannot be used. As the action to activate this Gift is reflexive, the bonus dots received apply to any action taken in the same turn in which this Gift is activated. Activating the Gift doesn't count as a distraction from attacking while in Gauru, and doesn't threaten Death Rage. If a character enters Death Rage while using this Gift, the Gift's effects immediately end, and the character will be subject to Death Rage for the usual duration.

Trait maximums based on a character's Primal Urge do not apply against these bonus Attribute dots. Note also that a character's Speed, Defense and Initiative are subject to temporary modification based on changes to his Dexterity and/or Strength.

Cost: 1 Essence

Dice Pool: Stamina + Survival + Purity

Action: Reflexive

Roll Results

Dramatic Failure: The character loses one turn from Gauru duration, but no additional Attribute dots are gained.

Failure: The character neither loses any time in Gauru form nor gains any additional Attribute dots.

Success: For every success rolled, the player may sacrifice one turn of Gauru Rage. For each turn so sacrificed, the player may apply a temporary bonus dot to either Strength or Dexterity. Trait maximums due to Primal Urge do not apply, and the bonus dots disappear when the character changes out of his Gauru form. Extra successes beyond the number of turns of Gauru form remaining confer no benefit.

Exceptional Success: The player adds Stamina to the Attributes that may gain dots. Remember that Health increases as a result, though the time he may spend in Gauru form (Stamina + Primal Urge) does *not* benefit.

Leach Rage (•••)

Facing a werewolf with this Gift is a dangerous proposition indeed. A werewolf literally steals the power of a rival's Rage and adds it to his own. With a hissing inhalation, the Gift-user draws off his opponent's power in a wash of energy that distorts the air between them. The victim loses a number of turns that could be spent in Gauru form, and the Gift user gains those turns in addition to his own.

A werewolf can use this Gift only on another werewolf, and only on a werewolf who is currently in Gauru form. Furthermore, the victim must still have turns available to spend in Gauru form. When a user activates this Gift, he reflexively assumes his own Gauru form as a result, provided he hasn't already done so in the same scene. (Assuming Gauru in conjunction with using this power requires a separate Essence point; no Stamina + Survival + Primal Urge roll is allowed to change form when this Gift is used.) If the Gift user has already assumed Gauru form in the same scene prior to activating this power, he may still use it on a subject. Should he activate the Gift successfully, he robs the victim of turns in war form, but doesn't gain those extra turns himself. If this Gift is used against a subject currently undergoing the Death Rage, the target may make a Resolve + Composure check to stop *Kuruth;* however, the Gift user must make a check to resist Death Rage or enter *Kuruth* himself.

A werewolf can use this Gift successfully once a scene and on only one victim before assuming Gauru form himself. A victim can, however, be targeted by multiple applications of this Gift by separate users at the same time.

A character who is currently in Gauru form can use this power on another Raging werewolf. Activating the Gift does not count as a distraction from attacking foes in the turn.

Cost: 1 Essence

Dice Pool: Presence + Empathy + Cunning – subject's Composure

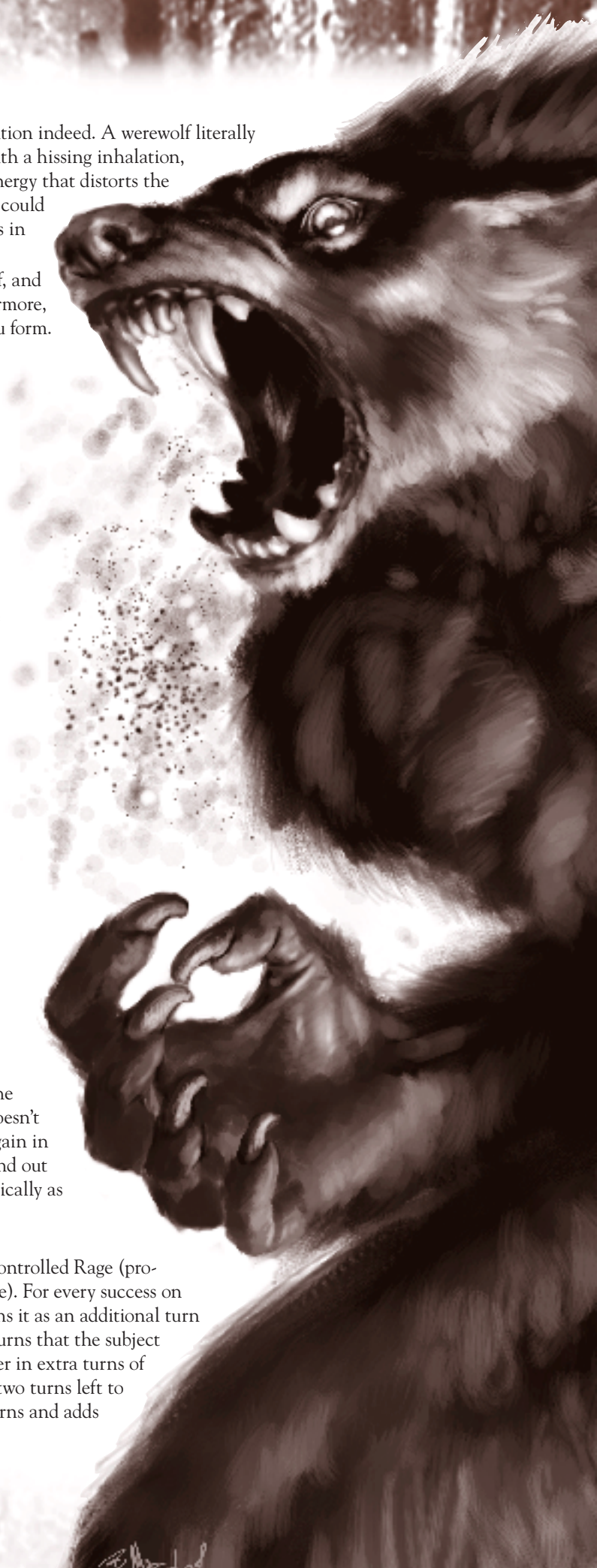
Action: Instant

Roll Results

Dramatic Failure: The intended victim loses no turns spent in Gauru form. Roll Resolve + Composure to see if the Gift user resists entering Death Rage. (If he succeeds, he doesn't assume Gauru form.) The character cannot use this Gift again in the same scene. If the Gift user has already changed into and out of Gauru form in this scene, he enters Death Rage automatically as a result of a dramatic failure.

Failure: Nothing happens.

Success: The user reflexively enters Gauru form in a controlled Rage (provided he hasn't already used up his Rage turns for this scene). For every success on the roll, the victim loses one turn in Rage and the user gains it as an additional turn in his own Rage. If successes rolled exceed the number of turns that the subject has left in Gauru form, the Gift user gains the lower number in extra turns of Rage. So, if four successes are rolled but a subject has only two turns left to spend in Gauru, the Gift user takes away only those two turns and adds them to his own duration.



If the Gift user has changed into and out of Gauru form this scene, a roll to resist Death Rage is made and the victim still loses turns available in Gauru form.

Exceptional Success: As a success. The extra turns are the exceptional reward.

Rekindled Rage (••••)

Normally a werewolf character can enter Gauru form only once per scene (with the exception of Death Rage), but a werewolf who has mastered this Gift is not so limited. With a successful Stamina + Expression + Glory roll and the expenditure of one Willpower point, the werewolf can enter Gauru an additional time in the same scene, though the second transformation will not last as long.

A character can use this Gift only after he has entered and let lapse his first Gauru Rage in a scene.

A character may use the Hone Rage Gift in a Rekindled Rage, and he is equally susceptible to the Leach Rage Gift. Or he can use the Rekindled Rage Gift in one turn and then use Leach Rage on a Raging victim in a subsequent turn.

Cost: 1 Willpower

Dice Pool: Stamina + Expression + Glory

Action: Instant

Roll Results

Dramatic Failure: The character enters Death Rage automatically, with no chance to forestall it by spending Willpower.

Failure: The character fails to rekindle his Rage and is unable to use the Gift again in the same scene.

Success: The character rekindles his Rage. The player makes a new shapeshifting roll (or spends a point of Essence) to assume Gauru form and enter a controlled Rage in a scene in which he has already done so. The character can remain in Gauru form for a number of turns equal to Stamina + Primal Urge -2.

Exceptional Success: As a success, except that the duration of the second Rage is normal.

Soured Rage (•••••)

A werewolf in Rage is a powerful warrior and ally. A werewolf with this Gift, however, can turn that warrior's power into a liability by souring that Rage and taking control of it out of an unsuspecting victim's hands. With an ugly First-Tongue curse, the Gift user poisons a victim's Rage such that it is overridden by the instinct for self-preservation.

With the expenditure of one Essence point and a successful Manipulation + Intimidation + Purity roll, the Gift user turns a victim's controlled Rage into the self-preservation instinct of a badly wounded werewolf in the thrall of *Kuruth*. The victim suffers no actual damage, but if his contested Composure + Primal Urge roll does not net him as many or more successes than rolled for the user, he loses control of himself and flees for the rest of the scene in a mindless Death Rage of self-preservation.

This Gift works only on a subject who is already in Gauru form, but it doesn't matter if he's been in it long enough to accrue wound penalties. If the subject is already suffering from wound penalties when this Gift is used, he seeks to escape automatically. A werewolf cannot use this Gift if he's currently in his own Gauru form. Nor does the Gift affect a werewolf who is already in a Death Rage.

Cost: 1 Essence

Dice Pool: Manipulation + Intimidation + Purity versus Composure + Primal Urge

Action: Contested; resistance is reflexive

Roll Results

Dramatic Failure: The victim enters a Death Rage of mindless destruction rather than self-preservation.

Failure: If the user's roll fails or the victim's contested roll nets as many or more successes than the user's, nothing happens. The user cannot use this Gift again on the same victim for the remainder of the scene.

Success: The most successes are rolled for the Gift user. The victim enters a mindless Death Rage of self-preservation, just as he would if he were already in *Kuruth* and had suffered enough damage to accrue wound penalties and flee the scene. He remains in that state for the rest of the scene and runs for his life with no regard for anything or anyone around him.

Exceptional Success: As a success, and the victim loses a Willpower point.

Sharing Gifts

It is with these Gifts that the Iron Masters first earned their name, as well as how Luna expresses her ever-changing nature through her Ithaeur. Werewolves use these powers to craft fetishes, perform repairs, embellish mundane objects or even sabotage the items of their enemies.

To use these Gifts, a character must be in either Hishu or Dalu form, and he must touch the item or substance he's trying to affect. He need not be in total control of the object (especially if he's trying to affect a select portion of a large object). If someone else is in control of the item, however — such as if he attempts to use Ruin on a sword someone else is swinging — the Gift's activation roll is contested reflexively by the opponent's Resolve + Primal-Urge.

These Gifts affect only non-living substances that are already whole. A character could use Sculpt on a large chunk of stone or dried asphalt, for example, but not a pile of gravel. He could also use these Gifts on bone or wood that is no longer part of the living organism from which it was created. Other substances that are susceptible to these Gifts include glass, any metal, plastic, brick, cardboard, concrete, ice (but not liquid water) and rubber. Silver items cannot be affected by this Gift. Nor can ones of supernatural quality, such as enchanted items or undead flesh. An existing fetish or talen cannot be altered or destroyed with these Gifts, for example.

Straighten (•)

This Gift delivers what it promises, straightening out kinks, warps, folds or natural imperfections in a physical object. It could straighten a crooked walking staff into a long pole, uncoil a spring into a stiff wire, smooth out a crumpled piece of sheet metal, make a pitted chunk of concrete as smooth as a river stone, or flatten a bent and crooked blade to its original shape. Even a cast-off stick one finds on the ground could be shaped into a perfectly straight arrow shaft.

This Gift does not, however, repair damage caused by rust, decay, breakage or the removal of part of an object. If one were to punch a hole in a metal door, this Gift would straighten the surface back to its original shape, but the seams of the break would not magically reseal themselves. Nor does the Gift reinforce the strength of an object.

This Gift affects up to one square yard of material per turn. A werewolf could use it to completely repair the badly dented hood of a car in one turn, for example, but it takes multiple turns (and multiple points of Essence) to repair the car's entire chassis. A werewolf cannot use this Gift on an item on which Ruin has been used successfully.

Used on an object that has suffered Structure damage (see **World of Darkness Rulebook**, p. 135), this Gift might restore up to half the points suffered (rounded up). For example, a car that has lost eight of its 12 Structure in a wreck can be the focus of this Gift and regain four Structure points, leaving four non-repaired. The Storyteller decides how applicable such repair is to the object in question, and decides how many applications of the Gift are required to accomplish the repairs. Straighten can be used on an object only once for the current damage that it suffers. Any remainder must be repaired by conventional means (see the Crafts Skill in the **World of Darkness Rulebook**, p. 57).

Alternatively, Straighten could ruin an object based on its original purpose, without inflicting a single point of Structure damage. A drill bit used to crack safes becomes a useless steel rod, for example.

Cost: 1 Essence

Dice Pool: No roll is required

Action: Instant

Ruin (••)

This Gift has the opposite effect of the preceding one. With a harsh bark and a flare of energy, the character causes an object to warp, twist and crumple up into a useless, gnarled mass. The Gift affects up to about one square yard of material, and the object must be single and discrete. A werewolf could ruin the radiator of a car or the car's vacuum tube, for example, but he couldn't ruin the entire engine with one use of the Gift. He could use Ruin to wreck a door, but he couldn't use it to wreck a load-bearing wall. He could wreck a single ceiling beam, but he couldn't ruin the entire ceiling.

A werewolf can use this Gift on an object on which Straighten has been used, but a werewolf cannot use Straighten to fix an object on which this Gift has been used.

Cost: 1 Essence

Dice Pool: Wits + Crafts + Cunning

Action: Instant

No actual Structure damage is done to the object in question. Glass doesn't break. Wood doesn't splinter. Steel doesn't crack. It merely changes shape.

Roll Results

Dramatic Failure: The item is unaffected, but the user of the Gift suffers two points of bashing damage as something writhes and warps in his guts.

Failure: Nothing happens.

Success: A discrete item up to one square yard in area warps and crumples uncontrollably, more than likely rendering it useless.

Exceptional Success: The user regains the Essence spent to activate this Gift.

Sculpt (•••)

With this Gift, a physical object becomes as malleable and workable as clay. A character can sculpt and re-form the object into any shape he desires, as long as he has the manual dexterity to do so, of course. He can perform quick, indelicate changes, such as snatching a gem out of its setting, or he can perform non-intuitive transformations such as flattening out a bowling ball and shaping it into a stout club.

The character can manipulate up to one cubic yard of material per use of this Gift, and he can continue to work and shape it for half an hour per Essence spent (as long as he continues to touch it). The Essence need not be spent up front; it can be spent throughout the process as it proves necessary. Also, a character can use a tool such as a knife to sculpt the object as long as some other part of his body is touching the substance.

An Intelligence + Crafts + Wisdom roll activates the Gift and makes the substance in question malleable enough to work with, but a Dexterity + Crafts roll (along with any tool bonuses) is necessary to determine the quality of the item he sculpts. When the work is done (either the half-hour time limit runs out without further Essence expenditures, or the character breaks contact with the object), the material returns to its original consistency and physical properties. For example, a character could use this Gift to wad a glass bottle up into a ball and then sculpt a pair of wrist manacles out of it, but when the work is done it's as easy to smash the manacles as it would be to smash a bottle. The sculpted item has the same Durability of its original form, though it may no longer have the same Size and therefore Structure.

This Gift can affect only one substance at a time, but that substance can be part of a complex object. A werewolf could use this Gift to twist apart the barrel and cyl-

inder of a revolver, for example, since both parts are made of the same material, but the bullets in the cylinder would not be affected, nor would the pistol's wooden handle. If a character sculpts an empty wine bottle into a glass rose for use as a fetish, the label on the bottle would be unaffected by the Gift (though it would be torn up as the character sculpts the glass to which it is attached).

Substances that have been affected by this Gift cannot then be affected by Straighten or Ruin, but uses of Sculpt, Shatter, or Condense or Expand (by the same character or different ones) have normal effect.

Cost: 1 Essence per half an hour of work

Dice Pool: Intelligence + Crafts + Wisdom

Action: Instant

Roll Results

Dramatic Failure: The object or substance in question is affected as if by Ruin, and the character cannot use Sculpt on it again until the next moonrise.

Failure: The object or substance is unaffected.

Success: The object or substance in question becomes malleable and workable for half an hour per Essence point spent, as long as the character remains in physical contact with it. The player may then make normal Dexterity + Crafts rolls to determine how well his sculpture comes out.

Exceptional Success: The character's efforts earn a +2 bonus on Dexterity + Crafts rolls to shape the material.

Shatter (••••)

The character howls and breaks down an object just by touching it, more than likely destroying it. It might crumble to dust in his hands or fracture like desert hardpan. It might even explode, depending on what other stress it's under at the time. For every success achieved on the Presence + Expression + Glory roll, the object loses one point of Structure; Durability is ignored. The object could then be repaired using a Crafts roll and the proper tools, or the character could use Sculpt to magically reassemble the pieces.

A character cannot use Shatter on more than one object simultaneously, but one object can be the target of multiple uses of Shatter by different characters simultaneously. Also, a character can target up to one cubic yard of large objects and concentrate the effects of this Gift in that region. For instance, he could use Shatter on the engine block of a car, but not the entire car. He could use Shatter on the cornerstone of a building but not the entire building. If more than one character uses Shatter on the same object at the same time, they can concentrate their efforts on the same region to dramatically increase the damage done, or spread the damage out over a wider area.

Cost: 1 Willpower

Dice Pool: Presence + Expression + Glory

Action: Instant

Roll Results

Dramatic Failure: The object loses no Structure points and the character cannot use Shatter on that same object again for 24 hours.

Failure: Nothing happens.

Success: For every success, up to one cubic yard of an object or substance loses a point of Structure.

Exceptional Success: As a success; the extra points are the exceptional reward.

Condense or Expand (•••••)

This bizarre Gift either shrinks or enlarges an object while keeping its mass the same. Making an object larger causes it to become lighter and easier to break, for example, while making it smaller causes it to become heavier and much harder to break. The object maintains its original consistency — woven fibers, for instance, remain flexible — but both its Size and Durability change. If the character condenses an object, its Size decreases by one while its Durability increases by two. If the character expands the object, its Size increases by one while its Durability decreases by two. (Size and Durability combine to form an object's Structure — effectively its Health — as shown on p. 135 of the **World of Darkness Rulebook**, so a change in either calls for a change in Structure.) The character must touch the object in question.

If two characters try to use opposing versions of this Gift on the same object at the same time, the side with the greater number of successes achieves the desired effect. If they try to achieve the same effect, their efforts combine. If they try to do the same thing but either suffers a dramatic failure, the opposite effect occurs. Objects that are either condensed or expanded cannot then be affected by Straighten or Ruin, although Sculpt and Shatter are still permitted under their normal circumstances. A character can use this Gift multiple times on the same object over successive turns as long as the player pays the Willpower cost and continues to make successful rolls.

If the effects of this Gift reduce an object's Size or Durability to zero, the object either disappears as a gas or collapses under its own weight (respectively). Also, the subject in question must be a discrete object taking up no more than one cubic yard of space. Undifferentiated sections of larger objects cannot be targeted.

The changes made to an object are permanent.

Cost: 1 Willpower

Dice Pool: Intelligence + Crafts + Purity

Action: Instant

Roll Results

Dramatic Failure: The effect the character seeks is reversed.

Failure: The object undergoes no change whatsoever.

Success: If the character tries to condense the object, it loses one point of Size and gains two points of Durability (resulting in a net gain of one point of Structure. If the character tries to enlarge the object, it gains one point of Size and loses two points of Durability (resulting in a net loss of one point of Structure). If the object could cause damage to a person or other object from being shrunk (such as a worn pair of handcuffs or a briefcase containing a laptop), both the condensed object and the person or object take four points of lethal damage. If this is not sufficient damage to destroy or sever whatever is within the condensed object, the condensation stops. A necklace so affected would shrink enough to inflict four points of damage to its wearer but would not keep shrinking enough to sever the wearer's head.

Exceptional Success: The change in the object's Durability increases by one additional point. That is, if the character tries to enlarge the object, it loses three points of Durability. If the character tries to shrink the object, it gains three points of Durability.

Stealth Gifts

Werewolves frequently find great advantage in leaving no footprints or traces of their presence. Likewise, moving silently and swiftly is of benefit in both hunting prey and stalking an enemy. These Gifts represent the preternatural abilities of werewolves to remain hidden from prying eyes. The Hunters in Darkness in particular possess affinity with these Gifts, and any who find a need for furtiveness and secrecy find them highly beneficial. The spirits of nocturnal animals or entities are the primary teachers of these Gifts.

Feet of Mist (•)

Sight and sound are not the hardest senses for a werewolf to defeat, but even a bloodhound would wear its nose out trailing a werewolf with Feet of Mist. The werewolf's scent fades to near-imperceptibility.

Cost: 1 Essence

Dice Pool: This power requires no roll.

Action: Reflexive

All attempts to track or detect the werewolf by scent are automatically at a –1 penalty (see "Tracking," p. 178), even when this Gift is not active. By expending a Willpower point, the werewolf intensifies the penalty to track or detect her to –3. The character may consciously suppress this power if she wishes to lay a normal scent.

Blending (••)

An expert hunter knows the value of not being seen. A werewolf with this Gift can blend with the landscape by simply remaining still — overlooked even in the open.

Cost: None

Dice Pool: Wits + Stealth + Cunning versus Wits + Composure (see below)

Action: Instant or contested

Roll Results

Dramatic Failure: The character actually attracts attention to herself. Observers in the area can't help but notice her.

Failure: The werewolf isn't particularly hidden beyond what cover and physical obstructions suggest. The character doesn't know how well hidden she is until she is found out or overlooked.

Success: The character may "hide in plain sight," blending into her surroundings by remaining motionless, even if she isn't directly behind any cover. Casual observers roll Wits to contest the character's roll as a reflexive action; active searchers contest with Wits + Composure as an instant action. If the werewolf wins the roll, she cannot be distinguished as anything other than a landscape feature. (If a supernatural power of observation is used to find the werewolf, successes rolled to activate that effect must exceed those rolled for this Gift.) Even the slightest movement is recognized by an observer, negating the Gift.

Exceptional Success: Nothing beyond what high successes indicate.

Running Shadow (•••)

Sometimes, one must choose between moving silently and moving quickly. This Gift makes the choice unnecessary. The werewolf can trot over dry leaves as quietly as tiptoeing carefully.

Cost: 1 Essence

Dice Pool: This power requires no roll.

Action: Reflexive

For the duration of the scene, the werewolf can sneak as well at a dead run as he can at a walk. In effect, mundane Stealth tasks become reflexive actions for the character; they can be performed almost recklessly without worry of making noise. Potential observers suffer a –3 penalty to contested rolls to notice the quiet character. But if sound isn't a significant factor in detecting the werewolf, no modifiers apply for silent movement.

Shadow Flesh (••••)

This Gift actually affects the werewolf's form, making her a living shadow. While her flesh is transformed to shadowy matter, she can slip through areas with great ease, even sliding under doors or through cracks.

Cost: 1 Essence

Dice Pool: Wits + Stealth + Cunning

Action: Instant

Roll Results

Dramatic Failure: The character fails to assume shadow form, and cannot try again for the remainder of the scene. In addition, her own shadow is adversely affected. For the remainder of the scene, she casts a shadow of a form different from the one she currently wears. If the character is in Hishu, she might cast a Gauru or Urhan shadow. If she shifted to Gauru, her shadow might reflect an Urshul or Hishu form.

Failure: The character fails to assume shadow form.

Success: This Gift can be used in situations only where shadows can exist. If the character is surrounded by bright lights such that no shadows can be cast, or if she is in total darkness, she cannot transform into shadow form. If a character in shadow form suddenly finds herself in a situation where no shadows can exist (such as being trapped in a basement with no light during a blackout), she is forced back into normal form.

The character's body becomes a two-dimensional shadow of the same height and width that lies flat against the ground, walls, trees and other surfaces. The shadow form appears to be the character's own shadow, and thus reflects whatever form she was in when she activated the Gift. The shadow form, is still a physical thing, though. The character can be injured, and the shadow bleeds real blood if wounded.

While in shadow form, the character gains a +3 bonus to Stealth rolls and a +3 bonus to Defense. She may still affect things around her (and retains all of her usual Attributes, as appropriate for the form she is in), but the limitations of her shadow substance make it more difficult. Any roll made to affect her surroundings (such as attack a foe or type on a computer keyboard) incurs a –2 penalty, due to the necessity of remaining flat against an appropriate surface. To attack an enemy, for example, the character has to slide across the ground toward him and even slide partly up his body before her shadowy claws can dig in.

The character can also fit through small openings and slither under doors as long as there is sufficient light and contrast for her to remain in that form. She may move up walls only if she could normally climb them, and cannot move across the surface of water or other liquids. She may also shapeshift normally when composed of shadow. When the Gift's effects end, she returns to normal in whatever form she had taken.

The character may remain in shadow form for one minute per success rolled. Or she may choose to end the Gift's effects prematurely.

Any clothing or personal possessions worn change into shadow along with the character, but large objects held in hand such as a shotgun do not change. (Although a fetish weapon does.)

Exceptional Success: The character may remain in shadow form for the duration of the scene.

Vanish (•••••)

The ultimate in visual stealth, the werewolf can instantly fade from sight, even in full view. Cameras, heat sensors — no form of visual detection can perceive the hidden werewolf, although this Gift conveys no protection from other senses.

Cost: 2 Essence

Dice Pool: Wits + Stealth + Purity

Action: Instant

Roll Results

Dramatic Failure: The power fails and cannot be called upon again for 24 hours.

Failure: The Gift fails to take effect.

Success: The user may move and fight as normal. Perception and detection rolls to recognize or spot her suffer a –5 penalty, except those based strictly on smell or sound.

Opponents fight blindly and must rely on cunning and their other senses to hit. (See "Fighting Blind," **World of Darkness Rulebook**, p. 166.) Every time the werewolf is struck, a number of successes must be achieved on a reflexive Wits + Resolve roll in excess of the number of Health points suffered in order to maintain the Gift. Unconsciousness negates the Gift. The Gift lasts for the duration of the scene, although the character may choose to end the effects early.

Exceptional Success: Wits + Resolve rolls to maintain the effects of the Gift receive a +1 bonus.

Strength Gifts

From folklore's King Lycaon to Hollywood's Wolf Man, one thing all tales of werewolves seem to agree on is that those cursed with lycanthropy are possessed of superhuman might. While not all aspects of werewolf legend are true where the Uratha are concerned, this fact most certainly is. The average Uratha in Gauru form is easily capable of ripping a man to shreds or overturning an automobile, but with the aid of certain Gifts, he is capable of feats that neither Ovid nor Universal Studios ever imagined.

Strength Gifts are taught by myriad animal spirits, usually those associated with might, and by some earth-spirits or spirits of war.

Crushing Blow (•)

Sometimes a werewolf chooses to kill without using his claws or fangs — perhaps to elude hunters searching for a "rabid man-eating animal," perhaps simply as a gesture of scorn for his prey. Crushing Blow allows a character to deliver strikes with bone-shattering force. Few things in nature (or out) can stand against such power.

Cost: 1 Willpower

Dice Pool: No roll is necessary.

Action: Reflexive

This Gift's effects last for a scene. During that time, any bashing damage the werewolf normally inflicts, whether with his bare hands or with a blunt instrument, is converted to lethal damage.

Mighty Bound (••)

The power of this Gift allows werewolves to leap across distances that would seem impossible for creatures of their size. An Uratha who has learned this Gift may spring effortlessly from rooftop to rooftop in pursuit of his prey.

Cost: None

Dice Pool: None

A character who has learned this Gift automatically gains six dice to any jumping roll (see "Jumping" on p. 66 of the **World of Darkness Rulebook**). The Gift's effects are permanent once learned.

Action: None

Iron-Rending (•••)

Werewolves tap into a source of strength that is older than all the works of man. Iron-Rending infuses a werewolf's claws with such destructive power that iron, steel and concrete cannot withstand his might. A character with this Gift can tear apart steel like cardboard and claw stone as easily as clay. This Gift is usable only in Dalu, Gauru or Urshul form.

Cost: 1 Essence

Dice Pool: Strength + Crafts + Glory

Action: Reflexive

Roll Results

Dramatic Failure: The Gift fails and the werewolf's claws actually soften and break off. The result inflicts one point of bashing damage.

Failure: The werewolf gains no particular advantage.

Success: When attempting to damage an inanimate object with his bare claws, the character may ignore a number of points of Durability (see the **World of Darkness Rulebook**, p. 135) equal to the number of successes achieved on this power's activation roll. The Gift's effects last for one turn per success rolled. If the werewolf attacks a target protected by worn armor, this Gift allows a number of Armor points to be ignored equal to successes achieved on the power's activation roll. This Gift cannot penetrate Durability or Armor gained by mystical means, such as through the Gift: Rage Armor.

Exceptional Success: Not only does the character ignore a portion of an object's Durability or a target's Armor, but he gains a +1 bonus to unarmed close-combat attacks for the duration of the effect.

Legendary Arm (••••)

With this Gift, a werewolf can hurl even tremendous and unwieldy objects great distances. Whether this means throwing a boulder as a projectile at enemies or tossing a packmate over high flames depends on circumstance.

Cost: 1 Essence

Dice Pool: This power requires no roll.

Action: Reflexive

This Gift allows a werewolf to throw an object while disregarding its Size (see "Throwing," **World of Darkness Rulebook**, p. 67). The character's short range for throwing a non-aerodynamic target increases from (Strength + Dexterity + Athletics – object's Size) yards to (Strength + Dexterity + Athletics) yards. An aerodynamic object may be thrown double these distances, as usual. In addition, this Gift allows a character to throw an object with a Size up to twice his Strength. So, a character with Strength 4 can throw an object up to Size 8. The character's Strength is determined by

his current form, whether Hishu, Dalu or Gauru. Accuracy is determined as normal (Dexterity + Athletics + equipment). This Gift works for a single action. Hero's Arm may be used to hurl an object lifted through the application of Savage Might (and also adjusts the potential maximum Size of an object to be thrown). Without the combination of Gifts, the Size of an item thrown with Savage Might alone is subtracted from the base distance that it can cover.

Savage Might (•••••)

Though already capable of incredible feats of might, there are times when even Uratha need to perform not the incredible, but the impossible. Calling on the indomitable strength of Father Wolf himself in every muscle, bone and sinew, the character channels a fraction of his progenitor's might into a single extraordinary display of physical power.

Cost: 1 Essence per three Strength gained

Dice Pool: This power requires no roll.

Action: Reflexive

Each point of Essence invested when this Gift is activated increases the character's original Strength by three dots, even above the normal limitations of Primal Urge. For example, a character with Strength 4 for whom one Essence is spent has an effective Strength of 7, and a Strength of 10 if two Essence are spent. The player may make a Strength + Stamina roll, using the Strength modified for this Gift, for his character to lift even more weight as normal. This power lasts for only a single turn.

Technology Gifts

Technology, in the broadest sense, is the way people use discoveries and inventions. It is interdependent and often highly specialized. Technology is the forte of the Iron Masters, who possess affinity with these Gifts. Still, many other werewolves find knowledge of how to thwart high-tech computers and other devices extremely useful, especially in dealing with urban and human affairs. These Gifts also represent how to use existing technology to best advantage. Urban spirits and spirits of various metals and forms of energy such as electricity are the most frequent teachers of these Gifts.

Left-Handed Spanner (•)

This Gift temporarily disables a specific technological object, such as a cell phone, computer or automobile engine, within arm's reach. The malfunction has no apparent external cause. In truth, the werewolf using the Gift has interrupted the flow of spirit energy into the object, thus causing its breakdown.

Cost: 1 Willpower

Dice Pool: Wits + Crafts + Purity

Action: Instant

The player must specifically state which object her character wishes to disable, and the werewolf must touch it. The object ceases to work for a number of turns equal to the successes rolled. If the object is carried by another who seeks to avoid the werewolf's touch, a roll is required to make contact (see "Touching an Opponent," **World of Dark-**

ness Rulebook, p. 157). Valid pieces of technology that can be overcome include anything manufactured by industrial means with at least three separate parts; a gun is valid, but a hinge or syringe is not. The object cannot be larger than the werewolf himself in Hishu form. A werewolf can affect the engine of a car, but not the entire automobile.

Nightfall (••)

Humans and werewolves alike rely on the power of light for innumerable tasks. This Gift allows the user to extinguish all electric light (i.e., electric lamps, battery-powered flashlights, streetlights) in a specific area.

Cost: 1 Willpower

Dice Pool: Wits + Larceny + Cunning

Action: Instant

Roll Results

Dramatic Failure: The failed Gift alerts local technological spirits. Any spirits in the area associated with technology become increasingly hostile toward the character for one lunar month.

Failure: Nothing happens.

Success: The character must target a specific area within unaided visual range; the Gift does not work on areas viewed remotely via binoculars, security systems or the like. Success extinguishes the light within a home of about 2,000 square feet, with each additional success doubling the size of the area. Three successes, for example, kill the lights on an entire floor of a large office building. This Gift does not simply turn the lights off — it prevents them from functioning at all. The effects last for one scene, or until the character chooses to end the Gift's effects.

Exceptional Success: The character gains selective control over the technological light sources in the area, and may select one source to still function if she chooses.

Iron Treachery (•••)

With a gesture and snarl, the werewolf temporarily awakens the spirit of a machine, driving it into a brief fit of angry independence. A pistol jerks in the hand of its owner, refusing to be aimed; a steering wheel twists madly.

Cost: 1 Essence

Dice Pool: Wits + Crafts + Glory - Resolve

Action: Instant

Roll Results

Dramatic Failure: The Gift temporarily awakens the spirit, but it is compliant rather than rebellious. The spirit grants an additional die to any attempts to use the object for the rest of the scene.

Failure: The machine's spirit does not awaken.

Success: The Gift user must point at the mechanical device in question, which must be within 10 yards per point of Primal Urge, and must comprise at least two separate moving parts. If someone is currently attempting to use the device, he resists with Resolve.

If the Gift user succeeds, the device's spirit becomes essentially uncontrollable for one turn per success. Any attempts to use the machine while the Gift effects last are reduced to a chance die.

Exceptional Success: The spirit is exceptionally angry, and rebels for the duration of the scene.

Maschinegeist (••••)

A werewolf calling on this Gift merges his being with the spirit of a particular machine or electronic device, such as a computer or a school bus. He sees what the machine sees and feels what the machine feels, taking advantage of any hidden knowledge or extra sensory awareness therein. To those not skilled or familiar with Technology Gifts, this Gift is a little frightening, as the werewolf using Maschinegeist becomes "one" with his subject, temporarily leaving his body and singular consciousness behind.

Cost: 1 Essence

Dice Pool: Wits + Computer + Wisdom

Action: Instant or extended (10 to 20 successes required; each roll represents a minute's time)

Roll Results

Dramatic Failure: The object's spirit is offended by the character's intended intrusion and cannot be communed with at all for 24 hours.

Failure: No contact is made.

Success: The player succeeds at a Wits + Computer + Wisdom roll for his character to create a bond with a mechanical or electrical device within reach. The werewolf is in a trance as he communes with the subject's spirit. He cannot perceive the world around him, except as the machine's spirit does. Communing with a car's spirit, for example, he "feels" that which touches the car and "sees" through the car's headlights, windshield or mirrors, but he cannot see what a passenger leaning out a window might. No Gifts can be used while out of body.

The machine need not be active (though it must be physically intact, or at least enough so to be in working order) for this Gift to work. The werewolf can commune with a television that isn't currently on or a car that isn't currently running. Only one werewolf can communicate with an object via this Gift at a time.

If the spirit of the machine is already awake, communion takes a single turn — an instant action. If it slumbers, communion takes time, depending on the intricacy of the machine in question; communion does not actually wake the spirit. An extended action is required to connect with it. A simple machine such as a lawn mower might require 10 successes, while a large or complicated one such as a computer might require 20. The werewolf is in a trance throughout the extended communion process.

Forging a bond, the werewolf gains access to any knowledge or information the machine's spirit possesses, as decided by the Storyteller. Merging with a television set in a seedy

motel room may reveal who has been in the room recently and what they did there, though a television set's "memory" won't reach as far back as a computer's. Joining with a mainframe computer may give the character reams of information, more than he can even absorb. The character retains information for one minute after leaving the gestalt

A werewolf can remain bound to a machine's spirit for a number of turns equal to his Harmony, or he may break contact as an instant action earlier if all information sought is acquired.

If the object to which a character's psyche is connected is destroyed, the character's identity is thrown back to his body immediately. Any Structure damage inflicted on the object is also inflicted as points of Health to the character's body. If the werewolf's body is attacked, he is aware of it immediately. If his body is knocked unconscious, his spirit returns. If his body is killed, his psyche is trapped in the object for the duration of the power and is then lost forever.

Exceptional Success: The character can remain in contact with the object's spirit for a number of hours equal to his Harmony dots.

Create Technology (•••••)

To a master of technological animism, complicated devices are simply another element to be conjured up at will. This Gift allows a werewolf to create sophisticated technology from the basest materials.

Cost: 1 Essence + 1 Willpower

Dice Pool: Intelligence + Crafts + Cunning

Action: Extended (5 to 50 successes required; one turn passes per roll)

The character must have some foundation materials, such as metal or plastic, roughly equivalent in mass to the item she wishes to create. She must also either know how to build the item in question or have access to instructions on how to construct such a thing. A character cannot create a complicated bomb without either extensive knowledge of explosives or a manual or other set of instructions on how to create the object in question. Within these limitations, this Gift can quickly and efficiently replicate almost any technology imaginable. With a few pounds of scrap metal and sand, for example, she can create a rudimentary computer. Or a handful of glass could be transformed into a magnifying glass. The more complex the item is, the more successes are required. A dozen bullets may be formed with as few as five successes, a pistol 15, while a car or computer would take a total of 50.

Warding Gifts

Protecting the sanctity of the Uratha's many holy sites is the reason various wards were originally developed. Over time, however, the People have found myriad ways to put wards to use outside loci, though they are still primarily used to guard those locations. These Gifts are typically taught by wolf- or ancestor-spirits.

Ward Versus Predators (•)

The simplest of protections, this Gift lets other predators know that a tract of land has been claimed by a werewolf. All such predatory animals instinctually realize that to intrude into the territory is an invitation to be attacked or killed, and most are cowed by such knowledge, avoiding the warded ground religiously thereafter to avoid a potentially fatal confrontation.

Cost: None

Dice Pool: Presence + Intimidation + Honor

Action: Extended (5 successes per square mile required; one hour per roll)

The werewolf marks the extent of her territory (a maximum area equal to one square mile per point of the character's Primal Urge) by urinating on objects along its boundaries. If the ward is set up around an area that already contains more than ten types of predatory animals per square mile (such as a zoo), the Gift cannot take effect. Animals that are already in the ward's area of effect when the Gift is invoked aren't affected by the ward.

A number of successes must be achieved for an intruder on a Resolve + Composure roll in excess of those achieved on the werewolf's Presence + Intimidation + Honor roll for a predatory animal to enter the warded area voluntarily. An equal number or less and the animal turns away at the boundary. The ward lasts for one lunar cycle. No penalties are imposed on an animal that is involuntarily dragged into the area. A ward doesn't prevent other werewolves, other supernatural beings or humans from entering one's territory. It works only against mundane predatory reptiles, birds and mammals. Other werewolves and supernatural beings with the senses to recognize the ward notice it, however. Crossing into the territory is, therefore, a conscious choice and an invitation for harm.

Ward Versus Humans (••)

Many times, the biggest danger to a locus comes not from werewolves' supernatural rivals, but from humanity's teeming ignorant masses, ever eager to transform the world around them and never suspecting the troubles this calls down from the Shadow. Entering, much less clearing, woods warded by this Gift calls forth feelings of unparalleled dread from the depths of the hindbrain. "Something lives in there that's mightier than you," the mind screams. "Something hungry that will eat you up." Someone intent on entering the warded area might convince himself to do so, but a casual hiker or other such indifferent walks away.

Cost: 1 Willpower

Dice Pool: Presence + Intimidation + Wisdom

Action: Extended (5 successes per square mile required; one hour per roll)

The werewolf marks the extent of her territory (a maximum area equal to one square mile per point of the character's Primal Urge) by urinating on objects along its boundaries. For a human being to enter the warded area

requires a successful Resolve + Composure roll. A human who fails the Resolve + Composure roll but is somehow forced to enter the territory seeks to flee it at top speed as soon as possible, or if impossible to do so collapses into a quivering heap unable to do more than rock quietly back and forth.

This Gift does not work in areas normally teeming with humans, such as a few city blocks. The very mass of people in the area is more than the power can contend with. Uratha who use the Gift in such a place need to localize the area affected to a building, back alley or parking lot that isn't intensely populated or active. The warded area can keep people at bay thereafter. This Gift does not keep other supernatural beings, such as mages or ghouls, at bay. It does work on wolf-blooded, however. The ward persists for one lunar cycle.

Technology Ward (●●●)

Werewolves are creatures born of a primal time. They rely on their teeth and claws first, the powers won from the spirit world second, and human technology as a distant third. Naturally, they favor stacking the battlefield in their favor by doing what they can to ensure that their prey must rely on similar advantages instead of advanced tools. This Gift is an effective means of removing any technological advantage, thus giving werewolves the edge.

Cost: 1 Essence

Dice Pool: Presence + Crafts + Cunning

Action: Instant

Roll Results

Dramatic Failure: The character attracts hostile attention from local spirits of technological nature. These spirits do not act instantly, but wait for the right moment to make the character's life hell.

Failure: The character fails to invoke the ward.

Success: The werewolf howls up a spiritual barrier that wreaks havoc on any electronic item and any mechanical device more complex than a simple lever or bow within the warded area (a radius equal to five feet per success rolled). Electronic devices are rendered completely useless within the zone, and complex mechanical devices such as automobiles and firearms are disabled. Cars governed by onboard computers stand no chance of working. All purely mechanical devices, including most firearms and older model cars, stand a good chance of suffering a mechanical failure; all efforts to use such devices are reduced to a chance roll. The effects of this Gift last for one scene.

Exceptional Success: The radius of effect extends to five yards per success rolled.

Shadow Ward (●●●●)

This Gift is invoked on rare occasions, as it denies werewolves access to one of their major strengths — the ability to access the spirit world. Shadow Ward actually strengthens the Gauntlet in the warded area. The werewolf using the ward outlines its boundaries with intricate designs and patterns. She then calls on the power of the physical side of her being while denying her spiritual side. The ripples of that renunciation intensify the barrier to the spirit world even in areas one would normally consider spiritually sacrosanct. (In fact, repeated use of this Gift may permanently damage an area's spiritual connection and create a Barren, at the Storyteller's discretion.)

The Gift is considered important to offset damage to the Gauntlet often done in urban settings by Beshilu and other creatures that seek to collapse the wall between the material and spirit worlds. And yet, some Uratha are wary of werewolves who know this Gift for fear that it will be turned on the holy sites of the People.

Cost: 1 Essence

Dice Pool: Presence + Occult + Glory

Action: Extended (30 successes; one hour per roll)

Success increases the penalty for crossing or seeing through the Gauntlet in the warded area by one. The maximum area that may be warded by this Gift is equal to the character's Primal Urge in tens of square yards. This Gift's effects linger for one lunar cycle, although the character may reverse the ritual by spending one Essence and enacting the ward in reverse; this works only to undo the effects of a previous use of this Gift, and cannot reduce an unmodified Gauntlet. This Gift even works at a locus, although it's sure to draw the ire of any spirits in the vicinity.

Roll Results

Dramatic Failure: The opposite effect of reinforcing or thinning the Gauntlet is had. Its rating changes by one in the wrong direction. All accumulated successes are lost.

Failure: No successes are gained at this time.

Success: Progress is made toward weakening or strengthening the Gauntlet.

Exceptional Success: Considerable progress is made toward weakening or strengthening the Gauntlet.

Ward of Spirit Slumber (●●●●●)

Singing a lullaby atttributed as Luna's song to her offspring by Father Wolf, the werewolf's voice pierces the Gauntlet, where the soothing melody continues to echo. Spirits crossing into the warded area hear the song's haunting strains and are lulled into a deep enchanted slumber. Werewolves frequently use this Gift to protect an area from hostile spirits without actively injuring or offending the spirits.

Cost: 1 Essence

Dice Pool: Manipulation + Occult + Purity versus Resistance

Action: Instant, can be contested

Roll Results

Dramatic Failure: The song incites the local spirits, who receive a +1 bonus to resist any Gifts the character uses against them for the remainder of the scene.

Failure: The song has no effect on the local spirits.

Success: The ward lasts for one turn per success rolled and affects an area with a radius of five yards per success, centered on the character. The ward works on both sides of the Gauntlet, affecting spirits both in the physical world and in the Shadow reflection of the target area. Spirits within the ward's area (those that were already present or those that enter the area while the ward is still in effect) immediately fall into a deep slumber which can last for days unless they succeed on a Resistance roll to remain awake. Even awake, the drowsiness induced by the song imposes a –1 penalty on every action that spirits attempt. Most spirits who don't succumb immediately to the ward's effect recognize their peril and leave the warded area as quickly as possible.

Spirits falling into slumber from this ward do not wake unless physically assaulted. Once the ward effects end, any spirit put to sleep via this ward may wake up after a reflexive Resistance roll. Further rolls may be made once per day until the spirit does wake.

Werewolves, Ridden, Hosts or other creatures of part spirit and part flesh who are in the Shadow Realm are affected by the ward as if they were spirits, except Resolve + Primal Urge is rolled for them to resist, and at a +3 bonus. Other creatures in the Shadow Realm that aren't part spirit (such as mages) are not subject to the ward's effects; nor are spirits that are bound into fetishes or otherwise not independently active (with the exception of those possessing living hosts).

A werewolf may attempt to use this Gift only once per day.

Exceptional Success: The ward lasts an additional two turns.

Weather Gifts

By their very nature, the Forsaken are closely tied to the spirits of the natural world. By exploiting this connection, knowledgeable werewolves can influence the very heavens. One of the most visible and useful ways of doing so is by commanding various forms of weather.

These Gifts are typically taught to the Forsaken by storm- or powerful bird-spirits.

Call the Breeze (•)

A werewolf may summon a brisk wind (approximately 25 miles per hour) and direct it as he wills. This wind is useful both for dispersing or redirecting a fire or flying insects, or as a distraction.

Cost: None

Dice Pool: This power requires no roll.

Action: Instant

Though it requires no roll to actually summon the wind, a successful Manipulation + Occult roll is necessary to direct it to any specific task, such as to disperse tear gas. Because of the distraction of the sudden breeze, perception task rolls (**World of Darkness Rulebook**, p. 45) made in the area suffer a –1 penalty. The Gift lasts for one turn per dot of Primal Urge that the summoner has. The breeze can be conjured indoors or out.

Silent Fog (••)

Though fierce fighters and savage predators, even werewolves recognize the need for stealth and guile. This Gift is a prime example of how werewolves operate strategically and with a mind toward hewing to the Oath's prohibition against human discovery. With it, a werewolf may summon a thick blanket of fog to obscure an area, allowing a pack to move unseen in whatever form its members choose. This fog bank moves as the werewolf who summoned it wills it to, and it makes an excellent vehicle for ambush or a way of avoiding combat entirely.

Cost: 1 Essence

Dice Pool: Manipulation + Survival + Cunning

Action: Instant

Roll Results

Dramatic Failure: The fog appears, but it obscures the vision of the summoner and his pack as much as anyone else.

Failure: The weather does not change.

Success: Over the course of a turn, the cloud-spirit summoned with this Gift congeals from the air, and a dense fog covers an area equal to the werewolf's Primal Urge x 20 square yards. It may thereafter be directed to move in any direction at a rate of (Primal Urge x 10) yards per turn. While within the fog, a perception check at –2 is required for observers to spot someone more than one yard distant. Even if spotted, ranged attacks are treated as if those within the bank are substantially concealed (see "Concealment" on pp. 162-164 of the **World of Darkness Rulebook**). Silent Fog lasts for an entire scene or until the spirit is dismissed by the Forsaken who commanded it.

Exceptional Success: The fog is particularly thick, levying a –3 penalty to perception checks instead of –2.

Deluge (•••)

With this Gift, a werewolf summons a rain-spirit to bring a torrential downpour to an area. No gentle shower, this torrent has myriad uses, from ruining crops to starting flash floods to erasing evidence of a pack's passage. This Gift can only be used outdoors.

Cost: 1 Essence

Dice Pool: Manipulation + Survival + Honor

Action: Extended (20 successes; one turn passes per roll)

Roll Results

Dramatic Failure: The weather alters in a manner other than the character's choosing. It may shift from rain to snow to hail to high wind, usually in some fashion horribly inconvenient to the Gift user. The aberrant and troublesome weather persists for the duration of the scene.

Failure: The weather doesn't change.

Success: The area affected is equal to one square mile per success achieved. Common sense must be applied to applications of this Gift. The deluge could flood low-lying areas or cause a river to swell its banks, but no one standing on even reasonably high ground is going to drown. The Gift isn't

designed to directly damage an individual, but it can sure as hell do so indirectly, causing thousands of dollars in property damage alone. In times of drought, the power of this Gift can be a great boon. The downpour lasts for a scene.

Those caught in heavy rain suffer a –2 penalty to perception rolls and ranged combat.

Exceptional Success: The character can select an area that receives less or no rain, effectively creating an eye of the storm.

Suggested Modifiers

Modifier	Situation
+2	The weather is already raining or drizzling
+1	A heavily clouded day
–3	A cloudless day
–5	Desert or other similarly arid area

Killing Frost (●●●●)

This Gift summons forth the chill of a hundred winters in the space of a few heartbeats. The Storm Lords speak reverently of this Gift as "the breath of Winter Wolf."

Cost: 1 Essence

Dice Pool: Manipulation + Survival + Purity

Action: Instant

Roll Results

Dramatic Failure: The Gift's power turns against the werewolf. The user immediately takes two points of lethal damage from the cold.

Failure: The temperature drops by only a degree or two.

Success: The temperature suddenly drops below freezing within 10 yards per dot of Primal Urge of the user. Frost forms on surfaces, and water freezes. If the Gift is used within a rainstorm, the sudden freezing rain might down power lines and break tree branches. Living creatures take two points of bashing damage from the sudden chill. In addition, anyone in the area suffers a –2 penalty to Strength and Dexterity rolls for as long as the cold lasts (though they don't take additional damage in subsequent turns). The reduced temperature lasts for one turn per success. At the Storyteller's discretion, any creatures who are appropriately protected from the cold may take less damage or be immune to the imposed penalties.

The Gift user is protected from the direct effects of the cold, but may be subject by secondary effects. The cold doesn't injure him or cause any debilitating effects, but he might still slip when trying to move across ice or be injured by a falling power line.

This Gift can be used only once per scene.

Exceptional Success: The sudden shock of cold is particularly vicious; living creatures suffer three points of damage instead of two.

Suggested Modifiers

Modifier	Situation
+2	Winter
–2	Summer

Thunderbolt (●●●●●)

This Gift implores a mighty thunderbird to turn its gaze earthward and fix its flashing eyes on a select target. At the werewolf's command, lightning strikes his foe, its power capable of killing most mortals and severely wounding even supernatural opponents.

Cost: 1 Essence

Dice Pool: Intelligence + Survival + Glory – Defense

Action: Instant

Roll Results

Dramatic Failure: The bolt strikes a random target nearby, be it friend or foe.

Failure: The werewolf's call is ignored.

Success: The bolt deals a base of five points of lethal damage, plus any extra successes from the activation roll after the first. The werewolf can nominate any target within his line of sight, as long as the victim is outdoors or standing near a window.

Exceptional Success: The blast also deafens the target for two turns.

Suggested Modifiers

Modifier	Situation
+2	Rain or windy weather
+1	Cloudy day
–3	Cloudless sky

Rites

Rites represent the werewolf ability to invoke their distant spirit cousins, calling upon ancient bans and pacts that were struck when the world was new. Many human attempts at spirit ritual are echoes of the true power of a rite, a power that was lost to mortals at the time of the *Susuru Hafarrakum*. Werewolves can still make these ancient rituals work. Their half-spirit nature and claimed blood ties to both Father Wolf and Luna give their voices an urgency that mortals cannot match. These rituals must be performed in the proper manner to draw a spirit's response and imbue the ceremony with supernatural power.

The following isn't an exhaustive list of rites. Most of the rites detailed here have existed for thousands of years among the Uratha. In fact, many of them predate the Sundering. These rituals are simply the most common ones, found wherever werewolves are. The majority of these rites are known to the Pure Tribes as well as the Forsaken.

Acquiring Rites

An alternative to choosing a Gift at character creation is the Rituals trait. The "free pick" with which you can normally choose a Gift from any list is traded for a single dot in Rituals. (No more than one dot can be acquired at character creation.) That dot grants your character access to the rites that Uratha culture knows and teaches its members. Presumably your character's early days after the First Change

are spent near or with a ritemaster, or he spends time learning how to strike pacts with spirits as achieved through rote performances and services. Or, the Storyteller could agree that your character acquires awareness of such rites in the downtime of the first days and weeks of your chronicle.

One dot in Rituals grants your character a single a one-dot rite, as chosen from those listed here. More one-dot rites can be learned during play through the expenditure of experience points (see p. 247). Your character can know as many rites as you like, provided you have the required experience to spend. He cannot, however, know rites with a dot rating that exceeds his Rituals rating. So, with Rituals •, he cannot know any two-dot through five-dot rites.

More dots in Rituals can be acquired through play with experience as if the Rituals trait was a Gift list with which your character has affinity. New dots are acquired at a cost of new dots times five (see p. 247). If your character doesn't acquire the Rituals trait at character creation, it can be purchased during the course of the chronicle. Rituals is considered an "affinity" for all Uratha, so new dots times five is always spent to increase it with experience points. Unlike actual Gift lists, your dots in Rituals are not limited by your Renown. You don't have to impress the spirits in order to learn the skills of a ritemaster.

With more dots in the Rituals trait, your character can learn increasingly powerful rites. Remember, however, that he can have only one dot of Rituals at character creation. (Furthermore, only your free pick of Gift can be traded for Rituals. A tribe-, auspice- or general-affiliation pick — the last for the tribeless Ghost Wolves — cannot be traded.)

Each time your character acquires a new dot in Rituals, he gains a new rite of the same value. So, acquiring Rituals ••• grants him a free three-dot rite.

Rite Descriptions

Every rite description comes in three parts: a general discussion of the performance's purpose and history (if known), how the rite is actually performed and the game mechanics. Most rites have no cost in Essence or Willpower; for those that do, any invested points are lost if the rite is disrupted before completion.

Although rites are often very formal in nature, they are never considered rote actions. Rites that take more than an instant action to perform may be disrupted. A rite fails automatically if the practicing werewolf is paralyzed, grappled, rendered mute or otherwise sufficiently hindered to break the flow of the performance. Each point of damage suffered in a turn during the performance of a rite is a penalty to the next casting roll made. Other factors can also influence attempts at instant or extended actions.

Teamwork (**World of Darkness Rulebook**, p. 134) is possible in performing an extended rite, but only if the assistants also know the rite in question. Teamwork isn't possible on a rite that takes only an instant action. Harmony is rolled for assistants, with all the relevant modifiers, and successes achieved for them are added to (or penalties caused

by them in the event of dramatic failures are subtracted from) the dice pools rolled for a primary ritemaster.

Note that Storytellers (and players, with Storyteller approval) are free to change the "Performing the Rite" section for any ritual that characters know, as long as a rite's in-character performance remains suitably thematic, time-consuming and continues to involve the same participants as before. In such a case, a character's version may be the dominant one of the rite, or it could be a local variation as the Storyteller sees fit.

Suggested Modifiers

Modifier	Situation
+2	Ritemaster meditates successfully prior to ritual (that is, four or more successes are accumulated in a meditation Attribute task — see **World of Darkness Rulebook**, p. 51)
+2	In the vicinity of a powerful locus (rated ••••+)
+1	In the vicinity of a locus (rated • to •••)
+1	Ritualist has gained goodwill of local spirits
+1	Ritemaster is in Dalu form
+1	Ritemaster's auspice moon is in the sky
–1 to –3	Performer suffers wound penalties
–1	Local spirits are hostile to ritualist
–1	City suburb or town (only if rite is performed in physical world)
–1	Distracting environment (powerful odors, noisy)
–2	Packmates are involved in battle
–2	Dense urban area (only if rite is performed in physical world)
–2	Ritemaster is struck during rite but takes no damage
–3	Rite is performed in a Barren

Banish Human (•)

This simple, quick ritual forces a living human or animal out of the spirit world and back into the physical. While the Banish Human ritual got a lot of use before the Sundering — when a human might easily enter the spirit world — the Gauntlet serves as a hard barrier today. This rite doesn't see a great deal of use in the modern world, as humans rarely venture into the spirit world (deliberately or accidentally). It can, however, rescue a human who's been trapped in the Shadow Realm by accident or malice. Many modern werewolves use this ritual to interfere with the activities of human shamans and wizards who enter the spirit world.

Performing the Rite: This simple ritual takes just one turn to perform. The ritualist must be within arm's reach of the target but doesn't have to touch him or her. The ritualist emits a howl of rage and commands the subject to return to his home realm.

Dice Pool: Harmony (versus subject's Resolve)

Action: Instant or contested; resistance is reflexive

If the human subject of the ritual is capable of performing magic to keep himself in the spirit world, Resolve can be rolled for him to contest the werewolf's effort. If the human cannot perform magic, the rite involves an instant action alone.

Roll Results

Dramatic Failure: The rite fails, and cannot be used again against the target for the duration of the scene.

Failure: If the human's successes equal or exceed those rolled for the ritualist, the subject remains where he is. If the subject is incapable of magic and no successes are rolled for the werewolf, the human also remains in the spirit world.

Success: A banished human returns instantly to the physical world in the nearest equivalent location. If he is currently in a place with no earthly analogue (pg. 260), he's returned to a random location that's significant to him (such as his home or birthplace).

Exceptional Success: The subject cannot return to the spirit world for a number of days equal to the werewolf's Harmony dots.

Suggested Modifiers

–3	Target has supernatural powers (such as a ghoul or mage). The modifier applies to the roll made for the ritualist.

Funeral Rite (•)

The Funeral Rite is performed after the death of a werewolf. Its intent is threefold. First, it provides proper honor to the spirit of the valiant dead. Second, the rite gives packmates, allies and friends of the deceased an opportunity to make their peace with his demise. Third, the ritual speeds the spirit of the dead werewolf on its way to the ancestor realms or into its next life.

This rite is said to have been first performed by the ancestors of the Pure Tribes upon the death of Father Wolf, and it's rumored that performance laid waste to the spirit world, wracking the very Earth with the agony of Father Wolf's death. The modern form of the ritual has no such effect.

Performing the Rite: This ritual usually takes roughly an hour to perform. The ritualist and all participants smear a small amount of their own blood onto both the corpse of the subject and the location of the body's final resting place (whether a grave or funeral pyre, or into the ocean's water). Specifics of the ritual vary from region to region, but it always includes a howl of mourning. The ritual ends with the interring of the corpse — again, whether underground, in a cairn, on a pyre or into the water varies.

Dice Pool: Harmony

Action: Extended (10 successes; each roll represents 15 minutes)

Roll Results

Dramatic Failure: The ritemaster accidentally dishonors the deceased in some way. This may affect the performer's standing among those present at the funeral. He may suffer a –1 penalty on Social rolls toward attendees for the next month.

Failure: No successes are added.

Success: Successes are added. If the required number is accumulated, this rite may speed a werewolf's spirit

along to whatever fate awaits it, but no game mechanics apply. This rite has no effect if performed on the undead or walking dead.

Exceptional Success: Considerable successes are gained. If 15+ successes are gathered, the rite is considered particularly moving and effective, reflecting well on the ritemaster. He gains a +1 bonus on Social rolls toward attendees for the next month.

Rite of Dedication (•)

A werewolf's body is suffused with Essence, allowing it to contravene the "laws" of the physical world in ways science deems impossible. For example, a werewolf can bodily enter the spirit world or quadruple his mass in an instant by changing shape. This spirit energy doesn't automatically infuse the werewolf's belongings, though. Shifting to Dalu almost certainly damages a werewolf's clothes, and shifting to any other form destroys them. By the same token, when a werewolf steps into the spirit world, his mundane belongings are left behind. This rite allows a werewolf to ritually tie mundane objects such as clothing, watches or weapons to his Essence.

When the werewolf shapeshifts, a ritually bound or "dedicated" item of clothing or equipment shifts to match his form if feasible, or merges with his flesh. For example, if a werewolf has dedicated a suit of clothes, a necklace and a wristwatch, all these objects change in size to suit his new form when he assumes Dalu. When he shifts to Gauru, the clothes merge with his flesh, but the wristwatch and necklace might shift size again. When he takes Urhan form, the wristwatch also blends with his flesh, while the necklace might remain. In addition, all these objects remain with him when he enters the spirit world, although the *un-dedicated* flashlight he carries doesn't.

Performing the Rite: The ritemaster may perform this ritual on himself or on other werewolves. It involves cutting the recipient with a claw and smearing his blood on the item in question, drawing a circular pattern. At the culmination of the rite, the item absorbs the blood, leaving no stain. The ritual takes a few minutes for every item to be dedicated.

Dice Pool: Harmony

Action: Extended (10 successes; each roll represents one turn)

Roll Results

Dramatic Failure: The rite fails, and all accumulated successes are lost.

Failure: No successes are added to the roll for the current period.

Success: The target may have up to one item bound to him per Primal Urge dot that he has. He may later choose to "release" a dedicated item in order to dedicate another one. The target need not have all items dedicated to him at once. For example, this ritual could bind two new items to a character who already has two items dedicated to him, as long as his Primal Urge is at least 4.

A simple set of clothing counts as one item. A backpack and its contents also count as one item, although only the contents inside the backpack at the time of the rite. If a werewolf later adds something to the backpack, it doesn't count as dedicated unless the rite is performed again with the new object inside. The contents of an article of clothing's pockets aren't considered part of the clothing, unless the werewolf dedicates that particular article of clothing as a separate item. Therefore, if a werewolf dedicates a business suit to himself as "one item," the watch in his pocket doesn't count as dedicated. If, however, he dedicates his favorite pair of jeans to himself as one item, the wallet in the pocket counts as dedicated.

Exceptional Success: The item doesn't count toward the character's Primal Urge limit on how many items that can be dedicated to him. It is essentially dedicated for free or is extra.

Rite of Renunciation (•)

Sometimes, a werewolf discovers that she simply cannot consider herself a member of her tribe any longer. Perhaps she chose poorly during her initiation; perhaps her ideology changed under the pressures of Forsaken life. In such cases, it's better to formally renounce one's tribe to begin a new life than to crack under the strain.

The rite doesn't actually create the ability to leave the tribe at all. A werewolf who doesn't perform this rite is not mystically bound to be a member of her tribe forever. Rather, this rite allows a werewolf to leave her current tribe formally while causing the least amount of offense to the tribe's patron totem and the other werewolves of the tribe. Once the Rite of Renunciation is performed, the werewolf is free to undergo a second Rite of Initiation and join another tribe, or to simply walk as a Ghost Wolf.

Performing the Rite: The werewolf who wishes to renounce her tribe must be the one to perform this rite. The rite is usually performed in the presence of an elder of the tribe, but if none are able (or willing) to attend, the supplicant usually substitutes a summoned spirit of the tribal totem's brood or an effigy of the tribal totem. The rite begins with a low howl begging leniency. The ritemaster then begins the ritual speech of renunciation, praising the virtues of the tribe even as she admits her inability to hold to them. In most variations of the rite, the supplicant symbolically sheds some token of tribal membership. (A Bone Shadow might divest herself of all garments and fetishes in ceremonial fashion, while a Blood Talon might slice away the scar gained from his Rite of Initiation.) At the close of the rite, the ritualist kneels, bows or exposes her belly before the elder, spirit or effigy as a final gesture of appeasement.

Dice Pool: Harmony

Action: Extended (50 successes; each roll represents 10 minutes of effort)

Roll Results

Dramatic Failure: All successes are lost. The character has made an embarrassing gaffe and insulted the tribe

or tribal totem in question, and is likely to gain enemies among the tribe.

Failure: No successes are gained at this time.

Success: Successes are gained. If the character gains the total required amount, the rite concludes and she's no longer considered a member of her tribe. The character loses one dot of Renown in the category associated with her former tribe. The character may later choose to join a different tribe, in which case she must undergo the Rite of Initiation for that tribe as usual. If she chooses not to join another tribe, she's now considered a Ghost Wolf.

Exceptional Success: Successes are gained. If the character has gained 55+ successes, her closing plea was exceptionally moving, and her former tribemates will view her with more kindness and camaraderie than they might have otherwise.

Shared Scent (•)

Every werewolf can trace even faint remnants of a scent as long as he's tasted his prey's blood. This rite dates back to the earliest times, to the legendary task of tracking wayward spirits and men and keep them out of the wrong side of the Border Marches. Wolves don't hunt alone, and neither do Uratha — they track their prey in packs. In those ancient days, the werewolves learned how to share a captured scent.

Performing the Rite: The ritemaster must first gather members of his pack within a small, quiet area. The ritualist then intones a howl to Father Wolf, with the members of the pack joining in as a chorus. At the peak, the werewolf who tasted the prey's blood cuts his tongue with a consecrated knife and passes the knife around to the others. Every other member present tastes the blood. When the knife is returned to the ritemaster, all of the werewolves present "own" the scent and can track the prey as though they had bitten him themselves. This rite shares only the most recent scent the ritemaster has captured, and it works only in the first couple of hours after he's bitten his victim.

Dice Pool: Harmony

Action: Extended (5 successes per packmate; each roll represents one turn)

Roll Results

Dramatic Failure: All accumulated successes are lost.

Failure: No successes are added.

Success: All participants now have the scent and can track the prey as though they'd tasted his blood (see "Tracking" in Chapter Three, p. 179).

Exceptional Success: All tracking rolls made to track the targeted prey, including those made by the werewolf who initially caught the prey's scent, receive a one-die bonus.

Rite of the Spirit Brand (•)

This ritual invokes the Lunes to confirm that a given werewolf has achieved a greater measure of Renown. The Lunes respond by marking the subject with silver brands,

proving that he's claimed the right to greater standing among his people and the spirits. Traditionally, a werewolf must perform this rite for another. It's generally considered too proud and crass to perform it for oneself, though some Ghost Wolves have little alternative.

Performing the Rite: The ritualist intones a chant honoring the subject's strength and wisdom. The exact wording of the chant may be poetic or modern, depending on the ritemaster's talents, but it must be respectful. As he continues the chant, the ritemaster runs her nails (or claws, if in Dalu form) in ritual patterns across the skin of the subject. As the rite continues, the patterns begin to glow with silver light and take on the form of spirit brands.

Dice Pool: Harmony

Action: Extended (15 successes; each roll represents one minute of effort)

Roll Results

Dramatic Failure: All successes are lost, and the ritemaster must begin anew. This failure to properly honor the rite's subject is seen as shameful.

Failure: No successes are gained.

Success: The successes are added to the total. If the total reaches 15+ successes, the brands blaze into being and then fade to the proper state (to invisibility if the rite took place in the physical world).

Exceptional Success: The successes are added to the total. If the total reaches 20+ successes, the brands are slower to fade. The subject gains a +1 to all Social rolls made to influence spirits for the duration of the scene.

Banish Spirit (●●)

This rite returns a wayward spirit from the physical world to the spirit world. In the First Times, the children of Father Wolf used this ritual to force spirits to travel back past the Border Marches. After the Fall, things got easier, in a way. No longer did a werewolf need to force a spirit to the Border Marches and then banish it. Instead, she could simply force the spirit through the Gauntlet and into the *Hisil*. Unfortunately, this is something of a brute-force ritual. Being shoved through the Gauntlet can be damaging to spirits, who resent having this rite used on them. Most spirits would prefer to leave of their own volition, perhaps after being plied with chiminage or the promise of favors. On the other hand, the pain this ritual inflicts on a wayward spirit makes it a good stick to have around if the carrot of chiminage proves insufficient.

Performing the Rite: The targeted spirit must be bound with the Bind Spirit rite or by physically preventing its host from moving more than a meter or two in any direction. The ritualist approaches the bound spirit and performs a brief snarl of exile and refusal, complete with similar gestures. The ritualist then slowly circles the bound spirit counterclockwise, and sprinkles it with salt water from each of the four cardinal directions.

The key of the ritual is the five-time repetition of the First Tongue phrase, "I banish you from this realm," *Galer za da sar.* The ritualist doesn't have to repeat the phrase five times in a row. He may sprinkle it throughout the performance, but the ritual isn't complete until the phrase is said for a fifth time.

Dice Pool: Harmony versus the subject's Resistance

Action: Contested and extended (10 successes; each roll requires a minute's time)

The first competitor to accumulate the required successes wins, either to be banished to the spirit world or to refuse to go. If the spirit wins, no attempt to banish it can be made again by any werewolf for 24 hours.

Roll Results

Dramatic Failure: The rite or resistance fails outright and all accumulated successes are lost. Either the werewolf cannot attempt to use this rite against the given spirit for a lunar month, or the spirit leaves for the spirit wilds immediately.

Failure: No successes are accumulated at this stage of the contest.

Success: Successes are accumulated toward the total required. If the total reaches 10+ successes, the spirit is banished from the physical world and appears in the Shadow Realm.

Exceptional Success: Tremendous progress is made or resistance is shown.

Blessing of the Spirit Hunt (●●)

This rite stands as evidence of the Uratha's millennia of conflict with the spirit world. The lore of the People states that this rite was first taught by Father Wolf himself, so that his half-flesh descendants could hunt spirit prey alongside their Father and the Firstborn. The rite blesses the teeth and fangs of a werewolf, so that he can catch and rend an ephemeral spirit as if it were solid flesh. The ritemaster invokes allied wolf-spirits or spirits closely allied to the brood of his totem, for few other spirits could be compelled to empower this rite.

Performing the Rite: The ritemaster cuts either herself or her subject with a claw, and uses the blood to mark a glyph on the forehead and on the back of each hand. As she does so, she intones a blessing in the name of Father Wolf and the Firstborn. The bloodstained glyphs remain visible for the duration of the rite's blessing, which may strike fear into any spirits who recognize them.

Cost: 1 Essence

Dice Pool: Harmony

Action: Instant

Roll Results

Dramatic Failure: The rite fails, and the Essence point is lost. The ritemaster cannot attempt to invoke this rite again until the next night.

Failure: The rite fails, and the Essence point is lost.

Success: Either the ritemaster or the subject may pay the Essence point to invoke the blessing. The recipient of the rite's blessing can physically touch or strike ephemeral

spirits as if they were solid, as long as he is using his natural weaponry. The blessing does not affect weapons. This rite can be performed only on werewolf subjects; it cannot be used to bless a human, vampire or other supernatural being. The ritemaster may use this rite on herself.

The blessings of this rite are not necessary for werewolves to affect spirits while in the spirit world; a werewolf in the Shadow has transformed his flesh into spirit matter, and is in the same state of being as the spirits that surround him.

The blessing lasts for one scene.

Exceptional Success: The blessing lasts until the next sunrise or sunset.

Call Gaffling (●●)

This ancient ritual and its brother rite, Call Jaggling, are the core of relations between spirits and werewolves. Though the Uratha face great animosity from the spirit broods, the ancient pacts forged before history began still hold. Most spirits still adhere to a series of bans that require them to obey the summons of a werewolf who performs the proper rites. The power of ritual to compel them is written on their very being.

The Gaffling is the lowest rank of spirit, and the most commonly found in the natural world (and the Shadow). Like most spirits, Gafflings are generally unfriendly toward the Forsaken and Pure Tribes. The summoned spirit is under no compulsion to cooperate, and most choose not to unless offered delightfully appropriate chiminage and/or the threat of binding. And yet, Gafflings, like all spirits, are aware of a werewolf's Renown and are more likely to respond well to an accomplished Uratha than to a cub.

Performing the Rite: This rite is relatively simple. The werewolf marks out a sacred circle and sits in the middle. She consumes a small amount of reality-expanding natural substance — a hallucinogen, stimulant or depressant, as per the ritualist's traditions. She then places a few hundred grams of chiminage on the ground before her. While this is most often food of some kind appropriate to the spirit's type, it can also be precious metal, gems or another substance. The greater the value of the chiminage, the more likely the Gaffling is to cooperate with the werewolf's request.

The chiminage may be burned, buried or doused with water in order to bring it to the spirits' attention. The ritualist then performs a howl of summons. A single Gaffling of the chosen type arrives within several minutes of the beginning of the rite if all goes well.

Dice Pool: Harmony versus the spirit's Resistance (see below)

Action: Extended (40 successes needed; each roll represents one minute); potentially contested

Roll Results

Dramatic Failure: All accumulated successes are lost; the ritemaster must begin again.

Failure: No successes are added.

Success: Most Gafflings come automatically once the required successes are gathered. A Gaffling with an important duty that it knows it will be punished for shirking may attempt to resist the call. In that case, the Gaffling's Resistance is rolled to fight the summons. The ritual becomes an extended and contested action. Each side accumulates successes, and the first to gather 40 wins. In the spirit's case, it refuses the summons and another might respond in its place or the werewolf beckons none. In the werewolf's case, the spirit responds normally.

Once the spirit has been summoned, the ritualist must either bargain with the Gaffling for its services or bind it.

Exceptional Success: Several successes are gained. In an extended and contested action, the opponent suffers a –1 penalty to all subsequent rolls. This penalty is cumulative if one side achieves more than one exceptional success.

Suggested Modifiers

Modifier	Situation
+2	Chiminage is *very* valuable to the spirit
+1	Spirit is particularly disposed toward ritemaster's tribe or auspice (an Elunim answering an Elodoth's rite, a war-spirit answering a Rahu's rite)
+1	Chiminage is particularly valuable to the spirit
+1 or more	The werewolf outranks the spirit*
–1	Attempting to summon a specific individual spirit
–3	Attempting to summon a specific individual spirit from one mile away
–5	Attempting to summon a specific individual spirit from 10 miles away

*The werewolf's honorary Rank as determined by total Renown (see p. 272) is compared to the Rank of the spirit summoned. If the werewolf outranks the spirit, the Harmony roll for the ritemaster gains a bonus equal to the difference. If a werewolf with a total of 13 Renown (equivalent to Rank 3) calls a lesser Gaffling (Rank 1), rolls made for the werewolf receive a +2 bonus. If the werewolf's honorary Rank is less than the spirit's Rank, the roll made for the ritemaster suffers a penalty equal to the difference.

Call Human (●●)

This rite dates back to the illegitimate kingdoms ruled by the Uratha in prehistory. A werewolf might need some spare physical labor and use this rite to conjure it up. A ritualist might use this rite repeatedly over a span of weeks to spread his seed among the women of a small town. The Call Human rite is rarely used for ethical reasons these days, and many Forsaken find its practice disgusting.

This ritual allows a werewolf to summon the nearest mortal human within five miles. The rite works only in the physical world. The ritualist cannot choose a specific mortal. Instead, the nearest mortal human feels a compulsion to travel to the ritualist's current location.

The rite doesn't summon werewolves or other supernatural entities such as mages, ghouls and vampires. It may, however, call a person with the blood of the wolf (in fact, the wolf-blooded are even more susceptible to it than ordinary people are). It doesn't summon wolves or other

animals (though there are likely other rituals and Gifts that do summon animals).

Performing the Rite: The ritualist marks a specific location and remains close to that spot throughout the performance. He must provide "mortals' chiminage": objects considered to be alluring to the local mortal population. This can range from a case of beer and a pornographic DVD to a gold necklace. The ritualist performs a howl of summons while moving counterclockwise around the chiminage. Once the rite has been initiated, the ritualist and any packmates nearby must emit a further howl of summons roughly every five minutes until the rite's subject arrives.

Dice Pool: Harmony versus subject's Resolve

Action: Extended and contested (30 successes; each roll represents one minute); resistance is reflexive and unconscious

Roll Results

Dramatic Failure: All successes are lost. The ritual runs the risk of inadvertently summoning something powerful and hostile — and not necessarily human (at the Storyteller's discretion). A dramatic failure for the human indicates that he responds immediately.

Failure: No successes are added.

Success: The human feels an irresistible compulsion to travel to the ritemaster's location. The compulsion is even enough to wake that mortal out of a sound sleep. (In fact, it's somewhat easier to use this rite on a sleeping human, who might believe that he's dreaming.) The mortal enters something of a fugue state; he retains some self-awareness, but is strangely unaware of his surroundings, drawn for no obvious reason to the ritemaster's location. The subject receives a general idea of the distance to the werewolf, as well as the direction. He travels to the werewolf's location as quickly as he can easily manage. If he owns a car he uses it, but the rite doesn't compel the subject to empty a savings account in order to buy a new car to traverse the distance.

Whether the target obeys the compulsion depends on his strength of will. Contested and extended rolls are made throughout the subject's summons, with arrival decided by the winner. The human doesn't show up until the werewolf wins, or the subject returns to his previous activity and environment if he wins, all the while unconscious of where he's going, and why.

If it takes the mortal more than an hour to reach the ritualist, the magic of the rite breaks down. The subject of the rite no longer feels any compulsion to find the ritualist (although simple monkey curiosity might drive some humans to figure out what was going on).

Exceptional Success: Considerable progress is made toward summoning or defying the summons.

Suggested Modifiers

Modifier	Situation
+2	Subject is asleep
+2	Subject is wolf-blooded

Cleansed Blood (••)

Werewolves possess the uncanny ability to track anyone whose blood they have tasted — a trait that some of their enemies share. This rite of purification is particularly sought after by werewolves who know they have enemies among the People. By enacting this rite, a werewolf can lose a spiritual trail, perhaps to turn the tables on her hunter.

Performing the Rite: This rite must be performed on the shore of running water of some kind — a creek, river or even a partly full drainage ditch. The subject of the rite can be human, werewolf or another creature, and need not be present for the performance. The ritualist takes a handful of fur, hair or feathers from the subject, as well as a few ounces of the subject's blood. These two things are mixed together with water from the source while the ritualist utters a low chant. The chant continues as the ritualist pours the mixture into the stream, completing the rite. The ritemaster may choose herself as the subject.

Dice Pool: Harmony

Action: Instant

Roll Results

Dramatic Failure: The rite fails. The ritemaster may not try to cleanse that subject's trail again for a full week.

Failure: The rite fails.

Success: Success means that any creature who could track the subject by the taste of her blood loses that taste. Cleansed Blood doesn't render its subject immune to normal tracking by scent or talent (see p. 178). After this rite is performed, the subject's scent can be re-acquired by any werewolf who tastes her blood.

Exceptional Success: The subject's physical scent fades slightly as well. Any attempts made to track the subject by mundane scent suffer a –1 penalty for the duration of the scene.

Suggested Modifiers

Modifier	Situation
–1	Rite's subject is human
–1	For each full moon that has passed since the subject's scent was taken
–2	Rite's subject is a prey animal (herbivore)

Fortify the Border Marches (••)

In the most ancient days, werewolves prowled the Border Marches between the spirit and physical worlds. The get of Father Wolf couldn't be everywhere at once, of course, so in some cases they built walls — or bound humans or spirits to the task of building walls along the Border Marches. The rituals used to bind spirits and men to this task failed after the death of Father Wolf. The Border Marches became the Gauntlet. Forsaken Ithaeur roamed the spirit world for years after that, looking for a way to affect the Gauntlet within their own territories. Eventually, they came to an agreement with the spider-spirits that skitter along the Gauntlet itself.

Performing the Rite: This rite mimics the ability of the Azlu to affect the Gauntlet, though to lesser effect. The

rite takes about an hour to perform. The ritualist weaves silk thread into a small patch of cloth. The werewolf can use tools to do this weaving, or he can do it by hand as well as he is able. The act of weaving is the important part, as the patch of cloth is burned as an offering to the spirits that maintain the Gauntlet. Some Forsaken are loath to use this rite, fearing that performing the rite too well or too frequently might lead to the creation of a Barren.

Dice Pool: Harmony

Action: Extended (20 successes; each roll represents 10 minutes)

Roll Results

Dramatic Failure: All successes are lost. The Gauntlet's penalty is increased or decreased by one in direct opposition to the ritemaster's intent; the change lasts for one hour.

Failure: No successes are added.

Success: Successes are added. If the required number is accumulated, the ritualist designates a small area no more than 2,500 square feet (a 50' by 50' square, or another shape of similar area). The ritualist may choose to increase or reduce the Gauntlet in the designated area by one. This effect remains in place for one hour. The rite cannot be performed multiple times on the same area. If one spot is overlapped by two uses of the rite, the effects of only the most recent use apply.

Exceptional Success: Considerable successes are accumulated. If five or more than needed are gained (25+), the Gauntlet change lasts for one lunar month.

Hallow Touchstone (••)

Werewolves can certainly hunt and fight well enough on their own, but access to Essence to fuel their spiritual powers can often mean the difference between life and death. The ability to access the energy of the Shadow without having to brave its many hazards is invaluable; even more so is the ability to carry a portion of a locus' power on one's person. By properly cleansing and preparing an object that correlates to a locus via this rite, a ritemaster can create a touchstone that bears a measure of the locus' energy. When a pack must abandon their territory, often one of the final steps they take is to drink deeply of their locus' Essence, then use this rite to drain the last of the energy, thus denying their enemies that strength.

Performing the Rite: The ritemaster must first procure an appropriate physical vessel for the touchstone, something that is either a part of the locus' physical form or a reflection thereof. This might be a shard of broken glass from the window of a warehouse, a piece of bark from an ancient tree, or a sliver of bone from a burial ground — anything appropriate and symbolic. The ritemaster seats herself at the heart of the locus' area of influence and begins the ritual chanting and gestures. The rite takes about an hour to perform.

Dice Pool: Harmony

Action: Extended (40 successes; each roll represents five minutes)

Roll Results

Dramatic Failure: All successes are lost. The chosen object cannot be made into a touchstone, and the ritemaster must procure another before attempting the rite anew.

Failure: No successes are added.

Success: Successes are added. If the required successes are gathered, the touchstone is successfully hallowed. The werewolf may transfer up to three points of Essence from the locus' reserve into the touchstone. Any werewolf who carries the touchstone may drink up the touchstone's power for himself as a reflexive action, although this hasty measure loses much of the efficiency. The werewolf gains a point of Essence, and the touchstone loses its spiritual power. If the werewolf instead uses a standard action, he may withdraw a point of Essence without losing any excess.

A touchstone can hold Essence only temporarily. The touchstone bleeds off one point of Essence per day, making it mainly useful for a planned raid into difficult territory or a direct evacuation.

Exceptional Success: Considerable successes are gathered. If 45+ are accumulated, the touchstone stores up to five Essence.

Rite of Contrition (••)

The Rite of Contrition is performed by any werewolf who wishes to apologize to another being for an act of dishonor. The rite can be performed in supplication to another werewolf or a spirit. In the case of truly powerful entities, such as Incarnae or Celestines, the subject of the rite does not need to be present and it's assumed that that spirit receives and understands the ritualist's contrition. The ritualist might not truly *be* sorry for what he's done, and the offended party might not be content with an apology no matter how effusive it is, but once this ritual has been performed, all witnesses are bound by honor to the idea that the ritualist has truly apologized to the best of his ability. The Rite of Contrition isn't used for trivial offenses or errors in etiquette. It's intended to help rectify real offenses, such as violating a totem's ban or destroying a valued servant of the spirit in question.

Performing the Rite: This ritual takes several minutes to perform. The ritualist chooses a sort of spirit known to be favored by the subject of the rite — perhaps a pack totem or one of its spirit brethren. Unless the spirit is powerful enough to perceive the rite's effects from a distance (as with an Incarna-level spirit or greater), the spirit must be present for the rite, although it may be on the other side of the Gauntlet.

An appropriate food sacrifice is made to the spirit; a handful of the food in question is burned as an offering. The ritemaster then describes in humble language the offense or crime he committed and begs forgiveness from the subject in the First Tongue while exposing his bare neck. The subject of the rite may respond — the ritual response is *Ss'uthaf,* "I accept you." The subject may choose not to

respond (represented by turning his back on the ritualist), but that response isn't required or magically imposed.

Dice Pool: Harmony

Action: Extended (10 successes per Rank of the spirit; each roll represents one minute)

Roll Results

Dramatic Failure: The rite fails immediately and the subject is likely further offended.

Failure: No successes are gained.

Success: Successes are accumulated. If the required number is gathered, the rite has no game-mechanical function. It serves purely as a way to apologize profusely and at length. Spirits who receive the Rite of Contrition tend to be less ill inclined toward a werewolf who performs it. If the performer currently suffers from Social dice-pool penalties when dealing with the rite's subject, the rite may reduce those penalties by a die or two.

Exceptional Success: Numerous successes are accumulated. If five or more are gained than needed, the rite is particularly well performed, which may hasten the spirit's forgiveness. The ritualist could gain a +1 bonus to Social rolls in regard to the subject for a month.

Rite of Dormancy (••)

The Rite of Dormancy allows a pack to leave a locus they've claimed for a short time without worrying that it might be discovered or stolen by a rival pack or by other creatures that haunt the night. The rite causes a locus to "sleep," greatly reducing its flow of Essence and making it much harder to find. This rite compels the intercession of spirits that represent a long sleep, such as bear-spirits or others in their sleepy late autumn incarnation. The rite is best performed only on loci that the pack can control; although it could technically be used to temporarily shut down loci outside their territory, the local spirits who use the locus are likely to reactivate it almost immediately after the pack leaves.

Performing the Rite: The ritualist begins by invoking the appropriate spirits, who congregate around the locus' spirit reflection. He chants in the First Tongue in a low, monotone growl and anoints the locus' physical form with the juice of crushed evergreen needles, pure water or some other substance meant to obscure scent.

Dice Pool: Harmony

Action: Extended (10 successes per dot of locus rating; each roll represents one minute)

Roll Results

Dramatic Failure: All successes are lost, and the locus remains active. The rite cannot be attempted again for 24 hours.

Failure: No successes are added.

Success: Some successes are gained. If the required number is accumulated, the locus goes dormant for a period of no more than one lunar month. When a locus is dormant, any attempt to find it mystically suffers a –4 penalty. The locus cannot be tapped for Essence while it's dormant, nor does it grant its ambient Essence bonus to anyone within its area of influence. A werewolf or spirit who finds the dormant locus can revive it with an offering of one Essence point, in a sense "priming the pump."

Exceptional Success: Considerable successes are gained. If five or more successes are gathered than needed, the duration of the locus' dormancy can be extended by an additional lunar month.

Bind Human (•••)

There are two main functions to this rite: to secure a location against unwanted human intrusion and to bind a human to a particular location. Neither variant ritual is entirely foolproof even against a human who knows no magic. Humans aren't bound by bans as spirits are, and their actions simply cannot be as constrained as spirits' can be.

When this rite is used to bind a person to a given location, the ritemaster *must* provide for a single means of escape from the bond, and he must express that means to at least two others — neither of whom have to be the bound mortal. The means of escape can be all but impossible, but it cannot be a true logical impossibility. Usually, the means of escape is phrased as, "Once you have accomplished this task for me, you may depart."

When used to secure a location against mortal intrusion, no "password" is required, although the ritemaster may choose to nominate a specific action that allows a human to pass through normally. For example, a werewolf might set up a ward that bars all humans save those who carry a crow feather somewhere on their person, and then gives a crow feather to his wolf-blooded lover in the event that she needs to reach him.

The ward isn't directly evident save when a human attempts to cross it. The human feels a faint nausea, a headache, a sense of vertigo or even a combination of such unpleasant sensations. The subject is unable to step beyond the area unless he successfully resists the ward's effects.

Performing the Rite: To secure an area against mortal intrusion, the werewolf takes a form that has claws and uses them to draw a series of sigils (using a muddy mixture of water and ash) on every path of entry into the area. In a built structure, this includes doors and windows. Outdoors, the sigils are repeated every few meters to form a rough boundary around the area.

To keep a mortal bound in an area, the werewolf uses his claws and a muddy mixture of earth and water, but this time he must clearly mark out the precise boundaries of the area, putting the sigils on the inside of the boundary.

In either case, the affected area cannot be larger than a radius of 50 yards. A werewolf may typically use this ritual to bind a human inside a house or within a campsite, or to ward a small building. This ritual takes an hour to complete.

Dice Pool: Harmony

Action: Extended (20 successes; each roll represents 10 minutes)

Roll Results

Dramatic Failure: All successes are lost. The ward cannot be attempted again for 24 hours.

Failure: No successes are gained.

Success: Successes are gained toward the required total. If they're all gained, the human is bound temporarily. The first time the mortal attempts to pass, a Resolve + Occult roll is made at a penalty equal to half the ritemaster's Harmony (rounded up). One die is added to this roll for ghouls and other supernatural humans. Mages may add their appropriate resistance trait as usual. Vampires, Ridden and other supernatural creatures that are no longer human are immune to the rite's effects. The roll made for the human may gain one to three dice if the stated terms of passing are directly against the mortal's moral code, although no dice are gained if the terms are merely unpleasant. "You may not leave until you have deleted all the files you possess that mention us, from whatever secure location they might be" provides no bonus dice, while "You may not leave until you kill your infant son" does. If the roll for the mortal succeeds, he's free. Otherwise he cannot try to escape again for another hour (and he can try again every hour after that, if he keeps failing). When the mortal tries again, he receives a cumulative –1 penalty for every attempt after the first (though this penalty can never exceed –5).

A binding typically lasts for 24 hours, although Essence may be spent for the ritemaster to increase the duration. Each point increases the binding's duration for another 24 hours. The ritemaster may dismiss the binding as an instant action by erasing a portion of the boundary with a claw.

Exceptional Success: Considerable successes are gained. If 25+ are rolled, the binding lasts an additional four hours.

Bind Spirit (•••)

This ancient ritual, like many other common Uratha rites, is attributed to the time of Father Wolf. It allows a werewolf to bind a spirit to a single location or to prevent a particular spirit from entering a single location. Bind Spirit is very common; most experienced Ithaeur know a variation of it. This same rite can be used to bind a spirit into a particular part of the Shadow or the physical world. As a result, the spirit cannot leave its immediate area, not even to cross the Gauntlet. Werewolves who know this rite can use it in a preparatory fashion for a spirit they haven't yet summoned into the physical world, or against a spirit already manifest in the real world or against a spirit in the Shadow if the ritualist is already in the spirit world.

The ritualist *must* provide for a single means of escape from the bond, and he must express that means to at least two others — neither of whom have to be the bound spirit. The means of escape can be all but impossible, but it cannot be a true logical impossibility. Frequently, the means of escape is phrased as, "Once you perform the following task to the best of your ability, you will be free…" (e.g., "Once you successfully teach me the following Gift…").

Performing the Rite: Werewolves know dozens of variations on this rite, and most experienced Ithaeur create their own versions, which they then pass on to students. The most common version — not an ancient one, but one

that has become quite popular in the last few decades — requires the ritualist to draw a chalk circle around the fringes of a room or glade before summoning the spirit. Creating the circle requires 20 successes on an extended Intelligence + Occult roll. Each roll represents one minute of work. The circle is marked with dozens of Uratha claw-sigils, and a complex half-howling chant is performed before the spirit is summoned. Once the spirit has been summoned into the circle (via an appropriate rite, such as Summon Gaffling), the werewolf must complete the last notes of the howl before the spirit realizes what is going on and escapes.

To bind a spirit that is already present, the ritualist may be able to complete the aforementioned circle in secret. For example, a particularly clever werewolf might be able to convince a night-spirit that the circle he is drawing represents the spirit's "star chart." If that cannot be done — it isn't likely, Luna knows — he must somehow wrap the rite's subject three times in silvered thread (which is impossible to do in the material world) and then perform the aforementioned chant. That silvered thread can easily be broken until the third loop is complete. After that, it cannot be broken at all unless the ritualist makes a mistake in the chant. In the physical world, a spirit may be encircled by physically holding its host on the spot.

This rite doesn't work on ghosts.

Dice Pool: Harmony versus spirit's Resistance

Action: Instant (once circle has been prepared)

Roll Results

Dramatic Failure: The binding circle or silver thread is broken, and the spirit gains an extra point of Resistance for the duration of the scene.

Failure: An equal number or the most successes are rolled for the spirit. The binding circle or silver thread is broken, and the spirit may escape.

Success: The most successes are rolled for the ritemaster. The spirit is successfully bound and cannot break free except under a few circumstances:

- If the ritualist that binds the spirit releases it with the phrase, "I release you" or its equivalent.
- If the binding circle is broken or the silver thread is snapped by an outside force.
- The ritemaster must designate one other way that the spirit can be freed, and he must express this method to at least two other entities within an hour of the spirit's binding. One of those two may be the spirit, but it doesn't have to be.

Exceptional Success: The most successes — five or more — are rolled for the ritemaster. The werewolf may choose to strip a point of Essence from the spirit and use it to refresh a spent point of Essence of his own.

Suggested Modifiers

Modifier	Situation
+1 or more	The werewolf outranks the spirit*
–1 or more	The spirit outranks the werewolf*

*The werewolf's honorary Rank as determined by total Renown (see p. 272) is compared to the Rank of the spirit summoned. If the werewolf outranks the spirit, the Harmony roll for the ritemaster gains a bonus equal to the difference. If a werewolf with a total of 13 Renown (equivalent to Rank 3) calls a lesser Gaffling (Rank 1), rolls made for the werewolf receive a two-die bonus. If the werewolf's honorary Rank is less than the spirit's Rank, the roll made for the ritemaster suffers a penalty equal to the difference.

Call Jaggling (•••)

This rite is a more powerful version of Call Gaffling. Jagglings are more independent and powerful spirits than Gafflings, and are more likely to resist the sweet summons of chiminage. And yet, a Jaggling servant — even a temporary one — is a valuable tool for any werewolf, so this ritual is a valued tool among Ithaeur. Jagglings are even less likely to be sympathetic to an Uratha summons than Gafflings are, and the wise werewolf is especially cautious when summoning. Jagglings are likely to treat a werewolf of low Renown (highest trait rated 1 or 2) with open contempt, while they respond more favorably to a more accomplished werewolf.

Performing the Rite: This rite is very similar to Call Gaffling, but the ritualist must provide richer chiminage, and his howl of summons must be customized to the type of Jaggling he wishes to summon. A common howl of summoning doesn't suffice. If the werewolf wants a stag-spirit, he must howl a specific call to the Children of Stag. The rite takes around several minutes to perform.

Dice Pool: Harmony (versus spirit's Resistance)

Action: Extended (50 successes needed; each roll represents one minute); potentially contested

Roll Results

Dramatic Failure: All accumulated successes are lost; the ritemaster must begin again.

Failure: No successes are added.

Success: Most Jagglings come automatically once the required successes are gathered. A Jaggling with an important duty may attempt to resist the call. In that case, the Jaggling's Resistance is rolled to fight the summons. The ritual becomes an extended and contested action. Each side accumulates successes and the first to gather 50 wins. In the spirit's case, it refuses the summons and another may respond in its place or the werewolf beckons none. In the werewolf's case, the spirit responds normally.

Once the spirit has been summoned, the ritualist must bargain for its services or bind it.

Exceptional Success: Several successes are gained. In an extended and contested action, the opponent suffers a –1 penalty to all subsequent rolls. This penalty is cumulative if one side achieves more than one exceptional success.

Suggested Modifiers

Modifier	Situation
+2	Chiminage is *very* valuable to the spirit
+1 or more	The werewolf outranks the spirit*
+1	Chiminage is particularly valuable to the spirit
+1	Spirit is particularly disposed toward the ritemaster's tribe or auspice (a metal-spirit

	answering an Iron Master's rite; a knowledge-spirit answering a Cahalith's rite)
–1 or more	The spirit outranks the werewolf*
–1	Attempting to summon a specific individual spirit
–3	Attempting to summon a specific individual spirit from one mile away
–5	Attempting to summon a specific individual spirit from 10 miles away

*The werewolf's honorary Rank as determined by total Renown (see p. 272) is compared to the Rank of the spirit summoned. If the werewolf outranks the spirit, the Harmony roll for the ritemaster gains a bonus equal to the difference. If a werewolf with a total of 20 Renown (equivalent to Rank 4) calls a lesser Jaggling (Rank 3), rolls made for the werewolf receive a one-die bonus. If the werewolf's honorary Rank is less than the spirit's Rank, the roll made for the ritemaster suffers a penalty equal to the difference.

Rite of Healing (•••)

As astounding as a werewolf's supernatural recuperative powers are, they're not infallible. Some wounds, such as those inflicted by silver, simply inflict too much damage to be regenerated at any speed. The Rite of Healing is the Uratha's answer to this need. With it, the ritemaster can increase a subject's regenerative powers until they can overcome even the most severe wounds. This rite is certainly potent, but it's hardly an ironclad guarantee. The most grievously wounded werewolves might not survive the time required to complete the rite.

Performing the Rite: The ritemaster must gather any subjects to be healed around herself, evenly spaced about her like the points of a compass or spokes of a wheel. As she chants or sings an invocation to ancestor-spirits and spirits of strength and mercy, she ritually cleans the wounds of each subject in turn. Some ritemasters wash the wounds in pure water, while others lick the wounds clean. Unlike many other rites, the Rite of Healing doesn't involve howls. It's a quiet, intense ceremony usually performed between packmates.

Cost: 2 Essence per Health point healed

Dice Pool: Harmony

Action: Extended (5 to 25 successes; each roll represents fifteen minutes)

Roll Results

Dramatic Failure: The rite fails, and the ritemaster may not attempt to heal the given recipients again until after the next night's moonrise.

Failure: The rite fails; the ritemaster may try again.

Success: The ritemaster may heal up to five Health points lost to aggravated damage; each Health point regained costs two Essence, and requires five successes. Either the ritualist or the subject being healed may pay the Essence cost, or they may split it between them; the Essence is spent before the ritemaster begins the rite, in order to charge the rite with the added power needed.

The amount of Essence spent determines the length of the ritual as well as its potency; thus, if the ritemaster spent four Essence in order to heal two Health points, the rite would be completed once she accumulated ten successes. The healing may be distributed among multiple recipients, including the ritemaster, as long as all are within arm's reach.

If the subject to be healed is unconscious, the ritemaster may choose to tap into the subject's own Essence pool to pay the cost for healing. In effect, she jump-starts his healing process by ritually encouraging his body to heal itself. The ritemaster cannot force conscious targets to spend their own Essence, however.

This rite can be used on any given subject, including the ritemaster, only once per day. The Rite of Healing cannot heal subjects other than werewolves, as it specifically accelerates the power of werewolf regeneration.

Exceptional Success: No additional effect beyond the several successes gained.

Rite of Initiation (•••)

Once a newly Changed werewolf has been taught something of what she is, she is given the opportunity to join a tribe. Sometimes the other werewolves pressure her, for reasons of bloodline or "destiny," to join a specific tribe, but the choice of which tribe to join always rests with the werewolf. Joining a tribe is a serious business, one meant to color the path of the werewolf's life, so it is ritually acknowledged through the Rite of Initiation.

The first part of the Rite of Initiation is an ordeal of some sort. The ordeal might be physical or mental, a challenge to be overcome or a painful experience to be endured. It is usually meant to test the subject's dedication and ability. Some harsh ritemasters set ordeals that might kill an unworthy supplicant. Others prefer that the ordeal run little or no risk of actually killing the subject, but in no case is the ordeal simply ceremonial. It always tests the subject physically or mentally.

If the subject endures the ordeal, she then swears the Oath of the Moon, including the vow levied by her new tribal totem. Once her oath has been accepted, she becomes a member of her tribe in full, which is often a cause for vigorous celebration.

Performing the Rite: The performance of the Rite of Initiation varies not only from tribe to tribe, but also from region to region. In most cases, it takes place at a tribal gathering, but some werewolves have been given the Oath and inducted into the tribe by a solitary ritemaster. There are a few constants, but Storytellers and players should customize the ritual as seems appropriate. The applicant must have at least one dot of Renown in the appropriate category to undergo the rite; thus, an aspiring Bone Shadow must have at least one Wisdom.

First, the ritemaster calls to the tribal totem, asking it to watch the ordeal and determine whether the new supplicant is worthy. In some cases, the subject is introduced by a sponsor or relative who vouches for her.

The ordeal itself varies very widely but always reflects the tribe's ideals in some fashion. The ordeal usually takes a few hours to a night to complete successfully, but some tests of endurance last longer. If the subject does her best to pass the ordeal but fails (passing out in the middle of an

endurance ordeal, for instance), the ritemaster may give her some time to prepare herself and attempt the rite again in a few month's time (possibly with a different ordeal to face). If the subject chooses not to complete the ordeal, she's turned away from the tribe and must either find another tribe to offer her the Rite of Initiation or remain a Ghost Wolf.

After the ordeal, the subject may be ritually cleansed before swearing the Oath of the Moon (although the Blood Talons often prefer to have the subject swear the Oath while still wet with her own blood). The ritemaster or another of the assembled werewolves summons a spirit servant of the tribal totem to bear witness to the subject's pledge, which always concludes with the tribal vow. The ritemaster then ceremonially acknowledges the subject as one of the tribe, calling her by her new deed name (if any), as do any other werewolves present. (The actual die roll to complete the rite represents the swearing of the Oath and the subsequent acknowledgement. If the ordeal is failed, the ritemaster's roll is moot.)

Once the Rite of Initiation is completed successfully, the subject is treated as a full member of the tribe, and it's customary to summon a spirit allied with the tribal totem to teach the new member an appropriate Gift shortly thereafter.

Dice Pool: Harmony

Action: Extended (10 successes needed; each roll represents one minute)

Roll Results

Dramatic Failure: The ritemaster has insulted the tribal totem by botching such an important rite. The ritemaster suffers a –2 penalty to all Social rolls to influence his tribemates or the spirits of his tribal totem's brood for the next three lunar months.

Failure: No successes are gained for one minute. If the ritemaster cannot accumulate enough successes in the time allotted, he's failed to impress the tribal totem on the subject's behalf, and the subject is not accepted into the tribe. The rite can be attempted again on the same subject in a lunar month's time.

Success: The subject is accepted into the tribe.

Exceptional Success: The subject is accepted into the tribe, and the tribal totem is impressed. The subject enjoys an extra die on all Social rolls to influence her new tribemates or the spirits of her tribal totem's brood for the next three lunar months.

Suggested Modifiers

Modifier	Situation
+2	Subject performs exceptionally during the ordeal
–2	Subject performs poorly during the ordeal

Rite of the Moon's Love (●●●)

The children of Father Wolf learned in the earliest days that their mates and children couldn't bear to see them in their Dalu, Urshul or Gauru forms. Lunacy was so terrible that even werewolves' most beloved were driven to terror. The Uratha learned to avoid their war forms around their children and mates, but at times it was impossible. Whenever a werewolf was forced to take one of those forms to fight an enemy who had tracked him to his lair, his mate and children would be gripped by madness, sometimes even fleeing to their deaths. It was a grieving Ithaeur, they say, who begged *Amahan Iduth* for a way to protect the offspring of other werewolves from a similar fate. Mother Moon took pity on him and taught him the Rite of the Moon's Love, which prevents Lunacy from taking hold quite as strongly as it otherwise might — at least, for those who already share a measure of wolf's blood.

Performing the Rite: The ritemaster grasps the subject's hands in his own and leads her in a ritual chant in the First Tongue, begging for acceptance. The ritemaster or subject must lay a single silver coin on the ground between them as chiminage to the Lunes. The ritualist then cuts his finger or hand and traces symbols of the moon on the subject's face. The last of the blood is smeared onto the silver coin (which disintegrates into a whiff of smoke as the Lunes accept the offering), along with a final, pleading howl.

The subject of this rite must possess the Wolf-Blooded Merit; the effects are cumulative.

Dice Pool: Harmony

Action: Extended (10 successes; each roll represents one minute)

Roll Results

Dramatic Failure: All success are lost. The subject's primal fears are intensified and she reacts to Lunacy as though her Willpower were two points lower (minimum of 1). The ritemaster may not try again for the duration of the scene.

Failure: No successes are gathered. If the rite cannot be completed for some reason, the ritemaster may not try again for the duration of the scene.

Success: Successes are gathered. Once the total number is accumulated, the subject reacts to Lunacy as though her Willpower is two points higher (maximum of 10) for the duration of the moon phase (usually three nights).

Exceptional Success: Several successes are gained at one time. If 15+ are accumulated on the same roll that the ritemaster reaches 10 successes, the subject of the rite gains protection from Lunacy as though her Willpower is three points higher rather than normal.

Sacred Hunt (●●●)

This ancient rite enforces the role of werewolves as predators of spirit and flesh alike, allowing them to ritually hunt spirits for Essence. When the ritemaster performs this ritual, he marks a spirit as the pack's rightful prey. Then the entire pack goes on the hunt, chasing the spirit out of hiding and eventually bringing it down. When they've successfully done so, the werewolves say a quick prayer of respect and gratitude for the spirit's sacrifice and reap a bounty of Essence.

This hunt can take place in the Shadow or in the physical world. The ritemaster must either have a (likely captured) spirit close at hand, or be able to name a specific spirit that will serve as the pack's quarry. If the quarry is captured beforehand, the ritemaster then releases it to flee,

waits a certain amount of time (as much as an hour), and then the pack takes off on the hunt.

The spirit quarry is rarely a willing volunteer — yet the terms of the Sacred Hunt leave it with a measure of protection. The werewolf pack will feed on its Essence, yet it receives the promise that it will survive the experience somehow .Thus, the spirit is compelled to abide by the terms of the hunt. The spirit flees, uses guile and possibly even fights back, but it doesn't leave the werewolves' territory (or its spirit reflection) before the sun comes up, and it doesn't use Numina that cost Essence to activate. It doesn't seek the help of other spirits in the vicinity, nor do observing spirits aid either party. Tracking the spirit through the Shadow is handled the same way tracking any other spirit would be.

If the rite takes place in the physical world, the pack must usually perform the Blessing of the Spirit Hunt (p. 152) before beginning the Sacred Hunt. Some spirits may seek out a suitable vessel in the material world (possibly an animal of its type, but just as likely a human being if the pack's territory is urban) and ride it, bringing with it a measure of Essence from the Shadow Realm. However, the spirit that does this is violating the terms of the Hunt, and receives no guarantee of survival at hunt's end.

Once the spirit has been caught, the werewolves are able to devour its Essence much as another spirit would. However, they are bound by tradition to leave the spirit a small bit of Essence before it is torn apart, so that it may re-form later as a reward for participating in the hunt. The hunt is sacred, after all, and werewolves are bound to respect their prey's sacrifice.

Performing the Rite: The ritemaster either draws a map or marks out a section of a map to represent the boundary of the hunting ground to which the spirit is bound. (This hunting ground can be no smaller than the entirety of the pack's territory, but it can be much larger if the ritemaster wishes.) He then burns the map while offering chiminage appropriate to the type of spirit summoned. Meanwhile, packmates howl out a reminder of the ancient pact that binds lesser spirits to take part.

Only one hunt can be performed by a pack or any of its members per night.

Dice Pool: Harmony

Action: Extended (10 successes; each roll represents one minute) for the performance of the rite itself. The actual hunt can take a matter of a couple hours or it can last all night. Consider it to last for one hour per roll made to accumulate all the successes required. The hunt is considered one scene for purposes of a Gift or rite's duration.

Roll Results

Dramatic Failure: All accumulated successes are lost. The ritemaster may name the wrong spirit as quarry, or even attract the attention of a more powerful and dangerous spirit from the nearby Shadow. Even if the werewolves defeat it and tear it apart, they gain no Essence from the activity. No other attempts can be made in the same night.

Failure: No successes are gained at this time.

Success: Successes are gathered toward the total required. If 10 are gained, the proper spirit is marked as quarry, and can be harvested for Essence at the completion of the hunt. The effects of the mark last from the culmination of the rite until the sun rises. The spirit leaves a physical trail, whether in Shadow or the physical world, that the werewolves can follow. In either case, the spirit remains within the boundary established by the ritemaster until sunrise, at which point its obligation is fulfilled.

When the hunt is completed, participants may divide the spirit's Essence among themselves. This share is even among all members, with any remainder going to the ritemaster. If three werewolves perform the hunt and catch a spirit with 10 Essence, two of them get three Essence points back, while the ritemaster gets four. However, it is only just and honorable to leave the spirit with one Essence point of its own, so that it can re-form after discorporation at the hunt's climax. Permanently destroying a spirit that has been marked as sacred quarry is cause for a three-die check against degeneration for werewolves of Harmony 5 or higher. (See Harmony, p. 180.)

See Chapter Four for tips on creating physical and spirit antagonists who could serve as prey for this rite's purposes. See also Appendix One for tips on creating spirits from whole cloth. This rite cannot be used to mark a spirit of more power than a lesser Jaggling; more powerful spirits are rivals and foes, not prey.

Exceptional Success: The ritemaster makes significant progress toward a rewarding hunt. If 15+ successes are gathered on the same roll that the ritemaster reaches 10 successes, the hunt is particularly rewarding. At the successful culmination of the hunt, each character also regains a single point of spent Willpower.

Wake the Spirit (•••)

When the Gauntlet rose and the two worlds were separated, many spirits fell into slumber, their voices no longer heard. In the years since, countless objects have come into being without their spirits being stirred. To this day, although many spirits roam the shadow world, many, many more places and objects have yet to be "awakened." This rite allows a werewolf to rouse a dormant spirit from slumber, effectively "summoning" a new spirit into existence.

Waking a spirit can be a dangerous gamble, as the newly awakened spirit feels no obligation or gratitude to the ritemaster. A spirit that's been awakened by this rite acts according to its nature — no more, no less. A werewolf might be able to convince the newly awakened spirit of a car to give its earthly analogue a measure of its power simply for the ecstasy of racing at high speeds, but an awakened flame-spirit might be as dangerous to the werewolf as to her enemies. Yet awakening a spirit gives a werewolf a new potential resource from which to draw. A werewolf can

awaken the spirit of a murder weapon to question the spirit about its former owner, for instance. Indeed, using this rite brings a new spark of life to the Shadow.

Performing the Rite: The ritemaster drums, chants, dances or performs some other form of rhythmic noise and motion as she moves about the object or place to be awakened. The culmination of the rite is a loud howl, which is meant to shake the spirit free of sleep.

Dice Pool: Harmony

Action: Extended (15 successes; each roll represents one minute)

Roll Results

Dramatic Failure: All successes are lost, and the rite fails. The ritemaster may not attempt to awaken that particular spirit again for 24 hours.

Failure: No successes are added.

Success: Successes are gathered. When 15 or more are accumulated and the rite is performed on a mundane item or place, it wakes the potential spirit within. The item then possesses a spirit analogue in the Shadow Realm.

When performed on an animal, this ritual "wakes" a Gaffling related to that animal in the spirit world. The Gaffling isn't directly connected to the animal in question, though, and it doesn't have to remain in the animal's area. For example, performing the rite on a Doberman pinscher wakes a dog-spirit that might not necessarily look like a Doberman.

A newly awakened spirit is always a Rank 1 Gaffling with average traits for its class (see p. 279). The rite cannot be performed on sentient creatures such as humans, or on objects or animals that already have awakened spirits associated with them. The ritemaster gains a +1 to all rolls to influence the newly woken spirit, including Gifts and rites, for the duration of the scene in which this rite is performed. Although the spirit doesn't always show gratitude, it's usually slightly suggestible for the first few hours of its existence.

Exceptional Success: Several successes are gained at one time. If 20+ are accumulated, the spirit has an increased chance of being positively disposed toward the ritemaster.

Fetish Rite (●●●●)

The Fetish Rite is a complex and subtle ritual with untold thousands of variations, but the intended result is always the same — the creation of an object empowered by a spirit bound within. A properly created fetish can call on strange powers that no mundane object can emulate, but only if the spirit within is properly appeased.

The Fetish Rite requires a peaceful and at least marginally cooperative spirit to be on hand. That spirit might have been summoned with Call Gaffling or a similar ritual, it might have been captured by werewolves in an ambush, or it might simply have been persuaded to participate. If the spirit is a captive, it must be bound with the Bind Spirit rite.

The particular sort of spirit that must be bound in a given fetish is determined by the fetish's description. (See "Fetishes," p. 204.)

A hostile spirit bound into a fetish is likely to slowly corrupt that object, perverting its function and powers to match the spirit's anger over its imprisonment. In most cases, if the fetish item is broken, the spirit is freed. Most spirits do their best to remain free after a stint within a fetish, though some acquiesce to being bound again if properly appeased.

Performing the Rite: The object to become a fetish is placed at the center of a ritual circle. If the spirit is a hostile, bound spirit, the fetish focus had better be within the spirit's binding circle before the rite begins or the binding is broken when the object enters. A small amount of chiminage appropriate to the spirit is burned as appeasement. The ritualist expends some Essence to bind the spirit in place as he describes the fetish's purpose and powers in the First Tongue, and he walks an ever-shrinking circle around the spirit and the fetish. Over the course of the ritual, the spirit's substance decays and is visibly pulled into the item. When the rite is complete, the spirit is wholly bound.

As a general rule, the spirit bound in a given fetish must be of similar Rank to the fetish level. A one-dot fetish can be created with a Gaffling, while a three-dot fetish requires a Jaggling. The exception is five-dot fetishes, which require particularly powerful Jagglings (Incarnae cannot be bound by this rite). Sample fetishes are found on p. 204. Spirit Ranks are found on page 279.

Cost: 1 Essence per level of the fetish to be created

Dice Pool: Harmony

Action: Extended (15 successes + 10 successes per level of the fetish to be created; each roll represents one minute)

Roll Results

Dramatic Failure: All accumulated successes are lost; the vessel is ruined, and the spirit is freed from its binding.

Failure: No successes are added.

Success: Successes are added, and when the required number is accumulated, the fetish is created.

Exceptional Success: No additional effect beyond the several successes gained.

Suggested Modifiers

Modifier	Situation
+2	Chiminage is *very* valuable to the spirit
+1	Spirit is sympathetic to the werewolf or the werewolf's goals
+1 or more	The werewolf outranks the spirit*
+1	Chiminage is particularly valuable to the spirit
+1	The fetish vessel is of fine quality
+1	Werewolf's pack totem is of the same brood as the spirit
–1 or more	The spirit outranks the werewolf*
–1	The fetish vessel is poorly made
–2	Spirit is hostile to the werewolf or the werewolf's goals

*The werewolf's honorary Rank as determined by total Renown (see p. 272) is compared to the Rank of the spirit summoned. If the werewolf outranks the spirit, the Harmony

roll for the ritemaster gains a bonus equal to the difference. If a werewolf with a total of 4 Renown (equivalent to Rank 2) calls a lesser Gaffling (Rank 1), rolls made for the werewolf receive a one-die bonus. If the werewolf's honorary Rank is less than the spirit's Rank, the roll made for the ritemaster suffers a penalty equal to the difference.

Rite of Chosen Ground (••••)

Many werewolf packs shape their territory to suit their tastes. Physically, doing so might involve planting trees where more belong or slaughtering humans that detract from the territory's worth. Changes to the spirit world in a pack's territory take much longer to effect — with a few exceptions. The Rite of Chosen Ground is one. This ritual allows a pack to infuse the spirit reflection of its territory with the kind of Essence that members prefer, influencing the area's resonance and hopefully attracting specific sorts of spirits while repelling unwanted ones.

Performing the Rite: The Rite of Chosen Ground is usually performed as the culmination of a pack's efforts to shape its territory. (For more details on this process, see "Reshaping the Spirit World," p. 264.) The rite requires the presence of a locus as the focal point. The actual details of the rite vary greatly between packs, as the particulars depend on the sort of resonance the group attempts to invoke. For example, an effort to bring out the resonance of strength may involve rituals of mock combat, heavy exercise and the erection of standing stones or other large monuments that attest to the power of the builders. Invoking a resonance of fear in an attempt to discourage humans and others from entering the pack's territory might involve carefully orchestrated (but random-seeming) acts of violence or ritually causing Lunacy in humans. The pack engages in appropriate activity for four hours each night or day, culminating with an hour of elaborate ritual led by the ritemaster.

Dice Pool: Harmony

Action: Extended (50 successes; each roll represents one day's worth of effort.)

Roll Results

Dramatic Failure: All successes are lost. The botched rite might attract the attention of a powerful antagonistic spirit that attempts to claim the area for its own.

Failure: No successes are gained at this time.

Success: Success are gained, and if the total is accumulated, the local flow of Essence is adjusted, bringing out the desired resonance. For the next year, all pack members and spirits that are either allied with the pack or with the resonance in question (such as fear-spirits in an area dedicated to a resonance of fear) gain a +1 bonus to all rolls that involve appropriate activities. For example, if the pack works hard to create an area with a resonance of healing, +1 is added to rolls involving Medicine for members and allied spirits. If the pack creates an area with the resonance of fear, one extra die is added to any rolls to intimidate or terrify adversaries.

The effects of the rite apply over an area equal to triple the radius of a locus' influence. (See "Loci," p. 261.) If the rite is enacted with a two-dot locus at its center (five yards of influence), the pack members receive the benefits whenever they're within 15 yards of the locus. Obviously, large and powerful loci extend the rite's influence to a great distance, further increasing the demand for such potent places of power.

The Rite of Chosen Ground's effects last for an entire year unless the pack neglects its territory such that the influence of the chosen resonance would fade. The ritual's effects can also be undone by appropriate changes to the territory.

Exceptional Success: Several successes are gathered in a short time. If 55+ are accumulated, the chosen bonus is +2 for 24 hours after the rite's completion. After that time, it becomes a one-die bonus.

Drawing Down the Shadow (•••••)

The origins of this rite are lost in prehistory. However, lore states that it was learned after the murder of Father Wolf and the rise of the Gauntlet, as a desperate measure learned to keep the physical and spirit from drifting too far apart.

This powerful mystical rite allows werewolves to pour Essence into an object and create a locus, a place where the spirit world is close to the physical. The rite is difficult to master and never performed lightly, for the consequences are potentially very dangerous. A new locus can be a valuable resource, or it can be a gateway through which new threats bleed into the world from the Shadow.

This rite requires a significant amount of Essence to enact; the object must be saturated with spiritual energy before the peak of the rite's power can forge it into a beacon of Essence in its own rite. As few packs are able to muster the amount of Essence required from their personal reserves — and fewer still would willingly leave themselves so vulnerable by doing so — the rite incorporates the use of touchstones. The spirits invoked vary from place to place - a wise ritemaster will call on spirits that are strong locally, yet will not call the names of spirits that might prove powerful rivals for the new locus.

Loci are described in Appendix One, beginning on p. 260.

Performing the Rite: The ritemaster must select an appropriate object to be the focus of the rite; an object that might over time have become a locus in its own right is ideal. The pack piles their collection of touchstones around the object to be empowered in something of a loose cairn. Then, each werewolf participating in the rite cuts their palm and lets a measure of their blood run onto the assembled touchstones. The ritemaster dips a claw into the blood, and paints a series of glyphs surrounding the locus to better channel the Essence.

Surrounding the core of the ritual is an exhausting and time-consuming series of chants, dances, howls and even impromptu ritual combat meant to increase the flow of emotional energy in the area. The rite is half-improvised. The ritualist knows the common themes that must be included in the pack's efforts, and leads the group through them. The

culmination of the rite is a great howl that lances across the Gauntlet into the Shadow, and binds flesh together with spirit in the form of a new locus.

This rite cannot succeed in the area of influence of a Barren.

Cost: 10 Essence + 20 Essence per level of the locus to be created.

Dice Pool: Stamina + Occult / Harmony

This rite is particularly grueling, and requires multiple rolls. The rite itself requires an extended Harmony roll, with the locus coming into being once the appropriate number of successes has been earned. However, for every hour that passes a Stamina + Occult roll must be made every hour for the ritualist and each werewolf who assists in the performance. Penalties accrue as the performance proceeds: –1 for each two hours that pass after the first. Thus: –1 after the second and third hour, –2 after the fourth and fifth hour, and so on. Teamwork doesn't apply to this roll. Each werewolf attempts to hold up his own end of the rite. Each failure on this roll levies an additional –2 penalty to the next Stamina + Occult roll made for the character. A dramatic failure means the werewolf collapses from exhaustion. If the character leading the rite collapses from exhaustion, the rite fails automatically.

However, each participant that successfully aids the ritual will generate extra Essence for the purpose of creating the locus. Each werewolf apart from the ritemaster who continues to participate will add one Essence per hour for the purposes of feeding the cost of the rite. This Essence cannot be spent in any other way. In addition, each participant (including the ritemaster) may spend their own Essence to feed the rite: up to three Essence during the ritual bloodletting, and one additional Essence per hour of participation.

Action: Extended (20 successes + 5 successes per level of the locus to be created; each roll represents one hour)

Roll Results

Dramatic Failure: The rite has been disrupted, and the ritemaster must begin again. Any Essence spent during the bloodletting stage of the ritual or in the hours leading up to the dramatic failure is lost.

Failure: No successes are added to the rite, although the ritemaster and participants may still spend Essence during this hour.

Success: Successes are gained, and if the total becomes 25 successes, the object becomes a one-dot locus. The ritemaster may continue the rite if he so chooses; each additional 5 successes and 20 Essence will raise the locus' power by a dot, presuming that the ritemaster doesn't collapse from exhaustion.

The benefits of a locus are described on p. 260.

Exceptional Success: No additional benefit apart from gaining more successes in a short time.

Rending the Gauntlet (•••••)

With the rise of the Gauntlet, the Uratha lost the ability to walk freely between flesh and spirit as their progenitor did. Now werewolves require the presence of a locus, where the spirit world is naturally close, to cross between worlds. Powerful werewolves are capable of overcoming this limitation, however, forcing their way through the Gauntlet even away from a locus. This rite is one of the means they use to do so. By Rending the Gauntlet, a werewolf weakens the wall between the worlds for a moment, allowing him and his pack to enter or leave the Shadow.

Performing the Rite: The ritemaster must be in Dalu form to initiate this rite, as it requires claws more substantial than a human's nails. The ritualist claws at the air in a series of passes, tracing mystical symbols. As the rite progresses, he begins to feel more resistance under his claws, as he cuts his way deeper into the Gauntlet. At the height of the ritual, the barrier between the worlds becomes a soft membrane that he and his pack can push through.

Dice Pool: Harmony

Action: Extended (20 successes; each roll represents one minute's effort)

Roll Results

Dramatic Failure: All successes are lost and the Gauntlet regains its strength. A hostile spirit might slip through the Gauntlet just before the weakened spot heals.

Failure: No successes are gained.

Success: Some successes are accumulated. If the required total is gathered, the werewolf opens a temporary passage through the Gauntlet, allowing his entire pack to enter or exit the spirit world. The passage remains open for one turn, after which it reseals itself. Any nearby spirits may attempt to use the passage as well, although most don't choose to do so. (They recognize the sign of a pack of Uratha about to cross the Gauntlet, and are usually unwilling to directly antagonize werewolves.) Humans, vampires and other denizens of the physical realm without Essence can attempt to pass through as well, but doing so requires the expenditure of a Willpower point and a successful Composure + Resolve roll.

Exceptional Success: Several successes are gathered in a short time. If 25+ are accumulated, the passage opens with even greater speed, which is perceptible to spirits on either side as sign of a powerful entity forcing its way through. Most spirits flee the area, giving the ritemaster and his pack a bit more breathing room. Otherwise, the passage functions as described.

Suggested Modifiers

The modifiers that correspond to the Gauntlet's relative thickness (see p. 251) apply to this rite even if it's performed in the spirit world.

CHAPTER III

Special Rules and Systems

The Beshilu swarmed into view, scuttling up the girders with nauseating agility. Someone watching from far away might have mistaken them for werewolves like Elias (albeit smaller ones), but Elias was under no such impression. He knew all about these disgusting vermin and the twisted hellholes they came from. This particular nest had chewed through the Gauntlet down in the sewers and loosed a horde of shigella-, cholera- and dysentery-spirits into the world. People and animals had fallen sick as the spirits fled in all directions, and the pack had spent weeks wiping them out and tracing their point of incursion. Doing so, they'd discovered the Beshilu nest, and their plan to deal with that nest had culminated in this moment. Elias had gone down into the sewers alone in human form, gotten the Beshilu's attention, then let the vermin chase him out. He'd emerged from a manhole near this empty construction site and climbed up into the rising steel skeleton to wait.

The first Beshilu's eyes widened when it approached and Elias changed into his Gauru form. It wisely tried to flee then, but Elias grabbed its meaty tail and hurled the beast into space before turning to meet the rush of the next one. Its step faltered, and the fear in its ugly red eyes filled Elias' mind with sweet music. He leaped forward and smashed that one's snout into an I-beam. Another tried to leap on him from behind, and Elias' jaws snatched it out of the air and tore its throat out. He spat, and the Beshilu fell twitching and gurgling into the gutted building.

They kept coming, but that was all right. A howl from below let him know that his packmates were climbing up toward him. The Beshilu had nowhere to run.

"The demon wolf is not evil unless the man he has bitten is evil."
— Dr. Alezias, Wolf

Werewolves are capable of the same sorts of tasks that any human can undertake. They can think, reason, use weapons and technology, and keep records and traditions. They have developed a rich and complex tribal society — all while staying out of humanity's sight — and are just as capable of familial and societal bonds as any person. The packs that werewolves form are bound not only by packmates' personal feelings for each other, but spiritually by a totem. The People have lost much of their spiritual favor and are at odds with entire tribes of their brethren, but they have advantages that no other beings can match.

Old, whispered legends around a campfire eventually gave way to depictions of werewolves on the silver screen, but both of these sources said roughly the same things. Werewolves are monsters, men who change into wolves and feast upon humanity. They can shrug off nearly any wound — some legends even depict werewolves as *unable* to die, even if they desire it. While these legends are, of course, tainted by human interpretation, a surprising amount of fact has filtered down through fireside tales. Werewolves are shapeshifters first and last, who can indeed absorb immense physical punishment before dying.

Humans might see werewolves as slavering beasts in their legends, but in truth, humans rarely see werewolves at all. When they do, the experience is typically filtered through the lens of Lunacy, the madness that werewolves inflict on humanity. This might seem cruel, but as any werewolf will explain, it's preferable to the alternative. The Oath of the Moon demands that werewolves must remain hidden from the human herd, and spirits seem to agree. A human who isn't affected by Lunacy is likely to be slain, and this, too, is in keeping with the Uratha's morality. Both Lunacy and Harmony are discussed in this chapter.

Finally, we look at the social aspects of life among the Uratha. This chapter includes an in-depth discussion of how werewolves go about finding pack totems and how players go about building their characters' totem spirit. Also, we look at how werewolves rise in standing in their brutal society, and what that means in terms of both Storytelling and game mechanics.

Regeneration

Werewolves are capable of absorbing huge amounts of physical punishment without dying. Their bodies quickly rebuild, with even deep gashes and broken bones healing in minutes, leaving no lasting indication. While werewolves can be killed by conventional means, it's much more likely that an assailant simply sees an Uratha slump over and change to human form… and then is unpleasantly surprised when the werewolf flies into frenzy again a moment later. Only silver provides a reasonably foolproof method of slaying werewolves.

• Regeneration, like healing, always occurs from right to left on the Health chart. Bashing wounds are regenerated first, then lethal wounds.

• Regeneration always occurs at the beginning of a character's action in a turn.

• All werewolves regenerate one point of bashing damage *per turn*. This healing occurs regardless of whether an Uratha rests. She regenerates bashing damage at this rate even in the heat of battle, as an automatic, reflexive action.

• An Essence point may be spent for a werewolf to regenerate one point of lethal damage. This is a reflexive action. If a character's Primal Urge is sufficiently high that multiple Essence can be spent in a single turn (see "Primal Urge" p. 76), one Health point lost to lethal damage can be regenerated per point spent. A player may even spend Essence reflexively to regenerate points of lethal damage when her character is unconscious and bleeding to death. Healing any lethal wounds by spending Essence replaces the bashing wound that would normally be recovered in a turn. That is, a bashing and lethal wound aren't both healed in the same turn.

Without the expenditure of Essence, werewolves heal lethal damage as quickly as humans heal bashing damage: One lethal wound is healed every 15 minutes.

Regenerating lethal damage (by spending a point of Essence or not) can break the "right to left" rule for healing somewhat. A werewolf might have several bashing wounds on the right side of her Health chart, but when a lethal wound is healed, a Health box to the left is cleared before all those bashing injuries are alleviated. When your character has multiple lethal wounds, the rightmost of them is always healed when a point of Essence is spent.

Say your character's Health chart looks like this:

● ● ● ● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○
⊠ ⊠ ⊠ ⊠ ⊘ ⊘ □ □ □ □ □ □ □ □ □

She would normally recover from the right two bashing wounds in two turns. So, after one turn her chart would look like this:

● ● ● ● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○
⊠ ⊠ ⊠ ⊠ ⊘ □ □ □ □ □ □ □ □ □ □

And after the second turn it would look like this:

● ● ● ● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○
⊠ ⊠ ⊠ ⊠ □ □ □ □ □ □ □ □ □ □ □

Rather than wait two turns, however, you spend a point of Essence to regenerate one of her lethal injuries. In that turn, no bashing wound is healed, but her rightmost lethal wound is. So, her chart goes from this:

To this:

The rightmost lethal wound in the middle of her Health chart is erased, and all injuries to the right of it shift left to "close ranks." No blanks are left in your character's chart.

You could now allow your character to regenerate her bashing injuries normally at a rate of one point per turn, or you could spend another point of Essence in the next turn to recover her remaining lethal injury. Doing the latter would make her Health chart look like this:

If your character's Primal Urge is sufficiently high that you can spend two or more Essence in a single turn, you could also spend two points to regenerate her two lethal injuries in one turn. Her Health chart would, therefore, go from this:

To this:

• Werewolves don't regenerate aggravated damage. They must let it heal naturally (at the same rate that humans heal aggravated damage) or use supernatural means such as the Rite of Healing.

• Regeneration occurs regardless of form (see p. 170). A werewolf in Hishu form heals just as quickly as one in Gauru form. This is one of the reasons that werewolves cannot continue on in their human lives after the Change as if nothing had happened. It's all too easy to suffer an accident and then heal rapidly in front of witnesses, thus jeopardizing the secret existence of the People.

• Werewolves who haven't yet undergone the First Change heal as humans do.

• If a werewolf is knocked unconscious or killed, she immediately reverts to Hishu form.

• Some forms grant a character extra Stamina and/or Size dots. That means Health dots increase while those forms are maintained, the bonus ones being added to the right end of your character's Health chart. If wounds are incurred in the corresponding extra boxes, your character risks unconsciousness or even death if he assumes a form that grants fewer Health. (See "Shapeshifting" for information on how to handle Health and changing forms.) To avoid such a fate, a werewolf usually seeks to regenerate harm suffered in extra Health boxes before assuming a form with less overall Health. Choosing the time and place to assume a "lesser" form is not always an option, however, especially in the case of Gauru form. (See p. 172 for rules on how long Gauru form can be maintained.)

• Werewolves are immune to conventional infection, sickness and disease. They can still be affected by illnesses that are supernatural in origin, however.

• A werewolf who possesses the Quick Healer Merit (**World of Darkness**, p. 113) heals lethal damage at the rate of one point every eight minutes, and one point of aggravated damage every four days. The ability to regenerate bashing damage or to heal lethal damage by spending Essence is unaffected.

Silver

Legend holds that when Luna heard of the death of Father Wolf, she flew into a rage and cursed every one of her wolf-sired children for the deed. Silver, the metal most sacred to Luna, began to burn her werewolf descendants with a touch. Though her Lunes have since brought a message of partial forgiveness to the Forsaken, the great curse spoken long ago cannot be lifted entirely.

Weapons made of silver, such as bullets, inflict aggravated damage on werewolves rather than the normal bashing or lethal. If an opponent shoots a werewolf with a silver bullet and inflicts three points of damage, the werewolf takes three points of *aggravated* damage rather than lethal. The silver must be in pure form to have any adverse effect. Alloys, electroplated coatings and compounds such as silver nitrate are painful and irritating to a werewolf, but they don't inflict additional damage. As a silver weapon has no real purpose other than killing other werewolves, it's a sin against Harmony to wield a silver weapon in battle, and a lesser sin to even carry one (see Harmony, p. 180).

Silver isn't the best metal for bullets or weapons, though. Any weapon of sufficiently pure silver to cause aggravated damage to a werewolf suffers a –1 penalty to its damage rating; thus, a silver bullet fired from a heavy revolver would add 2 dice to a character's dice pool rather than the usual 3 for a heavy revolver.

Silver doesn't inflict damage by simple contact. It's said that once even touching silver could injure an Uratha, but that the intercession of Luna and the gift of auspices has lessened the curse. Yet it's also rumored that the Pure Tribes, who didn't demand absolution from Luna, confident that they don't need it, didn't receive a lessening of the curse. Some Cahalith claim that the Pure are still burned by the very touch of silver, even when it's

not in the form of a weapon. Though it's uncertain how true these rumors are, it seems odd that the Pure never bring silver weapons on their hunting parties against the Forsaken.

Remember that suffering aggravated damage, whether from silver or any other attack, threatens a bout of Death Rage in a werewolf. See the rules on Death Rage on p. 173.

Shapeshifting

The defining facet of the Uratha is their ability to change forms. All werewolves are capable of assuming five different forms, each of which has different strengths and provides different modifiers to a character's traits.

To change shape, an Uratha draws on the supernatural power that infuses his body, making his form protean like quicksilver, forcing muscle and sinew into the desired shape. While most werewolves consider the five forms each Uratha inherits sufficient, some delve into the possibility of assuming other forms. Such Uratha can hail from any tribe, and are often found conversing with Lunes, trying to attain the true freedom of shapechanging said to be the province of Mother Luna.

System: Shapeshifting requires a Stamina + Survival + Primal Urge roll (using the character's base Stamina in Hishu form) as an instant action. Success allows an Uratha to shift to any form she desires. An exceptional success on this roll allows the character to shift forms as a reflexive action and take another action in that turn. Alternatively, a player may spend a point of Essence for the character to change shape as a reflexive action with no need for a roll. Uratha may also change shape as a reflexive action, without a roll or point expenditure, while their moon is in their auspice phase. Returning to Hishu form is always a reflexive action with no roll or point expenditure necessary, as it's the form with which werewolves are most familiar.

Trait modifiers listed for the given forms always apply to the character's base dots in Hishu form. A character who is in Gauru form and shifts to Urshul form doesn't get the trait bonuses of both forms. The Urshul form modifiers are simply applied to his Hishu traits. The minimum to which a trait can drop is 1; a character cannot fall to 0 Manipulation by shapeshifting. Advantages such as Speed that are determined by adding dots in a character's traits also receive bonuses in various forms. A Speed modifier listed is applied to a character's standard Speed in Hishu form. (Any bonuses to Strength and/or Dexterity listed for a particular form are already accounted for.) Therefore, the +7 bonus to Speed in Urshul form already takes into account the +2 increase in Strength and the +1 increase in Dexterity, with an additional bonus based on the build of the form.

Defense is always the lower of either Dexterity or Wits, as measured by a character's Dexterity in his current form. A character with Dexterity 2 and Wits 3 has a Defense of 2 in Hishu form. When he shifts to Urshul form, his Dexterity improves to 4. His Defense is now 3, as his Wits is lower than his Dexterity.

Due to increases in Stamina and Size, some forms grant additional Health dots while such a form is maintained. These dots are added to the right end of your character's Health chart. Wounds suffered in corresponding boxes cycle back into his Health chart when he assumes a form with fewer overall Health. That is, those "unaccounted for" injuries push existing, less severe ones right off his Health chart, or if his Health Chart is full of injuries they upgrade the least severe wounds he has. See "Temporary Health Dots" in the **World of Darkness Rulebook**, p. 173, for more information.

If a character possesses any Fighting Style Merits, they are usable only in Hishu and Dalu forms. The other forms are too unlike human anatomy for the character's fighting arts to do any good, and it's particularly hard to focus on a disciplined fighting style while Raging.

If a werewolf is knocked unconscious or killed, he immediately reverts to Hishu form.

Hishu — The Human

In this form, the werewolf is indistinguishable from a normal human to casual observation, and even supernatural attempts to detect him for what he is suffer a –2 modifier. Legends about fingers being the same length or eyebrows growing together are false. (Some werewolves display such features, but no more often than normal humans do.) Uratha don't inflict Lunacy in this form.

Werewolves are usually lean and healthy-looking in Hishu form. Werewolves can speak a rough form of the First Tongue in Hishu form, but their mouths cannot clearly form the more challenging growls or subvocalizations, so enunciation isn't perfect. A werewolf in Hishu form may attempt to bite someone just as a human might, but he must first achieve a hold on his target through a grapple (see "Grapple" in the **World of Darkness Rulebook**, p. 157).

Traits: No modifiers

Dalu — The Near-Human

Stronger and tougher than Hishu form, but still small enough to barely pass for human, Dalu is many werewolves' form of choice for brawls involving normal people (or playful cubs). Dalu adds four to six inches in height and approximately 25-50 pounds of muscle mass to the Hishu form's size. Body hair thickens and facial hair becomes prominent (noticeable even on women). Facial features become angular and lupine, and the werewolf exhibits subtle wolf-like behavior. She might bare her teeth when she's angry or aggressive, or pant slightly when excited. Fingernails elongate, as do canine teeth (though neither reaches a length that allows the werewolf to inflict any special damage). In poor light, the werewolf simply looks like a large person with unusually angular features, but in plain sight, witnesses can observe the bestial light in the werewolf's eyes. A werewolf in Dalu form inspires Lunacy, but to a limited degree. Human observers are treated as having four more dots of Willpower (to a maximum of 10) for purposes of determining Lunacy's effects (see p. 176).

The senses improve in Dalu form. While they don't approach the keenness of Urhan form, an Uratha in Dalu form can track a person by the scent of his cologne or identify a particular car by the sound of its engine. In game terms, the player gains a +2 modifier to all perception rolls. The character may also track by scent (see p. 178). A werewolf in Dalu may attempt to bite as a human might but must first achieve a hold on a target through a grapple.

The werewolf can speak human languages, but not perfectly. A distinct growl creeps into the voice, garbling words. Yet the werewolf can speak the First Tongue with less difficulty, as the inhuman growls and vocalizations that make up part of the language are easier to achieve. Werewolves don't assume this form for diplomacy or conversation; it's simply a means to improve an Uratha's might without immediately inflicting Lunacy on observers.

Traits: Strength +1, Stamina +1, Manipulation –1, Size +1, Health +2, Speed +1, +2 to perception rolls

Gauru — The Wolf-Man

The nightmarish might and ferocity of the Gauru form is difficult to reconcile with the Forsaken's origin stories. The romantic legends about Father Wolf and Mother Luna seem faraway and uncertain in the harsh light cast by the fires of Rage. A werewolf assuming Gauru form gains between two and three feet in height (few werewolves stand taller than 10 feet in this form) and 200 to 250 pounds of muscle mass. The body is covered in fur that shares coloration with the Urhan form, and the head is that of a monstrous wolf, although the Gauru form remains capable of bipedal travel and retains opposable thumbs. The werewolf's arms elongate and hands end in wicked claws. A Gauru werewolf is capable of biting a man's arm clean off with its powerful jaws. While not as perceptive as Urhan form, Gauru form benefits from increased olfactory and auditory senses. Players add three bonus dice to all perception rolls in this form. The character may also track by scent (see p. 178).

Gauru form is sometimes called "the war form", and for good reason. While in Gauru, a werewolf is subject to Rage — a near-frenzied state of mind that both aids and limits him. Not only does a werewolf in Gauru gain incredible Strength and Stamina just from the sheer power of the form, but the Gauru mind and soul are filled with a fury that grants additional force. For the most part, this is a devastating capability and benefit that allows werewolves to lay their foes to waste. Barely any creature could stand up to and survive a combat with an enraged Uratha in Gauru form. Yet the form and state of mind have their price.

Claws and teeth in Gauru inflict lethal damage, unless the werewolf uses the Savage Rending Gift (see p. 115). A Gauru-form werewolf can make a bite attack without first having to grapple the target. A claw attack performed in Gauru adds one bonus die. A bite adds two. The character causes Lunacy in this form with no modifiers to human onlookers' Willpower (see p. 176).

In Gauru form, a werewolf ignores wound penalties to dice pools until a wound is marked in his rightmost Health box. Until then, he simply doesn't register pain. Stamina rolls to remain conscious aren't made when a bashing wound is marked in a werewolf's rightmost Health box. He remains conscious automatically, collapsing only when a lethal or aggravated wound is marked in that box (and the character is dying or dead).

Willpower can be spent normally while Rage applies to gain dice-pool bonuses and modifiers to Resistance traits such as Resolve, Composure, Stamina or Defense.

In any turn in which he is in Gauru, a werewolf must attack something (providing an enemy is in reach) or spend the turn traveling to the nearest visible enemy. A werewolf in Gauru may choose to throw an object as an attack (if he can reach the nearest visible enemy with a thrown object) instead of spending the turn traveling. If no enemy is visible, but the werewolf is still in combat (for example, when fighting a mage striking from the cover of an invisibility spell), the werewolf must take out his frustration on something — a parked car, a fallen foe, whatever is convenient. Werewolves in Gauru can still discern friend from foe, or a fallen enemy from one that's still a threat, and can choose which foe to attack if multiple options are available.

If a werewolf attempts to take some other action besides attacking or moving toward a visible enemy — say, to read a newspaper headline, say a few words to someone or save a child in traffic — the player must make a Resolve + Composure roll as a reflexive action. Success means the werewolf maintains control of himself and may act freely for one turn. Failure means the character enters Death Rage (see p. 173). This rule also applies to the use of Gifts and fetishes. They cannot be resorted to without a successful Resolve + Composure roll, with one exception. A werewolf in Gauru may use a Gift or fetish that requires only a reflexive action to activate and that directly supplements his ability to make an attack. A werewolf in Rage could use the Death Grip Gift, as it's reflexive and aids an attack, but he couldn't use Double Back (which is defensive in nature) or Thunderbolt (which requires an instant action).

While in Gauru form, a character cannot attempt Mental or Social tasks (not including Gifts). He can growl a quick threat (with a successful Resolve + Composure roll), open a door or do things that are easy enough not to require a Skill or Attribute task (and that involve attacking or getting to an opponent), but he cannot do anything complicated. He effectively has zero dots in the appropriate Attribute and Skill, so any roll fails automatically. Resolve, Composure and Intimidation-based rolls are the only exception, and aren't penalized.

Human speech is difficult in Gauru form. A Resolve + Composure roll allows the werewolf to manage a couple of short words ("Fresh meat," "Die now," or other intimidating phrases are the most common choices). A werewolf in Gauru can speak First Tongue fluently, but usually has little call to do so. He cannot use complex tools (guns, bows, computers, cars — anything with mechanical or moving parts), not even if a successful Resolve + Composure roll allows an action that doesn't involve an attack. A bludgeoning weapon such as a chunk of lamppost or a thrown trash can is about as complicated a tool as he can manage in his state of mind. Potentially worst of all, the character is at a –2 penalty to any rolls made to resist Death Rage.

An Uratha cannot stay in Gauru form indefinitely. The strain of Rage is just too powerful. A werewolf can remain in Gauru form for a number of turns equal to his (Hishu) Stamina + Primal Urge. After that time, he can no longer maintain Gauru, and the player must make a shapeshifting roll (Stamina + Survival + Primal Urge) or spend an Essence point to shift to the form of his choice. If the roll fails, or if he chooses not to roll or to spend Essence, the character reverts to Hishu form automatically — which can be dangerous, considering the sudden loss of added Health. A werewolf may also leave Gauru form before he is forced to, shapeshifting as normal, as long as the character isn't subject to Death Rage.

A werewolf's nearness to Luna grants him additional strength. During a werewolf's auspice moon, the blessing of Luna is strongest. The player may add his dots in his auspice-affinity Renown (the primary trait based on auspice) to the time limit for remaining in Gauru form. For example, when the moon is full, a Rahu may remain in Gauru for a number of turns equal to Stamina + Primal Urge + Purity.

Once a character leaves Gauru form, he cannot *voluntarily* assume it again for the remainder of the scene. If he is driven into Death Rage later on in the same scene, however, he automatically assumes Gauru form to unleash his berserk wrath.

Traits: Rage invoked, Strength +3, Dexterity +1, Stamina +2, Size +2, Health +4, Initiative +1, Speed +4, Armor 1/1, inflict lethal damage (+1 bonus to claw attacks, +2 to bite attacks), +3 to perception rolls, wound penalties ignored and no unconsciousness rolls made, –2 to resist Death Rage, fail most Social and Mental tasks

Merits such as Fighting Finesse (**World of Darkness Rulebook**, p. 110) that involve delicacy or precision of action, mind or behavior don't apply when in Rage.

Urshul — The Near-Wolf

Like Dalu form, Urshul is an intermediary form with a measure of supernatural strength balanced with a touch more control. Whereas Dalu is handy for gaining physical strength while retaining a semblance of humanity, Urshul allows a werewolf to use some of the strength of Gauru along with the speed of Urhan.

In Urshul form, a character becomes a huge wolf ranging from three to five feet at the shoulder and from six to eight feet in length. The head is massive and the shoulders stocky, allowing the Urshul to tear huge hunks of flesh from an enemy. The Urshul has the same coloration as Urhan form. Human speech is impossible in Urshul form, but the character can communicate using the First Tongue with limited facility. The shape of the body and scents emitted allow for the communication of quick, simple ideas within a group of werewolves the character knows well (i.e., her pack).

As in Gauru form, characters in Urshul gain three bonus dice to all perception rolls. They may also track by

scent (see p. 178). The claws and teeth of an Urshul-form werewolf inflict lethal damage, and werewolf can use a bite attack without first having to grapple an opponent. The form inflicts Lunacy, but witnesses are treated as having two more dots of Willpower (to a maximum of 10) for purposes of being affected (see p. 176).

Traits: Strength +2, Dexterity +2, Stamina +2, Manipulation –3, Size +1, Health +3, Initiative +2, Speed +7, +3 to perception rolls, inflict lethal damage

Urhan — The Wolf

This form usually appears to be a normal red or gray wolf, though werewolves born to bloodlines from areas where there are no indigenous wolves may have Urhan forms that resemble other wild canids, such as the occasional African-American werewolf with a Urhan form like a Cape Hunting Dog. The Urhan form is that of a wild beast and can only be mistaken for a domestic dog by people who don't know the difference between a feral-looking dog and a wolf. Like Hishu form, Urhan is an effective means of camouflage. Supernatural attempts to detect an Urhan-form werewolf's true nature incur a –2 penalty. While not equipped to wreak the kind of carnage that the Gauru or Urshul can, packs of wolves can bring down prey much larger than themselves, so the potential of the Urhan form in combat shouldn't be overlooked. The real advantage to this form lies in its speed and perception. Wolves are superb trackers and can sprint quite effectively when necessary.

Werewolves in Urhan form can communicate with normal wolves, although human-born Uratha must learn to let instinct take over in order to do so effectively. Until they do, they tend to have trouble coping with the sensory overload from increased perceptions, and deciphering the body and chemical language from other wolves. (This is generally reflected as a –1 to –3 penalty to Social rolls made to influence wolves until the character has spent sufficient time around wolves. Usually a couple of weeks of regular contact will suffice). Werewolves in Urhan form are incapable of human speech but can use the First Tongue somewhat. (Anything more complex than "Follow me" or "Danger ahead" requires a successful Manipulation + Expression roll.) They may also use "wolf-speak" to communicate basic concepts with one another. Manipulation rolls made to interact with humans fail outright, but Presence-, Composure- and Intimidation-based rolls still apply.

Urhan-form werewolves inflict lethal damage with a bite. The attack can be made without first having to grapple an opponent. Uratha don't inflict Lunacy in Urhan form.

The player receives four modifier dice to all Perception rolls while her character is in Urhan form. The wolf may also track by scent (see p. 178).

Traits: Dexterity +2, Stamina +1, Size –1, Initiative +2, Speed +5, +4 to perception rolls, inflict lethal damage with bite attack

Death Rage (Kuruth)

Death Rage, or *Kuruth,* is the werewolf at his most savage — ignoring mortal danger, desiring nothing but to feel his prey tear apart under his fangs and claws. The phrase "Death Rage" means many things to werewolves. It is a reminder of the death of Father Wolf and a warning of the death that follows in an enraged Uratha's wake. The truest meaning, however, is that succumbing to *Kuruth* is a loss of self akin to death — and that it courts the possibility of dying like a rabid beast instead of as a warrior or hunter. Each Death Rage could be a werewolf's last.

Entering Death Rage

A werewolf loses control of his anger and enters *Kuruth* when he's provoked beyond the bounds of self-control. When confronted with a particular stimulus that might cause a character to lose control, the player must roll Resolve + Composure for the werewolf to resist giving in. Success means the character can retain control, while failure means that he shifts reflexively into Gauru and enters Death Rage — even if he has already assumed Gauru form earlier in the scene.

The dangers of *Kuruth* are at their height during situations of life and death. The following stimuli can trigger a Death Rage check when a character is in combat:

- when a wound inflicts aggravated damage
- upon striking or being struck by an attack roll that is an exceptional success
- when a wound is marked in one of the character's last three Health boxes

The true horror of *Kuruth,* however, is that it can surface apart from life-or-death situations. For example, a werewolf can be driven into Death Rage by discovering that her boyfriend has been cheating on her, only to come to her senses covered in his blood and torn flesh.

Werewolves with high Harmony are at reduced risk of being driven into Death Rage in situations that aren't as critical as life or death. A low-Harmony werewolf sees every insult as an attack, every challenging stare as a direct threat. A werewolf who lacks the sort of self-knowledge and discipline that Harmony represents is on a hair trigger.

The following list details potential stimuli that might subject a werewolf to a Death Rage roll *when not in combat*. A player must make a check when faced with a provocation that matches his character's Harmony score, or any provocation *above* his Harmony score on the following chart. Therefore, a check to avoid Death Rage doesn't have to be made for a werewolf with Harmony 8 when injured by aggravated damage outside of combat, but a roll must be made for a bestial monster with Harmony 2 when he's humiliated, injured or betrayed.

Harmony	Minimum Stimulus
9–10	Loved one/packmate slain or badly injured; betrayed by loved one/packmate
7–8	Betrayed by ally
5–6	Injured outside of combat by an event that inflicts aggravated damage; loved one/packmate in danger
3–4	Humiliated or injured
1–2	Insulted; authority challenged

The Storyteller is the final arbiter of whether any stimulus is enough to potentially drive a character into Death Rage, and he may add other triggers to the list. The Storyteller should use best judgment on when to call for a Resolve + Composure roll. Too frequently, and the story bogs down in a mass of random acts of violence, potentially desensitizing the players to the most horrifying aspect of werewolf existence. Too rarely, and the players have no reason to fear their characters' extremes.

Virtues and Vices can change the chances of entering *Kuruth*, depending on the situation. A character with great Faith might find that his anger doesn't rise to the surface as readily in the comforting presence of something he believes in (such as a priest of the religion he practices). Or he might enter Death Rage more easily if an enemy firebombs a church or murders a priest. The Storyteller decides when a Virtue or Vice influences a Death Rage roll. If appropriate, the player gains or loses one die from his Resolve + Composure pool.

Eye of the Beast

It's possible that the powers of supernatural beings other than werewolves could provoke Death Rage among the Uratha. An example is vampires' Eye of the Beast Discipline (see **Vampire: The Requiem**, p. 134). That power and others like it apply to werewolves and their Death Rage quite easily. The werewolf subject goes berserk if the contested roll made for the Uratha fails, the dice pool determined by the power in question. The "Supernatural Conflict" section on p. 103 of Chapter Two addresses this very subject.

In the case of Eye of the Beast, if the werewolf loses the contest, he's assumed to flee in *Kuruth* as if one of his last three Health boxes contains a wound. If the contested rolls tie, the werewolf simply enters Death Rage. If the werewolf wins the contest, he remains in control.

The Effects of Death Rage

The roll to determine if *Kuruth* is invoked is made reflexively and immediately upon the offending event or circumstance.

Upon entering Death Rage, a werewolf automatically assumes Gauru form as a reflexive action (if he's not already in Gauru). The usual Stamina + Primal Urge limit on the number of turns spent in Gauru form is ignored. The character remains in Gauru for as long as the Death Rage lasts, which is normally for the duration of the scene.

While in the grip of *Kuruth*, a werewolf can't perceive other beings as anything other than moving shapes that his instincts guide him to attack. He attempts to destroy any potential target he can see, friend or foe. (The Storyteller determines who the creature's targets are randomly.) He typically keeps attacking one until it is knocked unconscious or killed, and then moves on to the next available target. This berserk state lasts until the end of the scene or the character suffers a wound in one of his last three Health boxes (when he would normally suffer a wound penalty). At this point, the instinct for self-preservation takes over.

A werewolf in Death Rage who has suffered a wound in one of his last three Health boxes isn't subject to wound penalties (as established under "Gauru — The Wolf-Man"). He is subconsciously aware of his danger, however, and is overwhelmed by the instinct to survive at all costs, an instinct that takes the form of pure fear. He runs as quickly as possible away from the source of the trouble. A fleeing werewolf in Death Rage attacks anyone who impedes his flight, although this is more with the intention of driving them out of his way than killing them. Once the character reaches a safe hiding place, he remains there until the episode passes (typically until the end of the scene).

If a werewolf succumbs to Death Rage in combat due to suffering a wound in one of his last three Health boxes, the flight instinct kicks in immediately.

Whether he's fighting or fleeing, a character in Death Rage is still subject to all the mechanical benefits of Gauru form. In addition, any attempts to mentally or socially coerce or influence the subject through Gifts, vampire Disciplines, mage spells or other means suffer a –3 penalty. It is exceptionally difficult to direct or halt the overwhelming fury of *Kuruth*.

The character is also subject to all the penalties of Gauru form, such as being unable to use complex tools or attempt most Mental or Social tasks, with an exception: A character in Death Rage who's driven to flee doesn't seek to attack something each turn (p. 172). In addition, a werewolf in Death Rage cannot use any fetishes or Gifts of any kind. Nor can Willpower points be spent for bonuses to dice pools or Resistance traits. The character's reservoir of self-control is utterly lost. Essence may still be spent to regenerate lethal wounds, and any Gifts or fetish powers that were activated before entering Death Rage last for their usual duration.

The effects of Death Rage persist for the remainder of the scene, though the Storyteller may allow an additional Resolve + Composure control roll once several turns have passed or if the character's packmates try to talk him down to end the state early.

If a werewolf ever suffers a wound that exceeds his Health dots (it would cause him to go unconscious or start bleeding to death), and the attack could trigger Death Rage (say, it's an exceptional success that inflicts five or more points of damage), the roll to resist *Kuruth* is made before the character is decreed unconscious or down. The timing of events here is important, because a character entering Death Rage gets four extra Health dots by virtue of assuming Gauru form. Those extra Health might allow him to remain conscious where he would have collapsed in another form. If the Resolve + Composure roll fails, the character enters Death Rage and assumes Gauru, potentially gaining more Health dots if he wasn't already in Gauru form. These extra dots might be enough to keep the character conscious. If the Resolve + Composure roll succeeds, the character remains under control, remains in his current form and doesn't go into *Kuruth*.

The player may choose to forgo the roll and have his character automatically fall into Death Rage. This has the advantage of keeping the character on his feet longer, but at the loss of control. A wounded character in Death Rage could get himself into an even more dangerous situation.

Spirits and Death Rage

The Shadow Realm seems to remember the death of Father Wolf and the rise of the Gauntlet all too well. Each time a werewolf falls into *Kuruth,* she echoes the moment of murderous rage that changed the world forever — and spirits hate and fear her for it. It drives a greater wedge between the werewolf (and her pack) and the spirits of the area.

Although there is no specific rules system to enforce this phenomenon, the Storyteller should feel free to play up the fact that each time a werewolf enters Death Rage in a chapter or game session, she earns more animosity from most spirits. Just as the first outburst of *Kuruth* separated the Uratha from their spirit kin, the killing fury of today's werewolves continues to mark them as Forsaken.

Lunacy

Human beings have long recognized the power of the moon to inspire them, to cause them to become contemplative… and to drive them mad. The Uratha benefit from a concentrated form of this power derived from their alleged spiritual mother, Luna. This power wraps around a werewolf like a cloak, infecting human observers with the same sort of insanity that causes them to become more violent under the full moon, to forget what the night led them to do. This madness — which humans vaguely recognize, as evidenced by their use of the words "lunatic" and "moonstruck" — is a weapon and a mask that Uratha use to conceal themselves.

Lunacy has the potential to affect any humans who witness a werewolf in any of the hybrid forms, Dalu, Gauru or Urshul. This isn't a power that werewolves turn on and off — it is constantly active while werewolves are in those forms. Indeed, it may be a weakness that lies within humans rather than a power that werewolves actively project. Nobody can truly say. Those affected by Lunacy are possessed by irrational fears. Most are likely to block out the memories of events — presuming they survive.

When a human observer clearly sees a werewolf in Dalu, Gauru or Urshul, he is affected by the Lunacy to a degree that depends on his Willpower dots. He might run in terror, curl up into a catatonic ball or even stand his ground. Lunacy is strongest when facing a werewolf in nightmarish Gauru form. Onlookers use the following chart to determine the effects, depending on their Willpower. An onlooker gains +2 to Willpower when observing an Uratha in Urshul form, and +4 to Willpower when he sees an Uratha in Dalu. The use of certain clearly supernatural Gifts, rites or fetishes, even when a character is in Hishu or Urhan form, might also trigger Lunacy (although onlookers are at +5 effective Willpower). This Willpower boost is only for the purposes of determining observers' reaction to Lunacy, and cannot take effective Willpower higher than 10.

If multiple Uratha make supernatural displays before human witnesses, the most overt prevails over all. So, if one character is in Dalu form, another is in Urshul and a third is in Gauru, all onlookers are subject to the effects caused by the Gauru werewolf. If he weren't present, the Urshul-form Uratha would make for the most daunting spectacle. All werewolves cause Lunacy, regardless of their fealty. Although the Pure reject Luna as a patron, a measure of her power and protection nonetheless seems to abide within them.

The results are as follows:

• **Willpower 1–2:** Most humans at this level have suffered great trauma or are impaired in some way. They lack even the slightest protection against Lunacy. An onlooker has no control over his actions and could go catatonic, suffer a heart attack, revert to animalistic behavior (hiding in dark places and snarling, tearing at his clothes) or perform practically suicidal actions in an attempt to escape (such as throwing himself out of a tenth-story window). Any actions taken suffer a –5 penalty out of fear. Victims don't remember the scene at all, and they refuse to believe any evidence that implies they were present at such a scene.

• **Willpower 3–4:** This is the level of the average to slightly below average human in the World of Darkness. Lunacy affects them as fear affects herd animals. Onlookers are likely to flee in abject terror and have no real control over their actions. All actions that might be taken (attempting to drive a car, climb a fence) incur a –4 penalty. Onlookers don't remember the event save in the most general sense, and they always rationalize it. ("Yeah, three years ago I saw this girl get attacked by some pit bull that had gotten loose. I'd rather not talk about it. It was pretty bad.")

• **Willpower 5–7:** Humans at this level have above-average strength of will, but still not enough to cope with the Uratha. A person is overcome with fear and attempts to flee in panic. She has some control over her actions, though. If she attempts to hide in a building, she has the presence of mind to lock the door. If the victim is cornered, she might fight, albeit in a berserk state. Any actions the person takes suffer a –3 penalty. She forgets the event unless she attempts to actively remember it (under questioning, for instance). Attempting to remember the event requires an Intelligence + Composure roll at a –3 penalty (see **World of Darkness Rulebook**, p. 44). Success on this roll allows the character to remember general circumstances, but not the true nature of the Uratha. An exceptional success allows her to remember with perfect clarity. A roll must be made each time she attempts to remember the scene, though. Her mind and soul *want* to forget.

• **Willpower 8–9:** Humans at this level have exceptional self-control. A subject still feels great terror and an almost irresistible desire to flee, but a Willpower point may be spent to retain control for a turn. Any actions suffer a –1 penalty, save in a turn in which a Willpower point has been. The victim always retains a hazy, nightmarish half-memory of the event, but she must make a conscious effort to focus directly on it. Attempting to remember the event requires an Intelligence + Composure roll at a –2 penalty. Success on this roll allows the character to remember the event, but not the true nature of the Uratha. An exceptional success allows her to remember with perfect clarity. This roll must be made each time the subject attempts to remember the scene.

• **Willpower 10:** The rarest of the rare, humans with this level of Willpower are practically made of iron. The subject is completely unaffected by the Lunacy. She has control over her actions and remembers the event as clearly as she remembers any other significant event in her life.

Even photographic records of the Uratha benefit from the protection of Lunacy to a limited degree. Although a snapshot taken of a werewolf in Gauru doesn't frighten anyone who looks at it, most humans (Willpower 8 or lower) simply refuse to believe that the picture could be more than a hoax.

No pack of Uratha should ever rely on Lunacy as their only method of avoiding detection. A human with high enough Willpower dots can shrug off the effects for a short time, and if such a person flees the scene, he might remember what happened and look for explanations. Revealing the Uratha's presence to humanity is a sin against Harmony (see p. 181).

All the tribes, and even the Ghost Wolves, are concerned by what might happen if humans were to discover the Uratha. Some werewolves believe that humanity would rise up, and the Forsaken would be forced to slaughter people by the thousands or be destroyed in protecting themselves. Others speculate that Luna, too, would turn her back on the People. Stories circulate of Uratha in olden times who revealed their true nature to their families or vil-

lages and found themselves cursed with permanent Lunacy, driven only to rend, kill and feast until nothing was left. Other tales speak of werewolves who gave confession and, like the Wolf of Gubbio who asked forgiveness of Saint Francis of Assisi, were deprived of their Rage, becoming docile as sheep for the rest of their miserable lives. More modern warnings postulate that as the human population has grown, the stakes have become correspondingly higher. Humanity knows little or nothing of the Shadow, but if humans became aware of the werewolves among them, how long would it take them to discover concrete proof of the it? How long after that, some Uratha ask, would it take humanity to bring its slash-and-burn mentality to the *Hisil*? Better, at least for now, to remain hidden.

Storyteller's Fiat

Sometimes things aren't as cut-and-dried as these Lunacy rules imply. Sometimes people remember spectacles in spite of themselves. The Storyteller may make a roll for any human observer to boost his or her Willpower temporarily. If a witness is granted this fiat, a Resolve + Composure roll is made. Success achieved are added to the subject's Willpower dots for this particular exposure to Lunacy. This fiat is usually granted for purposes of a character potentially becoming a threat to the Uratha, even if he isn't ordinarily a steely paragon of courage.

The Storyteller should exercise this fiat rarely, and with discretion. If too many humans are able to remember their experiences with the Uratha, it becomes hard to believe that werewolves have remained concealed for so long. It does, however, make a fine way of creating a new antagonist for a pack.

The Human Side

What does Lunacy feel like to the humans who experience it? Few are in a state to articulate their fear, but it takes various flavors, depending on the form a werewolf is in. If a person is subject to Lunacy due to a werewolf in Dalu form, the fear is akin to that felt regarding dangerous people, of becoming prey to another person's appetites. If an Urshul-form werewolf triggers Lunacy, it awakens memories of nights when predators actually stalked humans for food. But Gauru triggers a surreal, nightmarish fear that is beyond simple. The onlooker *knows* that the beast is coming to eat him, but he's never seen such a creature before or imagined that it could possibly exist. The werewolf is that inescapable beast that haunts dreams — unreal, yet present in the flesh.

Those who are affected by the Lunacy by watch-

ing a werewolf in human or wolf form use an obviously supernatural power (such as a Gift or rite) have almost no frame of reference. They suffer similarly to those who see a Gauru-form werewolf.

Mass Lunacy

If a werewolf induces Lunacy in a crowd, the effect runs the risk of backfiring. A crowd stricken with fear might become an angry mob or a panicked stampede. The Storyteller should make a Resolve + Composure roll for the human with the highest Willpower in the crowd. Success indicates that the person may direct the crowd to some degree. If he simply wants to save himself, the entire crowd follows his lead, but if he is driven violent with fear, the mob might turn against the werewolf. Members of the crowd probably still have problems understanding or remembering exactly what's happening, but they could be incited to riot or swarm a subject.

This phenomenon is one of the reasons werewolves are unwilling to reveal their presence to humanity. They've seen the danger of mob rule. Yet crowds don't always turn violent. Every human knows that he doesn't have to be faster or stronger than a predator, just faster than his fellow prey.

Lunacy and Wolf Blood

Humans with the Wolf-Blooded Merit are treated as having two more points of Willpower (to a maximum of 10) for purposes of being affected by Lunacy. Most are still likely to go temporarily mad and forget the experience of seeing a werewolf in Gauru, but the stronger-willed ones resist to a greater degree. The Rite of the Moon's Love (p. 160) can temporarily increase their ability to resist Lunacy as well. Strong-willed humans who are cared for by a werewolf might be fully aware of the true nature of their parent, child, sibling or lover and even faintly aware of the plight of the Uratha in general. Yet this knowledge brings little comfort in the frightening world of the Forsaken.

Lunacy and the Supernatural

The Uratha share the night with other supernatural beings, including vampires and human sorcerers. Young werewolves facing such foes in battle soon discover that one of their most potent weapons, the Lunacy, does them no good. Luna loses her hold on the mortal mind once it awakens to the greater truth of the world. The vampiric Embrace and the Awakening that mages undergo both free the mind sufficiently that these beings are no longer subject to Lunacy. This by no means indicates that such beings can't be frightened of werewolves, only that such a reaction isn't compulsory. In game terms, any character with a supernatural template is immune to the Lunacy, including mortal servants of supernatural beings (such as ghouls and acolytes).

Senses

One of the greatest advantages of being a werewolf is the sense acuity that matches, and even exceeds, that of their wolf cousins. The Uratha enjoy the best of both worlds. They have full-color vision in Hishu, Dalu and Gauru form, and they perceive colors as washed-out in Urshul and Urhan. They also gain the benefit of exceptional hearing and smell in any form other than Hishu. As a result, werewolves' impressions of the world are sharper and almost alien to human experience. To a werewolf, an old scent is like a trail laid through time, a glimpse of something that happened hours ago. A human's voice contains additional layers of pitch that the speaker can't perceive himself, and his scent tells those who can smell it things he might want to conceal — say, details of his sex life, his emotional state and his diet. For all the horror and violence that are part of a werewolf's life, few really want to go back to being human, to being near-deaf and scent-blind again.

Tracking

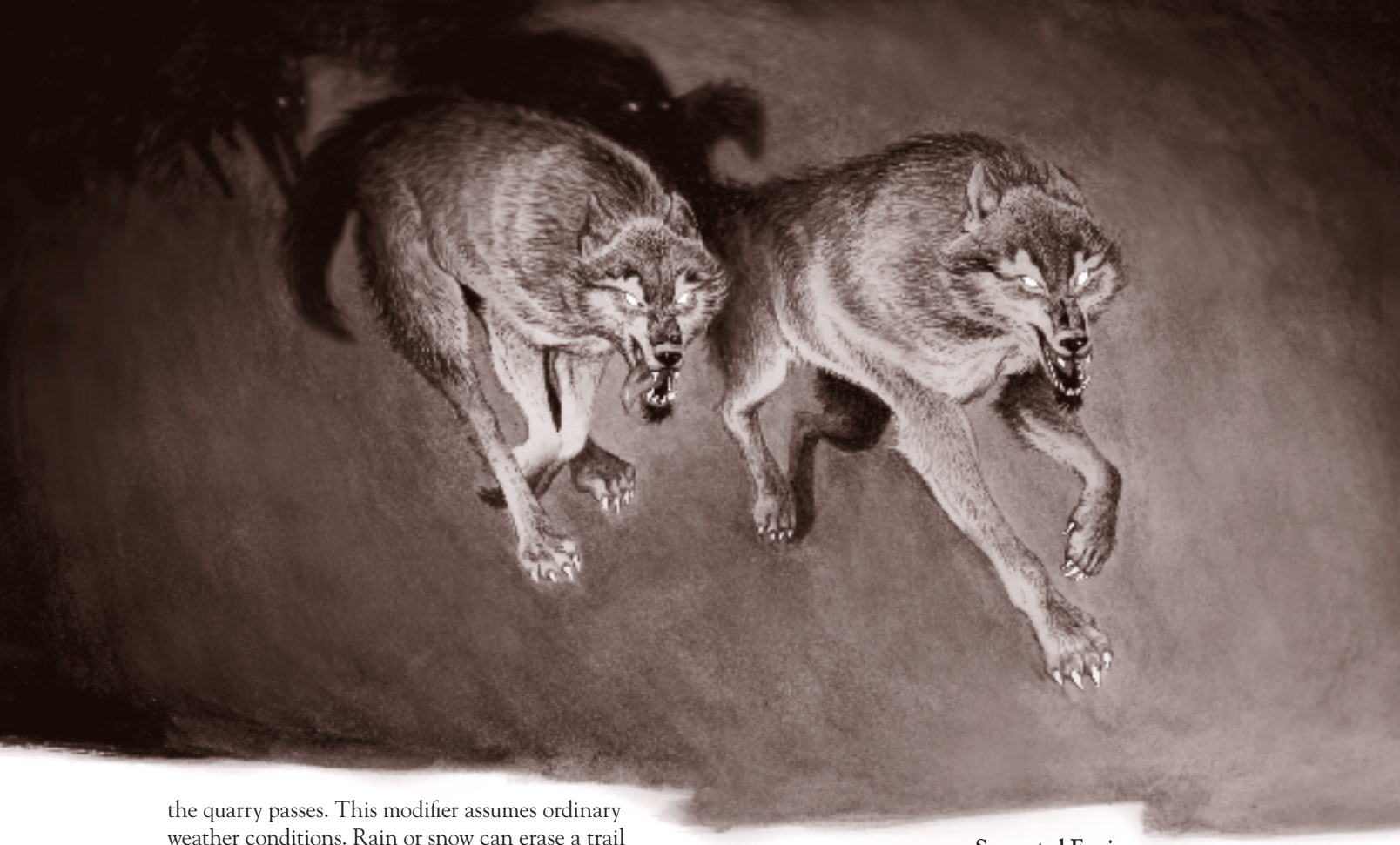
Sooner or later, all werewolves hunt or are hunted. The hunt is ingrained in a werewolf's very instincts, and few creatures can truly rival the tracking ability of the Uratha on the prowl.

Tracking is a Skill task based on Survival. Tracking by sight, as humans do, is an Intelligence + Survival task. Tracking by scent (as animals do) is a Wits + Survival task. Werewolves and other shapechangers that can gain the senses of an animal may attempt to do either, though not all animals have an equally keen sense of smell. Successes must be accumulated for the tracker in an extended action equal to a number set by the Storyteller. The longer the trail is, the more successes are necessary to follow it all the way to the source.

Tracking can also be an extended and contested action if the quarry attempts to hide his tracks or otherwise conceal his passage. Wits + Survival may be rolled for him at each stage of the pursuit. If the quarry ever achieves the most successes on a single roll, the tracker loses the trail altogether. If the tracker gets the most successes with each roll, they count toward the total number needed to follow the trail to its end. If there's ever a tie on any particular roll, the Storyteller may allow the tracker successive attempts at that stage (see the **World of Darkness Rulebook**, p. 132) to resume the trail, all compared to the same number of successes achieved in the tying roll made for the subject. So, if the tying roll involved four successes, five or more successes must be achieved for the tracker for him to ever pick to the trail again. The Storyteller decides how many successive attempts are allowed, but each becomes more difficult.

Both tracking and deliberately covering one's tracks requires participants to move at half Speed. Moving at a more desperate clip increases the margin of error: Moving at three-quarter Speed imposes a –2 penalty, while moving at full Speed imposes a –4 penalty. These modifiers apply to the appropriate participant's rolls.

In time, the trail becomes fainter. The tracker suffers a –1 penalty for every eight hours that elapses once



the quarry passes. This modifier assumes ordinary weather conditions. Rain or snow can erase a trail much more quickly. The number of subjects in a group being followed also influence rolls. The tracker gains a +1 bonus for each subject after the first. If he's tracking three subjects, rolls made for the tracker enjoy a +2 bonus.

Dice Pool: Intelligence or Wits + Survival + equipment

Action: Extended (10–20+ successes; each roll represents 10 minutes of tracking), or extended and contested

Roll Results

Dramatic Failure: Your character picks up another trail, mistaking it for that of the quarry. A dramatic failure rolled at any point for the quarry means that his trail can be followed easily for the duration of the tracking effort.

Failure: In an extended effort, no successes are gathered at the current stage of the trail. Your character must find and correctly identify a fresher section of trail before trying again, represented by successes accumulated in subsequent rolls. In an extended and contested effort, if the most successes are ever rolled for the quarry, the trail is lost altogether.

Success: In an extended effort, the tracker gains some ground and accurately traces the trail farther (successes are accumulated). In an extended and contested effort, the most successes are rolled for and accumulated by the tracker.

Exceptional Success: Considerable successes are gathered for the tracker, or the quarry is likely to stymie his pursuer if an exceptional success is rolled for him.

Suggested Equipment (tracking by sight): Quarry is bleeding (+1), tracks lead through mud (+2), tracks lead through snow (+2), tracks lead through new-fallen snow (+3)

Suggested Equipment (tracking by scent): Access to an item with quarry's scent (+1), dog or wolf (+1), werewolf in Urshul or Urhan form (+1), bloodhound (+2), quarry is bleeding (+2)

Possible Penalties (tracking by sight): Quarry crosses stream (–1), members of quarry group split up (–3), tracking over pavement or stone (–4)

Possible Penalties (tracking by scent): Quarry crosses stream (–1), multiple conflicting scents (–1), werewolf in Dalu form (–1), heavy rain (–2), quarry uses chemicals to obscure trail (–3)

Prey's Blood

Werewolves are supernaturally potent trackers, with access to sensory abilities beyond those of their wolf kin. If a werewolf has literally tasted the blood of a person or animal, a +4 bonus is applied to any rolls made for the Uratha to track the subject, over and above any equipment bonuses. A werewolf can carry the "memory" of a person's blood for up to one year. A werewolf's quarry is not safe until the seasons undergo a full change. An Uratha might know the Shared Scent rite, which allows him to share this blood taste with his packmates or other allies if it's performed within the first couple of hours after he tastes the blood.

Vampires, having no blood of their own, are an exception to this rule. If a werewolf tastes the blood in a vampire's veins, no bonus is gained to track the creature. The vampire's stolen blood is a mix of several conflicting tastes and sensations, some fresh, some stale. The resulting blend is useless for the purposes of this ability. Vampires' ghouls can be tasted and tracked with the +4 as normal. Hosts also benefit from some protection from this ability, due to their composite nature. A werewolf gains only a +2 bonus to any rolls to track a Host whose blood she's tasted.

Wolf's Blood

Werewolves can recognize the scent of their own kind even when wearing human skin. This ability is partially based on their sense acuity, but seems to be more than that. A werewolf in Hishu form can sometimes catch the scent of another werewolf who's also wearing Hishu form, despite the fact that the human shape confers no exceptional olfactory capabilities. Something about the werewolf nature simply calls to others of the People — which can prove hazardous when a werewolf is packless and not among friends.

Whenever a character comes within moderate scent range of another werewolf (generally about thirty feet in an open space), the Storyteller may call for a roll to see if the character catches or recognizes the scent. (The Storyteller may make this roll on players' behalf to keep them in the dark about what's happening.) The results can allow two human-form werewolves to recognize one another for what they truly are, or it may alert a pack to a would-be ambush party that has clumsily chosen to hide upwind.

This ability cannot be used reliably to detect the wolf-blooded for what they are. A werewolf may find a wolf-blooded human somewhat more attractive than the human standing next to her, but the pheromonal cues are indistinguishable from the usual cues for a healthy potential mate. Werewolves who have not yet undergone the First Change cannot be detected in this manner unless the Change is imminent, at which point the scent is stronger than usual as the nascent werewolf's flesh and spirit begin to go into flux.

Dice Pool: Wits + Primal Urge

Action: Reflexive

Roll Results

Dramatic Failure: The character doesn't catch the scent, and no other rolls may be made to do so for the remainder of the scene.

Failure: The character doesn't catch the scent. The Storyteller may ask for a successive attempt (**World of Darkness Rulebook**, p. 132) if the character remains near the other werewolf for a while.

Success: The character notices that another werewolf is in the area, as well as a few obvious details of the scent (the other werewolf's sex and what form she's currently in).

Exceptional Success: The character notices the scent of the other werewolf and can tell exactly where the scent originates.

Suggested Equipment: Character is in Dalu or Gauru form (+1), character is in Urshul or Urhan form (+2), other werewolf is on the cusp of the First Change (+2)

Possible Penalties: Other strong scents in the air (–1), other werewolf is in Hishu or Urhan form (–2)

Morality — Harmony

The Forsaken have been barred from walking freely in the spirit world as they once could, and their allies in the Shadow Realm are few and far between. Their ancestor's legendary act of patricide was rooted in the belief that the spirit world and the physical realm must remain in relative balance, however, much as their own bestial and human natures must be. This principle of balance and coexistence forms the basis of Uratha morality.

Werewolves aren't human. Although they're raised with human mores, they find certain ethical credos somewhat counterintuitive. For example, even before her First Change, a werewolf might consider stealing to be not so much a sin. After all, if the owner of the given property wasn't strong or smart enough to protect it, why shouldn't the werewolf take it? Yet werewolves often form very close bonds to friends and family, protecting them as a wolf does her packmates. That this affection isn't always returned — the friends and family *aren't* werewolves, and might find the strange child frightening — is a source of constant frustration and angst for these cubs.

When the First Change comes, a werewolf suddenly begins to see the world through different eyes. In some ways, the Change brings freedom. Human laws and morals no longer seem quite appropriate. How can the laws of humans not killing one another apply to creatures seemingly designed to kill? Yet this philosophy is deceptive. A werewolf who utterly succumbs to his bestial side loses the ability to control it. In order to retain their sanity and have a chance at some precious peace of mind, the Uratha must walk a middle path between animal and human, between spirit and flesh, between instinct and reason. This is the path of Harmony.

The Harmony credo stresses the need to abide by the laws that the werewolves have set down, to keep Rage in check until it's needed, to honor Luna and the totems (both pack and tribal) and to always protect the pack. Those werewolves who obey these strictures might never find complete peace, which is denied Forsaken nature, but they come closest. Those who search for Harmony come nearest to balancing their dual natures, accepting their feral instinct without losing their human reason. Those

who don't are monsters, rampaging beasts with only their shapeshifting powers and Rage to which they can resort. The path of Harmony is not a path of peace or calm — it is the path of accepting the wolf and the human, the spirit and the beast.

Zi'ir — The Broken Souls

Werewolves who have descended so far into their own Rage that they can no longer access the spirit world at all are called Broken Souls, or *Zi'ir* in the First Tongue. Such beasts are barely worthy to be called Uratha any longer. Even the sacred bonds of totem and pack fall, and the *Zi'ir* usually run as lone wolves, digging dens in secluded places and dragging the carcasses of whatever they catch back to their disgusting lairs.

The *Zi'ir* are spiritually dead. No totem calls them friend; no spirit calls them ally. Many Broken Souls, however, observe odd customs that a human observer might term obsessive or compulsive, and another werewolf would recognize as a spirit ban. One Broken Soul might smash every third window he passes, while another might go out of her way to crush insects and spiders. Sometimes these compulsions aren't even so benign as that. Many *Zi'ir* feel uncontrollable hunger for human flesh during the full moon. These spiritual compulsions actually begin to manifest as a werewolf slides into degradation, and they're instinctive warnings from the Uratha's very soul that he needs to check himself before becoming lost.

Other Uratha pity these Broken Souls, and some more compassionate werewolves have even managed to retrain them, to help them reconnect with the spirit world. Some werewolves slay them whenever they find them, acting as much out of revulsion as pity. The mere existence of the *Zi'ir* is proof of the stain that marks the Forsaken race. Broken Souls are abandoned by even Luna and the totems, the wretched state that awaits all Uratha if they don't find their way.

Werewolves lose Harmony in the same way that humans lose Morality — they commit sins. What a werewolf considers sinful, though, can vary from human values. Succumbing entirely to savagery takes a werewolf farther from Harmony, but so does attempting to deny one's inner animal and living strictly as a human.

Just as with mortals, when a werewolf character performs an act that carries an equal or lower rating than his Harmony, the player rolls a certain number of dice to find out whether the character suffers moral degeneration. If the roll succeeds, the character manages to feel shame, regret or at least some sense of contrition. If the roll fails, the character feels nothing except satisfaction at getting what he wanted… and a little more self-control slips away. His Harmony drops by one. For what it's worth, the threshold for further moral crises drops too, so the player might not need to roll for degeneration as often — assuming the character can resist committing more heinous acts in the future.

As a character's Harmony erodes, he grows less concerned with the world, yielding more to recklessness and violence. He becomes capable of virtually any depraved act against another human or werewolf. When the character loses Harmony for committing a sin, roll the character's new Harmony as a dice pool. If the roll succeeds, the werewolf finds some kind of bulwark of sanity at his new level of Harmony. If the roll fails, a derangement manifests in the character's mind. Derangements are mental and emotional "scars," in this case brought on by the character's stress, grief or even remorselessness over acts performed. Derangements are detailed at length in the **World of Darkness Rulebook**, p. 96.

The following is a unique hierarchy of sins for use with **Werewolf** characters.

Harmony	Threshold Sin	Dice Rolled
10	Not shapeshifting for more than three days.	(Roll five dice.)
9	Not obtaining your own food; carrying a silver weapon.	(Roll five dice.)
8	Disrespect to a spirit or elder Uratha.	(Roll four dice.)
7	Spending too much time alone; significantly violating a tribal vow.	(Roll four dice.)
6	Mating with other Uratha; slaying a human or wolf needlessly.	(Roll three dice.)
5	Slaying a werewolf in the heat of battle.	(Roll three dice.)
4	Revealing the existence of werewolves to a human; using a silver weapon against another werewolf.	(Roll three dice.)
3	Torturing enemies/prey; murdering a werewolf.	(Roll two dice.)
2	Hunting humans or wolves for food.	(Roll two dice.)
1	Betrayal of pack; hunting werewolves for food.	(Roll two dice.)

Roll Results

When making a degeneration roll, use only the dice pool associated with the sin committed. Likewise, when rolling Harmony to check for a derangement, do not add other Attributes or traits. You may *not* spend Willpower to gain a +3 modifier on either kind of roll, though other situational bonuses or penalties may apply.

Dramatic Failure: Not possible on either kind of roll. At no point is a chance roll made.

Failure: On a degeneration roll, your character loses the struggle to maintain his standards of morality when faced with the reality of his sin. He loses one dot of Harmony. On a Harmony roll, he gains a derangement.

Success: Your character emerges from his crisis of conscience with his sense of right and wrong intact. His Harmony is unchanged and he remains as sane as before.

Exceptional Success: Your character re-dedicates himself to his convictions in the wake of his sin, driven by remorse and horror at the deeds he has committed. Not only does his Harmony remain unchanged on a degeneration roll, he gains a point of Willpower (which cannot exceed his Willpower dots). No special bonuses are gained for an exceptional Harmony roll when testing for a derangement.

Sins

Not all of the sins that endanger a werewolf's Harmony are immediately obvious as sins to more conventional human morality. The more unusual violations are explained here.

• **Not shapeshifting for more than three days** — A werewolf cannot achieve perfect Harmony if he denies who and what he is, even for a short time. Running too often as a human, wolf or something in between denies the evolving and changing identity that Luna shares with her children.

A character of appropriate Harmony who doesn't shapeshift for three days is subject to a degeneration roll.

• **Not obtaining your own food; carrying a silver weapon** — Losing one's edge at the hunt means losing one's identity as a werewolf. Relying too much on human-provided sources of food, or sustenance stalked and caught by others is an offense against the powerful nature of the predator.

Owning and carrying a silver weapon is an inherent offense, for what purpose could it hold but to harm and kill others of the People? Bearing a silver weapon demonstrating that a werewolf has no regard for his own kind. Of course, coming to terms with this sin means that one believes he has a realistic outlook on existence as a werewolf. Despite tenets of the Oath to the contrary, the People still kill the People, so one must be prepared to defend himself.

• **Disrespect to a spirit or elder Uratha** — Werewolves are quick to confront, challenge, intimidate and stalk spirits and their own kind to demand or coerce favors or services. However, they must be careful to do so only when they have the right. The spirits already resent the People for their bastard half-flesh nature and their self-appointed policing of the Shadow. If a werewolf further damages this dysfunctional relationship by demonstrating his lack of respect for spirits or his own kind, he will be marked by the discord that results. The rights of a veteran werewolf or a potent spirit, like a pack alpha, are to be respected until his weakness is made manifest. This is not to say that a werewolf cannot oppose an enemy of superior standing — but he must do so with full respect. A character of appropriate Harmony who haughtily defies or insults a spirit of higher Rank or a werewolf of higher honorary Rank than his own may be subject to a degeneration roll.

• **Spending too much time alone; significantly violating a tribal vow** — The People are plural, just as a pack implies a group. Werewolves are social animals, as instinct from their wild and human origins demands. To go rogue too long runs the risk of causing one to lose touch with spirits and Uratha alike. Yet humans don't count as relations like other werewolves do. In Forsaken society, others help steer a werewolf clear of damning trends in behavior, and the collective is stronger than the individual, as evidenced by the five auspices bestowed by Luna, each of which is only part of a greater whole. A character of appropriate Harmony who goes

without the contact of other Uratha for one week per point of Primal Urge is subject to a degeneration roll. Such separation may be by choice or force. It doesn't matter which; the separation itself is what's important.

Each tribe levies its own vow tied to the Oath, and these vows are not made lightly. A Blood Talon who surrenders in unworthy fashion has not just demonstrated cowardice, he's broken a solemn oath. A Bone Shadow who fails to repay a spirit for good or ill understands that she is personally contributing to the imbalance of the world. Minor violations do not require a degeneration roll; a Storm Lord may have a smoke around others even though this displays a minor "weakness." However, displaying rank cowardice in front of one's pack would call for a degeneration roll if the character is of appropriate Harmony.

• **Mating with other Uratha; slaying a human or wolf needlessly** — Once, only Father Wolf had rights and privileges to take mates, privileges he denied to his werewolf children. It's said that Father Wolf even lorded that right over the People, taunting them with his authority. Denied and insulted, the People claimed the right from their harsh Father and slew him. Since that fabled day, mating with other werewolves is seen as an act akin to incest, a taboo and constant reminder of that past act. With so much time passed and perspectives changed, it's sometimes hard for young werewolves to accept that they cannot mate with their own kind, even if they seem to share no direct blood ties.

A character of appropriate Harmony who mates with another Uratha is subject to a degeneration roll. A roll is made per sexual encounter.

Werewolves are designed to kill, whether to feed themselves and their families or to defend themselves or their packs. If a human threatens his mate or cubs, a werewolf will tear that person apart without a second thought; humans have no quality that makes their lives more "sacred" than other animals. Killing when there is no real threat, however, is the mark of a rabid beast, not a predator whose nature is in harmony. A werewolf who seeks greater control over his own nature must learn to separate a necessary kill from an act of spite or emotion.

• **Slaying a werewolf in the heat of battle** — As with humans, killing one's own kind is a moral crime, at least to those who value the lives of their kind. Of course, slaying another werewolf in battle is a point of contention. Arguably, one would be killed if he didn't kill first, yet werewolves' ability to regenerate is a means to establish the dominance of one werewolf over another. He who is felled but allowed to recover and rise again is obviously the lesser of the two, and death need not make the point. It's arguable whether members of the Pure and Forsaken tribes can ever arrive at such honorable terms, however, and survival demands killing.

A character of appropriate Harmony who kills another Uratha in battle — whether Pure or Forsaken — is subject to a degeneration roll.

• **Revealing the existence of werewolves to a human** — Werewolves are predators. They're not afraid of humanity. They are afraid of what would have to happen if humanity learned of werewolf existence, however: genocide. The People would have to cut a swath through the human masses to protect their own existence. Therefore, this tenet is honored as much for humanity's sake as for the Uratha's.

A character of appropriate Harmony who reveals his true nature or that of the People to ordinary humans (but not the wolf-blooded) is subject to a degeneration roll. Instances include public displays of bestial forms or Gift uses that prove to have witnesses who understand and remember what happened. Werewolves therefore don't have complete reliance on Lunacy to occlude their outbursts or indiscretions. There is moral gravity to being so irresponsible.

• **Using a silver weapon against another werewolf** — Whereas carrying a silver weapon is a sign of depraved indifference, actually turning such a weapon against another werewolf is a gruesome sin, manifest on a physical and spiritual level. The act transcends intent and demonstrates will. This werewolf has turned against his own kind. Yet, those are the extremes to which some werewolves are pushed by the abuses of their own kind and the Pure.

A character of appropriate Harmony who wields a silver weapon against one of his own kind — Forsaken or Pure — is subject to a degeneration roll. The roll is made for each individual confrontation, not for each attack roll made.

• **Torturing enemies/prey** — A predator respects his enemies and prey, doing what he must to survive, whether it means teaching opponents a lesson or eating to survive. Abuses under either circumstance can lead to imbalance. The torture of enemies calls for retribution rather than resolving a competition, perpetuating rather than ending harm. Likewise, torturing prey exceeds the needs of survival, delving into cruelty. A true warrior and hunter recognizes that neither sin is necessary.

A character of appropriate Harmony who inflicts harm (such as physical torture or rape) unnecessarily on an opponent or prey — for fun, pettiness or its own sake — is subject to a degeneration roll.

• **Murdering a werewolf** — A contest of fangs, claws and even weapons among the People is often enough to establish the dominance of the victor. The loser is typically down, but likely regenerating even in defeat. It's a sign of respect to honor a contest by allowing a defeated foe to rise and accept his place as second. Victors who decide not to demonstrate such honor finish off their bested foes when they're down, before they can rise again.

A character of appropriate Harmony who kills an unconscious foe rather than allowing him to regenerate is subject to a degeneration roll.

• **Hunting humans, wolves or werewolves for food** — Werewolves are born of human stock, but they're also part wolf. To hunt either — or other werewolves — for food or spiritual nourishment is a form of cannibalism.

Even if the act is performed out of desperation to survive, the Uratha consider the act a sin.

A character of appropriate Harmony who eats human, wolf or werewolf flesh is subject to a degeneration roll.

• **Betrayal of pack** — There is no stronger bond than that between a werewolf and his pack. There is nobody else that the werewolf can rely on more. A pack is more than family, more than friends. To betray that trust is a terrible treason, one that cannot help but erode a werewolf's sense of being.

A character of appropriate Harmony who betrays his pack is subject to a degeneration roll.

State of the Soul

Werewolves with low Harmony scores find interaction with spirits even more difficult and begin to manifest behavior that is remarkably similar to a spirit's ban. Harmony isn't the same as human Morality, however. A high Morality doesn't grant the same bonus dice on dealing with spirits that a high Harmony does; spirits know nothing of "morality," but seem to recognize a werewolf with high Harmony as something more akin to them. Similarly, spirits react even more viciously toward a low-Harmony werewolf, as its blasphemous half-flesh nature is even further exaggerated. The specific Storytelling and game effects of degeneration are as follows:

Harmony 10: The werewolf is a paragon of Harmony; the parts of her soul are in perfect balance. Very few werewolves ever reach this degree of enlightenment, and those who do are accorded the same reverence as saints and legendary leaders are among humans. This veneration occasionally carries jealousy and threat of assassination, of course, but only the most depraved Uratha would consider raising a hand against such a holy individual. The spirit worlds themselves might demand justice. The werewolf receives a +2 modifier to all Mental and Social rolls involving spirits.

Harmony 9: The werewolf lives in harmony with the spirits and adheres closely to the Oath of the Moon. She probably acts as something of a guide to her fellows, making sure that they behave in accordance with the laws, but acknowledges that perfect Harmony still eludes her. She's much more capable of dealing with spirits than most of her kind are, but still faces the same stigma that all do when dealing with otherworld denizens. She receives a +1 modifier to all Mental and Social dealings with spirits.

Harmony 8: More enlightened than most of her kind, the werewolf makes a point of harmonious living. Yes, some of the tenets of the Oath can be cumbersome, but they're still important, and she attempts to live by them at all times. The pack is important to the werewolf, and she feels lost without it. With perfect understanding of the pack comes the realization that she's *never* truly alone, which leads to pure Harmony. The spirits still confuse her, but she's learned to rely on instinct when dealing with them. She receives a +1 modifier on all Social rolls with spirits.

Harmony 7: Most werewolves fall into the range of Harmony 6 to 7. The werewolf understands the reasons behind the Oath and the need for Harmony, but she can't always be bothered to observe the more annoying tenets of either. After all, sometimes it's easier to order pizza than to hunt (or to at least buy and prepare) one's own food. Sometimes there are more important things to worry about. The werewolf wouldn't dream of turning on her totem or pack or eating another werewolf's flesh, however — such actions are simply abhorrent. The werewolf receives a +1 modifier on Social rolls dealing with spirits of her pack totem's brood.

Harmony 6: A young werewolf can stay at this level of Harmony until she grows used to Forsaken society and begins to understand the need for respect of elders and spirits. She still instinctively bonds with her pack and totem to the point that the notion of betrayal of either gives her a sick feeling, but elders (and any werewolves with high Harmony) seem far away and untouchable. The werewolf understands the need to hide the Uratha from humanity, inconvenient though it is. No mechanical bonuses or penalties apply at this level.

Harmony 5: The werewolf worries her packmates sometimes. She leers at attractive Uratha, and while she understands the troubles associated with consummating such a relationship, she never believes such a thing could happen to her. While she finds killing other werewolves to be abhorrent, she has little trouble killing humans and has to remind herself not to shapeshift in front of them. She knows that the spirits don't like her, but she thinks that's because she's a werewolf, not because of her behavior. No mechanical bonuses or penalties apply at this level, though the first signs of spiritual compulsions begin to appear. A Bone Shadow might begin leaving three drops of blood on the doorstep of any building she enters, without really knowing why. If someone calls her attention to it, she might brush it off, or it might spur her to re-examine her priorities.

Harmony 4: The werewolf loses much of her regard for life at this level. She isn't necessarily sadistic, but she's assuredly selfish. Her pack is important to her, but she couldn't articulate why if she tried. While more enlightened werewolves feel a revulsion when the notion of sex with other Uratha is raised, she doesn't necessarily. She understands on an intellectual level why killing werewolves is wrong — it makes for tense interactions, can lead to reprisals and violates the Oath — but she doesn't see it as a violation of the People. In fact, she probably sees her pack as "the People" and everyone else as outsiders. She suffers a –1 modifier to Social interactions with spirits. Compulsions become more pronounced. The Bone Shadow who previously left a bit of blood on thresholds now feels the need to mark her territory with blood or urine, and becomes uncomfortable if she enters a new

area and can't mark it. She grows impatient and angry if someone questions this behavior.

Harmony 3: If a werewolf crosses into this character's territory, the intruder should die. Werewolves at this level don't tend to work for anything except their own self-betterment, or *occasionally* their packs' goals. A werewolf who's fallen this far into degradation lives by her own Vice. She might be lustful enough to bed anyone who strikes her fancy, werewolf or otherwise, or she might be so caught up in her own Rage that even her packmates aren't safe from her tantrums. Werewolves who've fallen so far usually receive gruff advice from elders to shape up or ship out. Sometimes totems give similar advice, but some totems might not even see a werewolf's behavior as a problem. The werewolf receives a –1 modifier to all Social and Mental rolls involving spirits. Compulsions grow obvious and typically vicious at this stage. The Bone Shadow in the example now feels the need to mark anyone she meets with her blood. She sees the behavior as perfectly natural.

Harmony 2: Neither werewolves nor humans should take joy in injuring and causing pain to others. While killing is sometimes necessary, it should be done cleanly, out of respect to the enemy or prey's spirit. A werewolf at this depth of morality, however, takes great pleasure in causing as much pain as possible to her foes. She probably doesn't bother to hunt. When violence is necessary, she leaps in, claws flashing, hoping to spill as much blood and viscera as possible. The werewolf is drunk on her own power, but by acting so far out of accordance with Harmony, she denies herself much of the power that she might have. She suffers a –2 penalty to all Social and Mental rolls involving spirits. Compulsions take a turn for the worse here. The Bone Shadow is no longer content with using her own blood as a marker. Now she "bloods" anyone she meets, biting them to taste their blood. Resisting compulsions at this stage requires a Composure + Resolve roll.

Harmony 1: The werewolf teeters on the brink of becoming one of the *Zi'ir,* the Broken Souls. Spirits shun her, not fleeing from her or raging at her, but simply ignoring her. Some Uratha notice this and grudgingly admit they need to change their ways. Most simply state that they get along just fine without spirits. Even at this advanced level of moral decay, werewolves feel some remnants of a pack bond, and may fight viciously to protect their packs. Unfortunately, they also lose perspective on what is and isn't a threat, so the elder who bullies a packmate at a gathering might get the same treatment as the vampire who attacks with fang and claw. The werewolf suffers a –2 modifier to all Social and Mental rolls involving spirits. An additional Essence point must also be spent to activate any Gift. A Gift that normally costs a single point of Essence now costs two, a Gift with no cost associated with it now costs an Essence point, and one that normally requires Willpower also requires a point of Essence. Compulsions are now almost impossible to resist. If a character is unable to fulfill her urge, a Resolve + Composure roll must be made to resist Death Rage. The Bone Shadow in the previous examples finds that she must collect a piece of every being she meets and every place she visits. A tiny piece of flesh is quite sufficient, and she can't understand why anyone would balk at giving it up. She might even begin to offer her own flesh first, just to be polite.

Harmony 0: As discussed in the sidebar on p. 181, werewolves at this level are called Broken Souls or *Zi'ir.* While they might be capable of functioning socially among humans (or even werewolves), during their auspice moons, their souls are driven far out of balance, making them ravening beasts living only to eat, mate and destroy. Such monsters are incapable of using Gifts or fetishes or of entering the Shadow Realm. Spirits refuse to speak with them at all. Their compulsions become uncomplicated and brutal at this level. Any semi-rational motivation for them disappears behind sheer hunger. The Bone Shadow now knows that she needs to remove a finger from anyone she meets (and is willing to wait until a good time to do it, if necessary), but she can't remember why.

Degeneration and Redemption

In many ways, the loss of Harmony works like the loss of Morality as described in the **World of Darkness Rulebook** (p. 91). Werewolves can gain derangements as a result of Harmony dropping below 7 as usual, and their Virtues may help forestall the loss of Harmony.

The Forsaken look on the derangements of a fallen werewolf not as illnesses, but as symptoms of the subject's spirit and flesh being at odds. According to common belief, a werewolf's soul is old, carrying a fragment of lost Pangaea within itself. Over the centuries, such an old soul develops many desires and burdens of its own. When a werewolf loses Harmony, the damage to her sense of self unlocks strange obsessions and fears.

Though the rules mechanics for derangements remain the same, they take an oddly symbolic, even supernatural bent. A werewolf who develops a fixation or obsessive compulsion might be compelled to live out a version of his tribal totem's ban, or even the ban of an entirely different spirit. Depression might manifest as a longing for lost Pangaea, and phobias might reflect fears of things that local spirits dread. (A werewolf might develop a fear of cats that is somehow "inherited" from the bird-spirits he allied with some time ago.)

Bans and Compulsions

The compulsions that manifest as a werewolf loses Harmony are separate symptoms from derangements. A werewolf could drop to Harmony 2 without gaining a single derangement, but would still be subject to a given compulsion, akin to a spirit's ban. These compulsions are always symbolic, though the symbolism might not be clear to the afflicted character. Most compulsions have their root in an unconscious need to fulfill some aspect of the Uratha's relationship with spirits. Potential compulsions might involve:

• sacrifice and chiminage (leaving offerings of flesh and blood; "wasting" food by leaving it for animals; creating "artwork" in homage to a given spirit)

• oaths, vows or geasa (refusing to raise a hand against a woman; abstaining from eating a particular kind of prey)

• auspice duties (howling to one's auspice moon; irrationally deferring to other Forsaken of the same auspice)

A compulsion or ban should be worked out between the Storyteller and player, ideally representing some aspect of the character's personality that becomes akin to a spirit's ban as the werewolf degenerates. The lower the Harmony drops, the more of an effect the compulsion should have on the werewolf's life, though the Storyteller should be careful not to let a character's compulsion hog the spotlight. This is a tool for interesting roleplaying and exploring the strange spiritual urges that lurk within a werewolf, not an excuse to be obnoxious at the expense of other players' enjoyment.

Regaining Harmony

The mechanical side of regaining Harmony is simple enough — it's an experience point expenditure. The experience-point cost represents the amount of personal investment made in trying to improve oneself where it's hardest — in the soul. Mechanics alone aren't enough, though. If Harmony were so easy to achieve, the Forsaken would've reclaimed recognition or atoned fully among spirits long ago.

A character who wishes to raise his Harmony cannot do so based on any one act. Harmony has less to do with individual good deeds and more to do with living one's entire life. As a general guideline, the purchase of more Harmony dots should come hand in hand with a constant effort to live in accordance with the Oath, including the character's tribal vow. Note that this contradicts statements made about regaining lost Morality for free in the **World of Darkness Rulebook**; this is deliberate. Werewolves understand morality, but it is harder for them to be virtuous than it is for humans; they are at their hearts and souls bloodthirsty beasts.

As with Morality, a character may overcome a derangement when he regains the next higher dot above that at which he gained it. The temporary imbalance between flesh and spirit is reined in, at least for a time.

Why demand an experience-point cost for an increased Harmony when characters lose the trait so easily? Because being a werewolf is a struggle. One moment of grace can't absolve the sin that stains a very race of beings. Perfect balance is all the harder to achieve when the bestial fury of millennia of predators howls in your veins. Therefore, characters have to earn each step they take toward ideal Harmony, and single acts don't allow for resounding achievements. It's a long hard struggle that's been waged for ages.

Totems

A pack of werewolves might consist entirely of one tribe, one nationality one gender or any other factor that serves to give the members a cohesive identity. It's the totem, however, that truly makes them a pack. The totem links the werewolves spiritually, making them family. A werewolf might not *like* his packmates, but he would sooner die than betray them.

A pack typically chooses its totem by first selecting a spirit that appeals to them, one that they respect, and then hunting it down to win its patronage. They may have to defeat it in combat, or they may have to coerce or bribe it. Though the relationship begins in adversarial fashion, the bond that eventually develops between totem and pack is strong indeed. Just as the Firstborn had to be shown that the tribes were worthy of their patronage, a pack totem must be subjugated or otherwise won over before its antipathy turns to loyalty.

A pack totem is a spiritual ally, one that the pack has personally subdued or won over, that remains near the pack at all times. It lends the pack a measure of its strength in the form of mystical blessings, teaching them Gifts or even fighting alongside it. A pack totem generally remains immaterial, in the physical realm near the pack, though it can cross over into the Shadow Realm at a locus or by using appropriate Numina, like any other spirit. The rites that bind the spirit to the pack enable the totem to remain in the physical world without losing Essence; in effect, the pack becomes a fetter of sorts that sustains the totem in the physical. The pack totem's blessings remain with the pack for as long as the spirit is healthy and within a mile of the pack, regardless of whether spirit or pack are in the physical or spirit world. That is, unless the pack offends the totem to a degree that it revokes its patronage.

A pack totem can be virtually any kind of spirit. Sometimes a pack's totem is allied with or subservient to a tribal totem, but in the case of multi-tribal packs, the risk of favoritism makes this rarely the case. Some packs serve totems that will help them achieve their personal goals. A pack formed to hunt down and kill a powerful enemy might entreat a vicious and bloodthirsty spirit like Wolverine to serve as their totem. Other packs venerate spirits out of respect. (Packs devoted to ancestor-spirits, for instance, usually comprise that ancestor's descendants, at least in part.) And, sometimes, a totem spirit steps forward and chooses its own pack. It's possible for the pack to reject a totem spirit, but doing so is a grievous insult.

It's vital to remember that in the context of the game, the characters don't necessarily know the totem sprit's powers — they hunt down and bind a totem spirit based on what they do know — but the *players* choose their characters' totem and its powers. The characters don't have the luxury of picking through a menu of options when they're prowling through the spirit wilds, hunting down a spirit to represent them or standing, sweating, near a bonfire, hoping

a spirit accepts their sacrifice. If the players and Storyteller are all willing, the Storyteller can design a totem for the pack and make a few of the choices so that the players themselves can enjoy the element of surprise. While the werewolves themselves must trust their own judgment in their choice of spirit tracked down as a potential totem, the players might prefer to ensure compatibility with the totem they'll be working with over the duration of the chronicle by taking the totem-design process into their own hands.

The process of choosing — or, very rarely, being chosen by — a totem should be more than a mathematical discussion. That said, the game mechanics aspects of the totem are important, too, and should be given their consideration. A totem that can boost a pack's efficiency in an area where the characters would otherwise be weak is a powerful asset.

Of course, it's also possible to skip the math and use the first story to allow the players to roleplay finding their pack's totem, which has advantages and disadvantages. The Storyteller runs the risk of setting a mood counter to the paranoid and horrific ambiance that best serves **Werewolf: The Forsaken**. After all, the Shadow Realm isn't benevolent, and a story that ends with the pack becoming bonded in camaraderie might set the wrong tone for the chronicle. On the other hand, if the Storyteller presents the spirit wilds as a foreboding place, but one into which the characters must venture in order to find their spirit guide, the tone set can be entirely appropriate. The characters venture into the dark, looking for a mighty predator, not realizing that as they do, something is hunting them in turn. Perhaps their intended totem would just as soon kill them as guide them. This sort of story can give your players a wonderful chance to discover what the pack is really all about, what their strengths and weaknesses are and what spirit best represents the characters. Players tend to take the totem for granted much less if they've had to work for it. If you feel like giving them an extra bonus, allow the players to not only spend any Merit points they've assigned to Totem during character creation on the totem, but any experience points they gain during that story as well. Yes, this makes for a more powerful spirit, but they've earned it!

Building a Totem

This section discusses the mechanical aspects of building a totem: how many points various benefits cost, how to go about building a ban, how to improve the pack's totem with experience points and so on. While this section is presented in game-mechanics terms, never forget the mystical and spiritual experience that bonding with a totem represents. We've included suggestions and reminders on how to translate the numbers into the game more effectively.

Players can spend points on enhancing the totem in two ways. First, they can buy traits for the totem, making the spirit itself more powerful. If a pack serves a totem that grants the werewolves few direct powers, but is itself

a powerful entity, the totem is often willing to materialize and fight beside its charges, heal them after a battle or aid them in other ways. Packs that offer frequent sacrifices, live by their totem's ban at all times and adorn themselves with tattoos and ritual scars bear that totem's likeness often wind up with powerful totem spirits.

Alternatively, the players can spend their Totem points to buy traits that benefit the werewolves, rather than the totem spirit. Some totems grant their charges strength, speed, wisdom or even Gifts. Totems expect the pack to protect them if necessary, and the pack would do well to remember this. After all, if some other being destroys the totem spirit, the pack immediately loses all of the powers and benefits it granted them, even bonuses such as "permanent" additions to Attributes.

Players pool their dots in the Totem Merit to build a pack totem.

Totem Creation

- **Step One: Concept**
  Choose spirit type/name and concept.
- **Step Two: Attributes**
  Distribute 9 dots between Power, Finesse and Resistance.
- **Step Three: Influences**
  Assign two dots to Influences.
- **Step Four: Totem Points**
  Spend Totem Merit points on the totem's Power, Finesse and Resistance. Record the Numen: Material Vision and one other of the players' choice. Spend Totem points on any other desired Numina.
- **Step Five: Assign Bonuses**
  Purchase pack bonuses with any remaining Totem points. The Storyteller should make sure that any bonuses purchased are in keeping with the spirit in question.
- **Step Six: Assign Ban**
  The players and the Storyteller should work together to come up with an appropriate ban, balanced to the level of power for the spirit.
- **Step Seven: Finishing Touches**
  Record Willpower (Resistance x 2), Essence (15), Initiative (Finesse x 2), Speed (Power + Finesse + Size modifier), Defense (equal to higher of Power or Finesse) and Corpus (Resistance + Size).

Step One: Concept

This is easily the most important step in the totem-building process. The players must decide what basic type of spirit best suits their characters. Are they rowdy and warlike, intent on taking new territory for themselves? A tough, martial spirit such as Boar or Lion might work best for them. Does the pack largely comprise Bone Shadows, intent on exploring the spirit worlds for clues as to the history of the Uratha? A spirit associated with wisdom or knowledge, such as Owl, Raven or Coyote might be appropriate (though note that each of those spirits has different ideas as to what constitutes true wisdom). The totem spirit of a pack can even be an Uratha ancestor-spirit, though these spirits tend to favor packs of their own tribe, preferably those that include their own descendants.

The powerful spirits who represent entire species don't serve as pack totems. Each pack totem is a unique spirit. That is, Bear herself isn't going to play patron to a pack of Uratha, but Golden-Mother-Bear, a spirit of the western rivers, might share her wisdom and healing magic with them. Two packs who revere the same type of spirit don't necessarily have anything in common, while two packs who follow totems that seem antagonistic on the surface might actually share common goals. Hare and Fox might seem natural enemies, but if one pack follows Shrieking Hare, the spirit of wisdom through sacrifice, and the other follows Fox-Who-Watches, a spirit of wisdom mingled with cunning, the packs might find some common ground. Examples throughout this section usually refer to spirits in their general identities (i.e., "Thunderbird" rather than "Never-Touches-the-Ground" or "Killing Bright Wing"), but always remember that this customization of spirit is extremely important. A pack should never follow "Boar," but rather "Dripping Tusks" or "Boar-with-Iron-Hooves." It's what makes each pack totem one of a kind.

Although the players are the ones making the decisions while building the totem, they should keep their characters in mind, both collectively (as a pack) and individually. A player might be able to see the wisdom in having a boar totem, but her character might bear scars from an encounter she had with a boar-spirit and absolutely refuse to follow the totem, no matter what kind of power it might grant her and her pack. Likewise, there can be tension between certain totems. While packs of werewolves can follow Rat, for instance, Rat is not only a prey animal but related to the Plague King, spirit father to the Beshilu.

Also, keep in mind that the characters might not have any say in what totem their pack follows. Sometimes, a pack ventures into the spirit wilds and searches out a specific spirit to act as its totem, but sometimes, a spirit appears and asks to give the pack its patronage. Which avenue is best for your chronicle is up to the Storyteller, but consider that a pack that searches for its totem is likely to learn a great deal about itself along the way. A pack that simply accepts whatever spirit appears from the depths of the *Hisil* is not only taking a risk regarding the benefits and powers it will receive from the spirit, but it knows nothing *about* its patron except what that patron chooses to reveal. While spirits are primal and often simple, that doesn't preclude them from have ulterior motives and hidden agendas — or worse, acting on behalf of more

powerful patrons. Suppose that the fox-spirit that asks to be totem to the characters' pack is actually a spy for a high-ranked Ithaeur from a neighboring city, who wishes to keep tabs on an up-and-coming pack. Or what if the spirit is the pawn of a mage who wishes to study the werewolves and learn the secret of their vast physical might?

What does all of this mean for the group of players deciding on a concept for their spirit? It means that they must decide how much energy they wish to devote to their totem beyond assigning the numbers (which is the simple part). Every question they leave unanswered is one that the Storyteller must decide upon. Some troupes enjoy the notion of discovering the dirty secrets of their totem as the chronicle progresses; others might want to have a bit more control over this aspect of the pack. Either is fine, but the troupe should make a decision on the subject.

Step Two: Attributes

All totem spirits begin as greater Gafflings, and receive nine dots to distribute among their Attributes. (Spirit Attributes and other traits are described in detail beginning on p. 273.) Any dots beyond these nine must come from the players' pool of Totem points. No single Attribute may be raised above 7.

Step Three: Influences

As a greater Gaffling, a totem spirit begins with two dots in Influences (see p. 274). These may be spent in the same Influence or split between two. A snake-spirit might have the Influence of Snakes ••, or it might have the Influences of Snakes • and Poison •.

Step Four: Totem Points

At this point, players may select Numina for their totem and expend Totem points to increase the spirit's Attributes. Increasing a totem spirit's Power, Finesse or Resistance costs a number of Totem points equal to 2 x the new level of the Attribute. A pack totem's Attributes cannot be raised above 7.

All pack totems begin with the Numen: Material Vision and one other Numen of the players' choice. The players may also choose additional Numina, at the cost of three Totem points each. Note that a totem cannot use Claim without becoming useless as a pack totem. It ceases to be a totem spirit proper, and becomes half of a new *Hithimu*.

Step Five: Assign Bonuses

Aside from concept, this is where the most important decisions of the process come about. The players must decide what benefits they want their totem to grant. They should consider the nature of their totem, what specifically their totem wants, how their characters intend to honor its wishes, what "holes" in the packs' capabilities the totem can fill and what sorts of effects would make for fun and interesting stories.

Totems can grant bonuses involving nearly any trait on the character sheet, and they can do so in three different capacities. *Pack* traits can be used by only one pack member at a time (unless the players spend additional Totem points to increase the number of Uratha who can use pack traits in a turn). These traits are usually Skills, though totems can grant nearly any blessing as a pack trait. Werewolves can pass pack traits to a pack member of their choice at the end of a turn or keep the trait for another turn.

Given traits are permanent additions to the characters. Some totems have the power to make their children permanently stronger, faster or even smarter. These traits are the most expensive traits the players can buy, but the only way their characters can lose given traits is if their totem is destroyed or deliberately withdraws its favor.

Finally, *story* traits can be used only a certain number of times per story. Any packmate may choose to use a story trait at any time, but once it's used, it's gone until the story ends.

The kind of traits the totem grants is indicative of both the totem's power and the amount of trust it places in its children. A spirit that grants story traits might only wish its charges to use their resources sparingly and not be reckless with spiritual gifts (good lessons, to be sure)… or it simply might not have the raw power necessary to grant them more permanent blessings. In the former case, the totem is probably powerful enough to grant other blessings at any time but chooses not to until the pack demonstrates its worthiness. In the latter case, the totem will probably badger the pack often about making sacrifices in its name and fulfilling its requirements, using further powers as a carrot to induce them to do so. A totem that grants pack traits wants the characters to learn to work together. This is typical of totem spirits serving Incarnae who would like to serve as the patron spirits of lodges or tribes in the future. A totem that grants given traits thinks that the werewolves in the pack should work together but still be able to function at peak efficiency when alone. This behavior is typical of powerful spirits, such as those revered by lodges.

Traits aren't the only benefits that packs can derive from their totems, however. Totems can theoretically grant unique, special abilities to their charges, such as being able to communicate over long distances or sharing Essence points among packmates. The Storyteller, of course, has final say over what the effects of such powers are and what they cost in terms of Totem points. Keep in mind, however, that such special abilities set the pack that follows Bat in his perceptive, inquisitive fast-flying form apart from the pack that follows Bat as totem of war. The former werewolves might have the power to use a limited form of sonar to help them navigate in the dark, whereas the latter might receive the power to glide for short distances.

Step Six: Assign Ban

Every totem has a ban, a specific requirement or taboo that it demands of its children. Similar spirits commonly demand similar bans. Raven may demand his children

leave the eyes of his prey intact for him to eat, as might Crow. The ban is usually commensurate with the amount of power the totem grants.

Regardless of what the totem requires of the pack, the ban isn't intended to nourish or give power to the totem — the pack's actions and reverence do that much more efficiently. The ban is a reflection of the greater law of the spirit world that all spirits have their limitations, and that those who strike pacts with spirits should expect to also give something up in return. A raccoon-spirit isn't just enamored of shiny objects. That fascination with shiny objects is part of *being* a raccoon-spirit. Many bans are simply in place to preserve and protect the pack's totem spirit. Furthermore, spirits still look on the Uratha in a variety of ways ranging from nervous courtesy to outright disdain or even hatred. A ban is a sign that the werewolves are willing to show some deference to the spirits that otherwise might not trust them.

No Lune Totems?

Lunes don't act as totems for packs of Forsaken, which many young werewolves find rather surprising. The truth is obscure and more than a little sobering. Lore has it that once, some packs did take Lunes for totems, but over time, every single werewolf who belonged to a pack that did so went steadily mad, unable to control his Rage when the phase of the moon associated with his pack totem came around.

Why do Lunes drive werewolves mad by acting as patrons? The Lunes themselves don't seem to recognize the problem until it's too late, and very few werewolves know about the maddening effect. Even today, some Lunes adopt packs as their own. Those packs go mad, sooner rather than later, but never lose their ability to change shape or step sideways. They simply roam the *Hisil* and the Earth, stalking and killing whatever takes their fancy, caring nothing for the Oath or the demands of secrecy. Not all of Luna's blessings should be accepted.

Packs guard their totems' bans very carefully. If a rival pack learns of its enemy's ban, it can potentially manipulate said foes into breaking it, and totems are notoriously unforgiving about broken bans. Some bans are difficult to break. Werewolves following Weasel might be required to call upon their Rage by entering Gauru in every battle they fight, and even very resourceful foes can't stop the characters from doing so. If, however, a totem requires its pack to stay out of the spirit world on certain days of the month, enemies of the pack could very easily kidnap one of their members' loved ones and drag her into the Shadow, forcing the pack to either break the totem's ban or remain faithful to their totem and let the girl die. Breaking a ban doesn't *necessarily* constitute betrayal of the totem, if it's done for laudable reasons. Breaking a totem's ban deliberately most certainly does, and if a werewolf intentionally goes against her totem's sacred taboo, being expelled from the pack is the lightest punishment she can expect.

Page 191 lists some sample bans, corresponding to the number of Totem points spent on the pack's spiritual patron. The Storyteller, of course, is encouraged to make any tweaks necessary to the ban to make sure the characters aren't getting a free ride.

Step Seven: Finishing Touches

Record all of the derived traits for the totem spirit. These traits are defined in Appendix One. A totem begins with maximum Essence for its Rank (15).

Totem Bonuses

The costs in Totem points for various bonuses that pack totems can bestow upon their werewolf charges are listed here.

Traits

The most common bonuses that totems grant come in the form of traits, increasing the werewolves' already formidable potential. These traits vary in cost by whether they're given, story or pack traits. If no trait type is specified, the trait in question is a given trait. A bonus trait cannot take a werewolf above his normal maximum. A totem that grants two dots of Medicine, for instance, can boost a packmate's Medicine from 4 to 5, but not to 6. All costs are per pack, not per character.

• **Attributes (given):** 18 Totem points per dot.

Example: *Boar grants all of his children an additional dot of Strength. This costs 18 Totem points but is a permanent addition to each character in the pack for as long as Boar remains their totem.*

• **Attributes (pack):** 10 Totem points per dot.

Example: *Raccoon grants his pack a dot of Wits, but only one packmate can access it in a turn. This costs 10 Totem points.*

• **Attributes (story):** 3 Totem points per dot. These dots are active for one scene.

Example: *Cheetah grants her children a pool of three dots in Dexterity. These can only be used once per story and can be used in any combination. These dots in Dexterity cost the pack nine Totem points.*

• **Gift (given):** 10 Totem points per dot.

Example: *Chameleon teaches all his children the one-dot Stealth Gift: Blending. This costs 10 Totem points.*

• **Gift (pack): 5** Totem points per dot.

Example: *Grizzly allows any one of his children to use the one-dot Gift: Crushing Blow at a time. This costs five Totem points.*

• **Gift (story):** 3 Totem points per dot.

Example: *Once per story, the pack chosen by Thunderbird may invoke the four-dot Weather Gift: Thunderbolt. This costs 12 Totem points.*

Note that a totem cannot grant its pack Gifts they could not ordinarily use. Thus, a totem could teach all its children the five-dot Stealth Gift: Vanish, but only those with Renown 5 in a category could actually learn the Gift.

• **Essence:** 1 Totem point per two points of Essence. Essence purchased in this manner counts as a pool that any pack member may draw from over the course of the story.

Example: *Even mighty Bull can charge only so long before he's spent. The pack has six points of Essence that they can call upon at any time during the story; this costs the players three Totem points.*

• **Skills (given):** 5 Totem points per dot.

Example: *Owl grants his children two dots in Occult. This costs the pack 10 Totem points, but the characters each add two dots in Occult to whatever ratings they might already have had as Owl's knowledge enhances their own.*

• **Skills (pack):** 3 Totem points per dot.

Example: *Griffin grants his children three dots in Brawl (which costs nine Totem points), but these dots can be used by only one packmate at a time. They add onto whatever rating in Brawl the werewolf using them has, subject to his normal maximum, but the ability fades as soon as the werewolf allows another werewolf to use the bonus.*

• **Skills (story):** 2 Totem points per dot; these dots last for one scene.

Example: *The pack takes a famous Cahalith bard, the ancestor of their pack's Cahalith, as their totem. The ancestor-spirit isn't powerful enough to grant them full use of his oratory skills, but they can draw on his prowess as they choose. In game terms, the players spend 10 Totem points on Expression as a story trait, meaning the werewolves have five dots of Expression that they can use as they see fit over the course of a story.*

• **Specialties:** 2 Totem points per Specialty.

Example: *Bear is a healer, but she knows little about contemporary medicine. She grants her pack the Skill Specialty: Herbal Remedies. Any character who has a Medicine rating can make use of it.*

• **Willpower (story):** 2 Totem points per point. As with Essence, buying Willpower as a story trait grants a pool from which the characters can spend Willpower points.

Example: *Turtle grants his children patience and stoicism. They may draw from a pool of five Willpower points per story (which costs the players 10 Totem points).*

Bans

It's not entirely accurate to say that the more powerful a totem is, the more restrictive its ban is. Some spirits are extremely powerful and place surprisingly gentle restrictions at all on their charges; others are relatively minor spirits but demand great sacrifices of their packs. It's closer to the truth to say that the more power the totem grants the pack, the more severe the ban. A minor spirit who grants a pack great power is draining itself of much of its energy to maintain the pack. A powerful spirit asks for chiminage commensurate to the gifts it's seen fit to bestow.

While similar spirits might ask for similar bans, the severity can vary widely. For instance, both Rat and Raccoon might ask for the pack to leave them offerings of food. Rat, however, asks that the pack steal food from a human pantry or kitchen, as she's nourished by the act of theft as much as by the food itself. Raccoon, meanwhile, isn't so particular; as long as there's plenty of food, he's content that his ban has been honored.

Choosing a restrictive ban *can* lower the point cost of a totem, but only if the severity of the ban considerably outstrips the power the totem grants its followers. The following guidelines for totem bans are rated from one to five, and are associated with a range of total Totem points paid for bonuses.

• **Severity One (1–5 Totem points):** The pack must perform an occasional service (once monthly) for the totem. This service is easy to fulfill and doesn't cost the characters anything other than time. Alternatively, the characters have an easy-to-avoid taboo that is active at all times, or a standard of behavior that they must adhere to (but an intuitive and natural one for werewolves).

Examples: *Throw apple cores into the woods on every new moon. Never kill elderly humans. Always nod respectfully to wolves or werewolves in Urhan form.*

• **Severity Two (6–10 Totem points):** The pack must adhere to a standard of behavior that conflicts slightly with the way it might otherwise behave. The totem might require the werewolves to guard or protect a certain segment of the population or require them always (or never) to fight in a certain way. It might even ask them to perform a weekly service for it, which requires time and energy but little in the way of expense otherwise.

Examples: *Always enter Urshul at least once in combat. No member of the pack may have a Harmony score lower than 6. The pack must protect young females of any species.*

• **Severity Three (11–15 Totem points):** The totem might require a weekly service that costs the werewolves time, energy and resources (perhaps in the form of money — perhaps they must simply hunt or procure the materials necessary). Perhaps the totem asks that they constantly work toward a given goal or abstain from a certain behavior that it finds odious (but that the pack wouldn't normally have any objection to). The reverse can also be true. The totem might ask the pack to perform actions that would normally be repugnant (but it won't ask it to take actions that would require rolls to avoid degeneration).

Examples: *The pack must hold a bonfire for the totem each week, burning a piece of an enemy it defeated during*

that week. (If they haven't defeated an enemy, the werewolves must burn some other symbolic representation of their victories.) The pack must continually work toward the protection of the rivers, stopping humans from polluting them. All pack members are required to consume only meat, never ingesting any vegetable matter (unless they eat the stomachs of their prey, of course).

• **Severity Four (16–20 Totem points):** At this level of power, the totem requires daily veneration. This veneration might not be elaborate, but it's essential to maintaining a good relationship with the totem. The totem might instead ask for impeccable devotion to a cause or ideal, or it might set a highly restrictive taboo for the werewolves to follow (and punish them harshly if they break it). This requirement or taboo might be easily turned against the pack, but the pack must strive to maintain it nonetheless. Bans at this level of severity should be felt during almost every game session. The characters should think of their totem as a spiritual parent on par with (or even surpassing) their tribal totems.

Examples: *The pack must pray to the totem five times a day, taking no less than two full minutes during each session. No member of the pack may fall below Harmony 8. The pack members must eat everything served to them.*

• **Severity Five (21–25 Totem points):** With mighty gifts come great costs. At this level, the pack is utterly devoted to the totem and what it represents. If a werewolf serves in this capacity a totem that isn't allied with his tribal totem, he might receive visits from messengers of his tribal totem, asking for shows of faith to that spirit as well as his pack totem. At this level, however, totems have invested so much energy in a pack that the pack itself can be a threat to nearly any spirit… and the spirits have seen the Uratha as threats for a long time. Bans for packs at this plateau of power might seem harsh, but they're in place for what their totems see as a very good reason.

The pack totem might ask nearly anything of the pack, regardless of what kind of danger it puts them in (though no totem leads its pack into certain death; that's counterproductive). The totem might ask that the pack members aspire to be perfect paragons of Harmony, at all times, with no room for exception. (In game terms, any sin rated at 6 or lower severs the connection to the totem until reparations can be made.) The totem might ask the pack members to deny an essential part of who they are as humans, wolves or werewolves. Some totems might actually require that their characters *break* the Oath as part of their ban (not all spirits are allied to Luna or care for the Oath of the Moon, after all). Spirits who do this aren't common choices for patronage, though.

Examples: *The pack must feast on their slain foes' hearts. No member of the pack may fall below Harmony 9. The pack must accept every challenge and never back down from a fight.*

Ban Effects on Totem Costs

Taking a more serious ban than necessary can reduce the point cost of the totem somewhat, but this isn't recommended. The Totem points that the players spend are

representative of the energy and effort the pack puts forth in attracting the totem, of its special spiritual destiny and of its commitment to Harmony. The ban that their totem levies, however, is a measure of the energy the *totem* uses in granting his pack power. The two values have little in the way of a cause-and-effect relationship, except that, as stated, the more power a totem invests, the more strict the ban it sets is.

That said, however, if the pack is willing to go the extra mile in service to the totem, the totem is willing to grant an additional measure of power. If the players choose to take a ban *two steps more severe* than their Totem points would normally require, they receive a "price break" equal to the level of severity. So, if a pack spends 10 Totem points on their totem, but chooses a ban normally applicable to a 21–25 point expenditure, their totem actually costs five Totem points (10 points – severity 5 = 5). This discount cannot more than halve the total cost. That is, if the players had spent only eight points on their totem and taken a level-five ban, they would still have to pay four Totem points.

(Astute players will notice that it's not possible to take this option for totems of more than 15 points. That's true. At that level of power, the ban required would cripple the pack. If the players and Storyteller wish to try to make a go of this anyway, and figure out a "level six" ban, they may certainly try.)

Example of Totem Creation

The Storyteller assembles his players for a session of character creation. People already have strong concepts for their individual characters, so most of the work of the evening is put toward building the pack, which includes building the pack's totem.

After all of the points are spent, the five players have 14 points spent on the Totem Merit, and therefore 14 points with which to build their totem. The first thing they must do is figure out what sort of spirit best represents the pack. Because the Storyteller wishes to begin the chronicle *in medias res,* with the characters already embroiled in a difficult situation involving a potent Beshilu and its swarm, he doesn't wish to spend a session detailing the pack's quest for the totem. As such, the players have complete control over what their totem spirit is and how it came to be associated with their pack (although the Storyteller is on hand to make any necessary rulings).

The pack consists of three Blood Talons, a Hunter in Darkness and a Bone Shadow. All of the characters are warriors to an extent (even the Bone Shadow, who Changed under the full moon), but they all also have a deep and abiding interest in the darkest parts of the spirit world. The Bone Shadow believes a terrible threat to the People will soon rise from the spirit wilds, while the Hunter in Darkness wishes to follow his tribal totem's imperative to root out corruption and evil. The players note this similarity and decide that their totem needs to acknowledge and approve of their martial tendencies, but not necessarily enhance them. Instead, they decide their totem wants to play to their interest in the dangerous Shadow Realm, helping them delve into mysteries that wise werewolves leave alone. A spirit associated with death, curiosity and forbidden knowledge seems best. After a quick consultation with some of the Storyteller's mythology books, they decide upon Panther. The black leopard is a symbol of magic and death in many cultures, with associations of strength and mystical power. The players decide that after their pack came together, they ventured into the spirit wilds and became lost along a spirit path that led them into a nest of hideous spirits. As they fought their way out, they noticed a dark panther-spirit observing their ordeal without fear. Impressed by the spirit's resolve, they tracked it down before the moon had changed, capturing it despite its great speed and stealth. After an initial period of adjustment, the spirit has come to embrace its role as the pack's totem. The players further describe this totem spirit as Panther-Who-Slinks-in-Shadowed-Paths, or simply Shadowed Panther for short.

With that in mind, the players proceed to the second step of totem creation: assigning Attributes. They have nine dots to split between Power, Finesse and Resistance. After some haggling, they decide to put two in Resistance, four in Finesse and three into Power. Panther is feared and respected as a symbol of strength, and is particularly wise and nimble.

In step three, they assign their totem's Influences. As this incarnation of Panther is unlikely to be as tied to actual physical animals, the players choose two dots of Shadows as its Influence. Their totem spirit can now use the Strengthen and Manipulate Influences on local shadows.

Step four is the most involved step of the process in terms of numbers. The players have 14 points with which to customize their totem spirit. Like all pack totems, Shadowed Panther begins with the Numen of Material Vision and another of the players' choice. The players read over the list of Numina and decide that Wilds Sense is the most appropriate, as it goes along well with the concept of Shadowed Panther as wise in the mysteries of the spirit world.

The players first decide to make their spirit a little more resistant to damage, and spend six of their 14 Totem points to raise its Resilience to 3.

They have already decided that they want Shadowed Panther to mainly enhance their spiritual and mental faculties. Although their totem is a spirit of great strength, he doesn't feel it necessary to bestow that power on the already-impressive Forsaken. The players quibble over what sorts of traits they are likely to need, and finally decide that it never hurts to have more Essence available. The characters place 3 points into a story bonus of Essence, allowing Shadowed Panther to grant them nine extra Essence per story. The players now have five Totem points left.

Four of those points go to purchasing the Stealth Skill as a pack trait. One packmate per turn can call upon Panther's ability to slink through the shadows, adding two dots of Stealth to the Uratha's rating. The last Totem point, after some deliberation, goes to purchasing an Athletics Specialty in Climbing. Panther feels that his children should be able to scale surfaces and lurk in ambush high above their prey, just as he does. Therefore, any character with an Athletics rating may use this Specialty.

Finally, the players need to decide on a ban for their totem. They feel that Panther wants tribute but is more concerned with making sure that the pack is exhibiting the creativity and resourcefulness that overcame him in the first place than he is with limiting them in any way. ("Of course, you *would* say that," the Storyteller mutters.) They decide that Panther demands an ongoing commitment to patrolling the spirit wilds and making sure that they pose no immediate danger to the physical world. The Storyteller asks for a more specific ban that isn't so close to what the pack would be doing anyway. The players decide that Panther demands that each pack member spends three waking hours every day in the Shadow Realm, usually the spirit wilds. If any pack member violates that ban, the entire pack loses Panther's gifts until the errant pack member spends an entire day in the Shadow, rooting out any hidden dangers in the pack's territory. The Storyteller notes that given the state of the spirit wilds and spirit animosity toward the Uratha, this is a rather dangerous ban, but he feels that it fits the totem and pack nicely. After all is said and done, the pack's totem is expressed thus:

Totem: Panther-Who-Slinks-in-Shadowed-Paths

Attributes: Power 3; Finesse 4; Resistance 3
Willpower: 6
Essence: 15
Initiative: 8
Defense: 4
Speed: 11
Size: 4
Corpus: 7
Influences: Shadows ••
Numina: Material Vision, Wilds Sense
Bonuses: 9 Essence pool/story; Stealth 2 (pack); Athletics Specialty — Climbing (given).
Ban: Each pack member must spend three waking hours each day in the *Hisil*. These hours need not be consecutive but must occur from sunrise to sunrise. If any pack member fails to observe this ban, *all* bonuses are rescinded until the offender spends 24 consecutive hours in the Shadow Realm.

Renown

Werewolves are a fractious race. A werewolf from a different pack or tribe is a rival first and an ally later, if ever. Therefore, it's necessary for the People to have some way of measuring each others' accomplishments and status. This need is mirrored by the demands of a werewolf's spirit nature, the need to have a clear place when standing among the spirits that are loosely related to his kin. From these requirements came the system of Renown, allowing other werewolves and even spirits to gauge the deference they should grant a visitor or intruder.

While all werewolves and all spirits recognize and understand Renown, they respond to it in different ways, depending on the circumstances. To a Predator King, a highly renowned Blood Talon is a dangerous enemy to be slain quickly, not a revered warrior to be honored. Also, the Tribes of the Moon measure their Renown according to the auspices that Luna grants, whereas the Pure Tribes measure Renown by direct service to their totems and goals. The Bale Hounds likely have their own method of Renown, but the particulars are unknown to those outside the cult. As players of **Werewolf: The Forsaken** assume the roles of members of the five tribes allied with Luna, this section discusses Renown as it applies to the Forsaken.

Renown for the Tribes of the Moon is measured and acknowledged by Lunes. Venerable werewolves (those with high Renown) are accorded more respect, can control greater hunting territory and may pass through the domains of allied werewolves and expect deference and hospitality as they do so. Renown is hard-won. A werewolf seeking to rise in status must seek out methods of increasing that status in ways that the lunar choirs recognize.

Codes of Renown

Each of the choirs of lunar spirits looks for a different type of behavior when judging Renown. For the most part, these behaviors are the sorts they expect from werewolves of appropriate auspice, but all Forsaken are expected to exhibit all types of Renown to some degree. The following sections describe what each type of Renown means, what types of feats are required for the spirits to take notice and what decorum is expected.

Cunning

Luna hides, but feels no shame. Sometimes she chooses to watch without light, to listen to, touch and feel what happens in the world without alerting her children to her presence. She looks to us to obscure her, to cover her actions and mask her words. Anyone could be Luna on the new moon.

The Irralunim look for the cunning. These spirits, embodiments of the absence of light rather than of darkness, know that not every problem can be solved by judicious application of fang and claw. But at the same time, not every problem has a wise answer. Some solutions lie in breaking with tradition, with doing what must be

done, with taking the indirect road. Cunning is a measure of lateral thinking. The spirits don't advocate amorality — the Oath still applies. They favor those werewolves who think beyond the Oath, who guard its principles in indirect fashion. Keeping humanity from learning of the People's existence isn't just trying to avoid giving them proof, it can also be proactively discrediting those people who believe.

Irraka embody the innovation of the Cunning Renown, as their packs look to them to question the accepted ways and challenge tradition to make sure it still stands. Similarly, however, the Iron Master tribe thrives on Cunning as the very foundation of its precepts. These werewolves explore new ideas among humans and in the world to apply them to the Forsaken condition.

Base Expectations: Irralunim expect werewolves not to walk blindly into danger. They don't encourage werewolves to distrust everyone and everything, but they do expect that the Uratha ask the right questions and not accept potential enemies' word at face value. They also ask that werewolves be honest with their packmates. No werewolf is complete without his pack, and the most important task of the cunning werewolf is the role he plays in his pack. The Lunes, however, do understand that Uratha who place great emphasis on Honor and Purity can't always be told everything, lest their morality paralyze them.

Feats of Cunning: Killing a foe and making his allies believe the death was accidental; convincing one foe to attack another; avoiding potential human discovery of the Uratha without the use of violence; a new and original battle strategy; any monumental act of stealth, manipulation, cleverness or diplomacy.

Glory

The moon edges toward full, and Luna dreams of days yet to come. The moon slinks toward invisibility, and Luna remembers, nostalgic for the days of glory. Everything that is memory is real under the gibbous moon's light, every deed remembered as a shining epic, every word as an elegant poem. The future is a dream that remembers events that haven't happened yet. Fact? Truth? Secondary considerations. Facts are forgotten and argued over; truth changes with the teller. Only glory can bestow immortality.

The Forsaken have an oral tradition stretching back for centuries, and they have the Cahalith to thank for it. The pursuit of Glory is something that most werewolves share, regardless of auspice, and the Cahalunim judge attempts at garnering this type of Renown. To these spirits, Glory is more than simply taking territory or winning a battle or contest. The spirits ask if those deeds are *memorable*. Can a lesson be learned from the retelling of the story? Indeed, is it even worth retelling? Glory incorporates elements of Honor. After all, if a werewolf wishes to claim Glory for his actions, he must proudly claim credit for them.

Glory also includes valor and bravery. The spirits expect a glorious werewolf to be unafraid of danger. If he acquits himself well, the Cahalunim remember him and spread his stories to the Cahalith of the tribes, even if he dies in battle — which may be small consolation to some. The Cahalunim don't expect the Forsaken to leap headlong into suicidal battles. While martyrs make for good stories, a warrior who honestly seeks his own death in battle probably does so for reasons of Purity or Honor, not Glory. The Cahalunim would rather tell a story of survival against all odds than of the death of a champion. The Blood Talons pay particular attention to werewolves with high Glory, for they greatly respect courage in battle and bravado that can be backed up with skill.

Base Expectations: The Gibbous Moon Choir expects werewolves to be brave, to forge on in the face of fear and to meet each day with the knowledge that it could be their last. They also expect a healthy respect of the past. Glories that belong to one's ancestors can inspire and guide the current generation. Finally, it's important to keep an eye on tomorrow, fighting battles that will have greater consequence in the long run. By remembering the lessons of the past and anticipating the challenges of the future, a werewolf can stand tall in the *now*.

Feats of Glory: Winning a battle or outmaneuvering a foe in a spectacular or especially triumphant way; winning a battle in the name of a lover, ancestor or totem; telling an epic story that is later repeated by others; telling a stirring rendition of a traditional tale; acting as inspiration to fellow Forsaken; any other monumental feat of bravery, tradition, valor or daring.

Honor

The light half or the dark half, wrong or right. Luna, in her half-moon aspect, judges. A statement must be true or false — but which is it? Only by viewing both the bright and the shadowed can one determine the truth. Only by seeing both sides can one make the correct judgment.

The demanding code of Honor is the measure of fairness, honesty and willingness to abide by the laws and one's own word, all measured by the Elunim. Honor is a matter of ethics, not necessarily of morals — the truly honorable werewolf may have to make difficult choices in order to do the needful thing.

Honorable werewolves should be truthful and fair. The Lunes expect them to keep their word once it is given and to avoid lying. Even the spirits, however, know that one of the touchstones of werewolf existence — keeping that existence hidden from humanity — requires lying and trickery. The Elunim are willing to accept that, but they bestow their favor on werewolves who are able to keep themselves from falling into in situations in which they have to make that sort of choice. In some measure, honorable behavior is also a matter of perception and comprehension. An honorable werewolf must come to understand dishonor. She must learn that not everything

presented is true, and what's more, she must learn why dishonor is wrong. The Storm Lords stress Honor in their dealings with other werewolves and can be very stiff-necked where slights to their own Honor are concerned.

Base Expectations: The Half Moon Choir expects honesty from the Forsaken. This includes admission of guilt (or at least admission of action, whether or not the werewolf in question believes he did anything wrong), telling the truth if the Uratha knows it and doing all within the werewolf's power to ensure that the proper acts are rewarded and punished. These spirits also expect the Forsaken to perform the functions to which they have agreed. It's honorable to recognize a totem's ban or to negotiate with a spirit rather than binding, compelling or destroying it.

Feats of Honor: Adjudicating a fair challenge between other werewolves; performing one's duties to the pack and totem in the face of extreme adversity; participating in a just challenge; uncovering taint or injustice; striking a diplomatic truce with a potent rival spirit; any monumental feat of justice, truth or fairness.

Purity

All is revealed by Luna's brightest light. Under the full moon, we can truly be ourselves, pure and unsullied by what the world has become, our hands unbloodied by our past crimes. We cannot wallow in guilt or lose ourselves in Rage, for there is much to be done. Listen to the howls of your fellows and follow me, brother!

The Fury Choir judges Purity, probably the simplest of the five types of Renown — and the most difficult to maintain. The spirits simply demand adherence to the precepts of Harmony. Gaining Purity Renown is a challenge, because Ralunim *expect* the Forsaken to stand by the Oath they've sworn. Werewolves gain Purity by enforcing the Oath of the Moon and the rules of Harmony, by leading by example, and by embodying what being a werewolf truly is (from lunar spirits' perspective; Bale Hounds might well disagree). The Hunters in Darkness have a particular respect for the ideals of Purity, as it's closely tied to their belief in embracing their wolf side.

The Forsaken often speculate on why the Ralunim regulate Purity, aspected as they are toward Rahu werewolves. After all, the Full Moons have a difficult time controlling their Rage, which makes maintaining Purity that much more difficult (since the Oath requires self-control). Some argue that this is likely the very reason that Luna chose to send her Ralunim children to watch over the Rahu. With the impetus for Purity hanging over them, they have a much greater drive to control themselves, to remain pure of heart and Rage, to honor their spiritual mother.

Werewolves who strive for Purity aren't expected to force their views on other werewolves. A true leader's commands are to be obeyed, but each werewolf must choose Harmony for himself. Therefore, a true adherent of Purity leads by example, striving to show by word and deed the proper path for his fellow Forsaken.

Base Expectations: No one expects a werewolf to keep himself from Rage. The Ralunim do expect the People to enter their savage fury appropriately, to avoid murdering other Uratha, and especially to avoid injuring their packmates in Death Rage. A young werewolf who can avert Death Rage for a time to spare allies from it might receive a congratulation from a Lune, but only once. After he matures, the spirits don't have much patience for a werewolf with no control over himself.

Feats of Purity: Leading a righteous crusade against enemies of Luna and the People; slaying a true foe in proper combat; saving the lives of other werewolves or the wolf-blooded; remaining true to the Oath even when tempted or coerced to do otherwise; any other feat of monumental self-restraint, zeal or morality (as expressed via Harmony).

Wisdom

By the crescent moon, Luna thinks. Those who come upon her in this state come away wiser, for she shares her wisdom with those who know how to ask. Those who ask the wrong questions go mad, for she denies no inquiry while her sliver-moon shows. But sometimes seeking answers is more important than knowing them.

Wisdom is more than simple knowledge. As any werewolf can point out, humans are fonts of knowledge, capable of remembering mountains of useless information by rote. The things that humans know don't help them survive, however. Wisdom, as measured by the Ithalunim, involves not only factual knowledge, but its application and even the process of learning. A werewolf who blunders due to ignorance isn't ridiculed or shamed for her mistake (at least not by the Crescent Moon Choir). She is expected to learn from the mistake, come away from the experience wiser for it and hopefully be able to teach others her newfound knowledge. Instinct can be fooled; knowledge can be a lie. When the werewolf learns to view a question as Luna does in her sickle form, then the werewolf knows the truth as well as the facts. Then the Uratha is wise. The Bone Shadows pay particular attention to the pursuit of Wisdom and to Forsaken who are considered to be wise. The credo of Wisdom in many ways parallels the guiding purpose of the tribe. All Ithaeur seek Wisdom, though, for their packmates look to them to think, see and know, whether about this world or the spirit world.

Base expectations: The spirits expect curiosity from a wise werewolf, but not the sort that leads him to wander blindly off after anything that catches his fancy. The curiosity that the Ithalunim expect is more scientific. They don't want the Forsaken to take what they see for granted. While these spirits, like all Lunes, do expect werewolves to obey the precepts of Harmony, they are less concerned with a werewolf's innate morality than the Cahalunim are.

Feats of Wisdom: Solving a great spiritual riddle; developing a new rite; binding a potent spirit; discovering and exploiting an enemy spirit's ban; creating or strengthening a locus; negotiating a suitable compromise; any monumental act of logic, intelligence, memory or intuition.

Gaining Renown

The Forsaken may snarl boasts to one another about the deeds they perform and how they're worthy of attention from Lunes, but it's Luna's servants who fully bestow Renown.

In game terms, Renown is acquired with the expenditure of experience points. Players may allocate the experience they earn to increase their characters' Renown traits. The process of increasing Renown isn't merely an act of assigning points and filling in dots, though. A werewolf must behave in a manner that justifies such an increase and exemplifies the Renown for which a status increase is sought (or won). The "base expectations" discussed previously address the kinds of behavior for which the Lunes look. It can be performed publicly before other werewolves or in private where no one else can see. The Lunes see, however, and they know when a character has done something credible toward a werewolf's status. In short, the acquisition of Renown dots can be equated to gaining them in any trait. If a player wants to spend experience points for his character to gain a dot of Drive, but the character never got behind the wheel in the last story, the Storyteller may rule against the increase. So it goes with Renown. If a werewolf hasn't exhibited the behavior expected of an increase, a new dot isn't warranted.

Therefore, there is a game-mechanic and in-setting requirement to raising Renown. The Storyteller always has final say on whether a character is eligible for a Renown increase. If a player announces that he is increasing his character's Purity, but the werewolf committed sins against Harmony and broke the Oath in the latest story or game session, the Storyteller can veto that acquisition. A werewolf must *earn* a Renown increase. It isn't just granted without justification, even if the character's pack is willing to lie to the spirits to attempt to gain an unearned boost.

Similarly, repeating the same kinds of feats don't warrant successive increases in a type of Renown. Making a mistake in dealing with spirits and learning from it might justify a dot of Wisdom once, but demonstrating the lesson learned over and over doesn't rationalize subsequent trait increases. New and increasingly impressive feats must be performed, especially as a werewolf's Renown rises. A task performed to earn recognition from the Lunes and go from Glory • to •• is insufficient to rise from ••• to ••••.

The Lunes formalize a Renown purchase via the Rite of the Spirit Brand. Once the rite is performed, the character's new level of Renown is visible to all spirits, and even to other werewolves once he enters the Shadow. Following that confirmation, as an acknowledgement of the character's new rank, one of the werewolves in attendance (usually the most senior Ithaeur) summons a spirit to reward the newly advanced werewolf with a new Gift.

Systems

Characters begin with three dots of Renown at character creation, at least two of which are assigned to the primary Renown

traits of auspice and tribe. Over the course of a chronicle, players may also purchase dots of Renown for their characters by spending experience points. At no point may a character purchase more points in a secondary Renown category than he possesses in one of his primary categories (determined by auspice and tribe). A Hunter in Darkness Rahu with two dots of Purity cannot have a third dot in Glory, Honor, Wisdom or Cunning without first acquiring a third dot of Purity.

Buying Renown isn't just a matter of spending the experience points, though. The character must have accomplished deeds that fulfill the requirements for the appropriate type of Renown, and must convince the spirits that she deserves Renown. To do so, the player may set aside experience points against a future purchase of Renown in that category. The Storyteller may even rule that a particularly well roleplayed interaction between a character and the adjudicating Lune is worth an extra experience point toward a dot of Renown in the appropriate category.

The points aren't actually *spent* until the character can undergo the Rite of the Spirit Brand. The player must spend experience equal to the level of Renown being purchased x6 to purchase a dot of Renown in a primary category, x8 to purchase a dot of Renown in a secondary category.

Also remember that when Renown of any kind is increased through experience points, your character gains use of a new Gift at that same level. This Gift must be chosen from one of the lists for which your character has a tribe or auspice affinity. For example, if the Honor Renown of a Hunter in Darkness Cahalith increases from • to ••, she gets a new two-dot Gift from one of the following lists: Gibbous Moon, Inspiration, Knowledge (from her Cahalith affinity), or Elemental, Nature or Stealth (from her Hunter in Darkness affinity). Or a two-dot Gift could be chosen from the Father Wolf or Mother Luna lists since all Forsaken have affinity with them. For full rules, see p. 102.

The Pure Tribes also gain the benefits of Renown, although they have no ties to the Lunes, and must call on their dangerous and primal totems to recognize their deeds instead. The Pure are treated as having Renown that is mechanically similar to that of the Forsaken, although the specifics of gaining their Renown are different.

Storytelling Renown

Much of the responsibility of remembering Renown-worthy deeds is placed on the players, but the Storyteller should certainly make note of anything the characters do for future use in adjudicating Renown gains. Players have the right to spend their experience points as they choose — within reason. A character who behaves in a cowardly fashion time and again might not lose a point of Glory that the player has spent hard-earned experience to gain, but the Storyteller is certainly justified in ruling that the character cannot purchase more Glory until she mends her ways.

Renown and Territory

Having a great deal of Renown doesn't entitle a werewolf to territory. After all, no great leader-pack presides over all the People, doling out hunting grounds to those who make names for themselves. Renown, however, does serve as a badge for those who *have* claimed territory. A pack of Forsaken who've collectively accrued a great deal of Glory and Cunning are clearly renowned as crafty and vicious warriors. If a visiting werewolf sees their glyph amidst the graffiti on a city's walls, he might well turn back (or at least find a respectful way to announce his presence).

This phenomenon works the other way, too. A highly renowned werewolf visiting a younger pack's territory can expect hospitality (provided there's no specific conflict between visitor and residents). Even the most venerable visitor can wear out his welcome, however, and imposing on another's territory for too long or in too gross a manner is cause for appropriate treatment.

To represent the manner in which Renown precedes its owner, when two werewolves meet for the first time, a roll is made for each with a dice pool equal to his highest primary Renown. This roll doesn't represent the ability to read Renown from the spirit brands in a werewolf's skin, but rather whether or not a given werewolf has heard of the deeds that earned those brands of respect.

If an Irraka Bone Shadow (primary Renown traits of Cunning and Wisdom) has Cunning 3 and Wisdom 4, four dice are rolled for him. Success indicates that the other werewolf has heard of him, and roughly knows his level of standing. An exceptional success indicates that the other werewolf is in awe, and all Social rolls made to influence that werewolf are made with a +1 bonus for the remainder of the scene.

In the case of comparing pack reputations, a roll is made for the pack member with the highest dots in one of her primary traits. In the case of a tie within a pack, compare *total* dots in primary Renown traits. The roll is made for the character with the highest total. (The roll is still made with a dice pool based on her highest primary trait alone, though.)

Any such recognition rolls may receive modifiers at the Storyteller's discretion. For example, there may be a –1 or –2 penalty to the roll for a werewolf to convey his dots in a Renown through a glyph marked on his territory, while there might be a +1 or +2 bonus if the two werewolves meeting are of the same tribe, or their packs claim territories in close proximity.

Failure of a roll means a werewolf's reputation doesn't precede him, so he may be treated like any other intruder or threat. The Storyteller can always overrule the need for a recognition roll if a werewolf is particularly famous or infamous. On a failed roll, intercepting Uratha are still

wise to be tentative in their reception of a newcomer. Just because a werewolf isn't recognized doesn't mean he isn't a well-respected warrior of the People. Attacking him could mean an offense against Harmony, unless he arrives and clearly provokes a hostile reaction.

A dramatic failure on a recognition roll means that a character could go completely unknown. Perhaps word of his deeds hasn't arrived to remote corners of the world, or something about him sets off warnings among receiving Uratha. All Social rolls made for the unknown intruder suffer a –1 penalty for the remainder of the scene.

In addition, when a werewolf interacts socially with a fellow tribe member, he may add his your dots in tribal Renown to your Social dice pools. Such dice bonuses based on Renown do not apply to social rolls made toward members of other tribes. For more information, see pg. 78.

Lodges

Werewolf tribes are powerful forces by themselves, guided by some of the strongest totem spirits in existence. Within each tribe, however, are several lodges, guided by one overarching principle or code of ethics. Lodges are collections of tribe members who have similar ideologies, similar goals for the tribe or the People as a whole, or similar hopes in their Forsaken existence. Not simply social gatherings, some are fringe religious cults while others are camps dedicated to disseminating rare lore and obscure knowledge among members.

A member of a lodge is still a member of her tribe. Simply because an Iron Master joins the Lodge of Lightning doesn't make her any less the child of Red Wolf. Some lodge members even keep their membership secret, rather than set themselves apart from their tribemates. Others wear it openly, proclaiming their affiliation loudly and using it as a badge of honor (which, of course, it is).

The benefits to joining a lodge are many. First, of course, a werewolf gains the prestige of being admitted to a small, elite circle of individuals. Both wolves and humans understand this notion. Wolves have their alphas and humans have their leaders, and both species can feel ambition. More importantly, however, since each lodge has a specific ideology or agenda, joining a lodge is a validation of a werewolf's feelings and beliefs. A Bone Shadow who has felt all her life that the dead have much to teach the living might join the Lodge of Death and feel that she's finally been proven right — here at last she has new allies who tear back the shroud of death to ask the same questions she's asked all her life.

A werewolf also gains a greater and closer circle of friends. While her lodge should never replace her pack, other werewolves think twice about challenging lodge members. Lodge members have been accepted not only by their tribal totem, but by the patron spirit(s) of their lodge as well, and all lodges have stringent entry requirements. A Blood Talon is a fierce warrior by dint of his tribe, but beware a member of the Lodge of Garm, who is blessed by Fenris and Garm alike.

Finally, joining a lodge brings power and benefits that a werewolf wouldn't be able to gain on her own. All lodges teach secret Gifts or other capabilities that their members wouldn't easily be able to learn. Many also bestow other benefits upon their members. This reward translates in game terms to a "price break" on experience costs to raising certain kinds of traits.

A character cannot begin play as a member of a lodge unless the chronicle is meant to begin with veteran packs (see p. 65). The stringent requirements for membership should be earned fairly in play. Lodge membership doesn't mean much if it's too easily attained.

Chapter Two names three lodges per tribe. Of those 15 lodges, five are given more focus and detail here. As lodges are much tighter organizations than tribes, they are frequently regional in scale; the Lodge of Garm exists mostly in North America and Europe, for instance, and there are apparently lodges in Africa and Asia that Western Forsaken know little about. The Storyteller should use these write-ups as guidelines to flesh out or create any other lodges that take her fancy. Remember that the listed lodges aren't the only ones. A lodge doesn't have to be very large. Some comprise only single packs. Likewise, while most lodges are exclusive to one tribe, not all are. The Lodge of the Hunt, a cross-tribal group, is included as an example.

A lodge expects loyalty from its members. A character can belong to only one lodge at a time, and quitting one lodge to join another is considered very dishonorable. A character who leaves a lodge loses all benefits of membership, as well as a dot of Renown appropriate to the tribe associated with the lodge. Leaving a cross-tribal lodge such as the Lodge of the Hunt causes a loss of one Honor Renown. If the lodge was particularly jealous of its secrets, the members might mark the character as a potential security risk, even — in the extreme cases — choosing to silence her permanently.

Blood Talons — The Lodge of Garm

In human mythology, Garm is the great wolf destined to kill Tyr, a god of war, in the battle of Ragnarok. The Blood Talons recognize Garm as a child of Fenris Wolf, the spiritual embodiment of perfection in battle. Members of the Lodge of Garm aspire to the ideals of body, spirit and mind, but only as that perfection applies to war. They train their bodies to be strong and lithe, so as to better fell their opponents. They hone their minds to outthink clever foes by developing new and effective combat tactics. They push themselves spiritually to maintain Harmony, so as to keep total control of their mystical powers. To the Garmir, any advantage that could ever conceivably apply to battle is too precious to waste.

As a result of all this effort, the Garmir make excellent pack leaders, but even those who don't choose to lead

packs almost always belong to a pack. After all, the bond that a pack shares enables it to be an unparalleled fighting force. Garm doesn't require that his children belong to all-Garmir or even exclusively Blood Talon packs. He knows that all the tribes have their own refinements on battle that could prove useful.

The Garmir wear their allegiance openly, usually by branding or scarification of ancient runes. These marks bear a passing resemblance to Norse runes, but even the most skilled human occultist is hard-pressed to recognize the exact derivation. They also make no secret of their beliefs, and while the Lodge of Garm doesn't admit werewolves of other tribes, its members are happy to explain the lodge philosophies to any werewolf who will listen. Members believe that the Blood Talons need to unite even more strongly, each pack swearing oaths of loyalty to defend other Talon packs as if they were one, and thus to act as an army for the People. Once this organization is achieved, the Forsaken could go about the business of cleansing the spirit wilds once and for all. The highest-ranking Garmir postulate that when such a goal is fulfilled, Fenris Wolf can ascend and take on the duties that Father Wolf once had.

Prerequisites: All applicants must maintain a Harmony rating of 7 or greater and Glory •• or higher, and must have a Brawl, Weaponry or Firearms skill of •••• or better.

Membership: The Lodge of Garm is open to all Blood Talons. Anyone who wants to join must first petition a member for sponsorship. Typically, doing so involves facing the would-be patron in battle, but victory isn't necessary (or likely). The sponsor simply needs to know that the applicant can fight well and with honor.

The period of sponsorship lasts for three cycles of the moon (three months). During this time, the applicant isn't permitted to retreat from any battle unless he's the last member of his pack to do so. Breaking this prohibition disqualifies the applicant from joining the lodge. If the would-be Garmir *gains* either Glory or Purity Renown, his chances of being allowed in improve greatly. The Garmir sponsor usually arranges for a Ralunim or Elunim spirit to watch the applicant at all times during this trial period.

After the period of testing is over, the sponsor meets with other, more renowned members and discusses his applicant. One of these Garmir must be of the same auspice as the petitioner. If they agree that he's the right sort of Uratha for the lodge (obviously, it behooves the applicant to distinguish himself in some way before this meeting takes place), they set a final challenge for him. It varies based on auspice and the whims of the testers, but it always involves a measure of the applicant's ability to control his Rage, uphold the Oath and, of course, fight. If the applicant passes, he's granted membership. If he fails, he's congratulated for having come that far, and is allowed to begin the process again in one lunar year.

Benefits: Garmir are given a minor fetish upon joining. This fetish is sometimes a weapon of some kind, but is more often a Mercy Gem (see p. 206). Lodge members are trained in several different foci. The experience costs of raising or purchasing these Skills — Brawl, Weaponry, Athletics and Persuasion — becomes new dots x2 instead of new dots x3.

Bone Shadows — The Lodge of Harbingers

The Lodge of Harbingers isn't dependent on ritual and secrecy, as lodges go. Members don't hide their affiliation if asked, yet they don't go out of their way to affirm their allegiance to other Forsaken. After all, any information they give out changes the world in ways they'll never perceive. Better to give what information they must and keep moving.

The Harbingers revere Death Wolf as their tribal totem, but as a lodge, they look to White Hare as a second source of wisdom. White Hare is strong, swift and clever — everything a good messenger should be. He helps the Harbingers get in and out of other packs' territories without starting up dominance disputes. Because he's a small, unassuming totem, the Harbingers don't emit a threatening vibe when they come to grace a pack with news. Their presence is often ominous — but not in the sense of a threat to territory.

Harbingers are interested in prophecies and mystical clues that have immediate repercussions for the physical world. They jump from one dangerous locale to another, stirring up the local Uratha to investigate and staying only long enough to see the matter resolved (which sometimes takes months or years — one of the few reasons a Harbinger might be found in a mixed-tribe pack). Harbingers don't communicate much with each other. If two cross paths, they exchange as much information as possible and then go their separate ways. The lodge is easily the smallest of the major Bone Shadow factions, and one of the smallest lodges of all of the tribes. This is due in part to the fact that few Harbingers belong to packs. Few other werewolves are willing to join them in claiming no territory. Lodge members are also rare simply for the nature of their work — a dangerous business at the best of times.

Prerequisites: Cunning or Wisdom •, Athletics ••, Stealth ••

Membership: The Lodge of Harbingers is open to Bone Shadows only, although members of other tribes can join with special intervention from both Death Wolf and White Hare. Since those two spirits are uneasy allies at best, however, such special members have come along only a handful of times in history.

Joining the Lodge of Harbingers is a much quicker process than joining most other societies. The Bone Shadow simply performs a ritual of supplication to Death Wolf, asking for permission to honor White Hare in addition to the tribal totem. If Kamduis grants this request (and she

sometimes requires the applicant to perform a task first, typically of the sort that results in Wisdom or Cunning Renown), the applicant must then petition White Hare and gain his blessing. White Hare isn't so choosy, but catching him is difficult and he doesn't come when called. If the applicant can chase down White Hare and obtain his favor, he can then seek out a Harbinger (also not an easy task) and ask to be let into the lodge. By this time, the character has called up one totem Incarna, chased down another and found one of the most elusive beings in the world (a werewolf with a bent for stealth who takes pains to avoid being tracked). The Harbingers consider those tasks impressive enough to warrant membership, although some members do require some sort of test of the aspirant's moral purity.

Benefits: Harbingers may learn Stealth Gifts as though they were tribal Gifts. Also, the player may add three modifier dice to any Persuasion rolls made to deal favorably and peaceably with other Forsaken. The Harbingers are interested in warning others of danger, not in raising volatile werewolves' hackles.

Hunters in Darkness — Lodge of Seasons

For the most part, Hunter in Darkness lodges are attuned more to concepts instinctively understood by animals than to abstract ideals. Rage against humans, bring harmony to the world — these concepts are simple enough. But the Uratha of the Lodge of Seasons follow not one, but four different agendas, depending on which season it is. They tune themselves into the world's natural currents, hoping to understand her, to become closer to what she is and to live truly by her rules.

In spring, the werewolves of this lodge look to renewal. They abstain from battle except if absolutely necessary, they guide intruders away from their sacred places (unless an intruder comes with hostile intent, and even then they try to avoid bloodshed), and they don't accept violent challenges from other Forsaken. Most members of the Lodge of Seasons make a point of striving only for Cunning and Wisdom Renown during spring, staying the most active under the new and crescent moons. Most also attempt conception during this time, if they desire children.

In summer, as the days grow longer and hotter, the *Meninna* of this lodge lash out. They search out righteous battle, show no mercy to their foes or to intruders, and generally live by their Rage all summer long. Black Wolf insists, however, that they temper that Rage with Harmony, and so members of this lodge often seek Purity as well as Glory during summer. Those with families either avoid them or become fiercely protective of them during the summer months.

In autumn, as the world begins to sleep, these Hunters in Darkness live up to their tribe's name. They stalk the physical realm and its Shadow, settling debts and stocking up on food and whatever resources they'll need for the winter with ruthless efficiency. During this season, most Lodge of Seasons members work toward Honor and Glory, wishing to put to rest any loose ends from past-year events.

Finally, during winter, lodge members interact with the spirit world in less hostile fashion. They spend much of the season traveling the *Hisil* and speaking with their ancestors, if they have the means, learning what they can from the past and the dead, ready to put that information to use once the world awakens again. When they bother to hold gatherings during the winter, they usually do so on nights of the crescent or half moon, attempting to gain Wisdom or Honor for their efforts.

Prerequisites: Purity •••

Membership: The Lodge of Seasons is open to Hunters in Darkness, although a few Forsaken of other tribes are very rarely adopted.

Any Hunter in Darkness may join the lodge by "living the seasons" (i.e., by following the lodges' drives during the seasons for a full year). During that year, other members periodically watch her, hunt with her and question her to make sure she's of the proper mindset. When the year is over, the Uratha is sent into the soirit wilds on a month-long quest to determine her favored season. If she returns successfully, she's inducted into the lodge. If not, she's free to live the lodge's precepts, but the members never accept her as one of them.

Benefits: Each member of the Lodge of Seasons has a favored season, and that period determines a class of Gifts that the Uratha can learn as tribal Gifts. The favored seasons are: spring (Weather), summer (Rage), autumn (Insight) and winter (Death).

Iron Masters — The Lodge of Lightning

The Iron Masters pride themselves on adaptation. They walk in the cities because they can, and learn to use whatever tools they can in addition to their claws and fangs. But even the Iron Masters look in guarded wonder at the members of their Lodge of Lightning. *Those* guys are crazy.

Lightning, as the members of this lodge hold, is not a chaotic force. It forms from predictable factors and its force is measurable. Only its direction is random (and even that isn't entirely true). As such, Lightning-Dancers tend to be very focused, but their intensity is off-putting. They do everything they do with everything they have, meaning that their spiritual rites continue for *days* if necessary, until they get the results they want. Needless to say, members of the Lodge of Lightning are terrifying warriors, because they don't stop fighting until their enemies are bested or until they can no longer move a muscle.

The Lodge of Lightning reveres Red Wolf, but it also takes spiritual patronage from Lightning itself. This spirit is called many different names by many different cultures — Ogun, Zeus, Raiden, Thor — but the Lightning-Dancers recognize it as the spirit of precision, inspiration and focused power.

The Lightning-Dancers aren't secretive at all. Their attitude gives them away before the trinkets of glass they wear (created where lightning strikes sand) ever do. They're daredevils, innovators and madmen, leaping headlong into the fray like a thunderbolt. They know no other way to live.

Prerequisites: Cunning ••, Wits •••

Membership: The Lodge of Lightning is open to all Iron Masters. Debate rages in the lodge as to whether allowing Uratha of other tribes would be acceptable, especially Storm Lords. The Iminir, after all, share some affinity with Lightning through their own tribal totem. As for the other tribes, not *all* Uratha eschew technology. The current decision is that if a werewolf would be willing to forsake his tribe and join the Iron Masters, the lodge would accept him without so much as a test.

For those Iron Masters who wish to join, however, initiation is simple and harsh. The lodge's philosophies of focused energy and constant intensity can very easily burn a new recruit out. A would-be Lightning-Dancer finds a mentor within the lodge and asks for training. The patron then takes his new pupil on a whirlwind of activity, travel, investigation, research, battle and spirit exploration. When the pupil is ready to fall over from exhaustion, the mentor pushes harder. If, at that point, the pupil finds a second wind and forges on, the lodge accepts her. If not, she's rejected and allowed to try again as soon as she gets her strength back.

Benefits: Lightning-Dancers are tough, tenacious and fast. Hurting one is difficult, and hurting one enough to knock him down is nearly impossible. They receive a +1 modifier die to any Stamina roll made to stay on their feet or roll with an impact. Their second totem, Lightning, grants them access to Weather Gifts as though they were tribal Gifts.

Storm Lords — The Lodge of Crows

The Storm Lords in general are ruthless and strategic, but the Crows prefer working through manipulation rather than direct confrontation. Some Crows are assassins, some are superb, graceful warriors, but most often, if a Crow wants an enemy dead, she manipulates someone else into bloodying his claws.

The lodge follows Crow as well as Winter Wolf. Crow is a spirit of death, and years of association with Winter Wolf have made him dangerous and crafty. The legend within the lodge holds that Crow began the lodge that bears his name by simply telling two Storm Lords that they'd been inducted into a secret society that had existed for years. Neither of those two original *Iminir* guessed that Crow was lying to them. It didn't matter. Within two decades, those two werewolves (who still live today, though no one knows their names or locations) had expanded the Lodge of Crows into a worldwide faction within the Storm Lords. They demand absolute secrecy — Crows themselves usually don't recognize each other. They demand utter ruthlessness, to the point of demanding that Crows com-

mit sins of betrayal against family and pack during their initiation. But most of all, they demand cunning.

Members of the Lodge of Crows are encouraged to work toward the Storm Lords' goal of strong leadership, but Crow asks that they build their power in invisible, unassuming ways. A Crow might be the beta of the pack, the power behind a throne, a journalist who writes inflammatory pieces under a pen name or anyone else who holds power indirectly. While all Crows report to a superior within the lodge, those superiors send word in the form of crow-spirits, rather than meeting directly. "If ever anyone claims openly to be a Crow," recruits are taught, "kill him. He's either lying or has broken his vow of secrecy, and either means death."

The biggest problem the Crows have is that their relationships with spirits are strained even for Forsaken. Their Harmony tends to flag as they follow their ruthless agendas, so to compensate, they attempt to make a point of doing all they do in the spirit of Purity Renown. All the power they accrue is for the good of the People, they say. The instant a Crow begins accumulating power for her own glory, she breaks with the ideology of the lodge and can expect a fatal visit… if the lodge discovers her new agenda, of course.

Prerequisites: Cunning or Purity ••••

Membership: Some knowledgeable werewolves are aware that the Lodge of Crows exists, but that's all. The lodge is open to Storm Lords only, and its members are handpicked. When an Iminir does something to gain Cunning or Purity Renown of great measure, word spreads quickly through the Lunar choirs, and crow-spirits listen carefully. They then deliver word to high-ranked members of the lodge, who watch the Storm Lord carefully for a period of months, trying to discern if she's sufficiently ruthless and loyal to join the lodge. If so, she's approached (always by spirits) and told of the lodge. If she refuses membership, she's warned to keep her mouth shut or she will die. Few Storm Lords refuse this chance, however.

New recruits are watched constantly for the first year and are given assignments designed to test their resourcefulness and loyalty. If they're found wanting at the end of that year, they're given no further assignments but aren't told anything has changed. They live out the rest of their lives as nominal members of the lodge, never gaining its benefits, always waiting to hear the lodge's decision. Those who acquit themselves well are granted further information and assignments… but are under random supervision forever. A Crow is never truly alone.

Benefits: The greatest benefit a Crow has is the knowledge that if anyone takes direct action against her, that foe can expect unpleasant attention from the lodge. Most lodges are loyal to their fellows, but the Crows pursue vengeance as if it were a sacred virtue. This usually takes the form of incidental misfortune or attackers from other tribes or packs, but the Crow knows the truth. Also, players pay one less experience point per dot purchased (new dots x2 instead of new dots x3) for all purchases of the Larceny, Stealth, Politics, Persuasion and Subterfuge Skills.

The Lodge of the Hunt

The Lodge of the Hunt is a true oddity among the Uratha in that *any* werewolf can join — even,if the most far-flung rumors are true, the Pure. Each pack of the Lodge of the Hunt comprises werewolves who've come together to hunt down a particular foe or group of foes. Each member of the pack is so consumed by his need to kill a quarry that he'll ally with werewolves of other tribes or philosophies, break the Oath and even betray the precepts of Harmony to see that enemy die. Needless to say, this kind of bloody-minded devotion is rare, and it's even rarer to find several Uratha who share the same tenacity regarding the same enemy. Yet it happens often enough that the lodge endures.

The Brethren, as members of this lodge call themselves, look to a spirit that claims to be a lesser child of Father Wolf, not quite Firstborn. This wolf-spirit, Ortuz-Ur the Blood Wolf, calls his children from the Shadow Realm with mournful howls and feral snarls. These cries grow louder as the Brethren approach their prey.

Central to each pack of Brethren is, of course, their quarry. Most often, this quarry is another werewolf or a pack of them, but packs of Brethren have also formed to hunt vampires, mages, spirits and even individual humans. Members of the Lodge of the Hunt always know their quarry's name, and normally know a great deal more. To hate someone so much as to set aside all other personal beliefs in pursuit of his heart's blood, an Uratha must have a very intimate attachment to that enemy. Whoever the quarry is, he isn't simply a rival or a political enemy. He's someone who has wounded each of the Brethren on a deep, personal level. Sometimes, the quarry doesn't even realize what he's done (this is especially common for beings such as vampires, who don't know enough about werewolves to know *why* the beasts track them down so viciously). This doesn't matter to the Brethren. If they've joined the Lodge of the Hunt, they've long since passed the time of forgiveness and explanation.

Once the hunt is complete and the quarry lies dead, the pack of Brethren separates, agreeing never to speak to each other again and never to enter each other's territory. Blood Wolf enforces this vow. Former Brethren packmates instinctively know if their paths are about to cross so that they can avoid each other. Once the hunt is complete, they have nothing more to say to each other.

Prerequisites: None except the burning hatred required to move a character to join the lodge.

Membership: Most members of the Lodge of the Hunt are Brethren, committed to hunting their quarry and nothing else. Some members, however, are full-time members and spend their time making offerings to Ortuz and aiding other would-be Brethren in finding potential packmates. These werewolves were all Brethren at one

point, but their quarry died before being found or they are sole survivors of an unsuccessful hunt. These werewolves are called the Hollow. Forever barred from fulfilling their vows to Blood Wolf, they serve him directly.

To join the Lodge of the Hunt, a character must find one of the Hollow and state his intentions. The Hollow then attempts to find other Uratha who wish to hunt the same target. When enough Uratha are found to form a pack, all of the would-be Brethren must accompany the Hollow deep into the spirit wilds, to Blood Wolf's den. There, the great spirit hears each werewolf's oath: That he'll stand by his Brethren, never betraying them or the hunt, until the pack takes its quarry down. After this simple oath, the pack is free to begin.

Benefits: All packs of the Brethren gain a powerful servant of Blood Wolf as a totem. In return, they're forbidden from serving under totems other than Ortuz-Ur and this servant. The exact capabilities of this totem vary, but always reflect the specific needs of the pack in question. In game terms, the pack has 20 Totem points with which to build its totem spirit, but the ban is always the same: The pack is forbidden to take any action other than eating, resting and pursuing its quarry. Sometimes pursuing the quarry requires bartering services with other Uratha or spirits, and Blood Wolf understands this. If the Brethren begin exhibiting agendas other than the hunt, however, every pack member loses one dot of Stamina each day until the hunt begins again (even if only one pack member commits the offending behavior). Also, the Brethren are forbidden from violence against each other. Even attempting it leaves the offender crippled with pain for a full minute.

Fetishes

All Uratha, even the Ghost Wolves, recognize the value of fetishes. Fetishes are what would otherwise be mundane items or elements fashioned together and made into vessels or traps for spirits. The spirits contained within these items can be of enormous benefit to werewolves, affording them versatile advantages limited only by a fetish-crafter's skill.

Most fetishes are marked in some way, decorated or engraved with symbols or glyphs that are meant to enhance the power of the spirit within. Recognizing a fetish or talen for what it is requires an Intelligence + Occult roll. Success indicates that the character knows it for a fetish and knows the general purpose (such as recognizing that a Mask of Life has something to do with health), while an exceptional success grants more specific information.

Starting characters may possess a fetish by having the Fetish Merit (p. 79). Such items may also be found, won, stolen or otherwise acquired during the events of a story. Actually creating a fetish requires the Fetish Rite (p. 162).

A character may attune himself to a fetish by wearing it next to his skin for one hour and succeeding on a Harmony roll. Success indicates that the fetish is attuned to his form and will adapt itself as an item dedicated via the Rite of Dedication would. The fetish remains attuned to the character for one lunar month (at which point he may attune himself to it again if he chooses), or until another werewolf successfully attunes herself to the fetish. A character automatically begins play attuned to any fetishes purchased at character creation via the Fetish Merit.

Activating a Fetish

Most fetishes have a power that is used upon activation. To activate a fetish, a werewolf communes briefly with the inhabiting spirit, spurring it into action. The player must make a Harmony roll (a pool with a number of dice equal to the character's Harmony dots), with a penalty equal to the fetish's level (the number of dots that indicate its rating). Willpower may be spent to add three dice to this roll. Alternatively, the player may spend a point of Essence for his character to activate a fetish without need for a roll, in effect bribing the spirit with Essence.

Talens have no dot ranking and, therefore, no activation modifier.

Dice Pool: Harmony

Action: Varies by fetish

Roll Results

Dramatic Failure: The Uratha pushes the fetish's spirit beyond the breaking point. The spirit refuses to function again until the wielder performs the Rite of Contrition (see p. 155).

Failure: The werewolf fails to contact the spirit, and the fetish doesn't activate.

Success: The fetish functions normally.

Exceptional Success: The werewolf is so courteous that all rolls to activate the fetish receive a +2 bonus for a lunar month, or until a dramatic failure is rolled while attempting to activate it, whichever comes first.

Fetish Ranks

As Storyteller, adjudicating the effectiveness and power of a fetish (that is, deciding how powerful it should be) is simple enough. Just follow these guidelines.

Talen: A one-use, low-power fetish, or a minor item that doesn't lose its power, but that doesn't have much utility, either.

One-Dot: A useful fetish, but only under specific circumstances.

Two-Dot: A fetish weapon no more useful than a werewolf's natural weaponry, or a more versatile fetish that grants a minor bonus in a variety of situations or a considerable bonus in one.

Three-Dot: A potent fetish. This could be a weapon with a minor blessing, or an item that could be used reliably in dangerous situations.

Four-Dot: A fetish with a very useful, broadly applicable power. If a weapon, it may have a consistently useful power in addition to the simple damage it inflicts, or a strong power that is used infrequently.

Five-Dot: A legendary fetish, certainly with a unique name and story, possibly with more than one spirit bound into it. If a weapon, it may inflict aggravated damage. Winning a fetish of this magnitude might earn the bearer a free experience point to be spent on a Glory or Honor award. Creating such an item might be worth a free experience point to be spent on Wisdom.

These sample fetishes should be sufficient to spur your imagination to creating new and unique spiritual treasures appropriate to your **Werewolf** chronicle.

Klaives

For many werewolves, teeth and claws are the only weapons they ever need. But the Uratha also have a long history of forging weapons and binding spirits into them to increase their power. These fetish weapons are called klaives.

A klaive is a hand-to-hand weapon — a sword, dagger, spear, axe, hammer or other implement of destruction. A werewolf in the throes of Rage isn't capable of using such delicate, finesse weapons, and klaives are made for the sort of life-and-death situations in which Rage is quick to rise. Werewolves of all tribes use klaives. The Blood Talons favor klaives that emphasize strength, such as heavy axes and hammers. The Bone Shadows and Storm Lords prefer klaives that can be used with a bit more finesse, such as daggers and swords. The Hunters in Darkness favor spears and daggers for their utility outside of combat. The Iron Masters sometimes make fetish weapons that other werewolves refuse to call "klaives" — sharpened jags of metal torn from steel pipes, clubs made from "found objects," and other variations on urban brutality.

Activating a klaive is normally a reflexive action that invokes the weapon's power for the remainder of a scene. Even without being activated, a klaive is still a solidly made weapon of its type.

Talens

Any werewolf can create a talen, provided she knows the Fetish Rite (p. 162). Werewolves often use talens as a kind of quick currency among themselves. All talens can be used only once before reverting to an ordinary object of appropriate form.

Decay Dust

This talen, fashioned from the dust or ashes of any once-living thing, causes one human-sized corpse to decay into dust within one turn. Any spirit of decomposition can empower this talen. The effect doesn't work on the bodies of zombies, vampires or the undead, only on inanimate corpses.

Action: Instant

Moon's Allure

Made from crushed flower petals, this powder mitigates the effect that Lunacy has on humans. When the powder is sprinkled on a human subject, her Willpower is considered to be three dots higher than normal when exposed to the maddening sight of a werewolf's supernatural powers. A cat-spirit empowers this talen. The effect lasts for the remainder of the scene.

Action: Instant

Storm Arrow

Typically fashioned with a mundane arrow, one of these talens can also be created from a stone, a bullet or any other projectile. When it strikes a target (requiring a successful attack roll), a localized thunderclap sounds. A reflexive Wits + Resolve roll is made for the target struck. If it fails, the victim is stunned temporarily and suffers a –2 modifier on his next action. The effect occurs in addition to any damage inflicted. Storm-spirits are used to empower these talens.

Action: Reflexive

Wolfsbane

Human legend ascribes many properties to this plant, the ability to repel or "cure" werewolves among them. This isn't true, of course, but properly prepared, wolfsbane can force a werewolf into human form. The user simply blows the dust of the plant into the target's face. Doing so successfully can be handled like touching an opponent, with Dexterity + Brawl (see the World of Darkness Rulebook, p. 157). A victim changes to Hishu form immediately unless a successful, reflexive Stamina + Composure roll is made for him. A target in the throes of Death Rage cannot be brought under control with wolfsbane. He remains in Gauru form. A wolf-spirit empowers this talen.

Action: Instant

One-Dot Fetishes

Characters might be given a fetish of this power upon being accepted into a tribe or by a mentor upon completing a Rite of Passage. Even a relatively unskilled ritemaster can create a fetish this powerful.

Blessing of Vigor (•)

Children of all species operate in short bursts of energy that their elders find dizzying. A werewolf who binds a cub-spirit into a fetish can benefit from this energy. Upon activation, a Cub's Vigor fetish grants a +2 modifier on any Physical-Attribute-based action. The next turn, however, the energy wears off and the werewolf suffers a –2 modifier to all Physical Attribute-based rolls made for that turn. (That includes any Stamina rolls made reflexively as contested actions.) This fetish can be used only once per scene.

Action: Reflexive

Knothole (•)

When cupped in one hand and held steady on a solid surface, this pine knothole allows an Uratha to see through up to one foot of material. This effect lasts for two turns (six seconds) — long enough to get an idea what's on the other side of a door or bank vault, but it cannot be used to see through the Gauntlet. This effect does not provide illumination. This fetish is made from a small pine knot that has been hollowed out. It can be powered by any spirit of the Tool Choir. A fetish knothole can be used once per scene.

Action: Instant in each turn in which it's used

Spirit Drum (•)

This fetish, a small hand-held drum, placates and placates and numbs any spirits in the area, making them more receptive to werewolves. When beaten consistently throughout interaction with a spirit, the Spirit Drum grants a +2 modifier to all friendly Social rolls made toward spirits. The drum has no effect on ghosts (see the **World of Darkness Rulebook**, p. 208). Any spirit can be bound into a Spirit Drum.

Action: Instant in each turn in which the drum is beaten

Spirit Wings (•)

A favorite fetish of Irraka, this item usually takes the form of a small, sturdy feather or a piece of clay fashioned into the shape of a pair of wings. With a successful activation roll, the werewolf may fall up to 10 feet without making a sound, no matter what he lands on, or he may float 10 feet through the air in a straight line (not more than six inches off the ground). It doesn't afford any protection if one lands on broken glass, it just deadens the "crunch." Nor does the fetish silence any yelp of pain. Obviously, this fetish has little application for travel, although its stealth benefits are immense. Any bird-spirit can participate in the creation of this fetish. The item can be used only once per scene and a maximum of three times a day.

Floating 10 feet constitutes moving a character's Speed in a turn. To float 10 feet and then travel Speed in distance counts as an instant action.

Action: Reflexive

Two-Dot Fetishes

These fetishes are more complicated to make, but are still common enough to be in circulation. A werewolf might be granted such a fetish in exchange for services to a pack or his tribe, or upon joining a lodge.

Fireflash (••)

This item is powered by a fire-spirit and looks like a hand mirror. When pointed at a foe it can be made to emit a bright flash, possibly blinding the target. A reflexive Dexterity + Composure roll is made for the intended victim to avoid the flash. If it fails, he suffers blindness for two turns. (See "Fighting Blind" in the **World of Darkness Rulebook**, p. 166.) Once discharged, the fetish cannot be used again until it has reflected the light of a large fire. (A match or candle won't work; nor will artificial light.)

Action: Instant

Mercy Gem (••)

Fashioned of quartz or some other non-valuable stone, a Mercy Gem can prevent a werewolf from entering Death Rage. When a werewolf would normally enter Death Rage (a Resolve + Composure roll to remain in control fails), the player may choose to spend an Essence point instead. The Mercy Gem grows warm to the touch as it absorbs the point, and the Death Rage is averted. Death Rage cannot be terminated by contact with a Mercy Gem once it has begun. A gem works twice before it cracks and is useless. There's no way to tell how many times a gem has been used until it shatters. A toad-spirit is used to create this fetish.

Action: Reflexive

Scar/Tattoo Fetish (••+)

Nearly all tribes make use of scar or tattoo fetishes to one degree or another. They have the advantage of being permanently part of a werewolf (unless someone physically removes the skin into which the spirit is bound, which happens sometimes). The effects of nearly any type of fetish (except for fetish weapons) can be incorporated into a scar or tattoo. Simply add one dot to the rating of the fetish in question (the Storyteller might also need to make some other judgment calls on how the scar/tattoo fetish works).

Three-Dot Fetishes

Creating a fetish of this power takes time, dedication and real talent. These items aren't given out carelessly; a werewolf must truly distinguish herself to earn one.

Gauntlet Scar (•••)

This fetish is usually crafted out of a cloth, brush or other cleaning instrument. When wet, it can be used to smooth out and close areas where the Gauntlet has suffered damage due to spirit battles or magic use. If the Gauntlet in the area has been damaged, one hour's work with a Gauntlet Scar restores it to its normal rating. This fetish cannot raise or lower the Gauntlet's rating beyond what it would be naturally. Werewolves use bee-spirits to create these fetishes.

Action: Extended (the character needs a number of successes equal to the damage the Gauntlet has suffered x 2; each roll represents 15 minutes of effort)

The following roll results take precedent over those for standard fetish activation provided on p. 204.

Dramatic Failure: The attempt fails utterly and the Gauntlet becomes immune to Gauntlet Scar in this area for one lunar month.

Failure: No successes are gathered at this time.

Success: Successes are accumulated, and if the required number is tallied, the character repairs the Gauntlet to its previous rating.

Exceptional Success: Several successes are gathered at one time. If five or more than the total required are gathered, the Gauntlet is restored and becomes incredibly stable. Any efforts to change it suffer a –4 penalty for one month.

Mask of Life (•••)

Used mainly as an intimidation tactic or as a last-ditch method to win a fight, the Mask of Life makes all visible damage to a werewolf's body disappear. This simple pendant resembles a mask and is woven from the bristles of a boar. When it's activated, wounds close, bleeding stops and the werewolf stands straight and proud without a visible injury. While no actual healing occurs, the user suffers no wound penalties to her actions; the mask fools even her own body. The effect lasts for the remainder of the scene, after which time the character once again manifests and suffers the effects of any wounds. A boar-spirit aids in the creation of this fetish. It can be used no more than once a week.

Action: Reflexive

Sample Minor Klaive — Biting Dagger (•••)

This particular example of a three-dot klaive is a small weapon, no bigger than a dagger. It inflicts damage as a knife but counts as armor piercing (see the **World of Darkness Rulebook**, p. 167), ignoring up to three points of Armor or an object's Durability. Such weapons are usually empowered by spirits of glass, serpents or spiders.

Other klaive weapons have different powers when activated. A three-dot klaive weapon shouldn't be more effective than a one-dot Gift.

Action: Reflexive

Timepiece (•••)

This fetish always take the form of a wristwatch or pocket watch and has its origins with the Iron Masters (although all tribes now create and use them). When activated, a Timepiece records everything a werewolf experiences for three minutes, up to a range of his own senses. In effect, it records a "piece of time" from his own perspective. It's possible for another werewolf to see the last "recording" on the Timepiece, but only after attuning the fetish to himself. The werewolf can then re-experience that moment at his leisure, studying it and learning from it. Besides the obvious information- and evidence-gathering capacity of this fetish, it also has utility in combat. If used to analyze a foe's fighting style, the Timepiece grants a +2 modifier on all attack rolls against that foe during the next scene (and only the next scene) in which the user fights that particular foe. A werewolf can benefit from this bonus against only one foe at a time. Only one period of time can be recorded in the fetish at once. A new one erases the old.

Action: Instant

Shadow Wings (•••)

Shadow Wings usually take the form of a shirt or cloak made out of some very fine fabric. The werewolf wears only it when he intends to use the fetish's power; if he wears anything over it, the fetish doesn't function. Upon a successful activation roll, the werewolf can fly in the Shadow Realm (and only in the Shadow Realm) for three hours, allowing the Uratha to cover about 60 miles (at 20 miles per hour or 29 yards per turn). The fetish's spirit must rest for another three hours before re-activation. Attacks and other tasks attempted that require a delicate touch while flying suffer a –4 penalty due to the awkward nature of the wings. Any bird spirit can be used to create this fetish, although owl-spirits are the most popular.

Action: Instant to activate; flying is reflexive thereafter

Four-Dot Fetishes

Creating fetishes of this power requires great skill, and werewolves who do so aren't likely to give them away. These fetishes are usually inherited (or stolen), but sometimes a werewolf who performs an extremely noteworthy service for his tribe or lodge might earn one.

Bone Whistle (••••)

While most werewolves don't have much truck with the ghosts of dead humans, the Bone Shadows are interested in those strange echoes from beyond the grave. A Bone Whistle, fashioned from any decent-sized bone and imbued with a loon-spirit, forces any ephemeral spirit or ghost in the material world within 20 feet of the Uratha to become visible to all viewers when the werewolf blows. Spirits in possession of physical hosts or objects appear superimposed on their hosts' physical features. A spirit's Resistance is rolled as a dice pool in a reflexive and contested action. If successes rolled for the spirit match or exceed those achieved in the fetish's activation roll, the spirit is unaffected. If multiple ghosts or spirits are within range and in the material world, a contested roll is made for each, with successes achieved compared to those of the fetish user.

Action: Instant

Sample Greater Klaive — Fury Fang (••••)

Most klaives are of this level of power. The Fury Fang takes the form of a sword, and the wielder can feel the pulse of the spirit within when he grasps the handle. The Fury Fang encourages the wielder to cast caution to the wind when attacking. On any turn in which the character uses an all-out attack (see the **World of Darkness Rulebook**, p. 157), two more dice are added to the attack (raising the total bonus to +4). The spirit of a particularly aggressive animal, such as a wolverine or water moccasin, fuels this weapon.

Action: Reflexive

Lightning Rod (••••)

This fetish is not a literal lightning-attracting device, but an object that can save a werewolf's life in the event of a surprise attack. It must be created from a hand-held object and must actually be in a werewolf's hand to be useful, so many Lightning Rods are actually created from gloves. If a surprise attack or ambush is staged against the wearer, the Storyteller makes an activation roll on the player's behalf. If it's successful, the werewolf's hand jumps toward the source of the attack (actually, the fetish jumps, carrying the hand with it) and absorbs some or all of the damage inflicted. It absorbs up to seven points of bashing damage, five points of lethal damage or three points of aggravated damage inflicted in a single attack, with any excess affecting the wearer normally. This effect applies to only the first attack staged against the fetish user in the ambush. The protection applies even if the victim notices the attackers before the trap is sprung (that is, a successful Wits + Composure roll is made). Any damage absorbed by the glove is determined *after* the wearer's Armor or Defense (if any) is applied against the attack. Any quick-moving spirit (cat, fish, spider) can be used to create this fetish.

Action: Reflexive

Man's Hammer (••••)

The People respect humanity's aptitude for destruction. Recently, an Elodoth of the Meninna created a fetish capable of destroying any single object wrought by man. Since then, similar items have been created. Usually Man's Hammers are made from actual hammers, but all of them contain metal of some kind. Upon successful activation, the Uratha has four turns to use the Man's Hammer to smash man-made objects. The hammer cannot affect anything larger than Size 5. Attack rolls are made normally, with a +2 bonus for the hammer as a tool. (It is considered Size 1 and has a Damage rating of 2.) Damage done is determined normally, but the item's Durability is ignored. So, damage is done directly to the item's Structure. If a target is small or carried by someone, a specified-target roll is required (see the **World of Darkness Rulebook**, p. 165).

Used against a living or undead target, the hammer gains no special bonuses. A person's worn armor can be targeted with the fetish, though. A specified-target roll may be required based on the Storyteller's discretion. The target's Defense applies against the attack, but Armor doesn't. If successes rolled in the attack exceed the highest of a piece of armor's ratings (say, 3 for armor rated 2/3), the armor is destroyed and useless thereafter. Points of damage inflicted on armor over successive turns are cumulative. Damaged inflicted reduces a target's ratings appropriately until they drop to zero, at which point the armor is ruined. Magical armor or armor resulting from a target's own body cannot be damaged or destroyed. When worn armor is attacked with a Man's Hammer, the wearer suffers no damage.

After four turns pass, a Man's Hammer goes dormant, acting as a mundane item thereafter. It cannot be activated again for 24 hours.

Action: Reflexive

Five-Dot Fetishes

These legendary items are one of a kind. If one ever bears any resemblance to another, it's usually because one master craftsman wished to pay homage to another.

Alpha's Crown (•••••)

Packs of wolves fall into a natural pecking order. Packs of humans (and therefore werewolves to some degree) have no such instinct, so they squabble. An experienced Blood Talon, annoyed with his packmates and their constant insistence on voting on actions, created this fetish to inspire instinct. When worn by an Uratha, this leather-and-bone headband forces all other werewolves in the wearer's vicinity (within line of sight) to obey him, provided that those werewolves have a lower Renown total (all five traits added together) than he does. If his is the highest total, other werewolves present instinctively obey the wearer. If another werewolf present has a higher total, all other werewolves (including the wearer) obey that Uratha. If there's a tie in totals, roll a die to determine the winner.

Following the leader's commands feels natural and acceptable; instinctive rather than forced. A reflexive and contested Resolve + Primal Urge roll is required to defy a command, with successes rolled exceeding those achieved in the activation roll of the crown. No commands are followed that will lead to harm, and anyone attacked by the leader has free will for the remainder of the scene. If a newcomer arrives in the space of the scene, a contested roll is made for him whenever he resists a command. Leaving the wearer's line of sight frees a werewolf from influence, but returning to it calls for contested rolls once again.

The Alpha's Crown can be used only once per day. It doesn't work on wolf-blooded, humans or other supernatural beings.

Action: Instant to activate; reflexive thereafter

Sample Grand Klaive — The Labrys (•••••)

This mighty double-headed ax was created by a female Rahu of the Lodge of Garm. The Labrys howls when used to strike a male opponent, and no human man can lift the mighty fetish. (No mundane human male can budge the item, although human women and any supernatural beings can operate it normally, as can any werewolf in Hishu form.) It inflicts aggravated damage against males, regardless of their species. It functions normally against women of any species, inflicting lethal damage.

Action: Reflexive

CHAPTER III

STORYTELLING AND ANTAGONISTS

Beast-of-Rage snarled as the piss-ant biker pack that called itself the Einherjar came barreling down the highway beneath the overpass on which he stood. The punk cubs had "claimed" I-90 as their territory, but they were young and stupid. They needed a lesson in choosing territory more carefully. Or rather, all the rest of the locals did. The Einherjar wouldn't be so much learning a lesson as serving as one. Beast-of-Rage hefted the chain of his iron flail as he saw the bikers come up behind an 18-wheeler. That would do just fine.

Barking orders to his pack, he ran to the east side of the overpass and waited until the tractor-trailer was close. When it was right under him, he jumped and his pack jumped with him, some of them folding into Urshul on the way down. They all hit the top of the trailer and went immediately toward the cab, Beast-of-Rage in the lead. He landed heavy and swung his weapon down through the windshield before the driver even knew what was happening. The ball pulverized the man and knocked the wheel askew, making the whole cab lurch out of the right-hand lane and bounce off the divider. The trailer jackknifed and turned ponderously over on its side. Beast-of-Rage's pack scrambled up the top of the trailer and over onto its side as that end came up and the entire vehicle screamed to a halt.

Behind the truck, the Einherjar had realized only too late what was happening. Most of them laid their bikes down trying not to slam into the 18-wheeler's underside, and only the one in the back managed to stay on his own two wheels as he swerved to a stop. He was really the only one who saw what happened, too, as Beast-of-Rage led his packmates over the side of the toppled vehicle and down onto the fallen Einherjar.

The power of hiding ourselves from one another is mercifully given, for men are wild beasts, and would devour one another but for this protection.

—Henry Ward Beecher, "Proverbs from Plymouth Pulpit"

This chapter assumes you've read and digested the information presented in the Storytelling chapter of the **World of Darkness Rulebook**. *That chapter teaches the basics of Storytelling and defines some of the central terms we'll be using here: chronicle, story, flashback and the like. This chapter focuses on more advanced Storytelling skills and the specific things you need to bear in mind while running a* **Werewolf: The Forsaken** *chronicle.*

Many people say life is a struggle or they're fighting to survive. For most of them, it simply isn't true. They have a roof over their heads, an income and enough food to keep their families healthy. For a pack of werewolves, though, it should be true. For the Uratha, life *is* struggle, and they *do* have to fight to survive. They fight to protect their families, friends and, most importantly, their territory from threats ranging from the Pure Tribes to the Spirit-Claimed. They also struggle against themselves, so that they can prevent themselves from emerging from a nightmarish blackout steeped in the blood of their loved ones. And they fight to make the fringes of the spirit world that touch their territories a better place. Your job, as the Storyteller, is to determine what conflicts the characters face in the course of the chronicle, while making the things that the characters are fighting to defend as real as possible. You must also show how one pack's struggle is part of a larger effort by all of the Forsaken.

World of the Forsaken

In the classic werewolf stories, there's an element of internal horror built into the story. The protagonist, or one of his friends, finds himself slowly becoming an animalistic creature that retains some of its human sentience while becoming subject to powerful predatory urges. The story often centers on his or her struggle against that transformation, and the tragic outcome of the battle. A **Werewolf: The Forsaken** game takes that moment and builds upon it until you have a complete story about what it means to become such a creature. For the Uratha, there is no escaping the transformation: The change is inevitable when it comes. The horror grows from adapting to this life and the knowledge that comes with it. Werewolves are aware of the Shadow and how it feeds on actions in the physical world. They also find their horizons suddenly narrowed. Travel, ambition, relationships all change or end. The pack usually has a territory to maintain, and its members are hard pressed to do that, let alone pursue wider ambitions. Your responsibility is to bring that home ground to life and make its boundaries seem real. For the threats to be credible, for them to chill and anger both the characters and the players, the places and people under threat have to be vivid and live in the players' imaginations.

One of the simplest ways to find inspiration for a **Werewolf** chronicle is to read or watch any of the source material listed on p. 17, and think about it from the perspective of the werewolves. Doing so takes an imaginative leap as the majority of stories are told from the perspective of the human victims of the werewolves. If you keep in mind the setting details outlined in this book, however, it's surprisingly easy to start seeing a whole different plot at work. It's usually something along the lines of arrogant humans invading the werewolves' territory, and the locals fighting back, but it's a good starting place for any chronicle.

The Hunt

The heart of **Werewolf** is the hunt. The hunt means something to us as humans — it's a symbol of our relationship with nature, as we act as predators and fear being prey. This engages the players immediately, as they can roleplay hunters greater than any human with a gun and enjoy the vicarious thrill of being hunted by the Forsaken's many foes. The hunt also drives the game, motivating the players to take the initiative and act. Even if their characters are the prey, they have to get in motion and stay in motion, lest they fall to their pursuers. The hunt is at the core of the constant struggle against intrusions from the Shadow, and it's what makes the Forsaken's war with the Pure Tribes a devilishly dangerous game of stalking and ambushes rather than a simple bloody free-for-all.

Though not every story you tell will be a "hunt" story, it's good to keep the hunt in mind throughout the chronicle. A struggle against a dangerous foe can be all the more exciting if the players can figure out a way to tip the odds so that they're the ones doing the hunting, and their enemy is the one on the run. The hunt can also retain its thematic power even in other venues. A romantic subplot is more interesting if the player's intended is subconsciously aware that he's her prey, and an edge of instinctive fear colors their courtship. A truce negotiation with vampires becomes more tense as each side looks the other over, trying to determine who would be stalking whom if it breaks. Like any theme, mood, plot or description, of course, you shouldn't overdo it. If your players begin each session by asking one another "So what are we hunting, or who will be hunting us, tonight?", the gimmick has worn thin for a while. But if handled well, the hunt as a theme reinforces to the players that they aren't playing ordinary people who just happen to have the power to shapeshift into animals, but predatory beasts in human skin. They'll truly believe their characters are *werewolves*.

Struggle Versus Combat

Struggle and violent conflict aren't the same thing, but a Storyteller can very easily slip into making them so. When you're pressed for time and need a plot for the next couple of sessions, it's all too easy to just stack up a series of foes for the characters to take apart. Such a plot makes

a strong way of rounding out a long-running story with the characters finally taking down their opponents once and for all, but using it too often doesn't do justice to the range of struggle available in the game. The characters should be confronted with spiritual, emotional, social and intellectual struggle as well. Characters should struggle against violence, at least in the sense of fighting to keep themselves from brutally murdering their own friends and family in a fit of Death Rage. Maintaining a territory isn't just a matter of tearing up the things the characters dislike. It should be an active exercise in management of everything within that land. Father Wolf's burdens are heavy ones.

That said, **Werewolf** is a game with a large element of combat. The very nature of werewolves dictates that their reaction to many problems will be a violent one. The Primal Urge that drives them pushes them toward combat far more than most creatures. Don't disdain combat as a crude way to vent steam — handled properly, combat brings out roleplaying as intense as any other situation might.

Character Creation

Character creation might seem like the players' business rather than yours, but this point is very much the one at which the chronicle-creation process starts. Even if you have a distinct chronicle in mind when you recruit players, the process of defining the characters who are the main protagonists in the tale affects the form that the chronicle takes. After all, Storytelling is a communal pursuit, and unless the chronicle has something in it designed to appeal to everyone, it's probably doomed to failure.

The characters your players design will tell you much about the sort of chronicle they're interested in. If they create a pack of urban characters, there's a good chance they're not interested in a chronicle set deep in the wilderness, or if they are, they want one that emphasizes the fact that they're fish out of water. If they create a set of combat-oriented characters, there's a good chance that a game of mystery and introspective struggle isn't going to light their collective fire. The best way to avoid these sorts of conflicts is to sit down and discuss the sort of chronicle you'll all be interested in from the start. Given the territorial nature of werewolves, working out an idea of the sort of environment the players desire is of paramount importance.

- **Pack Unity**

Just as werewolves are territorial creatures, they're also pack creatures. Living and operating in packs is central to their very nature. All Storytelling games require that characters cooperate to some degree, but **Werewolf** demands more than that. Characters in a pack need to be able to trust one another utterly in the heat of battle. The characters have more than enough on their collective plates just defending their territories; internal fights are something they can ill afford. That's not to say that disagreements won't happen between the characters, but they need to be able to get on reasonably easily from the start. One of your jobs during the character-creation process is to look for obvious points of irreconcilable conflict among the characters and suggest some alternatives. You shouldn't need to be heavy handed about this — the players have chosen to play **Werewolf**, and packs are a distinct part of the setting. It's something to keep an eye on, though. A pack that's constantly torn with infighting is going to disrupt the "band of brothers against the world" feel of the game.

- **Dangling Hooks**

Aside from getting an idea of the type of chronicle that your players are interested in, the other major objective you have during character creation and the prelude stage of the process is to work out what dangling plot hooks are left from the characters' lives before the First Change. Elements of a character's past coming back to haunt her are a staple of any serial drama, and Storytelling games are no exception. They give a strong sense of history to the character, one that makes the chronicle that much more immersive.

Many plot elements are going to arise from the characters' Merits. These advantages numerically define people from the characters' pasts — useful contacts and the like — but the actual people or events the numbers represent don't have to be detailed straight away. Some details, such as names and general relationship, can be useful, but there's really no need to flesh all the details out now. One or two of the more important elements, such as the broad outlines of the character's family and friends, are worth developing to give the player something to work with. The rest are best kept back for later development, both to allow the player to add details as she gets the feel of her character and to leave you some wiggle room in the plot elements you introduce later.

The Werewolf

Werewolves aren't human. An obvious statement, perhaps, but one that has a profound impact on the way you run a chronicle. Werewolves perceive the environment differently than humans (and even wolves) do, and their awareness of the spirit shadow gives them a unique perspective on the world. To truly immerse your players in the world of the Forsaken, you have to help them see the world through a werewolf's eyes. That means giving thought to the things that make the Uratha different from us: their senses, their ability to shapeshift, their spirituality, and their inhuman fury.

Senses

A human uses the sense of sight above all others, with hearing a close second. For wolves, smell can be more important than all the other senses, but sight, hearing and taste all have their role to play. A werewolf has this panoply of senses available to her in differing amounts depending on the form she takes. In human form, she perceives the world through human eyes and ears. In wolf form, she investigates the world with her nose as much as with her eyes. As she's Raging, she is inundated with information through all her senses, bringing the world around her to life in a vivid detail. A good Storyteller pays attention to all senses anyway, but a **Werewolf** Storyteller needs to pay attention to them in much more detail.

Scent

Conveying the information that the characters receive through scent is one of the biggest challenges facing a **Werewolf** Storyteller. It's a sense that's just as important to werewolves as sight, yet it conveys a richness of information that's outside our own experience. Recent nature documentaries about wolves have taken to illustrating scent markers as glowing clouds of information, helping translate the wolf experience into something that we sight-centered humans more readily understand. This is actually a more useful metaphor for the Storyteller than it is for the players. If you think of an object, person or track's scent as a cloud of information that stretches some distance from the actual source of the scent, you can more accurately convey information to the players as their characters move through these clouds of smell in a game.

Here are some examples of information the characters could learn from scent:

- nature of the creature
- age of the creature
- time since it was present
- health of the creature
- what it's been eating

Wolves also use scent markers to mark the edges of their territory by urinating every few meters about its boundaries, and some werewolves emulate this practice. It should be impossible for a werewolf in any form but Hishu or Dalu to accidentally pass into another pack's territory without warning. You should start informing the players that their characters are approaching a territorial marker when they're still many yards away from the boundary itself. In fact, the same applies for most strong scents. Yes, wolf senses really are that acute.

Werewolves are efficient killing machines, true, but part of that efficiency comes from that ability to have a large amount of information about their prey before they lay eyes on it. It's up to you to give them that information, if they're in the right forms to detect it. What they do with it is up to them.

Howls

Even for ordinary wolves, howls are a form of communication with great richness and depth. The long jaws of werewolves in Gauru, Urshul or wolf form allow them to howl with the same resonance and reach as ordinary wolves, and their heightened senses allow them detect

individual characteristics of those howls. For example, if a wolf is separated from his pack, he howls. The pack picks up the howl and returns it, all the wolves howling slightly out of phase with one another. The wolf can use those slight differences in phase to determine which direction the howls are coming from, and set off in that direction.

For werewolves, those howls can serve as a form of communication over distances that can be measured in miles. Remember, however, that howls can't carry messages that are too complicated. A player who wants his character to howl, "I'm under attack by 15 Beshilu in the local park!" is overstepping the mark. He can, however, howl that he's under attack, and his howl will also convey both his direction and some idea of his health (and desperation).

Forms

One of the biggest attractions of playing a werewolf is the ability to change shape. The Uratha's protean ability to shift between any of five forms is a distinctive part of the game, which your players will take full advantage of throughout the chronicle. You can very easily exploit this desire by creating opportunities for them to use the different forms. Each has a purpose, a reason for existing as part of a werewolf's natural arsenal. Each form is uniquely suited to dealing with different challenges, and it takes only a little planning to allow the players to make use of all of them. For example, a chase can become a chance for the players to do some rapid shapeshifting: human form as the players pass down the main street in pursuit of their prey, Urshul to gain ground on him as they move into the countryside, wolf form as they slip through a small gap in the path, Dalu to quickly cut down an ally of their foe who attempts to slow them down and, finally, Gauru as they square up to their cornered opponent for a final battle.

(**NB:** It's easy to lose track of which character is in which form at any point in a session, especially during combat when it counts the most. It's worth keeping a small chart of the characters, with their current form marked next to it, updated as they shift. You can ask the players to do this, but it's usually easier to do it yourself. It keeps you from having to break the flow of the game by asking a player what form her character is in.)

Savage Fury

A werewolf is not simply a person who can turn into a wolf. The Change awakens something truly savage within a person's soul, a propensity for bestial fury that goes beyond what any natural animal feels. Handling this internal tide of anger requires a delicate touch. If you reinforce the murderous impulses of each character every scene of the game, you can easily desensitize your players to the horrific aspects of the werewolf condition. By repeatedly driving home the point that a werewolf is a danger to everything around him, you can encourage your players not to care about anything around them; after all, you're just going to make sure it's all lost in yet another brutal frenzy. If there is absolutely no respite from the internal fury of a werewolf, then the hopes and dreams of individual characters are invalidated, and everyone's essentialy playing the same tormented beast. A chronicle won't last long if the fury is kicked into overkill.

On the other hand, neglecting the theme of a werewolf's internal savagery is just as damaging to the health of a game. Werewolves aren't blasé about their condition; there's nothing safe or comfortable about being a werewolf. Without reminders of the primal beast at the core of a werewolf's soul, players may grow jaded and treat their characters as essentially superheroes with a limited set of superpowers. Neither approach does the werewolf condition justics. You should be ready at any point to bring out a brutal reminder of how werewolves are creatures of fury, yet you should also give the characters opportunities to explore other aspects of their characters' personalities. It's not an easy balance to strike, but it's crucial to helping the players take the game seriously yet still have fun.

Spirituality

For us, spirituality is a matter of faith, of believing in something we can't see. For werewolves spirituality is a matter of striving against (and sometimes striking dangerous pacts with) very real beings whom they encounter all too frequently. That doesn't mean that such interactions become mundane. As hunters of the material world, werewolves understand only the surface of the spirit world. The totems they've bound to guide them have some measure of wisdom, but not enough. Little enough of what they do have has reached the werewolves themselves. The spirits of the pack's territory can become familiar, as can their rhythms of existence, but any disruption of those rhythms becomes a frightening, incomprehensible event, especially if its roots lie in the deeper reaches of the spirit wilds.

The most powerful spirits are as remote to the average werewolf as the deities of the human religions are to us. One never sees or contacts them directly, and even the servants of those spirits that werewolves do encounter might never have directly dealt with the spirit itself. These lesser vassals take their purpose and meaning from the greater spirits but have no meaningful day-to-day contact with them. The myth of Father Wolf and Mother Luna seems to explain much, but it also leaves questions unanswered. Even the Lunes they parley with aren't (and shouldn't be) evidence enough to prove that their ancestor-goddess exists in the form they believe she does.

Most of all, though, the werewolves' awareness of the spirit world allows them to see that actions have consequences far beyond those that humans can perceive. Actions, feelings and objects all have their reflection in the world's spiritual shadow, reflections that can persist long after their cause has gone. The true self of the world is reflected in its Shadow — and the Shadow is a dark, mad place. Werewolves have an entirely new way of seeing the world and how people live — one that is often at odds with their views before the Change.

Pack

The pack is the most important element of werewolf society. Tribes inform a werewolf's approach to tending his territory and provide him some spiritual guidance, but when the blood hits the walls, his pack is all he can rely on. A pack is closer than blood ties, closer than friends or lovers. The pack members likely live together or in close proximity to one another. They spend much of their time with one another and owe loyalty to the other members that exceeds their loyalty to their families. It's worth playing up the pack aspect of the game, as it's one of the key thematic elements of **Werewolf: The Forsaken**. People notice the fact that the werewolves hang out in this "gang," and they comment and react accordingly. If the local people are familiar with the pack, and they see one member of it, they'll be on the lookout for the rest. Lovers and friends might secretly resent the closeness that the pack members share, without understanding what it's all about. Ironically, this distrust or jealousy only drives the pack members closer together. Still, that's exactly what you're trying to do.

Things don't always go according to plan, however, and you might find yourself in a position where the pack starts to fall apart through the course of natural roleplaying. What should you do then?

Pack Disunity

It's often said that the worst thing that members of a pack of werewolves can do is turn bloodily on each another. Protecting a territory from intrusions from the spirit world is grueling work even for unified packmates. Packmates who are constantly at each others' throats are in for a very hard time indeed. Don't hesitate to inflict the consequences of pack disunity on the characters. Their neighbors will quickly scent trouble brewing and start making incursions into the characters' territory, checking to see if those incursions could become permanent. The murderous soldiers of the Pure Tribes will seize the opportunity to divide and conquer the pack in final fashion. Even more spirits might take the opportunity to cross the Gauntlet and ride a host while the werewolves are distracted with their internal problems. The results of a split in a pack become evident in the declining health of the territory. If the pack gets its act together, it has some major challenges ahead of it. More to the point, if the characters can no longer work together, it's likely they'll bring down the whole edifice of the story with them. Of course, some internal conflict is virtually necessary — a pack that gets along perfectly is boring — but if the conflict has gone beyond roleplaying spice into a real threat to the continued chronicle, it's time to take action.

So, what can you do to help bring the pack members back into alignment with one another? The quick answer is to give them an immediate threat to deal with. Nothing focuses the minds of players toward working together faster than a very real threat to the survival of their characters. If there's a fight in the offing, it's surprising how quickly quarrels disappear in favor of combat. If the combat hints at a greater problem, so much the better. With a meatier problem to chew on, the players should quickly set aside the worst parts of the divisive internal conflict.

If worse comes to worst, though, take the players in question aside and talk to them about the issues out of character. **Werewolf** focuses on the idea of a pack working together to protect a mutual territory, at least to the extent that the players agree on what they mean by "protect." If that doesn't prove attractive to some (or all) of the players, it's possible that they've misunderstood the game entirely and would actually be happier playing something else. It's better to find that out quickly, rather than letting the chronicle die a slow, lingering death.

Pack Hierarchy

The one exception to the rule of pack unity is struggling to establish the pack's hierarchy. Each pack needs a leader, even if leadership rotates in an established pattern. Often the leader just emerges through the course of play, and that's a perfectly acceptable route to take. Some players, however, want to act out more wolf-like games of dominance and submission between members of the pack, which is equally acceptable. You need to be sure, though, that all the players are comfortable with this sort of struggle happening between their characters and that they're able to leave the antagonism at the table when the game session's over.

Auspices

One crucial element of pack life is the auspices of the characters. When it's working well, a pack should naturally defer to the werewolf who's most skilled in the particular field at hand. For example, if it's trying a peaceful negotiation with spirits, the pack defers to the Elodoth. If it needs to infiltrate an organization or sabotage an establishment, the Irraka is the natural choice. You should encourage this sort of behavior by creating situations that favor one auspice or another and spreading these opportunities equally among the players.

Werewolf is a game with a heavy element of combat. If you let the balance slip too far in favor of combat, however, you also tilt the fun toward the players with Rahu characters. All werewolves are creatures of battle, but the Rahu are the elite forces, the Uratha whose whole life is dedicated to becoming the best warriors and tacticians they can possibly be. Your chronicle will be more enjoyable for all the players involved if you build in a range of challenges that suit the different roles the auspices play. There's no guarantee that the players will take you up on all of the possibilities you offer them, but as long as you keep presenting them throughout the chronicle, every character can have his turn in the spotlight.

Naturally, this advice assumes that you have enough players to create at least one character per auspice in a pack. While building a five-werewolf pack in which each auspice is represented is ideal, though, doing so isn't strictly necessary — especially if you don't have at least five players in your game. If you have too few werewolves on hand, you can

potentially fill in the gaps with characters of your own design. If you do have enough players but none of them wants to play a certain auspice, there's nothing inherently wrong with that, as long as the characters under your control play a clearly secondary role and let the players' characters hold center stage. Just take their character preference as a sign of the kind of game they want to play and tailor your narrative to fit them. Spend the first arc of your chronicle designing challenges that call on their characters' strengths and to which they are ideally suited, glossing over those aspects that the non-represented auspice(s) would take on. Once the characters have grown more experienced and those regular challenges start to get easier, you can always throw them a curve by designing a threat that falls outside their accepted auspice roles. Also remember that the specific auspice abilities such as spirit envoy and warrior's eye aren't just advantages, they're roleplaying hooks. Each one should provide particular ideas for involving a character more deeply in a story.

Rahu

There are several ways to give a Rahu's player the chance to broaden her character's role beyond being the one who sheds the most blood (both hers and others'). The first is to consider that the Rahu's job is to plan combat strategy as much as it is to lead the fight. That's her area of expertise. Werewolves aren't just opportunists like wolves are — they have the ability to plan strategically, just like a human general does. That's the Rahu's role. Equally, they're responsible for the combat skills of the whole pack and should be encouraged to help train the other pack members.

You can bring a Rahu's special skills into the chronicle by:

- engineering fights that require planning for the pack to stand any chance of winning
- controlling the amount of combat in the game so the Rahu excels in his field rather than dominates the chronicle
- pitting an overconfident or undisciplined pack against opponents who are just out of their league, so as to encourage them to train and improve under the Rahu

The warrior's eye ability allows a Rahu to play to her strength outside of combat. Being able to assess a potential foe's relative strength allows the Rahu to gather information that can prove tactically useful. It also gives the Rahu a point of common empathy with other Full Moons, allowing them to relate to one another without having to first test one another's boasts. There are few werewolves as honest with one another as Rahu. Being able to read one another's strength tends to strip away some of the bullshit that other warrior fraternities can accumulate.

Cahalith

The pack Cahalith is the repository of both werewolf lore and stories of the local area. He's also the pack's prophet and seer. You can give the player of such a character specially written legends of the territory or of the People, stories that have a bearing on current events in the chronicle (or on plots you envision including in future sessions). You can also afflict and tantalize him with prophetic dreams of stories you have yet to tell. The Cahalith is also more adept at using howls for communication than anyone else is. If the packmates are separated for any reason, and it does happen, the Cahalith is the one with the best chance to put them back in communication with one another. He might not howl alone, but he certainly howls first.

You can bring a Cahalith's special skills into the chronicle by:

- granting the Cahalith dreams or nightmares that hint at the true nature of the challenge the pack faces or at upcoming plots
- rooting an antagonist's origins in the history of the pack's territory, one that requires knowledge of both werewolf legends and human history to uncover
- giving the Cahalith's half of a split pack information that the other packmates desperately need to know

A Cahalith's prophetic dreams might seem like a challenge, but look on them as a singular opportunity. Think of them not as the player trying to "cheat" by learning your plot twists ahead of time, but rather as a chance to plant exciting bits of foreshadowing or tease the players with new clues. A prophetic dream can also be a wonderful opportunity to frighten your players with horrific visions of something they don't want to come true. Be careful not to overuse this last option, though. The last thing you want is for your Cahalith player to become desensitized or unwilling to use his auspice ability.

Elodoth

An Elodoth's place between light and dark gives her a number of potential roles in a pack. Externally, she plays the part of diplomat (as much as is possible for a beast in human skin), in particular with rival werewolf packs and with such spirits as can be negotiated with. Internally, she is the one who has the greatest duty to make certain that all pack members are receiving their fair due — their fair share of the spoils, their fair allotment of Essence, their fair chance to serve the pack as suits their specialty. She may also have to serve as the one who passes sentence on a packmate who violates the Oath or otherwise does something to the detriment of the pack, balancing justice with necessity. She may also be able to best sense if a pack is "falling out of balance" by ignoring part of their nature — living too long in human form, or avoiding the duty to walk in Shadow. When the pack spends too long on one aspect of its life, you can suggest to the player of an Elodoth that her character feels an urge to spend more time in wolf form, visit the Shadow or otherwise address whatever aspect of Forsaken life has been missing.

You can bring an Elodoth's special skills into the chronicle by:

- setting up a mystery that can be solved only by negotiating with the spirits for information

• presenting the pack with a problem whose root is in another pack's territory, calling for careful negotiation with nearby werewolves

• putting the pack in situations where the characters are likely to argue with one another — such as by putting the family members of two packmates in different forms of danger so the werewolves have to turn to the Elodoth to mediate as they choose which one to save first

The Elodoth's spirit envoy ability naturally lends itself to roleplaying. The player will be expected to take the lead in negotiations with spirits the pack would rather peacefully appease than bully or combat. By portraying the spirits as cautious and belligerent toward werewolves, but willing at least to listen to the Elodoth, you encourage the player to actively attempt to win the spirits over while still ensuring that she'll have a challenge doing so.

Ithaeur

Just as all werewolves are designed for combat, so too are they all able to interact with the spirit world. Ithaeur are the experts in that arena, whose range of spiritual knowledge goes beyond the immediate needs of dealing with the pack totem and the other spirits who grant Gifts. They have a greater understanding of the hierarchies and relationships of the various spirits within the pack's territories and at least some knowledge of where to start looking in the Shadow for solutions to spiritual problems. They also know best how to defend themselves and their packmates against the advances of hostile spirits, as well as how to take the fight to a spirit enemy.

You can bring an Ithaeur's special skills into the chronicle by:

• requiring use of a rite to solve a particular problem

• using antagonists who play a part in both worlds, such as the Azlu or the Ridden

• placing desired knowledge or objects deep in the spirit wilds, a place best reached with the Ithaeur's guidance

The Ithaeur's ritual master ability has a subtler effect on roleplaying. It doesn't directly offer new insights or offer extra dice, but it encourages the Ithaeur to be the pack's authority on rites. As the Ithaeur will want to learn new rites, you can set up roleplaying opportunities with potential teachers, who can themselves offer story hooks to the Ithaeur or his pack. In addition, many rites have a powerful roleplaying element just by their nature, which naturally grants the Ithaeur a chance to enjoy the spotlight now and again.

Irraka

An Irraka is the silent hunter of the pack, the one who leads when it's time to hunt quietly and kill swiftly. She's the one with the Gifts and the inclination to sneak into places where she's not welcome in order to learn secrets and stir things up. She's an agitator as much as a spy when the need arises. Although this sometimes means she may have to split away from the pack to accomplish her scouting or stalking, a dedicated Irraka is more often simply a little in the lead, moving into perfect ambush position as the rest of her pack moves up to surround the prey.

You can bring an Irraka's special skills into the chronicle by:

• setting up an organization within the pack's territory that acts in secretive fashion yet is creating a subtle and dangerous disruption

• giving the characters hints that the neighboring pack is up to something and then giving the opportunity for one of them to travel into the neighboring territory with some humans

• putting information into the hands of a Storyteller character who is only likely to give it up as a result of deceit or blackmail — the perfect target for an Irraka

The pathfinder's sense of the New Moon encourages players to be more aware of their surroundings, which can provide additional challenges for you if you're ad-libbing an area's description. It also allows the Irraka to be your "test subject," of a sort. She might be the first to catch a glimpse of a horrible spirit or to realize that the furnace is a locus because it's burned the bones of a killer's child victims. When one character recognizes an aspect of horror before the rest, it naturally raises the suspense of a scene. Of course, it also gives the Irraka's player a chance to shine. When you take the Irraka's player aside for a moment to tell her what she sees away from the other players, everyone will enjoy the tension created.

Territory

The World of Darkness, seen through the eyes of most werewolves, is a smaller place than our own. Werewolves are territorial creatures, more comfortable on their home turf than anywhere else and reluctant to travel. We take for granted the ability to travel over distances that our great-grandparents would have found unimaginable. Uratha view the world in much the same way our ancestors did a couple of centuries ago. For them, the horizon is a long way away, and what lies over it is of little immediate interest. Instead, they prowl every inch of the land they consider their own, looking for signs of attack or malign spiritual influence, or even for potential ways to expand their borders.

Initially, your game will likely have a fairly small canvas because of this aspect of Uratha nature. New packs work flat out to defend the little piece of the Earth they can call their own, and they have their work cut out for them. The initial stages of a chronicle are fraught with paranoia, as the pack is never certain that they will be able to survive an assault by the Pure or tamp down a potential spirit incursion in time. As the game progresses, the characters can push the boundaries of that territory outward and leave it alone for short periods of time to venture to other places with greater confidence that it will still be secure when they return. In time, they might grow powerful enough to recruit less powerful werewolves

to defend the territory while they're away or forge powerful allegiances with neighboring packs to keep their own territory safe while they're traveling. For the time being, though, the pack's territory is the setting for your chronicle. The richer and more detailed it is, the better your game becomes. Getting that detail right starts at the very beginning of the character-creation process and deeply involves your players from the get-go.

Rural or Urban

The decision to base your game in a rural or urban area has a significant impact on the feel of the chronicle and the nature of the antagonists you use. Again, one of the main rules of Storytelling applies here: Find out what your players want. Do they thrill to the idea of being urban wolves, prowling through the darkened streets of the city, possibly trading occasional favors or blows with the local vampires and hunting the city's cold, inhuman spirit denizens? Or does the classic werewolf trope of the deep, dark woods, isolated houses and communities that look askance at strangers resonate more with them? Atmosphere is key — what most effectively speaks to their concept of modern werewolves and savage fury?

You have the option to change this setting later on by having the werewolves driven from their territory and forced to find a new base, for example, but that's a poor second to getting the territory right at the start of the chronicle.

It's possible, even likely, that a mix of opinions will arise within the group over the sort of environment the players want for the chronicle. In that case, work with that and use a suburban area, or an area that borders on a small town. Doing so opens up possibilities of intra-pack conflict later on, as the characters argue over whether to gain territory in the town or the surrounding countryside.

Getting Down to Detail

Actually detailing the setting of your game might seem like an intimidating prospect. After all, this is going to be the core of your story over the course of the chronicle, and getting it wrong now could have serious implications down the line. That *would* be the case, apart from a little secret that's easy to forget: You don't have to do all the work. The territory you're describing belongs to the characters, and a good way of stimulating that feeling of ownership is to allow the players some input into the way you create the landscape. Ideally, this input should come during character creation.

The way the pack came together has some bearing on the way the characters relate to their landscape. If the older werewolves who found and trained them moved them to another part of the world entirely, the characters might have very little idea of their environment and territory, so the initial sessions can be spent in exploration. If the new pack's likely territory is one with which some or all of them are familiar, however, you should involve the

players in defining that territory. You can pick some details out of the prelude as you discuss their pasts with them. Any places they mention should be incorporated into the setting. You can also encourage them to discuss favorite places and other locations they visit regularly as they write their character's background. Where do they hang out? What place is their first line of defense in case of attack, or their last? Where's the best hunting in the area? Where do they live? Where do their families live? What natural features mark the limits of their territory?

In many ways, defining the pack's territory is much like a second character-creation exercise, but one that involves all of the players. If you have the time and inclination during the character-creation process, take an hour with the players and a large sheet of paper and start sketching out the key locations mentioned thus far, and how they relate to each other. Alternately, search around for photographs of neighborhoods, landmarks or urban structures to set the mood. Be careful not to let one player dominate this process, and be aware that they can't define every little detail of the landscape, because you might need some room to maneuver as you start to write your plots. With a bit of luck, though, this session will give the players the same sort of proprietary feeling over the territory that the characters have. If any of the players can draw, paint or use computer-modeling software to generate pictures of particular landmarks within the territory, so much the better.

People and Places

People and places are deeply linked. Humanity has a greater impact on the landscape than any other species on the face of the Earth. People redefine places to their own ends, building and destroying to make way for their places of living, working and playing. The nature of the people in an area should be reflected in the environment around them. Think of this as a lower-key version of the way that the inhabitants of an area can shape the Shadow, a reflection of **Werewolf**'s theme of the effect people's actions have on their surroundings. A seemingly idyllic village were the local people live in reasonable harmony with their surroundings, respecting the seasons and farming the land by reasonably traditional methods, is likely to build along the contours of the landscape, using as many natural materials as possible. On the other hand, if the same area is farmed by a ruthless agribusiness, it's likely to be dominated by bland housing estates, roadside malls and restaurants that intrude on the landscape rather than working with it.

The same goes for an urban environment, where people who live in harmony with an area create an urban landscape with parks, roof gardens and a clean, litter-free environment. Those who choose to succumb to the worst impulses of urban living could create a blighted wasteland of concrete, brick and litter that is as unwholesome for its inhabitants as it is for any other form of life.

These are all extremes, but they give a feel for how an environment reflects the people in it. Most places are somewhere between the extremes, almost always leaning toward the worse, and most territories contain places at different points along that continuum. As a rule, a pack's territory starts off in poor condition and beset with potential threats, demanding immediate action in order for the pack to improve its lot. If you start forging links between people and places at the beginning of the chronicle, it will be easier to change them to reflect what the pack does in the course of the story.

The Human Element

Humanity plays a complicated role in the world of **Werewolf**. It's easy to say that werewolves grow up thinking of themselves as human, and that they would treasure their families, but that's not always true. Few werewolves go through childhood and adolescence without any scars — a troubled childhood and a general feeling of alienation are frequently the lot of an Uratha. Some *nuzusul* are treated like shit even by their own families, and they learn to resent the humans around them very quickly. As a result, frighteningly few werewolves believe that human life is any more innately sacred than the life of a deer, stray cat or street pigeon. They might care for a mate or beloved relative, but they'll tear apart any human who threatens them or theirs. The instinctive fear that twists in a human's gut when he's near a werewolf only sharpens this feeling.

On the other hand, humans provide a level of comfort that's hard to find elsewhere. No human can truly understand a werewolf's heart, but they can at least try. Some werewolves continue to think of humanity as their closest relatives, and still feel protective of the human race as a whole. To these werewolves, humanity is a significant part of the reason they protect the physical world in the first place — to preserve their mates, parents, siblings and children.

Ultimately, it's up to your players to decide exactly where they fall along this line. If a player wants to play a werewolf who cares more for animal rights than human rights, that's his prerogative as surely as it is another player's to play a werewolf who honestly believes humans are worth protecting on their own merits, and says as much. Try to encourage players of even the most antisocial werewolves to care about at least one human being, be it a child down the street who gets along well with the neighbor's pit bulls or a bus driver who makes a point of being friendly despite her nervousness. It gives the werewolves something else to fight for, and these supporting characters can provide extra roleplaying grist. Some players resist these attachments, of course, feeling that any characters they become fond of will simply wind up being killed or captured to get a rise out of them. (To some extent, that's true. This is the horror genre, where nobody is really safe.) The best thing to do is to talk it over if your players seem reluctant. Reassure them that you're not going to torture them to the point where they feel everything they do is futile, then ask them to accept the risks to their loved ones as part of what makes a "Storytelling game of Savage Fury" so interesting.

Where to Start

Obviously, there's no need to detail every person who lives in the area or visits it regularly. It would be a ridiculous amount of work for very little reward. At the beginning of the game, you probably really need to detail only the local authority figures and those likely to prove useful to the plot — both mortal and spirit. As time goes on, you'll develop a broader cast of characters, but the key locals are enough for now, along with a few "color" characters, like local shopkeepers or bar owners.

It's also worth locating the main centers of interest for people in the area. Where do they shop? Where do they work? Where do they go to relax and hang out? Where do they live? What's the overall mood of such places? The relationship of these areas to each other will give you an idea of when people are likely to be traveling and which roads they're likely to be using. Such little details might seem irrelevant, but they go a long way toward building a sense of realism about your story. More than that, though, it also creates a sense of the normal rhythm for the pack's territory. Once the characters become accustomed to it, any slight variation in that rhythm can act as a plot hook by hinting to the characters that there's something amiss. It's another example of the familiarity that the pack should develop with its territory.

Supporting Cast

One of your principal tasks as a Storyteller is building the supporting cast of the werewolves' territory and any other characters they run across. These characters largely fall into three groups: walk-ons, who appear in the chronicle only briefly; recurring local characters, who likely make up the bulk of your cast; and outsiders, who present long-term challenges for the characters.

Walk-Ons

Walk-ons are the equivalents of bit players in a movie. They're there to perform a brief role and then be forgotten. They're the receptionists, deliverymen, shop-owners, security guards and campers who wander through the pack's life without having a major impact on the story. Sure, they might interact briefly, perhaps even as victims of the characters or their adversaries, or even gain a name, but nothing about them beyond the role in which they meet the characters is significant. There's no need to spend time working them up into rounded characters; the standard traits given in Chapter 8 of the **World of Darkness Rulebook** are perfectly adequate if you need to roll dice for them.

That said, it's also worth keeping notes of the names and basic details of these characters. Sometimes events or player actions cause someone you thought would be a walk-on to become a significant member of the cast. It could be that the pack takes to visiting a particular shop that you thought would be a one-off location, a particular part of town becomes more important than you expected, or a character asks out a walk-on coffeehouse waitress and the player would like to know more. Neglecting the continuity of these small members of the cast is a sure way to undermine the reality of the territory.

Recurring Local Characters

There's always a temptation to introduce only those characters who are actually relevant to the story. This approach has some advantages, because it helps speed up the story and reduces your workload. It has some pretty significant disadvantages, too, though. For one, it can lessen the players' suspension of disbelief. Once they become used to this form of Storytelling, they start to analyze every person with whom their characters come into contact. ("How does she fit into this?" "What's she up to?" "Is he the killer?") This creates the impression of a game as a puzzle to be solved, rather than an unfolding story. That's not always a bad thing, and it's a staple of the murder-mystery story, but it can be unhelpful in a **Werewolf** chronicle. The dependence of a pack on its territory means that, even in a densely populated urban area, some characters are going to be recurring if the setting is to feel natural. Shopkeepers, local cops and the bar staff at the pack's favorite watering hole are all people that the werewolves are likely to interact with again and again. It's worth detailing some of these characters up front, but many of them will become necessary as the pack's habits and haunts become apparent in the ensuing sessions. Don't be afraid to create some of these characters on the spot, making notes about them as you do so, and then detail them further between sessions, adding background, relationships and traits. You'll be surprised how often your best characters come about this way.

And conversely, don't be afraid to kill your babies. **Werewolf** is a game steeped in horror tropes, after all, and a game with strong horror elements needs victims. The hostile, savage world that the Forsaken inhabit isn't plausible if there isn't strong proof that there are murderous forces at work in the shadows, and sometimes killing off a recurring character in appropriate fashion (including at the claws of a player's charactes) is just the way to drive that point home.

Outsiders

Humans don't respect the borders of a pack's territory. People who work within the territory might not live there, or vice versa. A territory that includes a tourist attraction might even have an ever-changing roster of inhabitants, some of whom bring spiritual problems with them. Therefore, when you build up your supporting cast, don't just focus on the people who actually live within the pack's territory, think about those who live outside it yet can have an impact on it. These people are trouble for the pack. They can affect the werewolves' territory, yet can also leave and spend much of their time outside the pack's sphere of influence. Some, particularly those in positions of power in government, business and possibly even religion, can impact the pack's territory without ever setting foot within it. This makes them significantly more challenging for the pack to deal with, especially if the troublemakers live within another pack's territory. The same

applies, of course, to friends and relatives who live outside the territory, as it becomes harder for the werewolves to interact with them. If you give careful thought to where your supporting cast members live, you can really bring home to the players the alien nature of life as a werewolf. Their characters have to think twice about going to places that they could visit easily before their First Change.

Antagonists

Antagonists are a special form of supporting cast all in their own right. They're the enemy. When you watch a film or read a book, it's rare that all but the best supporting characters stick in your mind. The antagonists, though, should be really memorable. With most of the supporting cast, you have time to develop their characters and quirks throughout the chronicle. With antagonists, that work really needs to be done up front. Antagonists might be around for only one story, or possibly just a single session. You don't have the time to develop them much through play, and if you haven't put the work in up front, they're going to come across as insipid characters. That won't do much to inspire an emotional response in your players. And you want emotion: you want fear, and anger, and even delight — in the sense of "we love the idea of getting another shot at this bastard," that is.

Like all characters, most antagonists fall into one of the categories mentioned thus far. Rival packs of werewolves are typically outsiders, for example. The walk-ons include the henchmen, hapless pawns, security guards and other low-ranking opponents: good for a fight scene or a quick bit of interrogation, but not likely to be around for long.

Recurring local characters are the local foils. They might not be the same people to werewolves as they are to the local populace. A thief is probably not doing much to roil the Shadow, while a really vicious gossip might actually change the context of local emotion enough to draw down the attention of… something. Society would view the former as a villain, but not the latter. The Forsaken might view the situation the other way around. The outsiders are likely to be the recurring antagonists in the chronicle — Pure Tribe werewolves, malign and powerful spirits (either local or from the deeper reaches of the spirit wilds) or even neighboring Forsaken. In an urban chronicle, the antagonists could even be vampires or human werewolf-hunters. With their cavalier attitude to the spiritual effects of their sorcery, mages make good recurring rivals too. (Yet, if the Elodoth is good at his job, the characters might be able to strike mutual non-aggression agreements with local vampires and mages who aren't immediately dangerous enough to necessitate driving them off. Such characters can even go from being antagonists to being recurring local characters.)

Spirits

Spirits make up another category of supporting cast that's worth noting in its own right. The spirit world plays a central role in a **Werewolf** game, and the werewolves watch over its inhabitants carefully. The spirit characters in your chronicle need to be richly detailed just as the local humans and wolves are, if this part of the chronicle is to take on the importance it needs. Of course, you're much more familiar with humans and animals than you are with spirits. Much more detailed information on the spirit world and its inhabitants can be found in Appendix One. In the meantime, keep these basic guidelines in mind.

Again, the three basic categories apply here. The walk-ons are the weaker spirits that populate the *Hisil* and which the werewolves can afford to ignore unless something's amiss with them. These are the spirits of the trees, the plants, the buildings and other local natives, or the spirits that pass into the physical world for a time before their Essence depletes and they must flee back to the spirit world or before the pack summarily disposes of them. Spirit "walk-ons" establish mood, however, and shouldn't be overused. A step up is the recurring local spirits. These include the pack's totem, as well as other, more significant spirits: the spirit of the forest that marks one edge of the pack's territory, the spirit of the lake at the bottom of the neighboring valley and the many shifting spirits of the towns and cities. Any Ridden whom the werewolves have allowed to live in their territory fall into this category, as do any spirit fugitives who choose to exist immaterial on the material side of the Gauntlet. The outsiders are the powerful spirits from the deeper spirit wilds, or hostile spirits from regions outside the pack's control.

Most often these spirits are antagonists, often directly so — those that disrupt the werewolves' territory or neighboring areas through accident or intention. Sometimes they're sources of aid or teaching, hunted by the werewolves who need to advance and learn new things from these wise, older spirits. In any case, they're significant figures who have an impact on the chronicle and who deserve to have a distinct character of their own. If they're the rare exceptions who aren't as antagonistic or resentful toward the werewolves, there should always be a reason for that to be the case — an openly helpful spirit is unusual enough to cause comment. It's very easy to look upon spirits as being cookie-cutter beings, with indistinguishable personalities, but that's not fair to the themes of the game. Werewolves have raised themselves to an implied position of authority over the spirit world, and they're part spirit themselves. While most spirits are bitter and resentful of that authority, some agree to respect, placate or cooperate with the werewolves nonetheless. Their reasons for doing so vary based on the individual, so their personalities should be as rich and interesting as that of the people in the physical world.

Horror

Like the other World of Darkness games, **Werewolf: The Forsaken** is about horror Storytelling. Although elements of investigation and mystery, strong elements of action and violence, and even a little humor run through the game, horror is at its heart. That might seem like a

logical position, given that most werewolf stories are horror tales. Yet this game puts the werewolf — the source of the horror — at the front of the story, rather than relegating it to the role of antagonist. The werewolf is the protagonist of this tale. So, if the horror of being chased by a werewolf isn't available to you as an option, where does the horror in this game come from? Well, the dictionary definition of "horror" suggests that it's a particularly intense feeling of fear, shock or disgust. That raises the question: "What do werewolves fear?" If you know that, you're on the right path to telling truly compelling **Werewolf** stories.

What Do Werewolves Fear?

Werewolves are intimidating creatures: fast, deadly and able to heal quickly. What can make a creature like that afraid? In the World of Darkness, the answer is "any number of things." Werewolves can heal quickly, but they're not immortal — they're strong, but they're not the strongest things in the world. They can suffer, and not just physically. Werewolves aren't ravaging brutes, they're intelligent, thinking creatures who have people, things and causes they care for. Whenever you care for something — even just your life — there's the horror of potentially losing it and having no power to save it. Ironically, for a race that allegedly had to put down its own progenitor, much of the horror in **Werewolf: The Forsaken** revolves around the concept of loss: of territory, of people, of balance and of control. Oh, and if you remember your werewolf movies, you'll know that all too often, it's the most unlikely of foes who ends up bringing down the werewolf. So, who do werewolves fear?

Themselves

It wouldn't be a game about werewolves if the Forsaken weren't afraid of themselves. They're afraid of the uncontrollable predatory instincts that boil within them. They're afraid of the damage they can do to those around them when Rage overtakes them. They're afraid of becoming little more than cunning, ravening animals, lost to the killing urge with a fury that disturbs the wildest of animals. Uratha grow up believing themselves to be nothing more than ordinary humans, but the shock of their First Change — the visions and life changes that precede it and the dramatic change of perspective that follows it — leaves many werewolves on edge. They wonder if their whole world can be turned upside down like that again. Every time they lose control to the Death Rage, the chance is there. Only sheer luck and perhaps the intervention of packmates can prevent a werewolf in Kuruth from brutally dismembering innocent victims, a total stranger or his pregnant wife.

This is at the root of the Forsaken's constant fear for their loved ones. Yes, there's the ordinary fear that they might bring trouble to their families through their enemies, but many people live with that fear: criminals and law enforcers, for example. Much more profound is the fear that the werewolf's own nature will be what hurts

his family. Too much exposure to the truth of a werewolf's life risks driving the loved one into Lunacy or, worse, into harm's way at a crucial time, falling under the deadly claws of a Raging werewolf. The players should both keenly look forward to having their characters wear the Gauru form and dread it a little. Will this be the time that the dice fall against them? Will this be the time that one of their characters loses control and hurts those around them? The characters should never be entirely comfortable with their new existence as werewolves. Wiser, older tribemates may mentor them for a short time, before forsaking them. After that, they're left to fend for themselves with only their packmates, the occasional wandering tribal representative and their hostile neighbors for guidance through word or example. For inherently social creatures, it's a curiously isolated existence: never able to fully expose themselves to the local people, and never able to fully trust any werewolves except their packmates.

Part of the horror of the game is that, for all their power, being a werewolf is a horrific thing to be. It's horror at its most personal.

Other Werewolves

Like mundane wolves, werewolves are territorial creatures. Nearby werewolf packs aren't friends and neighbors — they're potential rivals, always eyeing the pack's territory as a potential annex to their own. Werewolves can't afford to kick back and take a break. If they do, their rivals will take it as a sign of weakness and start probing the pack's strength.

The deeper horror of this is that eventually the pack will fall. No matter how strong the characters become, age and illness will take their toll and the other Uratha will sense their weakness. A werewolf might survive all manner of battles with spirits, Ridden and other creatures, only to finally meet her end under the teeth and claws of one of her own kind. Werewolf stories don't often have a "happily ever after" at the end. They end with a final, desperate doomed struggle for life. You can easily drive this home to even the youngest and most cocky of packs by having that fate befall another local pack, ones that ruled the whole area only a few years before.

Other werewolves of the Tribes of Luna are frequently best used as constant rivals, rather than major antagonists in a chronicle. The constant tension between packs might boil over into actual warfare occasionally, but packs of werewolves usually exist as part of an extended political web based on power and status. Any disruption to the status quo should come about through the pack's actions or failure. If the werewolves have been soundly trounced in combat more than once, word will spread through gossip-loving spirits or rival packs' spies and that failure soon assessed as possible weakness and grounds for an attempt to claim territory. Should the pack decide to invade another pack's territory, even for "good" reasons, like chasing down a Ridden, they should pay the price for their actions. Crossing into another pack's territory is a sure way to start a bloody fight, even if ordinarily the two packs might consider themselves allies.

The Pure Tribes

The Pure are no less werewolves than the Forsaken. In their own eyes, they are the paragon of the Uratha, and the Forsaken are tainted heretics who must be torn from the face of the world. They are untouched by the blessing of auspice, but draw on the power of great totems who may, if the rumors are true, keep them in thrall. They outnumber the Forsaken in most areas of the world. Most werewolves know a little about the Pure — only the most negligent mentor would fail to warn her charge about them — but few know much about them. What are their gatherings like? What sacrifices do they make to the great beasts they worship? The Forsaken don't know. The Pure never come into a pack's territory to talk theology or philosophy. They come to hunt, and to kill.

Many horror stories, particularly those based on psychopaths, play on the alien thought process and cultural values that can lurk behind the eyes of someone who looks perfectly normal. The Pure Tribes play that role in **Werewolf**. They look like other werewolves and even act like them, but their values and outlook on the world are utterly different. The characters suddenly find that all the techniques they've developed for dealing with other werewolves have no use here. They should be faced with the horror of finding themselves ignorant and endangered in the midst of apparent familiarity. The Pure are to the Forsaken what werewolves are to other humans; they are a frightening predator with the power of a beast, the intelligence of a human, and the combined cruelty of both. The Pure also represent the fear of a superior force — they outnumber the Forsaken, and it takes great cunning and skill to survive a full-bore assault by a pack or two of the Pure Tribes.

Spirits

At the heart of Forsaken myth lies a sense of responsibility for the dangerous threat of the Shadow. Most spirits that are native residents of the characters' territory can gradually become somewhat familiar, at least in the sense of becoming easier to predict. They may not be easy to empathize with — and the spirits won't empathize with the werewolves at all — but as the characters deal with those spirits that they permit to stay in their territory, they come to understand how the spirits react. They can begin to see what it is that a spirit might want that drives it to reach its fingers across the Gauntlet. Lesser spirits might even be frightened of the werewolves. Actions in the physical world can breed powerful spirits that are serious threats to the pack, however. These entities typically don't draw attention to themselves at first, preferring instead to lie low in their own corner of the *Hisil*, drawing strength from the actions that feed them. By the time the Uratha find one of these things, it might have grown strong enough to be a serious challenge to the pack. And in such cases, the natural resentment many spirits harbor toward

the Uratha — those beings who would hunt them, bind them and try to tell them what to do — comes to the fore.

Then there are the fugitives from the spirit wilds seeking safety, power or a new home in the relatively calm environs of the area adjacent to the physical world. Some desperate spirit fugitives even take their chances in the material world, sacrificing the Essence that sustains them for what safety the Gauntlet provides. These fugitives can be many times more powerful than those found in the pack's territory naturally, and they are harder for the werewolves to anticipate. Many of them have severed their original ties to the physical world and have grown into frightening abstractions of what they once were. A spirit of hunger is a simple creature, focused on the very thing that sustains it and drives it. One that has existed for centuries in the depths of the spirit wilds might carry different ideas of hunger, taken from spirits it's consumed and ideas of want from different times in history. They are intelligent, wily creatures who give the pack a real challenge, regardless of which side of the Gauntlet they call home.

Lastly, there are those spirits who have found a human, or other, host in the physical world. The resultant Ridden are another symptom of the ongoing chaos in the Shadow. Many spirits find it easier to eke out an existence on the fleshly side of the Gauntlet. There, they're hidden from the most powerful spiritual forces that might have threatened to consume them, but can gather emotional energy and affect the world around them with their own abilities. The Ridden make excellent foes for a **Werewolf** chronicle, if only because they bridge the same worlds as the werewolves themselves. They're anchored in both the human world and the spirit world. Their dual nature makes them harder to spot and even harder to size up, as the riding spirit hides within its host. The pack might get its first real idea of how dangerous a foe some Ridden can be when they finally engage it in combat.

As an element of horror, spirits inherently represent consequences. When a murderer stalks a city block, killing again and again without being caught, the dangerous spirits that gain strength from his spree are a consequence. They directly represent the ramifications of the murderer's actions, but they also represent the consequences of others' failure to catch and stop the murderer. A community that has a secret history of hate may have engendered a powerful spirit threat, one that emphasizes the enormity of their brutal actions when the community's quiet façade gives no hint. Most spirits represent the weakness and selfishness of human action, but some also reflect the failings of the Uratha themselves. In the animistic world of **Werewolf**, spirits are a direct reminder that the evil that goes unseen is just as gruesome a threat. Every action has its consequence, and the pack must be consistently vigilant to fight against those consequences.

Hosts

Werewolves and the Ridden aren't the only creatures that bridge both worlds. The *shartha* — or Hosts, of which the Azlu and the Beshilu are but two examples — are capable of moving between the worlds as well. Some are as powerful as the werewolves, yet their goals are totally different. Unlike werewolves, they don't respect or acknowledge territory in any way. They go where they will and fight back against any interference in their plans — and can be very hard to track. How can a pack keep tabs on every rat, every spider? How do you know which one carries the intelligence?

The Hosts are driven by their instincts. The ends they're programmed to achieve cannot be allowed to come to pass — left unchecked, either Host would make the world a living hell. Worse, their instincts also flood them with virulent hate for werewolves. If few in number, they creep into the dark places and avoid attention. But once they are strong enough, they feel the urge to eliminate their despised hunters. The Beshilu undermine the territory of a pack, swarming out when they catch their enemies unaware. The Azlu spin great webs about loci, waiting to snare werewolf prey. And at any time, they might be wearing human skin to conceal their abominable nature.

Hosts make an excellent counterpart to the familiar madness of the Pure or the mystical strangeness of spirits. Even when not actively moving against any packs they find, their agendas usually bring them into conflict with the werewolves. Few packs would happily allow one of the Azlu to choke the spirit world off from their territory via the Gauntlet, rendering it impassable to all but their own kind. Few packs would willingly accept the danger that comes with the chaotic mix of spirit and physical worlds that the Beshilu bring.

Both the Beshilu and the Azlu are great agents of change in a chronicle. They bring home the point that there are other forces at work in the world than those that the werewolves normally encounter within the boundaries of their territory. They represent the unknown agents of disruption and the horror of having your life wrecked by forces beyond your control or comprehension. And, of course, they are creatures of very physical horror. When a stolen human skin rips open and a horde of spiders or rats comes spilling out, it's a rare werewolf who won't feel a stab of fright.

Humans

It's easy for werewolves to come to look down on humanity. Humans are weak. They fall easily under the claws of the Uratha, and they lack any real understanding of the spiritual truths of the world. Yet, humanity has a huge advantage over the People: numbers. The humans outnumber each werewolf by hundreds or thousands to one in its own territory. If humanity becomes aware of the monsters that lurk in the woods or the darkened alleys of the city, it can bring both numbers and technological prowess to bear on the People. The effects of Lunacy protect the characters a little, but they aren't reliable, and people don't have to see the werewolves Raging before they suspect that there's something different about them. And we humans, for all our vaunted civilization, are just

as prone to suspicion and mistrust of those who are different as any animal is.

On a subtler level, humanity is responsible for many of the other threats that the werewolves face. Humans haven't been granted a special place in the universe; we've won it for ourselves. Our sheer numbers and our evolving ability to manipulate our environment have profound effects on the spirit world of the World of Darkness. Your players might spend many gaming sessions dealing with the spiritual problems of their territory, only to have all their work undone by the actions of the local council or a corporation with an interest in the area. This is part of the sheer power of humans. A spirit, be it a Ridden or a powerful spirit from the depths of the Shadow, can be defeated in battle or forced into a pact that keeps it from making trouble. It's far more difficult to shape public opinion or a company's business strategy that way. Humans are frightening to werewolves, because often just killing them isn't enough.

Humans represent the horror of being overwhelmed by force of numbers. However strong you are, however much power you have achieved, you can still be crushed by the sheer weight of people that oppose you. One man can be nothing to a crowd.

The Unknown

Not everything that a werewolf encounters is something he understands. In the World of Darkness, all manner of inexplicable and frightening things hide just beyond the range of vision — monstrous creatures that cannot be explained by the People's legends, bizarre hauntings that have nothing to do with the spirit world, strangely inhuman people who've been altered by something unknown. Don't be afraid to craft stories and antagonists that aren't explained or even hinted at in this book. If you want to run a story about a strange surgical lab on the waterfront that crafts monstrous things out of kidnapped homeless people, and the surgeon in charge is clearly not human, you don't have to explain what he… what *it* is. It might not be a vampire or Ridden or anything werewolves know about. Don't forget that even werewolves fear what they don't understand — and don't let your players forget, either.

More than Fear

Horror is more than just fear, though. Horror is about disgust, shock and powerlessness. In the end, enemies can be fought and overcome. With time, fear of them diminishes. Horror is more lasting, because it lodges part of itself within a person's consciousness, reminding him of the moment when he first felt that emotion. Horror is a difficult response to evoke, though. You can rarely sustain a tone of horror throughout the chronicle. Rather, you should aim to evoke specific moments of horror within your stories: moments that shock the players and their characters out of their complacency and remind them what a nasty, dangerous and unpleasant place the World of Darkness can be.

Blood, Guts and Special Effects

Gore can be horrifying. There's a part of us that reacts in horror when we see something that should be inside a body lying naked and exposed upon the ground. It

reminds us of how vulnerable our bodies truly are and how easily we can die. It's often a good way to introduce horror into the early days of your chronicle. We live lives isolated from the reality of death. Our meat arrives neatly packed, bearing very little resemblance to the animal it once was. Luckily, very few of us have witnessed violent death. Such things still have the power to shock us.

Yet, as any fan of splatter horror movies can tell you, that reaction dulls after time. The more a human mind experiences something, the more inured it becomes. Films that would once have left you awake at night in fear become old friends, where you laugh as much as jump. New films have to up the ante considerably to have the same effect on you as they did before.

The same is true of gore within your chronicle. Initially, vivid descriptions of gore, entrails and the other detritus of battle are going to have a significant impact on both your players and their characters. Yet, as time goes by, they'll get used to the viscera. **Werewolf** tends to create a lot of opportunities for it, after all.

So, how on earth do you sustain the horror through the course of your chronicle?

Sustaining the Horror

One of the most difficult challenges that awaits you is keeping your chronicle horrific. As noted, horror often contains an element of shock, of the unexpected. Sometimes, it's an unexpected event. Sometimes it's an expected event that happens in an unexpected way.

Of course, sometimes horror doesn't come from the unexpected at all, but from things that the characters dread coming true. This is probably most applicable when it comes to the character's loved ones. Part of being a werewolf is the knowledge that the world is a far more dangerous and complicated place than ordinary people are capable of recognizing. The characters know the dangers of the world, but they have no way of warning their loved ones of them. All they can do is hope to protect them and fear that they'll fail. Now, if they fail to protect them, that generates a form of horror in its own right. The long-dreaded event comes to pass. But what if the hidden world affects a character's friends or family in an unexpected way? Perhaps a lover becomes a *duguthim* or, more unexpectedly, becomes the source of power for a newborn spirit. The lover's fear, pain or anger has become so strong and focused that it's given birth to a new spirit, one that's helping itself grow by spreading that emotion among more of the werewolf's friends and family. The form of the enemy might be familiar, but its expression is different.

This is one of the advantages of the territorial nature of **Werewolf**. The characters come to know and care for (or dislike) many of the people and places in the area. As time goes by, you can start to increase the horror level by drawing the threats closer to the characters' lives. A complete stranger who has become one of the Ridden is one thing; an acquaintance from the local bar is quite another. If a member of the family is claimed, the character faces some of the most difficult choices she has to make. A werewolf might be able to kill a Claimed stranger without hesitation, but can she do the same to her niece?

This escalation of threat and impact has to be managed carefully. If you overuse the threat to friends and family, it loses its power too quickly. String it out, and the players will be on tenterhooks waiting to see whose character goes through the emotional wringer next. This might seem like a big challenge now, but as time passes, it becomes second nature, as you learn to read your players and see when they're becoming bored or finding things commonplace. Like all things, the more you run a chronicle, the more your skills as a Storyteller will grow.

Plot

So far, we've concentrated on setting up the environment and characters of the chronicle. What about the plot, the story that runs through the chronicle? The nature of the Forsaken means that their story is the story of the land they claim and protect. There's an intimate link between werewolves and their territory, which means that much of the plot springs out of threats to that landscape and the people within it. Therefore, by spending plenty of time getting the setting right, the business of writing plots becomes a great deal simpler. In fact, it's worth keeping things simple in the early part of a new chronicle, because it gives the players and their characters a chance to get to know the people, the spirits and the landscape before you start ramping up the threat level. The threats aren't going to mean very much if they're aimed at an area that the characters have yet to start really thinking of as their own. Besides, it gives you a chance to take things easily as you get used to Storytelling and an opportunity to see what the players *really* want out of the chronicle.

Your First Stories

The first story in any chronicle is going to be a challenge. You're getting used to the game and the players; they're getting used to their characters, the territory and possibly even the rules. The last thing you need is a story that's too complex and challenging. Keep the first story in your chronicle simple. Set up a problem that can be fairly easily isolated, confronted and resolved. If you have plans in mind for a larger story arc, then work in hints of that, but leave the main story simple and self-contained. It'll give you and the players plenty of time to focus on getting familiar with everything yet give an immediate reward to everyone involved as well.

Big Arc, Small Story

Most **Werewolf** chronicles center on a territory, which makes them ideal for long-ranging story arcs. As the characters are tied to one place, they have to deal with the consequences of their actions, and consequences are a big part of what **Werewolf: The Forsaken** is all about. Actions

in the real world have consequences for the spirit word, and vice versa. The lives that the Forsaken currently live are considered a direct consequence of their ancestors' putting down and taking over for Father Wolf. The problems in the Shadow are consequences of allowing humanity to grow and strengthen away from the yoke of the spirits. These are all examples of consequences played out on the macro stage, but the same should apply to the werewolves in the micro stage of the pack and its territory. The resolution of one story might have unexpected consequences. The family members of a slain Spirit-Claimed might come looking for their relative's murderers, for example, or the local spirits might grow distrustful of a pack that's prone to dealing with troublesome spirits in a violent manner as a first recourse. Sometimes these consequences arise immediately. Sometimes they come to a head much later in the chronicle. Whichever way it occurs, the characters don't have the option of walking away (because they're bound to their territory) or ignoring the issue (because the problem will just grow worse, possibly causing damage in the spirit world and creating greater problems for the characters).

Therefore, it's best to think of your chronicle on two levels. There's the individual story level, in which the characters face a challenge and deal with it. Then there's the larger level, the major plot arcs that determine how the pack's territory develops. Once you've got that introductory story or two out of the way, it's time to start thinking about the first major plot arc. Those introductory stories give you a feel for what the players actually enjoy most in the game, be it in-character roleplaying, out-and-out combat, investigation or lupine territory patrolling. These aspects might be completely different from what they said they wanted when you started setting up the chronicle, because what people think they want out of a new Storytelling game and what they find they enjoy are sometimes quite different. (This is one good reason for devoting much of your initial energy to the territory and the supporting cast, rather than the plot. You can recycle the former to a different style of game far more easily than the latter.) This should give you an idea of what the major antagonists your characters are going to face should be. Some examples include:

- a horde of spirit fugitives hiding among the local population
- one person whose actions are disrupting the spirit world
- a spirit that's grown strong on a series of events in the physical world, such as murders or car crashes, and is using its power to terrorize the local spirits
- a neighboring pack that's decided that the characters are weak and that their territory is ripe for conquest

The next few stories should then start setting up this bigger threat, as the werewolves start to deal with the consequences of these adversaries' interest in the pack's territory, from murders by one of the Spirit-Claimed to incursions by the rival pack. Over the course of the arc, which can run from two or three stories to many more, it's worth throwing in some random problems tangentially connected with the spirit world or the local people. Random, unconnected things happen in the real world, and they can help make a fictional world seem more real, too, just as long as you remember that the actions of everyone involved should always have consequences.

Fresh Starts

For a while, your chronicle can almost write itself. Once you've introduced a number of elements and dealt with the consequences of the characters' actions, you can let those stories play out in whichever order the players choose to address them. After a while, though, you're going to have to start introducing new elements into the plot, to create new arcs — provided nothing disastrous wipes your characters out or renders their territory a desperate, spirit-overrun mess, leaving the neighboring packs no choice but to take over. The players might help you in this by deciding to expand the territory's boundaries once their characters have a grip on it. That gives you the perfect opportunity to seed new antagonists or problems for the characters to face.

If you're going to introduce a new threat, though, it's better to make that part of a larger story arc, rather than just a one-off story. Introducing one of the Hosts in one story and then one of the Pure Tribes in another creates a "monster of the week" chronicle, and lessens the feel of place and consequence that makes for really good **Werewolf** stories. If the Beshilu are invading and polluting the pack's territory, it's fodder for a whole series of stories as the pack tries to hold back a foe as powerful as themselves, yet one that doesn't have to deal with the same territorial issues. If the Pure show up, it's a matter that affects not just one pack, but each surrounding werewolf pack, too.

Introducing new antagonists is a time-tested method to shake up a chronicle that's growing a little stale, but it has to be done in a measured way. If you introduce them on top of existing problems within the pack's territories, the characters, or even the players, might start to feel overwhelmed. If new antagonists come out of the blue, you can undermine your game's sense of reality. Often, the simplest approach is to start planning the conclusion of the current crop of running stories and start hinting at the coming threat. Perhaps the characters' friends start complaining that the rats are really bad lately, or the characters catch the scent of an entirely unfamiliar werewolf on the edge of their territory. They raise this concern among the local Forsaken rumormill, but none of the neighboring packs have any new members. Later, one or two other alphas admit to having encountered the same thing. These sorts of hints introduce the idea that something new is on its way, without giving the game away and distracting the players from their characters' current concerns. It's not a particularly subtle form of foreshadowing, but when your chronicle is based around a particular location, keeping the players' suspension of disbelief strong requires that you give a sense that the new threats are moving in, rather than just having them turn up on the werewolves' doorsteps. The spirit world is particularly

useful for this, as spirits are more aware of these partially supernatural threats. A slow dribble of refugee spirits into the pack's territory hints that something is awry elsewhere, but if the pack is busy enough with its existing problems, it won't have time to investigate. When that dribble becomes a torrent, then the pack knows how bad things must truly be.

The new hints don't have to be supernatural, either. The sudden discovery of land surveyors in the pack's territory or of planning notices on streetlight posts can hint at a forthcoming corporate interest in the pack's territory. The sudden disappearance of a member of the pack's extended social circle could hint at one of any number of things, from the missing person becoming Urged or Claimed to an abusive family member who's fomenting some serious unpleasantness in the Shadow.

The key to a good transition from one set of threats to the next is to start hinting to the players that something is amiss, without revealing exactly what the threat is until the last threat from the old set of plots is resolved. Give the characters a conclusion to the last story, a set-piece battle with the major antagonist most likely, and then let them start investigating that little worry that's been niggling at the back of their minds. If you do so, you can avoid the anticlimax that can follow the resolution of a major plot arc by giving the characters something to do immediately. This also reinforces the notion that the werewolves are stuck in a constant battle to protect their territory on their own.

The End

All good stories come to an end, but the problem with many chronicles is that they never do. Many chronicles just drift into hiatus, without a defined conclusion. Sometimes it's better to stop a chronicle before that happens. If you, or the players, are starting to lose interest in the current chronicle, it's time to bring it to an end.

Stop planning or running one-off stories, and start focusing on the existing plot arcs. Stop introducing new elements into the pack's territory and let the existing story elements play out. Start planning for a big confrontation with the major antagonist. **Werewolf** is a game with a heavy emphasis on visceral, tooth-and-claw combat. When the main antagonist finally falls, it should be beneath the teeth and claws of the Raging pack, giving in to their bloodlust.

You can always return to that pack and its territory after a break of a few weeks, months or years. You might choose to stop there entirely and play a different form of **Werewolf** chronicle, a different World of Darkness game, or maybe a crossover between two or three. You might even recycle elements of the chronicle for the new one. If you start playing a game of **Vampire: The Requiem** in the same city as your **Werewolf** chronicle, the vampiric antagonists from your old chronicle could turn up in the new one. Whatever your decisions, you won't regret giving the chronicle a proper climax. In people's minds, a chronicle that ended well will always be better remembered than one that never ended at all.

At the Table

So, you now know how to create and develop a setting, how to tailor your story to the needs of the characters and how to inject horror into you game. You're good to go, you gather your players and are ready to start. It's time for the single most important lesson of Storytelling. As you sit down with your players and start to unfold your story, remember one thing: Plot never survives contact with the players. Your plot is the result of your own fevered imagination and, unlike a playwright or film director, you can't force your players to move along the lines you've set out for them. With multiple other imaginations at work on your story, it's going to twist and turn in unexpected directions. Believe it or not, though, this is good news. It means that you don't have to detail every little aspect of your plot in advance, because if you do, you'll only guarantee that the players will go off in another direction entirely. Instead, a **Werewolf: The Forsaken** plot is far better designed as a series of locations, characters and events that can be transferred and manipulated as needed, based on how the characters react.

You can't afford to be protective of your plot as the Storyteller. The chronicle has to be enjoyable for everyone. If the plot you've created is dependent on the characters visiting a certain place, you're in trouble, because the laws of Storytelling mean that that's the one place they'll avoid at all costs. The plot needs enough flexibility to allow your players multiple paths through it.

The Offer

The Offer is an idea from improvisational theater and comedy, but it works equally well in Storytelling games. An Offer occurs when a participant introduces a new idea or concept into the game, and the other participants react. Offers are the primary means by which players influence the setting and plot as the chronicle moves forward. For example, they might suggest visiting a shop, bar, lake or cabin that has never been mentioned before. There's nothing to suggest that it exists, but there's nothing to say it doesn't either. If it moves the chronicle forward, there's no reason not to accept the Offer and incorporate it into the game. The same can apply to characters or major landscape features. It can also apply to events in the area or the characters' history that haven't been explicitly detailed already.

You, as the Storyteller, are the person with the power to refuse an Offer. You should do so only with good reason, though. The Offer might contradict the established continuity of the chronicle, for example, or there might not be room for it within the setting, supporting cast or plot of the chronicle as you've conceived it. The latter alone isn't always grounds for a refusal; the Offer might actually improve on what you

had planned and allow you to build a more interesting plot off the back of it. One very good reason for refusing an Offer is that the player making it is very obviously taking advantage of this flexibility to stack things in his favor. The idea of an Offer is to add color and variety to the setting, and to give the players a stake in developing their own territory, not to act as a *deus ex machina* where the players randomly drop in setting elements to aid themselves. It takes a little while to get a feel for which Offers you should accept and which you should refuse, so it's better to err on the side of caution if you're new to Storytelling.

Storytelling is at its most enjoyable when it's a collaborative process. Both you and the players are telling the story, but only they are playing their characters constantly as well. Listen carefully to what your players suggest as they discuss what's going on. It's possible that they'll come up with a far better explanation of what's going on than you did. If that's the case, jettison your original thoughts and work with the new plot elements that the players have inadvertently added to the mix. They need never know that you've done it. The result is a player who thinks she's been clever enough to work out your plot, and a group that has a new respect for your plot-writing skills. Don't rely on this method, though. If the players feel that they can always guess which way the plot's going, they're going to lose interest in the chronicle pretty quickly.

Flexibility is your watchword at all times. If you can think on your feet, come up with new ideas on the fly and adapt what you've got to changing circumstances, you'll make a fine Storyteller. It sounds intimidating at first, but remember that this is a Storytelling *game*. The idea is for everyone to have fun, including yourself. You can take the pressure off when you need it in some pretty simple ways, the foremost of which is by taking time out.

Taking Time Out

One really crucial thing to remember is that, if you need a break, take it. Storytelling games are meant to be fun. A stressed-out, uncertain Storyteller can rob the game of enjoyment for both herself and the other players. Don't be afraid to ask your players for a 10-minute hiatus to figure out the details of a particular location, character or twist in the plot. Get the players to grab some drinks, order in a pizza or just play some computer games for as long as you need to get everything in order. Then start the session once you're confidently on top of everything.

The Storyteller who can run five- or six-hour games without breaks, time out and general banter doesn't exist. Sometimes it's better to draw a clear line between the banter time and the game time by calling a full time-out. It's somewhere between an ad break in a TV show, giving you the chance to fetch a coffee and go to the toilet, and a time-out in a sports game, giving the referee time to sort everything out so that the game flows smoothly when it resumes. You never know, your players might enjoy it too. Staying in character can be quite draining at times, especially if the story has become extremely intense. If your players are starting to break character frequently and swapping out-of-character banter, it's probably time to give everyone a quick break.

Don't be afraid to put the game on hiatus for a few weeks, either. If you need a break from running the chronicle, take it. It's far better to give your players a few weeks off and come back refreshed, than it is to bleed fun out of the game by running sessions where you're not enthused or prepared. They'll thank you for it in the end.

Taking Notes

We've already established that there's no need to detail every single element of the setting in advance and that the environment is likely to develop through the course of the game. Many players have a very sharp eye and a good memory for continuity. If you establish the length of time it takes to get from the pack's meeting shack deep in the woods to the local lake as three hours, but then you say a few sessions later that it's half a day's walk away, they're going to pick up on the discrepancy. If they point it out or worry about it, your suspension of disbelief is gone and the mood of the session lost.

This is one Storytelling trap that's easily avoided by doing two things: taking notes then writing them up afterward. Taking copious notes during a session is a vital skill for a Storyteller. It's inevitable that whatever you forget to note down is exactly what the players will remember and call you on in a future session. You need to make notes of new characters, or new details about old ones, new locations, changes to locations or anything that has a permanent effect on the game environment and which could possibly recur in a future game session. You can either use the traditional methods of noting the information or use a computer. Many Storytellers use file cards, hardbound notebooks or loose-leaf files to keep information about their games. An individual page or card is used for all the information about a particular character, organization or location, and is updated from the Storyteller's notes between sessions. A laptop or PDA can be used in a similar manner, but some people find them less convenient to use during a game session.

In particular, it's worth making notes of any new details of the pack's territory. You'll want to add those details to the overall map of the area later on, but it's probably too time-consuming to do so during a session. If you have access to a computer, map-making software is invaluable. There's software available on most platforms specifically designed for roleplaying games that can make your life considerably easier. Otherwise, good old graph paper works fine, giving you ready-made grid lines for whatever scale of map you choose to make.

Writing Up

Writing up your notes between sessions fixes the details of the last game session in your mind and reminds you of things you need to address before the next session. It's also the perfect opportunity to take all the notes you've made about the game session and pull them together in some meaningful way. You can add character details that you made up on the spot or which evolved during the course of the game to the master file for the characters, for example.

Don't rely entirely on your notes, though. Players' memories can be funny things. It's often a good idea to start off a new session by having one of the players recount what happened last time. It's a little bit like one of those "last time on…" collections of clips that you get before some TV shows. It helps set the scene and get everyone in the mood before the sessions starts. It could turn out, however, that the players remember the session slightly differently from the way you do. If that's the case, and the variations between the two different versions aren't huge, then go with their version. It's so much less trouble than trying to persuade them that it happened the way you remember it.

Writing up is also the first step in preparing for the next session. Most players spend the time immediately after the game session ends, while you're packing away your books and everyone's fetching coats, to discuss what's going to happen next week. If you possibly can, without being completely obvious, grabs some notes about this as well. This is the best clue you're going to get about how the chronicle will develop in the next session and the sort of things you'll need to prepare in advance.

Cliffhanger or Conclusion?

Knowing when to end a session is sometimes obvious. If you're playing in a pub and the throwing-out time is 11:30 PM, you'll have to be done by then, whatever stage the story is at. If you have more flexibility, however, you should try to aim for one of two end points: a cliffhanger or a conclusion. Cliffhangers are great, because they leave the players gasping for more. "What happens next?" "How do we get out of this?" They'll spend time between the two games speculating on how the next session will start. They can also be a right pain, though, if too much time passes between sessions or if someone who was at the last session can't be at the next one. In that situation, a conclusion point is a better way to finish the session. Ideally, the characters should have just overcome some challenge, be it a fight, extracting some information from another character or striking a meeting between packs. This gives the players a sense of achievement at the end of the session, even if the story itself isn't over. You can then keep them engaged with the story between sessions by contacting them by email or phone to find out what the characters plan to do next. It's a good way of doing things that only one character is involved with, too, as the rest of the players aren't sitting around waiting for that section to conclude. That way you can start the next session with the characters all assembled, their individual agendas already resolved.

Downtime

Werewolf: The Forsaken presents particular problems when dealing with "downtime" — the time that passes between stories, which isn't actually played out in a session. The pack's job of maintaining its territory is a constant one. Its members should be in position to spot any changes within that territory, be they physical or spiritual, pretty quickly. The players would be well within their rights to be annoyed if you use a period of downtime to allow a new threat to build up within the territory. The characters would have spotted it while they were patrolling their territories.

Two solutions exist for this problem. The first is to avoid significant downtime entirely. A week or so might pass between stories, where the pack patrols its territory and finds nothing amiss, and the next story starts when the pack catches the scent of a problem. Many players prefer the story to develop only when you're all gathered to play. It makes less work for you and gives you plenty of time to catch up on your game paperwork and plan for the next session. It's also a familiar pattern from most TV shows, where nothing usually happens between each broadcast episode, no matter how much time has passed in the setting.

You might not be able to meet for several weeks, however, and you want to maintain some momentum for the game by pursing some downtime activity, either over the phone, through email or in online messaging. In that case, it's better to focus on the pack members' individual efforts to patrol their territory, keep up with friends and family and do what they can to protect and improve the area. Pack activity is difficult to coordinate when everyone is separated, so this focus on the individual characters is easier to accomplish. It also helps give each character some segments of ordinary life without having to sacrifice valuable table time to focus on one particular character during the sessions where everyone's together. This can make threats to the character's friends and family seem all the more real and important if they're introduced in the run of a story. The character has spent time interacting with these people, even if the other players haven't seen it occur. That existing relationship heightens the sense of horror. You can also seed hints of the upcoming stories in each character's downtime activities. These should just be odd hints: rumors, unexpected scents, unusual patterns of behavior in either the spirit or physical worlds, that sort of thing. It shouldn't be enough to make the characters want to go off and investigate immediately, but it should be enough for them to bring it up the next time the pack meets.

Downtime Storytelling is a useful way to deal with character advancement, though. If you choose to have spirits demand services from the characters before they teach new powers, then the quest to find the spirit, negotiate with it and perform the required service can be carried out using the time between sessions. The same applies to more mundane forms of training, which can occur without detracting from the main flow of the plot.

Pushing the Boundaries

If you're lucky enough that your chronicle becomes so popular with your players that it lasts for more than a few stories, it needs to change and develop over time. So far we've mainly looked at running a chronicle in its early stages. What other aspects come into play as the chronicle progresses? How can you inject variety into your Storytelling without losing sight of what made the game so enjoyable in the first place? In short, how can you make sure that your story and your Storytelling skills progress as the chronicle develops?

Gaining Territory

The most obvious change in a **Werewolf** chronicle as time passes is the slow expansion of the pack's territory. As the characters grow in strength and ability, they should be able to claim and protect more land, and possibly begin to take territory from other werewolves around them. This is great news. It gives the players a profound sense of accomplishment and creates a whole world of possibilities for you. New territory means new locations, new plots and new characters with whom to interact. The physical and spirit worlds of the new territory offer you the chance to develop your story and add more menacing antagonists and unfamiliar, exciting locations.

Unlike the pack's initial territory, you alone should create any new territory. It should feel alien and unfamiliar to both players and characters, which is best achieved by creating it yourself. That way, you can surprise them. They might have an idea of what they're taking on before they claim the territory, but if they've been foolish enough to claim their new turf without scouting it out first, you can throw a few unpleasant surprises into the local populace or spirit world. Each new street they walk down, every new valley they explore, is a place full of strange and unfamiliar scents, sounds, inhabitants and threats. That's a lot for the characters to explore and tame, and they should never feel that it's straightforward. Make sure that the spiritual and mundane threats are very different from the ones they faced in their original territory.

You can also inject variety by including whole new types of landscape into your chronicle. Has the pack's territory been mainly rural up until now? Well, now include the outskirts of a city as part of the new territory. Suddenly the pack has to deal with city-dwelling people and spirits. The latter in particular are very different from their rural cousins, presenting a whole new challenge for the werewolves. The city also brings the chance of encounters with a whole other group of supernaturals: vampires. The blood-drinkers are also territorial creatures, dependent upon the people of their turf for their nightly sustenance. Vampires have supernatural powers of their own, they often travel in groups, and they can be a significant threat in combat. While it's possible for werewolves and vampires to negotiate and co-exist,

it's a tense relationship, as the many hunts indulged in by a significant vampiric presence can attract unwanted human attention or perhaps feed an unwelcome class of spirit.

Conversely, the pack might have expanded beyond the town it called its own into the surrounding countryside. Now the werewolves have to learn to deal with the natural spirits of those places and get to know the people who live there. Here more than in the city, ordinary people are going to notice a change in the local management. They might not realize exactly what that grizzled band of toughs who used to run the place were, but they'll notice pretty damn quick when they stop turning up and a whole new group of strangers comes around poking their noses into everything. Werewolves who are used to patrolling the urban environment could find keeping track of changes in the countryside far more challenging.

New-Toy Syndrome

What happens if the players become obsessed with exploring and pacifying their new territory rather than keeping an eye on their original lands? That's an opportunity for a new plot thread that you'd be foolish to turn down. Imagine coming back from exploring new territory to find that a friend or family member is Ridden or, worse, Claimed — and by a powerful spirit at that? That sort of plot certainly brings home to the players just how difficult it is to defend a large territory.

It's worth taking a moment to think about their reasons for exploring the new territory with such enthusiasm, though. Have you made it too easy for them? Don't they see any serious threats in their new lands to send them back home to lick their wounds before trying again? If so, perhaps you need to adjust the threat level of their opponents a little bit.

Four Werewolves, One Truck and 100 Dead Vampires

Another option for the more powerful group is the road-trip, which is no mean task for a pack. The characters are isolating themselves from their territory, many of their allied spirits and even the neighboring werewolves who, if not always friendly, actually know who the werewolves are and might even respect them for their achievements. The threats they face on the road are likely to be unknown and unexpected. They'll have none of the subtle shifts in a familiar environment that normally indicate that trouble is coming. They'll have to rely on their wits and senses far more than they do "back home." That's exactly why it's such an attractive prospect for many players. A gain in territory is a big shift in the chronicle. If you just want to introduce a touch of variety, then a road-trip story could be a better option, at least in the short term.

A road-trip is, in essence, a classic quest story. The characters are either in search of something — information, a character or an enemy — or are traveling to a particular location to achieve a task. Some examples include:

Search Quests

- Pursuing a fugitive who's inflicted great damage on the pack's territory
- Finding a family member who's gone missing on a trip outside the pack's territory
- A Shadow Realm hunt to find the information needed to defeat a spirit
- Retrieving a captured fetish from a Pure Tribe pack's territory

Action Quests

- Traveling through other packs' territories to destroy the source of repeated Beshilu incursions
- Accompanying a fugitive spirit back to its home, to help defeat whatever drove it out
- Traveling to the headquarters of a company that's trying to set up a strip-mining operation in the pack's territory to "persuade" the CEO to change her plans
- Traveling deep into the spirit wilds to find the cause of a wave of *hithim luzak* entering the pack's territory

The Opposition

From your point of view, these quests give you the opportunity to set the characters up against threats that are different from the ones they normally face, including ghosts, vampires, mages, other werewolves, gangs of hunters, corporate security and more powerful spirits than are found in the local *Hisil*. The more different the opposition is from those the characters usually face, the better. Indeed, such journeys provide good opportunities to introduce the Pure Tribes into the game. These werewolves can be very different from the ones the characters are more familiar with and can add a real edge of danger to the story. A hunt into the spirit wilds is going to bring the characters into conflict with more powerful spirits than those they encounter on their home patch, too.

Homecoming

The other advantage of a road-trip story or chronicle is that it allows things to change while the werewolves are away. The Uratha work to keep their territories in good order, as they see it. When they're away from home, things change. Without the pack to keep a careful eye on things, all sorts of changes might have occurred. People arrived or departed; spirits did the same. Subtle incursions by other werewolves are another possibility, as is an infestation of Hosts. And what about the people that the pack made enemies of on the road? What's to say they won't come looking for a little payback? A road trip can invigorate your chronicle both through being a different story in its own right and through allowing changes in the pack's territory.

Life on the Road

There's no reason you can't set the whole chronicle on the road, but that sort of game is going to be very different from a conventional **Werewolf** chronicle, since werewolves are inherently territorial creatures. That territorial impulse

could well be diverted into looking after more nebulous concepts than just a patch of land, though. Perhaps the characters have a nagging sense that no territory they visit is "quite right," and their perpetual wanderings involve looking for a patch of Eden to call their own. That Eden might not even exist, but the werewolves may desire it all the same.

If you choose to go this route, you're swapping less up-front work for a heavier ongoing workload of preparation and creation. There's less need to spend time defining the details of the pack territory, for example, as the pack doesn't hang around long in the same place. You're going to have to create a pretty detailed picture of the key locations for each story, however, with very little expectation of being able to reuse them. Equally, many of the characters are likely to be there for only one story. The recurring characters in such a chronicle are likely to be fellow travelers, such as biker gangs, salesmen, truckers, spirits of the road and of travel, and the owners or residents of any road-side motels or restaurants that the characters visit with any frequency.

Your stories are likely to be very episodic in such a game: new story, new location, new challenges. It is possible to build a larger story arc around such stories though, with each new challenge building up a picture of a greater conspiracy: a wholesale invasion by the Beshilu, say, or a plan by the Azlu to render the Gauntlet impassable in several cities simultaneously. Indeed, the road-trip chronicle is better suited to such big stories than the conventional location-based chronicle, which tends to focus on more local concerns.

Incidentally, such vagrant packs make interesting occasional allies and antagonists in a more conventional chronicle. When the traveling werewolves turn up in the characters' territory, there's just no way to know if they bring bad news, aid, conflict or a whole pack of angry *duguthim* on their tails.

Sample Stories

The following is a selection of sample stories you can tell using **Werewolf** characters. Each one is good for at least a single-session story with no commitment, but you can combine some of them into more complex stories or a long-running chronicle. You could even take a single sample and expand it into the framework for an entire chronicle unto itself.

• **The Reluctant First Change:** The local spirits grow agitated and take notice of one of the packmates' relatives, or perhaps just a random person. The attention seems unusual at first until the poor soul starts losing control of his emotions and showing signs that his First Change is imminent. The werewolves follow him and keep an eye on him until the fateful event, but when it happens, the *nuzusul* panics and makes a run for it. He cannot accept what he's become, he resists any overture the characters make to introduce him to werewolf society, and he flees the territory the first chance he gets. Do the werewolves hunt him down and try to force him to see reason, or do they just let him go, perhaps to become a Ghost Wolf?

• **The Other Hunters:** The werewolves witness a group of almost a dozen scruffy-looking men and women chasing down a single victim who's sorely wounded, fighting desperately and pleading for his life. This victim, however, turns out to be a fairly young vampire and his pursuers are self-appointed vampire-hunters who think they're doing the world a favor. These hunters scatter like crows if the werewolves get involved in the hunt, but if they can force themselves to resist the Lunacy, they turn against the werewolves *en masse* (regardless of which side the werewolves take). If the werewolves take the side of the solitary victim, however, the vampire pledges eternal gratitude and offers to act as an envoy between the pack and the larger vampiric society in the city of which the pack's territory is a part. But can he be trusted?

• **Undesirable Refugees:** A greater number of spirits than usual begins to push through the Gauntlet into the physical world. Some fetter themselves to resonant objects, others ride unwitting people, and still others simply choose to take their chances as immaterial manifestations. At first, their presence simply makes the werewolves' job of maintaining the territory harder, but in time, it raises the issue of just what's going on in the Shadow that makes life in the material world seem like an attractive option. When the werewolves slip across the Gauntlet to find out, they discover right away that a magath has come in from the spirit wilds and chosen the area around the pack's locus as its hunting grounds. It has grown strong on the spirits it has already devoured, and it's set its sights on the pack's *engum* next if the werewolves don't stop it.

• **The Ivory Claw's Legacy:** An inexperienced Ghost Wolf enters the pack's territory, abases himself, and begs to be heard. He claims that werewolves of the Pure Tribes have been following him and trying to capture him for reasons unbeknownst to him. He asks for help and refuge within a compassionate pack's territory until he can figure out what to do. If the characters offer to help, they soon find his fears grounded as Pure Tribe werewolves begin hunting for the Ghost Wolf in their territory. If they lose the Ghost Wolf, they might never know what this is all about. If they manage to keep him hidden and safe, however, an envoy from the Ivory Claws arranges to contact the pack on neutral ground. He claims that the "Ghost Wolf" is actually an Ivory Claw, and a treacherous villain of one at that. He's only hiding in the territory because he wants to escape punishment for crimes he's committed against the Pure. Before any details of those alleged crimes come out, the character admits his true lineage, declares his intention to renounce his tribe and begs the pack for asylum.

• **The Wolf-God Walks:** On the fringes of the pack's territory, people have been dying. However, very little is found of them — a severed hand or foot, a great splash of gore, a few shreds of clothing or hanks of bloody hair. When the pack investigates, the evidence hints that the kills seem to have been made by a wolf the size of a truck: clearly no mortal wolf, or even werewolf. Has a pack of

Pure managed to use murderous rituals to summon the avatar of one of their mighty wolf-totems, feeding it humans to keep it tractable? If so, then certainly they'll set it on the pack soon. But how can a pack stand against an avatar of Rabid Wolf, Silver Wolf or even Dire Wolf? They must find a way to counteract the Pure pack's magic and banish its totem, and then find a way to survive the inevitable retribution of the Pure themselves.

• **Deceptive Dreams:** The pack's Cahalith begins having prophetic dreams every night about different parts of the territory being in danger. As the pack hunts down the supposed agents provocateurs, however, they find no evidence that the Cahalith's premonitions were accurate. Yet the dreams keep coming, and they foretell dangers that cannot simply go ignored… if they're true. What's really going on is that a spirit of discord has found a way to influence the Cahalith's dreams in hopes of driving a wedge of distrust between him and his packmates. The evidence is there in the events of the dreams — in the form of either a recurring character or a symbolic motif — but can the packmates figure it out before the damage is done?

• **Idigam Unbound:** The characters move into a new territory only to discover that they have Spider Hosts operating within. They hunt down and eliminate the Azlu after a brutal struggle and then set about clearing away the spirit webs the beings had been working so hard to reinforce. Their efforts thin out the Gauntlet such that new health and vitality floods the area, but in the heart of the territory beneath the thickest blankets of webs, something begins to stir. It's something ancient and malevolent, and it's growing stronger the closer the werewolves draw to it.

• **Lost in the Spirit World:** The werewolves find out that people have started to go missing from the territory in unheard of numbers. Perhaps their families, their allies, their contacts or just some familiar fixtures from the community are among them. Investigations into the bizarre rash of disappearances lead the werewolves to the local museum, which has just received a new exhibit of rare and valuable artifacts. One of these artifacts, they discover, has awakened as a small locus, and as people come too close to it, they are being drawn right through the Gauntlet to the spirit world. The werewolves must then track down these lost and frightened people and return them to the physical world. The question then remains what to do with the dangerous exhibit, and how to deal with the people who've been exposed to the horrors beyond the Gauntlet.

Antagonists

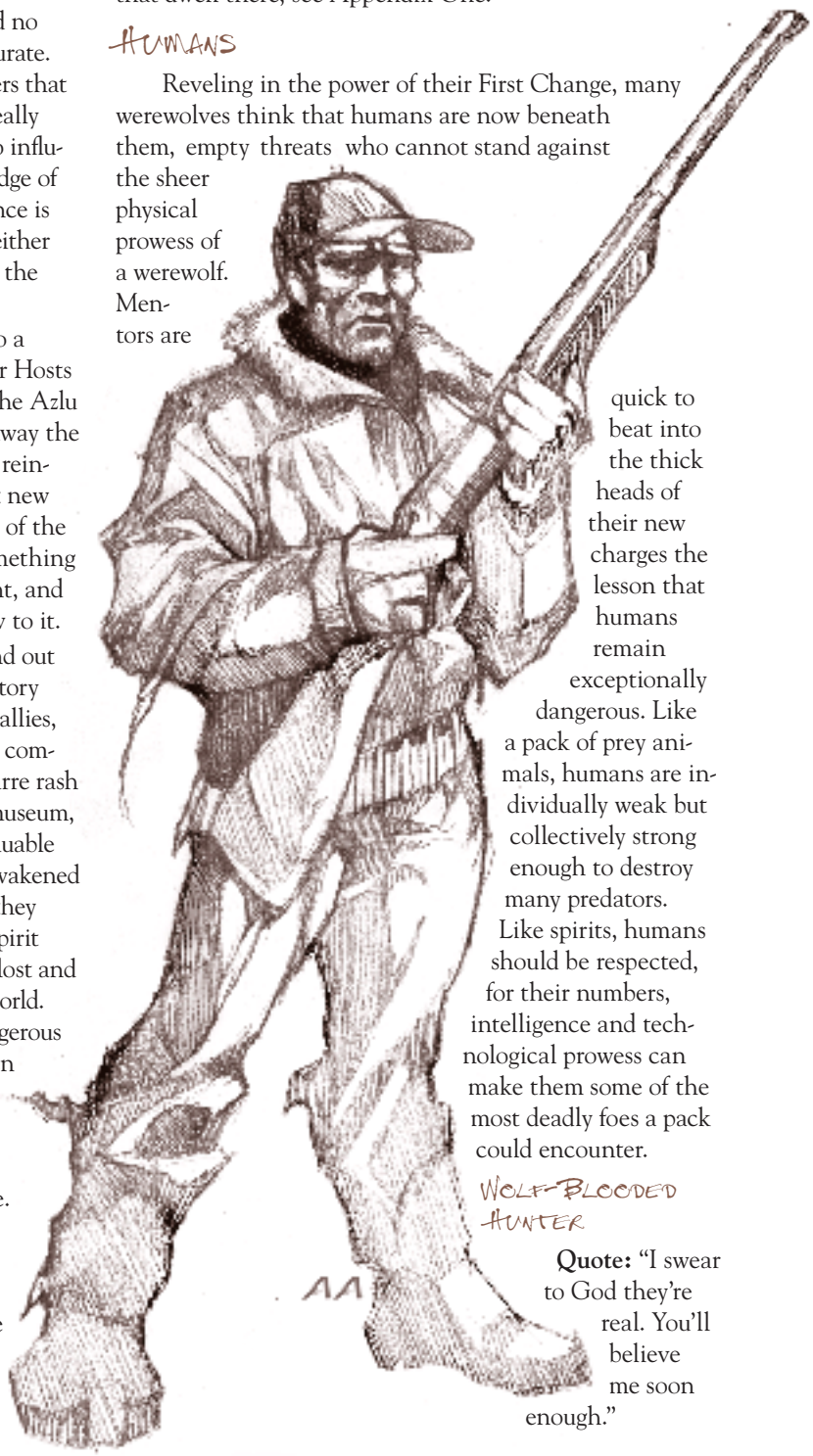
The world of the Forsaken is a dangerous place. Once a werewolf has been dragged from her ordinary life by the discovery of her true heritage, she's thrust into an endless struggle to protect her territory and packmates. Against her are arrayed a huge range of antagonists. Some, like the Pure Tribes or the Hosts, are aware of the werewolves' charge and actively work against it. Other, more obscure creatures of darkness, have little or no understanding of the werewolves' role and see them simply as rivals for local power or obstacles to their own ends.

And finally, there are the spirits and those they ride. Policing the spirit world is the werewolves' primary duty. Any werewolf who isn't dealing with spirits regularly is neglecting her calling and allowing trouble to build up across the Gauntlet — trouble that will quickly make itself felt in the material world as well.

For more detail on the Shadow Realm and the spirits that dwell there, see Appendix One.

Humans

Reveling in the power of their First Change, many werewolves think that humans are now beneath them, empty threats who cannot stand against the sheer physical prowess of a werewolf. Mentors are quick to beat into the thick heads of their new charges the lesson that humans remain exceptionally dangerous. Like a pack of prey animals, humans are individually weak but collectively strong enough to destroy many predators. Like spirits, humans should be respected, for their numbers, intelligence and technological prowess can make them some of the most deadly foes a pack could encounter.



Wolf-Blooded Hunter

Quote: "I swear to God they're real. You'll believe me soon enough."

Background: Not every offspring a werewolf has is necessarily going to go through a First Change. The great majority remain human from the moment they're born to the moment they die. Most languish in ignorance, never realizing that their heritage is any different from those of the people around them. Some discover the truth, however, when a sibling goes through his First Change or a long-lost parent shows up unexpectedly to warn of some bizarre but imminent danger. Those that have a stronger measure of werewolf blood are somewhat resistant to the Lunacy, and are slightly more sensitive to the workings of the spirit world. Some wolf-blooded who know the truth about the People's existence are willing to contribute aid and favors toward their relatives' unusual goals, but others resent and rightfully fear the monsters that have been revealed as part of their lives all along.

Description: Functionally, wolf-blooded men or women look no different from any average men or women. They dress as expected for their job and social status, and no hint of their spiritual or feral ancestry shows in their features. Those who are aware of their heritage or who interact with their werewolf family members regularly, tend to develop a slightly harried, paranoid look.

Storytelling Hints: The wolf-blooded hunter knows that he's no match for a werewolf pack, but he also knows that he can't ignore their existence. Sooner or later, they'll be back. He might be an ally for the right kind of pack, or he might be the kind of hunter who knows to pack silver bullets and won't lose his mind when confronted with the Lunacy.

Attributes: Intelligence 2, Wits 2, Resolve 2, Strength 2, Dexterity 3, Stamina 3, Presence 2, Manipulation 2, Composure 3

Skills: Animal Ken 1, Academics 2, Crafts 2, Drive 2, Empathy 1, Firearms 3, Occult 1, Medicine 2, Stealth 3, Streetwise 2, Survival 2, Weaponry 1

Merits: Danger Sense, Fleet of Foot 1, Wolf-Blooded

Willpower: 5

Morality: 7

Virtue: Fortitude

Vice: Wrath

Health: 8

Initiative: 6

Defense: 2

Speed: 11

Weapons:

Type	*Damage*	*Range*	*Clip*	*Dice Pool*
Remington M700	5	200/400/800	5+1	11(rifle)

Federal Agent

Quote: "It's good of you to take the time to talk to me. Now, please tell me again what you told my partner for the tape, speaking clearly and loudly. Thank you."

Background: The US government doesn't know that werewolves are out there, but a few agents have their suspicions. While the average government employee has no more idea about the reality of the world than the average man on the street, a select group of federal agents devotes their energy to tracking, reporting and, if necessary, dealing with crimes that don't seem to add up.

Description: Federal agents have a habit of looking the same regardless of their particular specialties. Those involved in tracking werewolves and their ilk go out of their way to look exactly like you'd expect a federal agent to look: smart, inexpensive suit, concealed weapon and wallet with the appropriate credentials.

Storytelling Hints: Federal agents are investigators, not soldiers. An agent arrives in a pack's territory to gather information and intelligence, not to get into a fight with elements beyond her control or understanding. Most try to keep as low a profile as possible, while still making their presence widely enough known that people with appropriate information will come forward. An agent walks the difficult line between being open to information about the supernatural, without actually seeming to accept the idea that it exists.

Attributes: Intelligence 4, Wits 4, Resolve 3, Strength 2, Dexterity 4, Stamina 2, Presence 3, Manipulation 4, Composure 4

Skills: Academics 2, Athletics 2, Brawl 2, Computer (Databases) 3, Drive 3, Empathy 2, Firearms 4, Intimidation 2, Investigation (Crime-Scene) 2, Larceny 2, Occult 2, Persuasion 4, Science 2, Socialize 2, Stealth 2, Streetwise 2, Subterfuge (Misleading Statements) 3

Merits: Allies 3, Danger Sense, Language (Arabic, Spanish), Quick Draw, Resources 3, Status 3

Willpower: 7

Morality: 6

Virtue: Justice

Vice: Pride

Health: 7

Initiative: 8

Defense: 4

Speed: 11

Weapons:

Type	*Damage*	*Range*	*Clip*	*Dice Pool*
Glock 17	2	20/40/80	17+1	10(light pistol)

Armor:

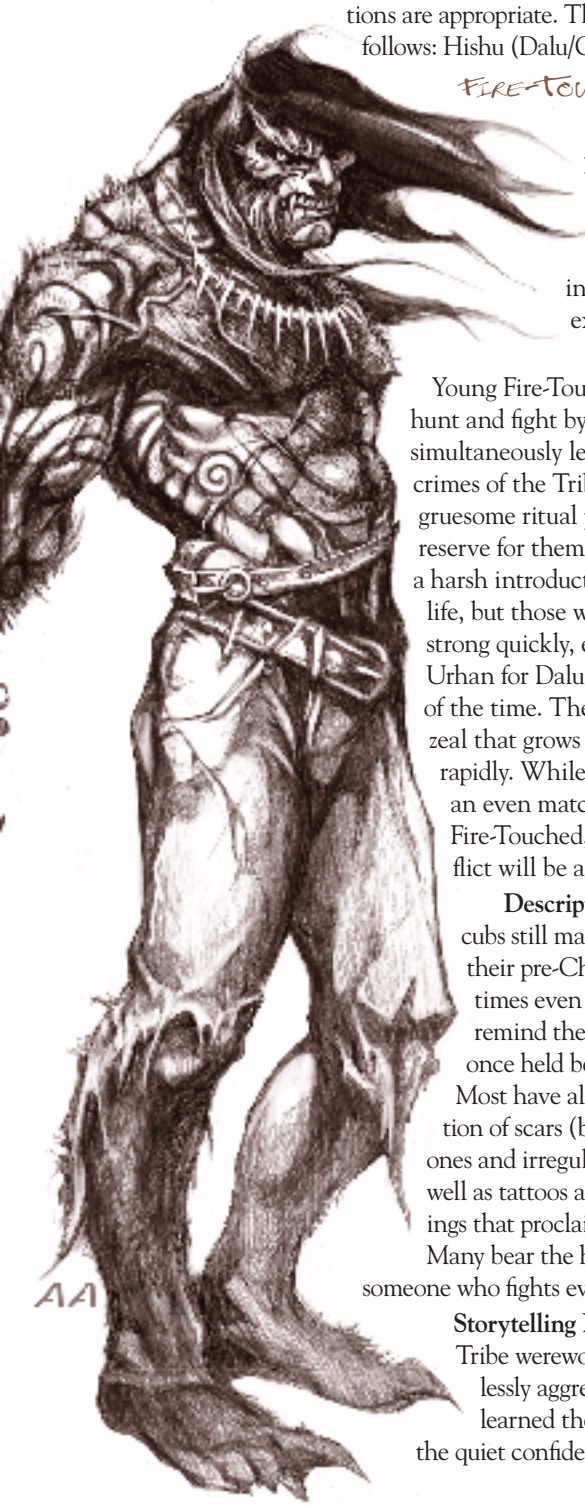
Type	*Rating*	*Defense Penalty*
Thin Kevlar Vest	1/2	0

The Pure Tribes

The ancient tales maintain that not all of the werewolves chose to participate in the replacement of Father Wolf. While many of the Uratha stepped up to do what had to be done, the ancestors of those who call themselves the Pure held back out of indecision (or possibly fear). They shared in their cousins' inheritance of Rage, but rather than accepting the duty of defending the material world against the ravages of the spirits, they turned their newfound power against their brothers and sisters instead. Now they live apart from the Tribes of the Moon, gathered in a culture tied together by hate — the hate their totems hold for the Forsaken, a hate they share. They refuse to respect the boundaries of Forsaken pack territo-

ries, and they can appear out of the darkness to oppose the werewolves at every turn. Whispered stories around the fires tell of werewolves who hate everything created and cherished by mankind, or werewolves whose insane zeal blinds them to all reason. The young and inexperienced have much to dread from the cult-army of the Pure, and even veteran Forsaken fear the werewolves of the Pure Tribes above many other foes.

Note: The following werewolves' traits include trait modifications as per changes in form where those modifications are appropriate. The breakdown is as follows: Hishu (Dalu/Gauru/Urshul/Urhan).



Fire-Touched Deacon

Quote: "Luna's powerful, but she's just one spirit. Her endorsement doesn't put you in the right. It doesn't excuse what you are."

Background: Young Fire-Touched are taught to hunt and fight by their elders, while simultaneously learning about the crimes of the Tribes of Luna and the gruesome ritual punishments they reserve for them. Not all survive such a harsh introduction to the werewolf life, but those who do survive grow strong quickly, eschewing Hishu and Urhan for Dalu and Urshul much of the time. They also gain a rabid zeal that grows to fanatical intensity rapidly. While a Forsaken pack is an even match for a pack of young Fire-Touched, the inevitable conflict will be a bloody one.

Description: Fire-Touched cubs still maintain some vestige of their pre-Change heritage, sometimes even wearing clothes that remind them of the jobs they once held before the Change. Most have already acquired a selection of scars (both ritually applied ones and irregular battle scars), as well as tattoos and other ritual markings that proclaim their devotion. Many bear the hard musculature of someone who fights every day.

Storytelling Hints: Young Pure Tribe werewolves tend to be needlessly aggressive, having not learned the distinction between the quiet confidence of the true predator and the aggression of the angry animal. They're very sensitive to insults and get into fights at the drop of a hat, or, more often, an ill-chosen word.

Attributes: Intelligence 2, Wits 3, Resolve 2, Strength 3 (4/6/5/3), Dexterity 3 (3/4/5/5), Stamina 2 (3/4/4/3), Presence 2, Manipulation 2 (1/2/0/2), Composure 2

Skills: Athletics 3, Brawl 4, Intimidation 3, Investigation 1, Occult (Shadow Realm, Pure Tribes) 3, Stealth 3, Subterfuge (Misleading Rhetoric) 2, Survival 3

Merits: Danger Sense, Fast Reflexes 2, Language (First Tongue), Strong Back

Primal Urge: 1

Willpower: 4

Harmony: 6

Essence: 6

Virtue: Hope

Vice: Wrath

Health: 7 (9/11/10/7)

Initiative: 7 (7/8/9/9) (each includes Fast Reflexes)

Defense: 3

Speed: 11 (12/15/18/16)

Renown: Cunning 1, Glory 2

Gifts: (1) Loose Tongue, Wolf-Blood's Lure; (2) Sand in the Eyes

Attacks:

Type	*Damage*	*Dice Pool*
Bite	2 (L)	–/–/12/11/10
Claw	1 (L)	–/9/11/–/–

Armor:

Type	*Rating*	*Defense Penalty*
(From Rage)	1/1	0

Ivory Claw Templar

Quote: "Your impurity makes you weak. It should be cut from your body."

Background: A Pure Tribe werewolf who survives a few years among her fellows is a fearsome beast indeed. In both the material and spiritual worlds, her hunting skills are on par with or better than the most experienced mundane animal or human hunter, and frequently excelling that of her Forsaken counterpart. The werewolf has lived apart from both humanity and wolves for long enough that she identifies solely with her own kind. Especially those who share her untarnished lineage back into antiquity.

Description: Hardened Ivory Claws often do battle in Dalu form, their skill quite sufficient to bring down all but the hardiest of prey. Even in that form, they tend to carry themselves with a dignity and grace that keeps them from seeming clumsy. In human form, however, such hunters are not particularly good at seeming inconspicuous. When people notice them, even the least aware can spot the aura of danger that surrounds such creatures.

Storytelling Hints: Experienced Ivory Claws move with an economy of motion and physical control that's hard to disguise. The same is true of their personalities. Unless they work hard to conceal it, these predators come across as

cold, calculating and ruthless, dealing with what's necessary, then immediately moving on to their next task.

Attributes: Intelligence 3, Wits 4, Resolve 4, Strength 4 (5/7/6/4), Dexterity 4 (4/5/6/6), Stamina 4 (5/6/6/5), Presence 2, Manipulation 4 (3/4/1/4), Composure 3

Skills: Academics (Record-Keeping) 3, Athletics 4, Brawl 2, Intimidation 4, Occult 2, Politics (Pure Tribes) 4, Streetwise 2, Subterfuge 2, Survival 4, Weaponry (Klaive) 5

Merits: Danger Sense, Fast Reflexes 2, Fetish 2, Fighting Finesse, Language (First Tongue), Quick Healer, Strong Back 1

Primal Urge: 3
Willpower: 7
Harmony: 5
Essence: 5
Virtue: Fortitude
Vice: Pride

Health: 9 (11/13/12/9)
Initiative: 9 (9/10/11/11 [each includes Fast Reflexes])
Defense: 4
Speed: 13 (14/17/20/18)
Renown: Cunning 1, Honor 2, Purity 3
Gifts: (1) Know Name, Ward Versus Predators, Wolf-Blood's Lure; (2) Father Wolf's Speed, Ward Versus Mortals; (3) Technology Ward
Rituals: 2; **Rites:** (1) Rite of Dedication, Shared Scent; (2) Call Gaffling

Attacks:

Type	*Damage*	*Dice Pool*
Bite	2 (L)	–/–/9/10/10
Claw	1 (L)	–/7/8/–/–

Weapons:

Type	*Damage*	*Size*	*Dice Pool*
Fetish Mace	3(L)	2	12/13/15/–/–

Armor:

Type	*Rating*	*Defense Penalty*
(From Rage)	1/1	0
Thick Clothing	1/0	0

Elder Man Eater

Quote: "Burn it down. Attack when they flee."

Background: Elder Predator Kings live apart even from the rest of Pure Tribe society. While they still hunt in packs, they're unquestionably alphas, tolerating no challenges, no matter how long they have been away from their packs. They dominate their packmates ruthlessly, and few ever fall under the fangs of their fellow werewolves. If such a creature ever becomes too old or sick to rebuff a younger Predator King's challenge, he simply takes himself off to die — usually in combat, particularly in the urban territories of his dire enemies. Such a monster has no qualms about tearing into an entire pack of young Forsaken on his own — but he is at heart a werewolf, and werewolves rarely travel alone.

Description: You simply don't see elder Predator Kings unless you're one of the tribe, or unless you're their prey. They move like ghosts, with perfect confidence, through both the physical and Shadow alike. The first most creatures know of such a beast is when the furious and usually fatal series of blows lands on them. When they become visible on the hunt, such creatures are finely honed physical machines, their lean muscles and taut skin showing countless of scars from long-forgotten earlier days. The trophies of their most prized kills may hang from them, the teeth of their victims woven into their coats. Their eyes betray a terrifying feral intelligence and control that heralds the death of anyone who looks into them.

Storytelling Hints: These creatures know they're the ultimate predators in the physical realm and that very little can challenge them in the Shadow. This confidence colors every action and every word. They've left the need for bravado or threatening behavior long behind. They al-

low life or deal death with equanimity and have no truck with social frivolity.

Attributes: Intelligence 4, Wits 5, Resolve 4, Strength 5 (6/8/7/5), Dexterity 5 (5/6/7/7), Stamina 5 (6/7/7/6), Presence 3, Manipulation 3 (2/3/0/3), Composure 4

Skills: Athletics 5, Brawl (Urshul) 5, Intimidation (Ferocity) 5, Investigation 5, Medicine 3, Occult 3, Politics (Pure Tribes) 2, Stealth 5, Subterfuge 2, Survival 5

Merits: Brawling Dodge, Danger Sense, Holistic Awareness, Iron Stamina 3, Quick Healer, Striking Looks 2, Strong Back

Primal Urge: 5

Willpower: 8

Harmony: 6

Essence: 6

Virtue: Prudence

Vice: Gluttony

Health: 10 (12/14/13/10)

Initiative: 9 (9/10/11/11)

Defense: 5

Speed: 15 (16/19/22/20)

Renown: Cunning 2, Glory 4, Honor 2, Purity 1, Wisdom 3

Gifts: (1) Call Water, Wolf-Blood's Lure, Speak With Beasts, Feet of Mist; (2) Manipulate Earth, Father Wolf's Speed, Blending; (3) Primal Howl, Running Shadow; (4) Savage Rending

Rituals: 5; **Rites:** (1) Rite of Dedication, Shared Scent; (2) Call Human, Cleansed Blood, Sacred Hunt; (3) Bind Human, Rite of Healing, Wake the Spirit; (4) Rite of Chosen Ground; (5) Rending the Gauntlet

Attacks:

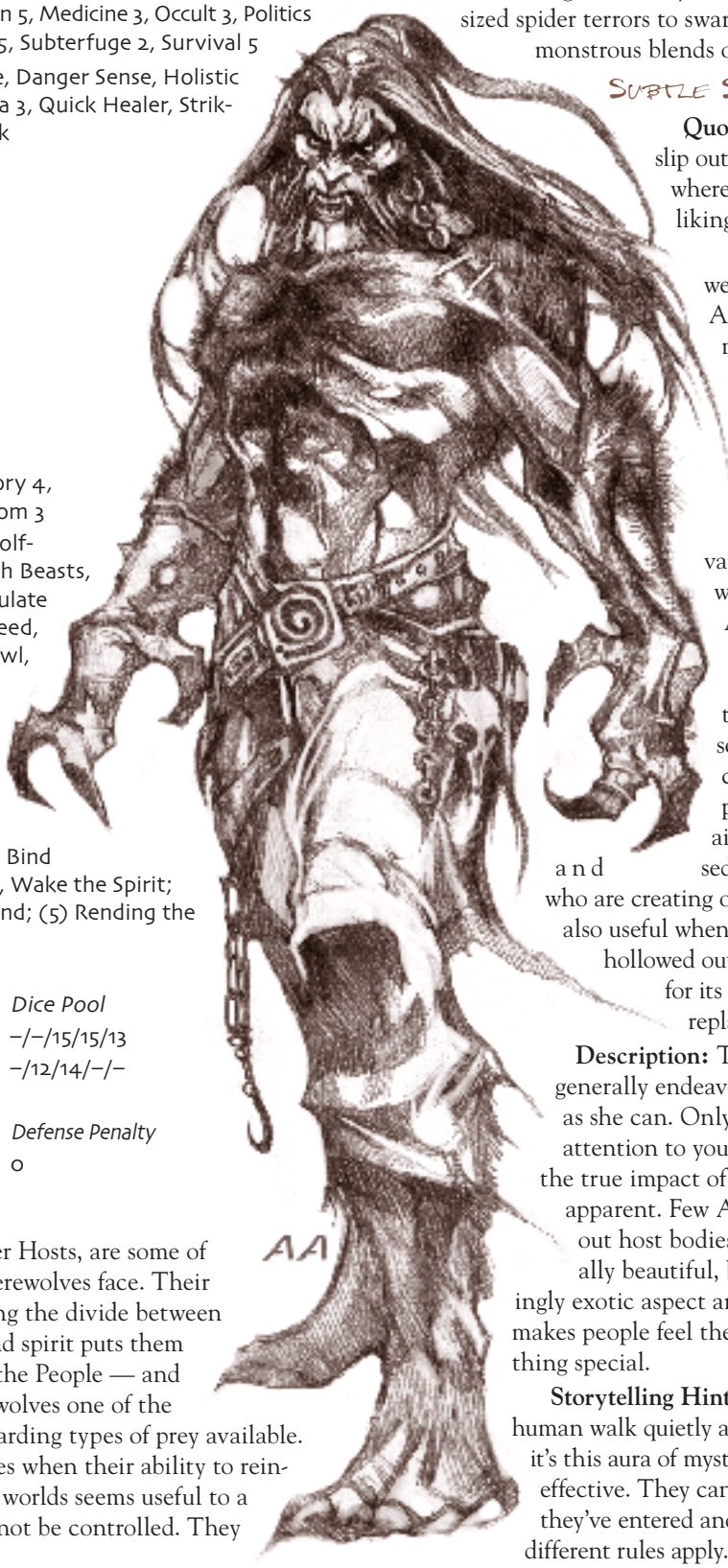
Type	*Damage*	*Dice Pool*
Bite	2 (L)	–/–/15/15/13
Claw	1 (L)	–/12/14/–/–

Armor:

Type	*Rating*	*Defense Penalty*
(From Rage)	1/1	0

Azlu

The Azlu, or Spider Hosts, are some of the greatest foes the werewolves face. Their dedication to reinforcing the divide between the worlds of matter and spirit puts them in direct conflict with the People — and they seem to find werewolves one of the most delicious and rewarding types of prey available. There might come times when their ability to reinforce the wall between worlds seems useful to a pack, but the Azlu cannot be controlled. They spin their webs over loci to catch whatever prey comes in search of Essence, and devour humans to wear as skins with impunity. Some particularly powerful Azlu hunt alone, but others form bloodthirsty communes, pooling their abilities and dividing their prey. Azlu in the physical world range from tiny recluses to dinner-plate-sized spider terrors to swarm-filled human skins to monstrous blends of human and arachnid.



Subtle Seductress

Quote: "Perhaps we should slip out of here and go somewhere a little more to my liking?"

Background: Few werewolves realize that the Azlu are just as capable of moving unseen among humanity as they are. Indeed, some of the Spider Hosts could be even more adept at the practice. The People almost invariably travel in packs, whereas the more subtle Azlu might work alone, and it's very easy for a lone person to avoid attracting attention to herself. Therefore, the Azlu can go among humanity, persuading people to aid its peculiar "projects" and seducing away the people who are creating obstacles. This tactic is also useful when the body the Azlu has hollowed out is no longer suitable for its purposes and must be replaced.

Description: The subtle seductress generally endeavors to dress as ordinarily as she can. Only when she really pays attention to you, and you to her, does the true impact of her features become apparent. Few Azlu intentionally seek out host bodies that are conventionally beautiful, but they have a strikingly exotic aspect and mesmerizing way that makes people feel they've discovered something special.

Storytelling Hints: Azlu who appear human walk quietly and leave few traces, but it's this aura of mystery that makes them so effective. They can make people feel like they've entered another world, one where different rules apply. That might lead to the

victim making decisions out of character, or it might lead to him hanging paralyzed and terrified in a Shadow Realm web, ready to be hollowed out and overtaken at the subtle Host's whim.

Attributes: Intelligence 2, Wits 3, Resolve 1, Strength 2, Dexterity 3, Stamina 3, Presence 5, Manipulation 5, Composure 4

Skills: Academics 1, Athletics 1, Empathy 2, Expression (Body Language) 2, Intimidation (Cold Shoulder) 1, Investigation 1, Medicine 2, Occult 2, Persuasion (Seduction) 3, Politics 1, Socialize 2, Stealth 2, Subterfuge 1, Survival 1

Merits: Barfly, Striking Looks 4, Toxin Resistance

Willpower: 5

Morality: 4

Essence: 4

Virtue: Prudence

Vice: Lust

Health: 8

Initiative: 7

Defense: 3

Speed: 10

Numina: Discorporation, Gauntlet Webs, Siren Whisper, Wall Climb

• **Siren Whisper:** As the Luna's Dictum Gift in Chapter Two.

Common Host Powers

The Hosts tend to share a few powers in common due to their strange nature. The following Numina appear more frequently among encounters with the Azlu or Beshilu, or even with the other strange Hosts that are reputed to exist.

• **Discorporation:** Similar to the Numen of the same name in Appendix One, but the Host's spirit doesn't re-form in the Shadow Realm. Its host body shrivels and dries out, and a wave of host animals evacuates in all directions — spiders for the Azlu, rats for the Beshilu. Witnesses can crush and exterminate as many host animals as possible, but if even one escapes, the Host's spirit survives. This power is common to all Hosts.

• **Gauntlet Webs:** This is the Numen for which the Azlu are most infamous. By spinning ethereal webs into the Gauntlet itself, the Azlu makes it more difficult for anything to cross from the spirit world to the material (or vice versa). In one hour of constant work (which costs one Essence point), the Azlu can increase the penalty to cross over or even peek through the Gauntlet by one die over 10 square yards. Each extra hour (and point of Essence spent) can increase the range of the coverage by the same amount or increase the penalty by another die, but not both in the same hour. These webs can be destroyed from the Shadow side of the Gauntlet at a rate of one square yard per three points of damage. The damage must be either lethal or aggravated — that is, the webs must be physically torn apart.

• **Gnaw Gauntlet:** This is the power that makes grown Beshilu so dangerous. In one hour of constant work (and for the cost of one Essence point), a Beshilu of Size 5 can gnaw the Gauntlet apart over a 10-square-yard area. Each hour of work reduces the penalty to cross over or even peek through (see p. 250) by one die. Each additional hour (and point of Essence spent) increases the area of coverage or reduces the penalty by another die, but not both in the same hour.

• **Toxic Bite:** This power may represent either the supernatural disease carried by a Beshilu, or the toxin of a particularly venomous Azlu. The character may spend one Essence as a reflexive action after making a successful bite attack. The victim loses one point of Stamina for every success scored on the attack roll. (The victim's player may make a reflexive Stamina + Primal Urge roll to reduce this Stamina damage by one point per success.) The victim's Health trait may be affected by the loss of Stamina. Stamina lost to this power recovers at the same rate that the victim would heal aggravated wounds.

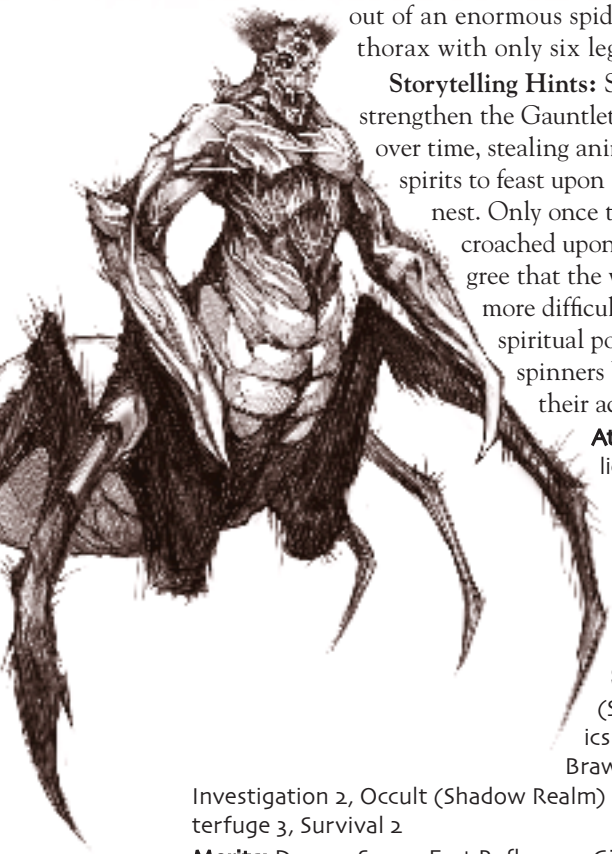
• **Wall Climb:** Like a normal-sized arachnid, the character can walk on walls or even the ceiling of a structure and move as freely as he can on the ground. The character must have at least four of his limbs in contact with the surface he's climbing at a time, and he's still affected by gravity. (That is, if he loses contact with the surface he's climbing, he falls *down*, not toward the climbing surface.) Also, the surface he's climbing must be able to support his weight (which is roughly equal to that of a werewolf in Urshul). This power is more common among Azlu, but some Beshilu possess it as well.

Solitary Spinner

Quote: "Almost perfect, almost perfect… What are *you* doing here?"

Background: The first that most packs know of one of the Spider Hosts in their territory is a steadily increasing difficulty in moving between the worlds at their loci and a hint of webs in unexpected places in the Shadow. When they find the spider's nest the most commonly encountered — if the word common can be applied to these creatures — Azlu is the solitary spinner, a monstrous spider/human hybrid that is as ready to fight as he is to weave webs.

Description: Having consumed a horde of lesser, weaker Azlu until it was finally ready to overtake a human body, this Host is a horrid combination of human and arachnid features. It might have a bloated, black body covered in stiff, wiry hair, sporting two legs, six arms, two vicious chelicerae and eight eyes. Or it might be a vaguely human shape from head to waist, growing



out of an enormous spider abdomen and thorax with only six legs.

Storytelling Hints: Solitary Azlu try to strengthen the Gauntlet in an area subtly over time, stealing animals, humans and spirits to feast upon in their hidden nest. Only once they have encroached upon loci to such a degree that the werewolves find it more difficult to draw on their spiritual powers do these spinners become bolder in their actions.

Attributes: Intelligence 2, Wits 4, Resolve 4, Strength 5, Dexterity 4, Stamina 5, Presence 3, Manipulation 1, Composure 3

Skills: Animal Ken (Spiders) 1, Athletics (Gymnastics) 3, Brawl 3, Intimidation 3, Investigation 2, Occult (Shadow Realm) 2, Stealth 3, Subterfuge 3, Survival 2

Merits: Danger Sense, Fast Reflexes 1, Giant

Willpower: 7

Morality: 4

Essence: 4

Virtue: Fortitude

Vice: Gluttony

Health: 11 (with Giant)

Initiative: 8 (with Fast Reflexes)

Defense: 4

Speed: 17 (species modifier 8)

Numina: Discorporation, Gauntlet Webs, Terrify, Toxic Bite, Wall Climb

• **Terrify:** As the ghost Numen of the same name in the **World of Darkness Rulebook**, except the player rolls Presence + Manipulation after spending one Essence.

Attacks:

Type	*Damage*	*Dice Pool*
Bite	2 (L)	10

+2 on attempts to damage or immobilize an opponent during a grapple (from extra mass and limbs)

Beshilu

It starts with a scritching sound at the edge of the werewolf's senses as he patrols his territory. It grows with the local folk complaining of an increased number of rats in the sewers, in the basement, in the woods… Before long, the Shadow is in chaos as holes open in the Gauntlet, and people start dying in the material world. The Beshilu — spawn of madness and scattered aspects of an ancient enemy of Father Wolf — are here. Instinctively afraid of and hateful toward werewolves, the Beshilu do whatever they can to disrupt (or even end) werewolves' lives. Though a Beshilu is rarely as strong individually as a werewolf is, they gather in numbers — once they've reached roughly human size and intellect, the Rat Hosts are frequently content to gather in groups of a dozen or more without cannibalizing each other. When a group of Beshilu gets sufficiently large, the Hosts are no longer interested in simply fleeing from the Uratha — they are ready to lay ambushes and to destroy their ancient rivals. For the most part, though, they're driven to gnaw apart the Gauntlet in the mad hope that doing so will allow them to merge back into the single divinely vitiated entity they used to be before *Urfarah* began his fateful hunt.

Horde's Nest

Quote: "We know what you are! Get away! Stay back!"

Background: The Beshilu are happiest living their lives surrounded by their Beshilu and rat brothers and sisters, cousins, nephews and nieces. Some take this preference to an extreme, gnawing their way into a sleeping or otherwise helpless human victim and making a nest for themselves within his body. They can then operate the human's body with a fair degree of competence, though it's hard to mistake a human-seeming Rat Host for a functioning, reasonable member of human society.

Description: This sort of Beshilu tends to be scruffy and doesn't often go armed. Most are intelligent enough not to let their rat siblings travel with them when they're out among humans looking for thin places in the Gauntlet, but few can leave the rats far away. The individual rats that compose them look like perfectly ordinary versions of the species, but the skin of their aggregate human hosts has a queasy, writhing aspect that makes them difficult to look at. Should that skin be broken, witnesses can see the wet, squirming mass of rat-flesh beneath the surface.

Storytelling Hints: While werewolf packs are made up of very definite individuals working together, swarms of Beshilu are largely of one mind in this aggregate form. While a horde's nest Beshilu can go among humans and pretend to be just one of the guys, even its most subtle and low-key actions take on a manic intensity that is easily mistaken for dementia or anxiety brought on by extreme ill health.

Attributes: Intelligence 4, Wits 5, Resolve 3, Strength 3, Dexterity 2, Stamina 5, Presence 4, Manipulation 2, Composure 2

Skills: Animal Ken (Rats) 2, Athletics 1, Brawl 1, Crafts 3, Intimidation 1, Investigation 3, Medicine 2, Occult 3, Stealth 2, Streetwise (The Homeless) 3, Subterfuge (Distractions) 1

Merits: Iron Stomach, Toxin Resistance, Contacts 2 (social workers, homeless)

Willpower: 5

Morality: 5

Essence: 4

Virtue: Prudence

Vice: Envy

Health: 10

Initiative: 4
Defense: 2
Speed: 10
Numina: Chorus, Discorporation, Gnaw Gauntlet
• **Chorus:** As the Numen in Appendix One.

Sewer Slave-Driver

Quote: "Keep gnawing, idiots! They're coming! Don't you hear them?"

Background: A few Beshilu stand out from the swarm as more intelligent, more devious, more adventurous and, in the end, more deadly. They grow in power individually until they are able to take over human host bodies on their own, and they become all the more deadly and terrifying for that. They're not so much the leaders of Beshilu society as they are the toughest and meanest of a breed of intelligent, driven vermin.

Description: This type of Beshilu is an ugly hybrid of human and rat with patchy fur, scabrous skin, beady red eyes and a hairless, whiplike tail. They could *conceivably* be mistaken for werewolves in that they're bipedal and vaguely hairy, but good light or close proximity (or a working sense of smell) is usually enough to make the distinction.

Storytelling Hints: Unlike spirits that preside over Beshilu swarms, these Beshilu travel alone as discrete beings. Some carry crude weapons and wear cobbled-together clothing, and most are cunning enough to lay traps and ambushes for Uratha who come hunting them. They watch, observe, learn patterns and routines, and then strike where it will do the most damage, preferably while anyone who could conceivably be a threat is engaged in fighting their swarm mates.

Attributes: Intelligence 4, Wits 4, Resolve 3, Strength 2, Dexterity 4, Stamina 2, Presence 4, Manipulation 4, Composure 3
Skills: Crafts 1, Investigation 1, Occult 2, Athletics 2, Brawl (Close Quarters) 3, Larceny 1, Stealth 1, Animal Ken (Rats) 3, Intimidation 3, Persuasion 2, Streetwise (Scavenging) 1, Subterfuge (Laying Traps) 2, Weaponry 1
Merits: Direction Sense, Fleet of Foot 3, Iron Stomach
Willpower: 6
Morality: 5
Essence: 4
Virtue: Prudence
Vice: Sloth
Health: 7
Initiative: 7
Defense: 4
Speed: 14 (with Fleet of Foot)
Numina: Animal Control, Discorporation, Gnaw Gauntlet, Speak with Beasts, Toxic Bite
• **Animal Control:** As the ghost Numen in the **World of Darkness Rulebook**, except the player rolls Intelligence + Manipulation to activate it.
• **Speak with Beasts:** As the one-dot Nature Gift in Chapter Two.
Weapons:

Type	*Damage*	*Size*	*Special*	*Dice Pool*
Pipe	2(B)	2	(–1 for improvised)	4

Attacks:

Type	*Damage*	*Dice Pool*
Bite	2 (L)	7
Tail-Whip	0 (B)	5

Ridden

The *Hithimu* are creatures that exist as mockeries of the Uratha's own existence. Just like werewolves, they are creatures of both flesh and spirit, but unlike the Uratha, that isn't their natural state. Instead, a spirit joins with its host through forcible possession or voluntary merger to create a creature born of both worlds and equally comfortable in both. They aren't automatically threatening or inimical to the werewolves, but their very existence tends to disrupt the careful balance that a pack seeks to achieve in its territory. This, coupled with an ability to cross the barriers between the worlds and werewolf-like regeneration abilities, make them formidable opponents.

Thrall of Madness

Quote: "Let me see if I can give you a little perspective on this matter. I suggest the following…"

Background: It's something every mental health professional fears: following the same path as one of their patients. Working in a stressful, publicly funded mental health institution can be bad. Dealing with the aftermath of a patient suicide is worse. Enough to trigger a stress-related nervous breakdown. Enough to start her talking to that voice in her head. Enough to let the voice in her head take over once in a while.

Description: This *hithisu* is living two lives. By day, she's the serious psychiatrist, who thinks she's helping her patients get better. She dresses and looks conservative. By night, the riding spirit takes over, and the changes come over her. Her eyes go wild, as does her hair. Sometimes her body seems to move in implausible ways. She dresses up in wildly clashing clothes and hits the bar scene, upsetting brain chemistry as she passes. On one exposure to her, people assume that their drink was spiked. If they start frequenting the same bars she does, they're on the downward spiral into mental illness.

Storytelling Hints: She's quite, quite mad. A brief, stress-induced breakdown was enough to let the spirit in, and the second voice in her head is a welcome addition. MPD she can characterize and contain, and she's impressed by the insights this new personality she's developed is offering. She works hard to allay her colleagues' suspicions, while all the time aggravating her patients' manias in different ways.

Attributes: Intelligence 5, Wits 4, Resolve 5, Strength 1, Dexterity 3, Stamina 3, Presence 3, Manipulation 5, Composure 1

Skills: Academics 2, Athletics 1, Computer 2, Drive 1, Empathy 2, Firearms 1, Intimidation (Verbal Abuse) 1, Investigation (Interviews) 2, Medicine (Psychiatry) 1, Occult 1, Persuasion 1, Politics 2, Science 1, Stealth 1, Subterfuge 3

Merits: Eidetic Memory, Language (French, German), Resources 3

Willpower: 6

Morality: 5

Essence: 4

Virtue: Charity

Vice: Envy

Health: 8

Initiative: 4

Defense: 3

Speed: 9

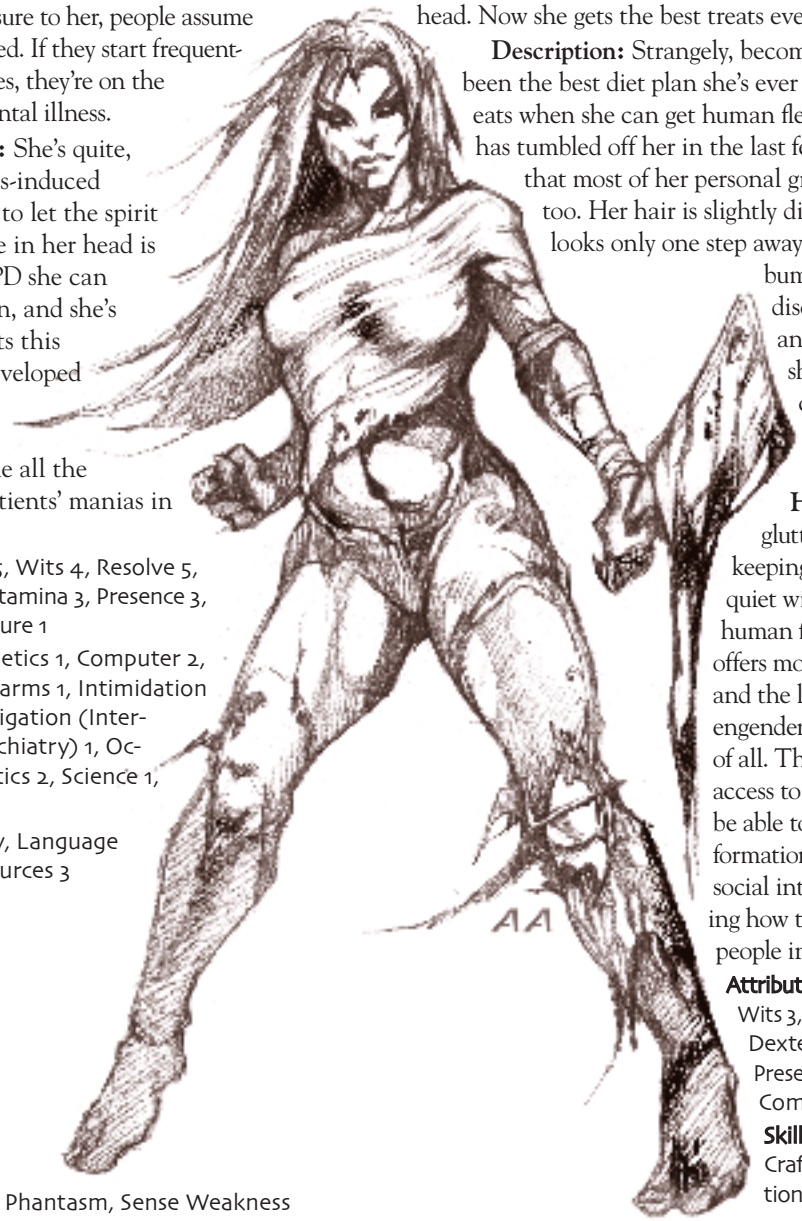
Numina: Loose Tongue, Phantasm, Sense Weakness

- **Loose Tongue:** As the one-dot Evasion Gift in Chapter Two.
- **Phantasm:** As the ghost Numen in the **World of Darkness Rulebook**, except the player rolls Intelligence + Manipulation and spends one Essence to activate it.
- **Sense Weakness:** As the one-dot New Moon Gift in Chapter Two.

Gluttony-Ridden Cannibal

Quote: "You… you look so very tasty tonight."

Background: Eating was always a pleasure for her. Mommy and Pop always gave her sweeties as a treat, and as she grew older, they took her out for a meal whenever she succeeded. It was no wonder that she developed a weight problem later in life. A bad patch in her life, however, made the eating into a real problem. She lost her job and put on weight as she tried to eat herself happy. She lost her boyfriend because she'd put on so much weight. She was so miserable that she barely put up a fight when a spirit of gluttony, attracted by the hunger it craved, slipped into her head. Now she gets the best treats ever.



Description: Strangely, becoming Ridden has been the best diet plan she's ever been on. She only eats when she can get human flesh, so the weight has tumbled off her in the last few months. It's a pity that most of her personal grooming has gone, too. Her hair is slightly disheveled, and she looks only one step away from a homeless bum, until you see the disconcertingly sharp and clean teeth when she smiles and the calculating intelligence behind the eyes.

Storytelling Hints: The spirit of gluttony is in charge now, keeping its host happy and quiet with regular "treats" of human flesh. Human flesh offers more Essence, after all, and the lure of forbidden meat engenders the greatest hunger of all. The spirit has enough access to its host's memories to be able to plunder them for information to allow borderline social interaction. It's amazing how that's enough to lure people into her kitchen.

Attributes: Intelligence 4, Wits 3, Resolve 4, Strength 5, Dexterity 4, Stamina 4, Presence 4, Manipulation 4, Composure 4

Skills: Athletics 2, Brawl 2, Crafts 2, Drive 1, Intimidation 1, Expression 1,

Larceny 1, Occult 1, Persuasion 1, Politics 1, Socialize 2, Stealth 2, Subterfuge 2, Survival 1, Weaponry 2
Merits: Barfly, Disarm, Iron Stomach, Toxin Resistance
Willpower: 8
Morality: 3
Essence: 9
Virtue: Prudence
Vice: Gluttony
Health: 9
Initiative: 8
Defense: 3
Speed: 14
Numina: Death Grip, Siren Whisper, Spirit Skin, Terrify, Traveler's Blessing, Wicked Maw, Wilds Sense

- **Death Grip:** As the three-dot Full Moon Gift in Chapter Two.
- **Spirit Skin:** As the four-dot Inspiration Gift in Chapter Two. When the character activates this Numen, the spirit within the human host becomes visible temporarily, which can warn off other Ridden or interfering spirits from the spirit's chosen prey.
- **Traveler's Blessing:** As the two-dot Knowledge Gift in Chapter Two.
- **Wicked Maw:** With the expenditure of one Essence, the mouth of the host body extends and fills with razor-sharp teeth for three turns. The maw adds +1 to bite attacks and inflicts lethal damage, and it's so large that it enables the character to make bite attacks without requiring a grapple and without penalty. The attack roll is a simple Strength + Brawl + 1 while this Numen is active.
- **Wilds Sense:** As the spirit Numen in Appendix One.

Attack:

Type	*Damage*	*Dice Pool*
Bite	1 (L)	8

Weapons:

Type	*Damage*	*Size*	*Special*	*Dice Pool*
Kitchen Knife	1(L)	1	—	8

Incarnation of the Living City

Quote: "The city has a heart and a mind. I am the city, little werewolf, and you are only here at my sufferance."

Background: The writer loved the city. His biography of it was a bestseller nationally and internationally. All his works of fiction had the city as a principal character, scattered through history. Frankly, as he slipped into alcoholism and old age, he couldn't imagine living anywhere else. One night, the city came to him as he slept, and it offered to stop the pains in his chest. It would take only a moment, and he would be one with the city. The writer didn't hesitate, rejoicing as he was subsumed into the vast history of the place he loved so much.

Description: From a distance, the Claimed looks much like any other gentleman in late middle-age, running to fat a little. It's only when you come close to the man and see the rough, sandstone texture of his skin, the glass of his eyes and the faint hint of grass in his hair that you can see that he's more than he appears.

Storytelling Hints: As an incarnation of the living city, this *duguthim* really looks at the big picture. He maintains an awareness of everything that's happening within the city and maintains contact with werewolf packs across the city. He even keeps a wary eye on the vampires and mages of the city when he can. He isn't above using the werewolves for his own ends, but he certainly prioritizes the humans above the supernatural denizens of his home.
Attributes: Intelligence 5, Wits 6, Resolve 6, Strength 6, Dexterity 5, Stamina 5, Presence 5, Manipulation 4, Composure 6
Skills: Athletics 1, Brawl 1, Crafts 2, Drive 1, Intimidation 2, Investigation 2, Medicine 1, Occult 3, Politics 3, Socialize 1, Streetwise 3, Subterfuge 1, Survival 1
Merits: Common Sense, Contacts 5 (Police, City Hall, City Planning, Department of Transportation, Newspapers), Direction Sense, Eidetic Memory, Encyclopedic Knowledge, Inspiring, Strong Back
Willpower: 12
Morality: 8
Essence: 24
Virtue: Fortitude
Vice: Pride
Health: 10
Initiative: 11
Defense: 5
Speed: 16
Numina: Blast, Know the Path, Manipulate Earth, Reaching, Read Spirit, Traveler's Blessing, Ward Versus Mortals, Ward Versus Predators, Wilds Sense

- **Blast:** As the spirit Numen in Appendix One. The blast takes the form of electricity leached from the city's power grid. See the **World of Darkness Rulebook** pp. 177–178 for rules for and effects of dealing with electricity.
- **Know the Path:** As the four-dot Knowledge Gift in Chapter Two.
- **Manipulate Earth:** As the two-dot Elemental Gift in Chapter Two. For this character's purposes, "earth" includes asphalt and concrete.
- **Reaching:** As the spirit Numen in Appendix One.
- **Read Spirit:** As the two-dot Crescent Moon Gift in Chapter Two.
- **Ward Versus Mortals:** As the two-dot Warding Gift in Chapter Two.
- **Ward Versus Predators:** As the one-dot Warding Gift in Chapter Two.

Spirits

Wolf-Brother

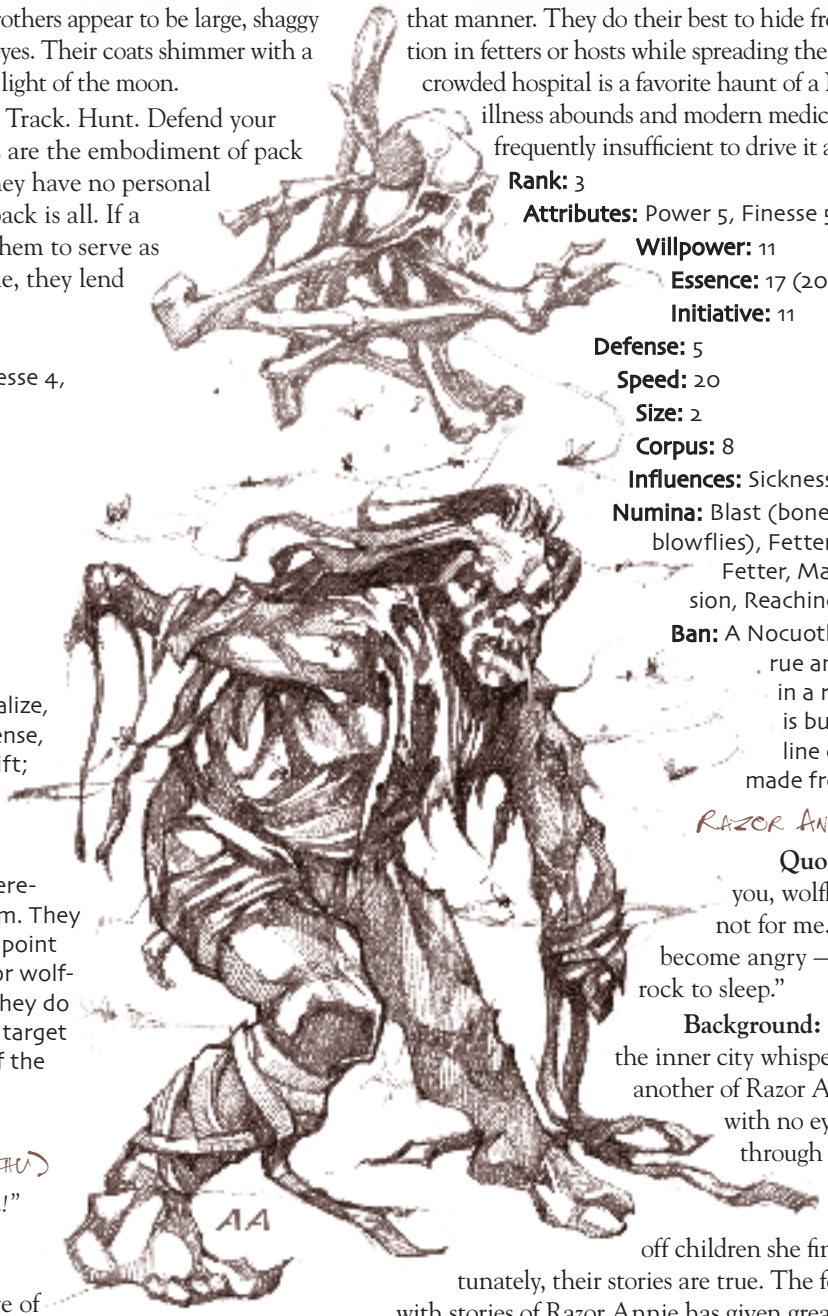
Quote: [A forlorn, unearthly howl.]

Background: Wolf-Brothers are greater Gafflings in service to the various totem spirits of the werewolf tribes. They are representative of the rare spirits who might be more favorably inclined to assist a werewolf with little persuasion. They may also be summoned to assist a werewolf who calls them with the Gift: Spirit Pack (p. 115).

Description: Wolf-Brothers appear to be large, shaggy wolves with luminescent eyes. Their coats shimmer with a pale light when under the light of the moon.

Storytelling Hints: Track. Hunt. Defend your pack. The Wolf-Brothers are the embodiment of pack loyalty among wolves; they have no personal ambitions. Serving the pack is all. If a werewolf can convince them to serve as packmates for a brief time, they lend their fangs willingly.

Rank: 2
Attributes: Power 4, Finesse 4, Resistance 3
Willpower: 7
Essence: 10 (15 max)
Initiative: 7
Defense: 4
Speed: 18
Size: 4
Corpus: 7
Influences: Wolves ••
Numina: Chorus, Materialize, Material Vision, Wilds Sense, Know the Path (as the Gift; p. 127)
Ban: Wolf-Brothers may not bare their fangs against wolf-spirits or werewolves who outrank them. They must spend a Willpower point to attack any werewolf or wolf-spirit of higher Rank. If they do so, they may attack that target freely for the duration of the scene.



Nocuoth (Wasteling, Murs'thu)

Quote: *"Ma háe ash!"* ("Leave me be!")

Background: The Nocuoth is representative of the less powerful Jagglings of the various descants of illness and disease. By its very nature, a Nocuoth is a dangerous spirit to escape into the physical world. The more time it has to gather Essence and further its agenda, the worse conditions become for the animals and people in the area.

Description: A *murs'thu* appears as a handful of spongy and diseased shards of bone rotating within a buzzing cloud of flies. Filthy bandages dangle from within the spirit, dragging on the floor where it passes. Wastelings always choose ailing individuals to spread their influence.

Storytelling Hints: A Nocuoth knows it's no match for an entire pack of Uratha, and is unlikely to stand and fight if confronted with a whole pack, or even with a single werewolf that seems to outrank it. They're typical spirit refugees in that manner. They do their best to hide from Uratha attention in fetters or hosts while spreading their influence. A crowded hospital is a favorite haunt of a Nocuoth, where illness abounds and modern medicine is all too frequently insufficient to drive it away.

Rank: 3
Attributes: Power 5, Finesse 5, Resistance 6
Willpower: 11
Essence: 17 (20 max)
Initiative: 11
Defense: 5
Speed: 20
Size: 2
Corpus: 8
Influences: Sickness •••
Numina: Blast (bone shards and blowflies), Fetter, Harrow, Living Fetter, Materialize, Possession, Reaching
Ban: A Nocuoth is repelled by rue and cannot remain in a room where rue is burned or cross a line drawn with paste made from the herb.

Razor Annie

Quote: "I am not for you, wolflings, and you are not for me. Leave before I become angry — I have babes to rock to sleep."

Background: Children of the inner city whisper stories to one another of Razor Annie, the woman with no eyes who can see through any broken mirror. She is said to come and carry off children she finds alone. Unfortunately, their stories are true. The fear that carries with stories of Razor Annie has given greater strength to an already potent spirit. The spirit that now calls itself Razor Annie is a bane of great standing within the city, a greater Jaggling formerly of the Fear Descant that willingly entered the service of Lord Thurifuge, Incarna of Violence. "She" (as it has even come to think of itself) embodies the fear children have of adults, of mothers who turn on their own.

Description: Razor Annie manifests as a gaunt woman with empty eye sockets, a tattered, filthy dress and long-fingered hands that continually drip blood. She can speak any language spoken in her city, and she sometimes appears in a broken mirror before pushing her way through the Gauntlet.

Storytelling Hints: Although Razor Annie isn't quite to the status of an Incarna, she's drawing close. She feeds on the fear of thousands of children, and is one of the strongest

spirits in her home city. Most werewolf packs would have little chance of overcoming her in direct combat without discovering her ban and preying upon that weakness. For all that power, she prefers not to confront Uratha openly. It's more in her nature to strike indirectly at them through loved ones, preferably their own children. She'll do whatever it takes to maintain her power base, and she is paranoid about the thought of her ban being discovered.

Rank: 4
Attributes: Power 11, Finesse 12, Resistance 11
Willpower: 22
Essence: 25 (25 max)
Initiative: 23
Defense: 12
Speed: 33
Size: 5
Corpus: 16
Influences: Fear •••, Violence •
Numina: Blast (broken glass), Chorus, Discorporation, Fetter, Gauntlet Breach, Harrow, Materialize, Material Vision, Reaching
Ban: Undiscovered

Experience

What doesn't kill you makes you stronger. This is the law by which werewolves live. Though a cub fresh from the First Change has much to learn, he *will* learn if he survives, becoming stronger, more capable and more fully versed in his supernatural abilities. Werewolf characters represent this growth with an experience system similar to the one presented in the **World of Darkness Rulebook**, pp. 216–217.

It doesn't take experience points to learn information a character grasps during the game. If a character sees firsthand that a Bale Hound seems to be a member of one of the Forsaken or Pure Tribes in most respects, the player needn't spend experience to reflect that new tidbit of insight. It's the quantifiable shifts in a character's traits that must be purchased with experience points. The Storyteller awards a character experience points for participating in stories, and the player spends those points to improve existing traits or to buy new ones, reflecting the character's gradual growth into a hardened veteran.

Awarding Experience Points

The Storyteller gives out experience points at the end of each chapter (game session). If a particular chapter takes more than one session to play, the experience points come at the end of that unit of the story. If a particular story is just one chapter long, that's it. The Storyteller may award more experience points at the end of a long story or story arc that takes many sessions to complete.

The guidelines for awarding experience points are in the **World of Darkness Rulebook**. Storytellers can choose to award fewer or more points than suggested, although it should always

be for a reason. Awarding too few points slows the rate at which characters improve, which might frustrate your players. Awarding too many can cause an unrealistically quick spike in power, whereby a pack with only a year's activity is suddenly more capable and potent than the grizzled elders two territories over. Earning two to four experience points per chapter enables players to raise approximately one trait every two or three chapters. Adjust your desired rate accordingly.

Also be very careful to maintain balance among all players and characters when you award experience points. While one character can earn more experience than the others in any given session, if he does so consistently it can engender resentment in the rest of the troupe. Try to spread things around and give each player a chance to shine and earn her own extra share.

Spending Experience Points

The player keeps a running tally on her character sheet of how many experience points have been earned. These points can be used to purchase new traits or to improve existing ones, as determined by the "Experience Costs" chart. Expensive traits are invariably the ones that are hardest to master. The Storyteller should make sure that all purchases make sense in the roleplaying context of the chronicle. If a Blood Talon has spent the last month honing his survival skills in the woods, experience shouldn't be spent to increase his Persuasion dots. Acquiring Gifts *always* requires a character to find a spirit teacher.

The cost of improving an existing trait is often a multiple of the new dot total sought. To raise a character's Intelligence from 2 to 3, for example, costs 15 experience points: 3, the new dot total, times a factor of five. When you buy a brand-new trait, the new dot total is 1.

Players cannot spend experience points in the course of a story. A character probably doesn't have the time to study a new Skill, acquire a Merit or train an Attribute until downtime between stories. This restriction also prevents players from spending their way out of difficulties by having their characters produce new traits out of thin air.

Note that the Fetish Merit governs items with which a character begins play. A player doesn't need to spend experience points for her character to acquire a new fetish if the werewolf wins a klaive in battle or otherwise acquires one during the course of a story. Some other Merits cannot be taught at all, particularly Physical Merits, which must be acquired at character creation or not at all. You cannot become a Giant, for example, simply by lifting weights. Your character either has that Merit from birth, or he doesn't.

Experience Costs

Trait	Experience Point Cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3
Affinity (tribe, auspice or common) Gift	New dots x 5
Other Gift	New dots x 7
Rite	Rite dots x 2
Merit*	New dots x 2
Totem Merit	3 points per additional dot
Primal Urge	New dots x 8
Primary (auspice, tribe) Renown	New dots x 6
Other Renown	New dots x 8
Harmony	New dots x 3
Willpower	8 experience points

*Not including Totem

Totem Merits are less expensive to acquire than ordinary Merits because the former are shared qualities. Whereas most Merits involve an inherent capability or relationship that a single character cultivates for herself, Totem Merits are benefits held in common among packmates and a pack spirit. All of them cooperate to some degree, making overall improvement or exploration of the pack totem easier than personal development.

See "Renown," p. 194, for guidelines on how and when characters may improve these traits with experience points.

Note that improving a character's Attributes also raises any derived traits that depend on them. For instance, raising a character's Stamina also permanently grants him another Health dot, while improving the character's Strength likewise raises his Speed.

Also remember that a Gift is acquired "for free" when a Renown increase occurs (see p. 102 for more information). Gifts alone can also be learned, but not necessarily in sequential order within the same list. Your character could know the one-dot Shaping Gift, for example, and then learn the three-dot Gift next, skipping the two-dot Gift. Doing so costs more than the usual "x 5" or "x 7" experience-point cost. For full rules, see p. 102.

APPENDIX I

The Spirit World

The air is a tangle of scents.
Metal.
Rust.
Asphalt.
Blood.
Vomit.
Ozone. All woven together by the smell of the Shadow — the scent unlike anything of the flesh. It is a low and subtle scent, almost like the bouquet of a wine made from unearthly fruits, somewhere between intoxicating and poisonous.

She hates it. The smell of the city's Shadow sends its tendrils into her memory. Each time she draws in a breath, dreams and echoes of pain and blood turn over in the dark parts of her mind.

She wishes she could hold her breath. She wishes she could be flesh instead, surrounded by the stink of the physical city. She wishes she didn't have to remember. She wishes the Shadow were a place where things like this didn't have to keep happening.

But she hears it approaching. It does not know how to breathe, so its imitation of breath is part rattle and part burble. Phantom metal scrapes against itself. She feels its warmth growing near her, and then its scent drowns out the scent of the city —
rotten flesh,
boiled blood,
infected wounds,
stained iron
and, again, the perfume of the Shadow.

She hates it. She hates it for what it has done, for making it necessary that she hunt it down. She hates it as a hideous thing, a repulsive parody that should not be. She hates it for drawing her here.

She feels her fury welling up within her. It is rooted in her bowels, wrapped around her heart, stretching through her limbs, curling in her brain.

She lets it flower.

Any landscape is a condition of the spirit.
—Henri-Frederic Amiel, Fragments d'un Journal Intime

The Shadow Realm

This is not the only world. A thin barrier separates us from another one, a world of spirit where every action taken in this world finds its truest expression. For spirit-blind humanity, this shadow is a myth at best, a hazy netherworld out of legend. For the Uratha, it's a hunting ground now all but lost to them.

The World of Darkness is a world very much like ours, at least on the surface. It's somewhat bleaker, even in mundane ways. A few more cops go bad every year. A few more people are born into a world that has no room for them, and a few more die, alone and forgotten. A few more jobs dry up, a few more children grow up bad, a few more accidents make the air and water just a little less safe. The differences are slight wherever you look, but they all add up. And they all taint the shadowy reflection of the physical world — the *Hisil*.

Uratha legend holds that the progenitor of all werewolves, Father Wolf, once trod the paths of the Shadow. It was his self-appointed duty to keep the spirit world in order and each spirit in its place. His merciless hunts did much to defend each world against the incursions of the other. Now those who call themselves his descendants do their best to fill his role, but it's not enough. The spirit world has been gathering new strength, humans have been inadvertently weakening the walls, and the Uratha are too few and too ignorant to turn back the tide. The physical world's spirit Shadow is clearly touched by this alien anarchy, as fugitive spirits from its depths and shallows vie for supremacy over the places closest to the material world. A few even make the leap across the Gauntlet, anchoring themselves in living beings and creating *Hithimu*. What hope does a pack of werewolves have against the endless hordes of these creatures?

The Uratha are forsaken, but they aren't utterly alone. Five choirs of moon-spirits bring aid in the name of their distant Mother Luna. Bound by pacts of blood, those great wolf-spirits called Firstborn guide the Uratha as tribal totems. The denizens of the Shadow have no choice but to acknowledge the ancient status and power of the werewolves as those who walk between the worlds. These spirits can be persuaded or compelled to grant the children of Wolf and Moon the power they need to bring a semblance of stability to the spirit world. There is hope for the Forsaken, if only they can uncover all the secrets of this spirit realm that were lost in the mists of prehistory.

Yet, deep in the spirit wilds are said to lie doors to strange places that seem to have no relationship to the world we know. These places hint at dark fates and dangerous menaces that creep into the physical world, bleeding through the barrier between flesh and shadow. Some werewolves tell unreal legends of unnatural spirits pursuing incomprehensible goals over alien landscapes, like distant echoes of a forgotten world.

The Gauntlet

Once, it's said, werewolves could walk freely between the worlds. They had only to concentrate for a moment and bring the spirit part of their natures to the fore, and they were treading the paths of the spirit wilds. It was as if the physical world were just one more aspect of the spirit world, a different level within it that the werewolves could reach easily. Conversely, spirits could slip across the Border Marches and into the physical world, taking their leisure and alien pleasures among the creatures of flesh.

Now, though, the spirit world resists that transition. The wall that has risen between the worlds is virtually impassible in most places, and it takes considerable effort and energy to move through even in those places where it is weak. This wall is called the Gauntlet, or *Zathu*. Some Ithaeur talk of the Gauntlet as a scar, a barrier formed as the wound of Father Wolf's murder healed. Others say it's a natural defense, formed by the spirit of the world itself.

The spirit world, while still tied to the material world, seems to shun anything that comes from there. Most people cannot travel between the worlds or even perceive that anything apart from the material world exists. The resistance runs both ways. Spirits attempting to pass into the physical world, perhaps to avoid the constant decay that threatens the Shadow, must find a place where the Gauntlet is weak before making the crossing.

These loci, areas where the Gauntlet is shallow, have thus become shadow battlefields. Spirits seek to enter the physical world to carry out their unearthly imperatives, the Azlu and Beshilu strive to either seal off these weak spots or tear them wide open, and the Uratha fight among themselves for control of the most valuable crossings. Even other supernatural entities — vampires, warlocks or stranger things — have been known to vie for control of a spirit locus in order to tap the power for their own reasons.

Rules: Stepping Sideways

For a character to step from one world to the next, the player rolls Intelligence + Presence + Primal Urge. The werewolf must be in the area influenced by a locus to even attempt stepping sideways, unless he's using the Rending the Gauntlet rite (p. 165). The following factors affect the roll:

- The werewolf stares into a reflective surface (+1)
- Near a locus with a rating of •• or ••• (+1)

• In the vicinity of a locus with a rating of •••• or above (+2)

• Attempting to cross the Gauntlet during the day (–2)

The strength of the Gauntlet varies from place to place. The Gauntlet's strength reduces the dice pool according to the following table:

Location	Dice Pool Modifier
Dense Urban Areas	–3
City suburbs & towns	–2
Small towns, villages, other built-up areas in the countryside	–1
Wilderness	+0

The number of successes achieved on the Intelligence + Presence + Primal Urge roll indicates how long it takes the werewolf to adjust himself to the other facet of reality and cross the Gauntlet.

Dramatic Failure: The werewolf's attunement goes badly out of synch. He remains in this aspect of reality and is rattled by the experience. He may not attempt to cross the Gauntlet again until the following night — which could leave him in a precarious position if he's currently in the spirit world — though he may be brought across by a Gift or by a pathfinder.

Failure: The werewolf remains in the same aspect of reality. He cannot take successive attempts for the next hour. Further attempts to step sideways during the next hour automatically fail, though he may be brought across the Gauntlet by a third party using the Rending the Gauntlet rite or acting as a pathfinder.

Success: The werewolf fades from the world he's currently in (physical or spirit) and enters the Gauntlet. He reappears on the other side in 30 seconds, or about 10 turns. He cannot be attacked during this period of transition, unless by certain mystical abilities that can affect entities currently between the physical and spirit worlds.

Dramatic Success: Transition is instant. The werewolf appears on the other side on his next turn and may act normally.

Alternatively, a player may spend one Essence while in a locus' area of influence for his character to step sideways. In this case, the transition is an instant action.

Pathfinding

Packs may travel across the Gauntlet as one, allowing one member to make the transition and take the other characters with her. The werewolf leading the attempt is colloquially known as the pathfinder. The members must all remain in contact with one another for the attempt to succeed.

The pathfinder's player's roll determines the transition time for the whole pack. If the pathfinder fails or dramatically fails the roll, she may not try again for the specified time. Any of her packmates may try to lead the pack across instead, though (if they haven't recently tried to step sideways and failed themselves, that is). A werewolf cannot act as pathfinder if his character is spending Essence to make the transition rather than rolling.

Pathfinding is truly effective only when all those making the transition are a true pack, bound together by the bonds of a pack totem. If the pathfinder is trying to bring allies from outside the pack along, it becomes increasingly difficult. The less connection a creature has to the spirit world or to the pathfinder, the harder it is to guide him through the Gauntlet. Each werewolf to be brought across who's not a member of the pathfinder's pack, or each member of the pathfinder's pack who's currently unconscious, imposes an additional –1 penalty to the roll. Creatures who aren't werewolves but are otherwise capable of crossing between worlds at a locus, such as spirits, some Ridden and some mages, impose a –2 penalty for each individual being brought along. And each person or creature who's incapable of spiritual travel, such as a vampire or a human, imposes an additional –3 penalty to the roll. In no case can a pathfinder bring across an entity that's actively resisting transition.

The Gauntlet

What is the Gauntlet? Simply speaking, it's a barrier between the worlds of flesh and spirit. Some scientifically minded Ithaeur liken the Gauntlet to the static between radio frequencies on the dial, a necessary transition phase between one station and the next. Yet, this fails to explain why it's so much easier to cross it under the light of Mother Luna than the glare of Helios.

Other Ithaeur view the Gauntlet as a physical reminder of the scars borne by both the Uratha and the world of flesh for the murder of Father Wolf and the loss of Pangaea. Dwellers in the physical worlds are barred from the spirit world unless they possess magic to keep their destructive influence from growing any stronger. Spirits find it hard to cross, both for their own protection and to prevent the creation of more hybrid creatures like the kinslaying race of werewolves.

For the Uratha, crossing between the worlds should theoretically be nothing more than a matter of adjusting their focus from one world to the next. A moment's concentration, and they're across. On some occasions, crossings like that still occur, giving the lucky werewolf a taste of the days out of legend. Most of the time, though, the process of converting flesh to spirit and slipping through the wall between worlds is only possible near a locus. It takes some time, and often it isn't even possible until the werewolf can regain his focus.

Rules: Dual Senses

When a werewolf wishes to gain a general impression of what's happening in the physical world (if he's in the Shadow) or the spirit world (if he's in the material world), the player rolls Wits + Empathy + Primal Urge as an instant action, with the usual modifiers for the strength of the Gauntlet. Success gives the character a vague impression of what's happening in the other realm — blurred forms, as if viewed through filthy, frosted glass. Exceptional success gives the character a more clear view, as if seen through a clouded window. Failure means the character can see nothing, while dramatic failure gives a dangerously misleading idea of what is going on — a gathering of spirits might look like a peculiar weather condition, while a rival pack of werewolves might look like a group of humans. In all cases, the glimpse across the Gauntlet lasts for no longer than a turn.

When rogue spirits enter the physical world, they don't gain a material body — they're still ephemeral. They must usually find a host body to possess quickly or begin losing their vital energy. Some, however, are able to linger on in an immaterial, invisible state if they can find a potent source of Essence. Such spirits are said to exist in the state of "Twilight," or *shurilam*. Though spirits without a host body or manifestation cannot be perceived by normal means, a werewolf can roll Wits + Occult + Primal Urge as an instant action to attempt to perceive such a spirit. Optionally, the Storyteller may make the roll for the character as a reflexive action if the werewolf draws particularly near to the spirit. Success indicates that the werewolf is vaguely aware of the spirit, perhaps catching a glimpse of a blurred shadow or a quick whiff of an alien scent. An exceptional success gives the werewolf a clear view of the spirit for the turn. This ability does not reveal spirits that have merged with a locus (p. 262) or a fetter (p. 277). Irraka receive two bonus dice to the rolls to peer across the Gauntlet or to perceive a spirit in Twilight (see p. 83).

Ghosts and Spirits

Ghosts, as described in the **World of Darkness Rulebook**, share several qualities in common with the spirits of the Shadow Realm, but are not the same thing. Both are ephemeral entities — when present in the physical world, they do not have a solid, material form, but are instead in an intangible, ephemeral state (that of Twilight). A ghost and a spirit can see, touch or otherwise interact with one another, as they are in the same ephemeral state. However, a ghost is not a spirit, and cannot be bound into fetishes, summoned by rites, or otherwise affected by supernatural powers that target spirits.

When in the Shadow, ephemeral entities (including ghosts and spirits) are no longer in Twilight, and can be interacted with as though they were solid. Ephemera is the natural state of matter in the spirit world.

The Other World

Once a werewolf finds a passage through the Gauntlet, she finds herself in a world that should've been as much her home as the physical world. In a way, it's the same world, reflecting the same events and objects, but on a different spiritual "frequency" or "dimension." When a werewolf enters or leaves the Shadow, even though she doesn't move any spatial distance, she now exists in a separate place, but one that's still intimately connected to the world from which she came. Many young werewolves, having grown up in the mundane world, take a while to realize that the Shadow is just as "real" as the physical world, but with different qualities.

These qualities make for quite a difference. The *Hisil* bears history like a network of scars. It's as if the world itself *remembers*, and the Shadow comprises its memory. Things can be bulldozed away in the physical world, yet their spiritual memory remains steadfast. Buildings long gone in the physical world linger in spirit if their memory is strong enough. It's a funhouse mirror held up to the world, a distorted reflection that displays the cruel truths of civilization and nature alike.

The billions of humans who teem over the face of the Earth also affect the Shadow, with just as much facility as they reshape the physical environment around them. There are few parts of the *Hisil* that are free of the traces of humanity.

The world is far older than humanity, though, and things linger in the spirit wilds that are memories of a time before humans ruled the earth. Packs of werewolves encounter spirits whose outlook and forms are so alien they can only be a legacy of a long-forgotten age. Any werewolf who thinks she can understand the Shadow Realm in purely human terms is setting herself up for a humiliating fall. Some Ithaeur speculate that the Shadow is nothing so much as the memory of the world, the place where every action has its consequence… a consequence that lingers long after the action that birthed it. It's a place where every object of any significance has a spiritual reflection and where the spirits play a subtle dance of politics and warfare that reflect changes and events in the physical world. Other Ithaeur suggest that the spirit world is just as real as the physical world and just as deserving of the title "the real world." Attuning yourself to the Shadow is merely a process of looking at the same world in a different way. It is, if you like, a different frequency of the spectrum.

Regardless, the physical world and the Shadow Realm are utterly intertwined, with events in one directly reflecting results in the other. The chain of causality isn't easy to detect: Do spirits come into being because objects do, or do the objects come to be as homes for the spirits? Does a tree wither because its spirit ails, or is it the other way around? Are these options mutually exclusive or two sides of the same truth? Some werewolves debate these greater riddles of reality's nature, but ultimately the spirit world presents them with much more pressing concerns that demand their attention. Most werewolves concern themselves with the practical reality of dealing with both sides of the Gauntlet as if they were one. The Shadow is their birthright just as much as the physical world — albeit a double-edged birthright.

A Walk through the Shadow

The Shadow Realm clearly reflects its earthly counterpart, but even at first glance, the reflection is somewhat… different. The landscape is much the same. The trees are in the same places; the time of day seems the same. The colors seem peculiar — the way the sky changes color just before a storm. Animals make their way through the plants, but something is different about them. The trees cast longer shadows, and their branches wave like sign language. Some of the shapes of the plants and animals are almost stylized or slightly abstract — others seem sharper around the edges. Many of the animals have an intelligence in their eyes that's equal to but unlike a human's — one wedded to strange instinct. The air feels crisper, clearer, with scents both familiar and unfamiliar, which are never quite so strong in the physical world. The power that subtly hums through the shadow world makes you feel more vital, more alive somehow. It's as if the world is whispering for you to take to all fours and hunt — or to run.

It doesn't matter if the sun or the moon is in the sky, because their faces are at least partially hidden by cloud. There's a tension in the air, a feeling that a storm is brewing and bad weather is coming. Occasionally storms do break — storms of strangely colored lightning and sheets of rain that fall in odd patterns — but much of the time the atmosphere maintains a steady feel of unsettled weather.

Then you notice the strangest omission. There are no people to be seen anywhere. Curious, you move on to the nearest town. Now the differences become more obvious. Some roads into the town are all but invisible. Others, those most heavily used, you realize, are brutal scars across the landscape. Traffic moves across the roads, just as strangely off-kilter and subtly hostile as the rest of the world. Some of the cars are nothing but ghosts of themselves, insubstantial shadows passing along the blistering tarmac. Others are almost caricatures of themselves: monstrous SUVs thundering down the roads, pursued by predatory Porsche-spirits scattering lazy family sedans out of the way.

The city itself is a disturbing sight. It spills out of its material world city limits, sending tendrils of brick and glass out into the surrounding countryside. For a moment, you get a sense of it as a predator in its own right, slowly preying on the landscape around it. As you walk down the street, the buildings are in a terrible jumble compared to their relative order in the physical world. Some are hardly visible, as insubstantial as some of the cars on the road. Other buildings seem larger than they do in the real world. An office block looms overhead, obscuring the light all around it. You feel an ethereal yet heavy pressure and fatigue as you pass it. Another block burns with lights and, as you approach, you hear the sounds of anxious delight and half-clear music. It's a bar, a favored meeting place for the local youth in the physical world, and a beacon in the spirit world.

Yet, despite all these reflections of humanity's passage, there are still no people to be found. As you continue, you feel the edge of a chill in the air. You look around and spot an alley leading off from the street. You take a tentative step, and then notice how dark and deep it looks. The proportions of the buildings on either side of the alley are wrong somehow. The walls are taller than the buildings would suggest, throwing deep, almost impenetrable shadows. Your curiosity draws you on, though, and you find yourself standing in a pool of water. Except it isn't water. You put you finger down into the liquid, and it comes out covered in blood. Then the noises begin. Your hear cries of pain and shouts of frightening delight. For the first time since you arrived you see something that looks like a human coming toward you. For a moment, you're excited, before you see the terrible leer on his face. It's like the smile on the face of every serial killer you've ever seen on the news. And then you see this "man" for what he is: a murder-spirit, wearing the nondescript clothes, trimmed beard and blank expression of a movie killer. Jostling behind him are pain-spirits, covered in hypodermic needles, razor blades and rusted barbed wire, and the black, rotting corpse of a death-spirit. All of a sudden, you know where you are. This is Shipman's Alley, a notorious spot for murders, attacks and drug dealing. You've wandered into the spiritual reflection of one of the worst parts of the city, and now you're going to pay for your mistake.

Welcome to the Shadow Realm.

Reflections and Consequences

Almost everything has the potential to throw a reflection in the Shadow Realm. A growing birch gives birth to a birch-spirit that grows in strength the older it becomes. The spirit looks much the same as the tree, until you notice that its branches move in ways an earthly tree's don't, tracing strange sigils in the air. A car, too, may have a spirit, but one that's tied to the object. The

car's spirit follows the car wherever it goes, and is the only part of the car visible in the spirit world. Even the shortest-lived things in the living world, such as a bolt of lightning, creates a spirit — an electricity-spirit that lives a short, bright existence before dispersing or being absorbed by another spirit.

It's not just *things* that are reflected in the Shadow, though. Actions, emotions and situations can all leave their fingerprints on the spirit world. A fatal stabbing might create a murder-spirit, just as a mugging can create fear- and pain-spirits. A really good party can birth tiny spirits of joy and lust, as well as spirits of friendship and intoxication. These spirits seek to propagate themselves, as pain-spirits encourage others in the physical world (by whispering across the Gauntlet with their spirit powers) to hurt the people around them. Spirits of celebration make a party run and run, and give the neighborhood a spiritual boost that can be seen in the light footsteps and cheery whistling of the people as they head to work the next morning. Maybe one of those joy-spirits will follow a reveler to the office, where the spirits of obligation or conformity that linger there destroy it. If the joy-spirit is truly powerful, it might overcome them, taking up residence in the reveler's desk and starting a spiritual change in the office — but this is greatly unlikely. The Shadow has its own Darwinian ecosystem of predator and prey, one that reflects the pitiless state of life in the World of Darkness.

Most spirits are tiny motes, virtually the size of insects and with mayfly life spans to match. They have very little influence on the physical world, and they generally affect the realm of the flesh only if they're present in large numbers. They're hardly visible as more than pinpricks of light, too small to even emanate a particular resonance. But with enough "food," these tiny spirits can grow much larger. A mote that survives, sometimes by devouring its own brethren, could eventually grow large and aware enough to become a Gaffling.

This link between the spiritual and physical worlds, and between event and consequence, is the one unbreakable law of the Shadow. Nowhere is this more apparent than in urban areas, where the constant changes and unpredictable behavior of humanity creates an ever-widening circle of cause and effect. It can still be seen in the depths of the countryside, but often in more predictable patterns, and the cycles of nature turn through the seasons, helped on by the spirits that depend on them. Yet, even here the passage of humanity is felt, with everyone from local farmers to giant agribusinesses disrupting those age-old patterns, promoting some existing spirits over other native ones and introducing spirits from entirely different choirs.

Although something as simple as a dying man can create a small change in the spiritual world, most such changes are brief. Very quickly after the man dies, the pain-spirits move on to find other prey and the death-motes disperse or merge to form a larger, more powerful death-spirit. It's when suffering (or any other powerful emotion) is magnified and sustained over time that spirits live on in a place long after the humans who birthed them are gone. An abandoned jail that was once run by a cruel jailer who tortured his inmates might be the lair of a greater pain-spirit for years after the jailer and his prey are dead and buried.

Werewolves and Faith

Werewolves are often quite entrenched in their human lives when they undergo their First Change. Many of them are already deeply involved in earthly religions or hold passionate beliefs about the nature of the world. How does a devout Christian, Muslim or Sikh deal with discovering the spiritual truth of reality? In some cases, very badly indeed. The shattering of their beliefs is yet another massive change in their lives, which can unhinge them for a little while. Others simply let go of what they believed before and adapt rapidly to the reality of what they can see in the Shadow.

A number, though, actually integrate their old beliefs with what they see before them. The isolated nature of werewolf life means that many bizarre crossbreeds of human faiths and the animism that infects the Uratha's daily lives thrive all over the world. Some are more persuasive than others, spreading out through moots to influence packs across wide areas. Sometimes a faith's influence spreads no further than the werewolf or pack who came up with it.

The Shadow Realm doesn't provide the answers to any of the great questions of creation, and the werewolves are seeking answers and a way to redeem themselves for the murder of Father Wolf. Is it any wonder that some seek solutions in the same faiths they turned to before their true nature asserted itself?

Spiritual Resonance

Actions within the physical world have an effect in the spirit world beyond just creating new spirits. The act itself, and the emotions it generates, creates Essence, the raw spiritual food of the Shadow Realm. This substance is consumed and bartered by spirits, acting as much as money as food with the spirit courts. The emotion taints the Essence even as it creates it, giving it a resonance that influences the spirits who consume it. Essence born of fear can make spirits timid or aggressive, while Essence born of happiness can make spirits happy or hedonistic. In addition, spirits tend to be better-nourished by consuming Essence of appropriate resonance; a spirit of hatred that

consumes Essence with wrathful resonance will be full sooner than if it consumed Essence touched with resonance of hope.

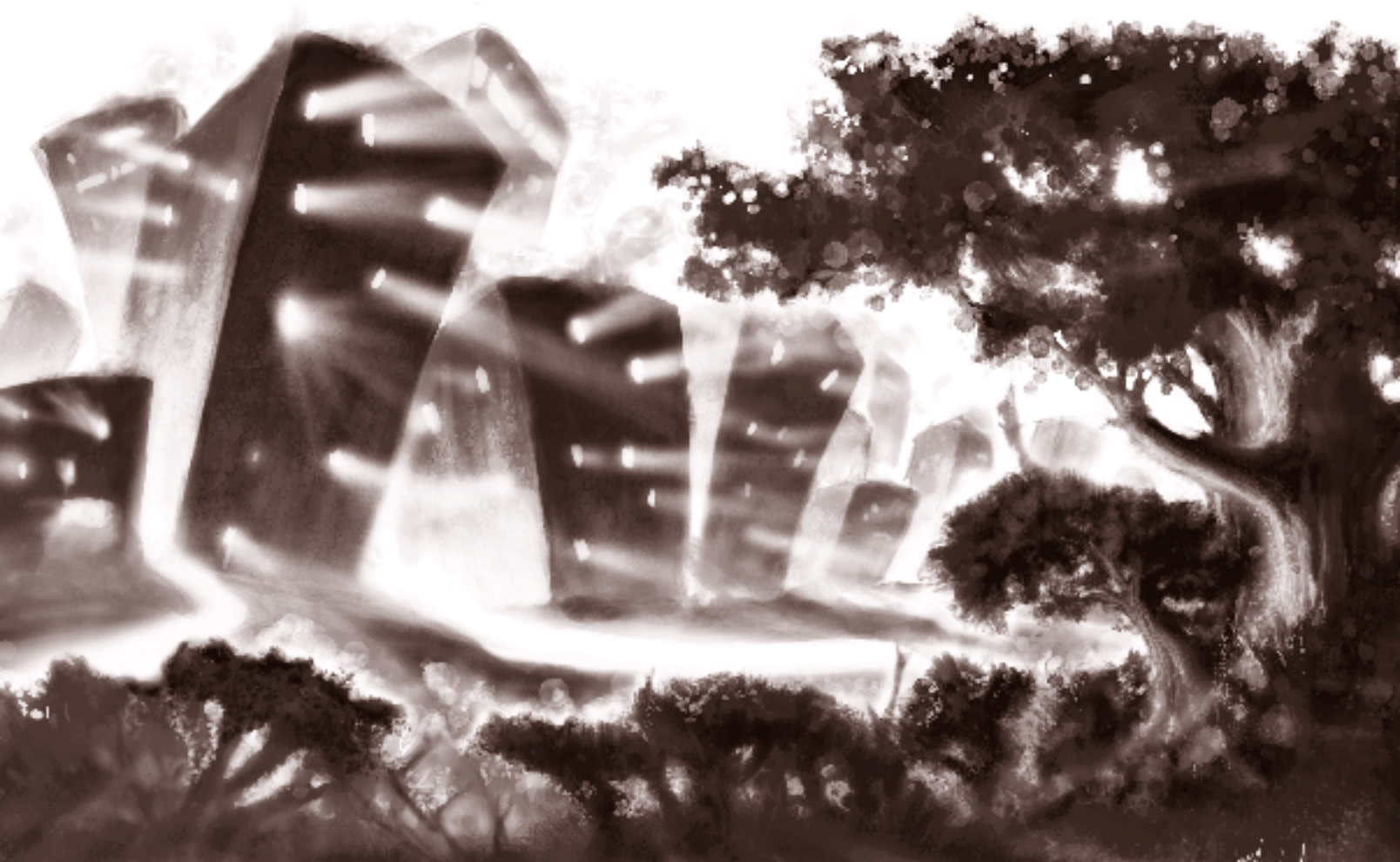
The ambient resonance in area can also influence the landscape. A site of repeated murders might develop pools of blood, piles of skulls or echoes of death rattles in the Shadow. Once the landscape has been affected by the spiritual resonance of the acts, all Essence produced within that area is tainted by that resonance. For more on resonance, see p. 275.

The Urban Scene

Humans have more effect on the *Hisil* than any other creature on Earth does, and precious few people have any idea what they're doing. Werewolves have the ability to tame the Shadow around their territory to some degree, but the sheer numbers of people and availability of technology can undo all their work in an instant. Imagine a pack whose territory is chosen as the battleground in a modern war. Death, misery and destruction rains down on the pack's territory before the werewolves are even aware that trouble is coming. Many of the battlefields of the two World Wars are still blighted utterly in the Shadow, no matter how recovered they look in the material world. Poppy fields alone aren't enough to undo spiritual damage on that scale, especially as the wounds of those wars still linger in humanity's collective memory. Urban expansion can also reshape the reflection of an area very quickly. The houses of a new suburban development take months or years to make their presence felt in the Shadow, if they ever do — the suburbs aren't noted for the passion people feel for their homes. Yet the construction work, vegetation clearance and increased traffic drive out the more neutral spirits and draw less pleasant varieties who feed on the negative aspects of human life.

Packs of werewolves with territory in urban areas have their work cut out for them. The sheer density of people and machines in the area inflict dramatic changes on its spiritual reflection. The spirit world changes daily. New, unfamiliar and unpredictable spirits are born every day, gestated in the possessions of the residents and shaped by their hopes and fears. The rapid spread of cultural reference points through the mass media can shape fear-spirits into the latest cultural bogeyman and spirits of vanity and desire into the latest surgically enhanced supermodel. The motes of numerous small bits of electronic kits fuse into incomprehensible machine- or computer-spirits that think in ways more traditional Ithaeur find hard to comprehend. Their needs and wants will be different in six months than they are now. As the cultural changes come ever faster, even the wisdom passed down from an elder urban Ithaeur to a newly changed werewolf is of little value. The constant pace of cultural evolution and the change it brings to the local spirits is just too much for such traditional methods to track.

Broods of spirits attuned to violence can prosper inside the spirit reflection of an apartment block for months before their stain becomes apparent on the outside. Animals display their pain quickly and openly and get on with their lives. Humans conceal it, brood on it and sometimes



let it grow. The spirits born from such actions learn those tricks and hide until they grow strong enough to be a significant problem.

How Does the City Look?

Cities house the greatest concentrations of people on the planet. Given that humans affect the Shadow more pervasively than any other species can manage, the spiritual reflection of a city changes with greater speed and frequency than any other area. Urban packs can't simply prowl through this hostile otherworld looking for changes that hint at a problem, but must hunt for the one change among the constant stream that could be for the worse. So, how does this landscape look through the eyes of a werewolf?

Buildings

Not all buildings have a spirit reflection. Some isolated cabins, suburban streets or city-center buildings just don't have spiritual presence of any significance. Sometimes the building construction process strips raw material of any spiritual power. (The resident spirit energy in a tall pine can be sawed, planed and varnished away as quickly as workers can cut a set of two-by-fours.) Some buildings never gain enough affection or notoriety among their inhabitants or neighbors to gain any sort of spiritual presence. Some buildings gain it before they even start construction. New office blocks of unusual design and controversial location might rise in the Shadow before they're seen in the real world, as the debate births a new spirit with nothing but a cleared site or some basic foundations to call its own.

It's worth remembering that it's not just human reactions that make a building appear in spirit, though. An animal research facility might not be significant to enough people to make it appear, but the pain and suffering endured there by the animals is more than enough to give it a diseased, septic spiritual life to rival any nest of humanity.

When they appear, buildings in the Shadow Realm keep the same basic structure and design as their material world counterparts, but they're twisted in ways that would shock and dismay their architects. Buildings hated by people take on negative characteristics: small doors and windows, gloomy aspect, deep shadow and increased height. They seem to loom over passers-by in the spirit world, spreading their depression and tainting the streets around with spirits of despair, depression and fear. As with the rest of the Shadow, symbolism isn't just a literary device — it's the visual language of resonance.

Buildings can develop spirits of their own over time. Such spirits either grow out of the affection or loathing people have for a building or through the amalgamation of spirits that make up a building's components, like wood-spirits, stone-spirits and even electricity-spirits. Spirits generated by the inhabitants of the building tend to be insular, isolated creatures, only really interested in dealing with the spirits within their own domain and virtually disinterested in dealing with those outside. Those that grow from a building's component parts are even less predictable, drawing their personalities less from the inhabitants of the building than a haphazard assembly of different spirit types. These quirky characters can have an effect on the inhabitants of the building in turn. Many of the most unusual bars and restaurants or most creative or tormented companies are based in such buildings. Of course, some such spirits make the buildings uninhabitable, assailing any would-be residents with wrath and hatred that the poor humans can't even understand.

Objects

An urban section of the Shadow is particularly conducive to man-made objects developing spirits of their own. These spirits sometimes appear just as they are in the physical world and sometimes develop vaguely humanlike (or animalistic) faces and "personalities." The details of their appearance take notes from both the object's condition in the physical world and the uses to which it was put. A well-maintained gun that's been carried for security for years but never used might appear as a polished version of its physical form in the Shadow and might not even be capable of firing. A similar model that has been used repeatedly for violent acts and threats might be stained and tarnished, exuding a palpable feeling of danger, death or even hate. Neither gun is likely to develop anthropomorphic features, although the spirit of the murderous gun might twist and bend like a poisonous snake or centipede when denied an opportunity to kill.

Affecting the spirit reflection of an object can affect the condition of the actual physical object, though not immediately. If a pack of Uratha razes the spirit reflection of a house, the house itself begins to deteriorate a little more quickly, becomes subject to dry rot and faulty wiring. Conversely, "healing" the spirit reflection of a car by infusing it with Essence might make the physical car itself run a little more smoothly. Changes made to a spiritual echo affect the original object much more slowly, however, than changes to an object affect the object's reflection. Destroying a car's spirit reflection will gradually make the car more subject to mechanical failure, or perhaps even make it more accident-prone, but the car will continue to work for some time.

Streets

The physical elements of a street, like the curbstones, the signs and the hydrants, rarely have a spirit presence at all. Nobody cares enough about such things to give them any form of spiritual life. The street itself, though, is a different matter. Streets with a particular reputation, such as Broadway in New York, Fleet Street in London or the Via Dolorosa in Jerusalem can develop their own spirits. Such streets are rare, though. Most cities have only a handful, and a small town would be

lucky to have one. Instead, streets just tend to take on the qualities of what occurs on them. A road that's principally a commuter street is all but featureless, haunted by car-spirits. A shopping street is likely to be inhabited by spirits of greed and envy, while a street known for its hookers and drug dealers is a magnet for spirits that thrive on negative thoughts and emotions.

The way people view a street affects its spiritual appearance, too. One that people consider dangerous is darker, narrower and longer in the *Hisil*, replete with deep shadows that could hide dangers real and imaginary. A boulevard that people consider an exciting, desirable place to be is bigger than life, full of bright lights and relentless colors.

It takes considerable effort to change the overall tenor of a street by making alterations in its spiritual reflection, though some changes bleed through quickly to a limited degree. For instance, if werewolves heap piles of spirit wreckage in the reflection of an intersection, creating a massive spirit roadblock, traffic might slow around that intersection until the shadow blockade is removed.

Special Places

Each city has its special places, the ones that have a reputation for good or ill, reinforced by the repetition of the actions that caused its reputations in either thought or deed. There's Speaker's Corner in London, known for its oratory, Ramblas in Barcelona, known for its trading, and Ground Zero in New York City. The special nature of these places is reinforced by the prevalence of appropriate spirits within the area in question, helping them maintain their reputations. Yet, if you delve into the history of a city, many of these places had radically different uses or reputations in the past. London's Speaker's Corner can be found adjacent to Marble Arch, which was known as Tyburn, a hanging-ground for criminals, only a few centuries before. Its reflection in the spirit wilds is a mixture of the two. Werewolves quickly learn that knowing the history of a place is as important to understanding its spiritual reflection as knowing what occurs there today.

The Rural Scene

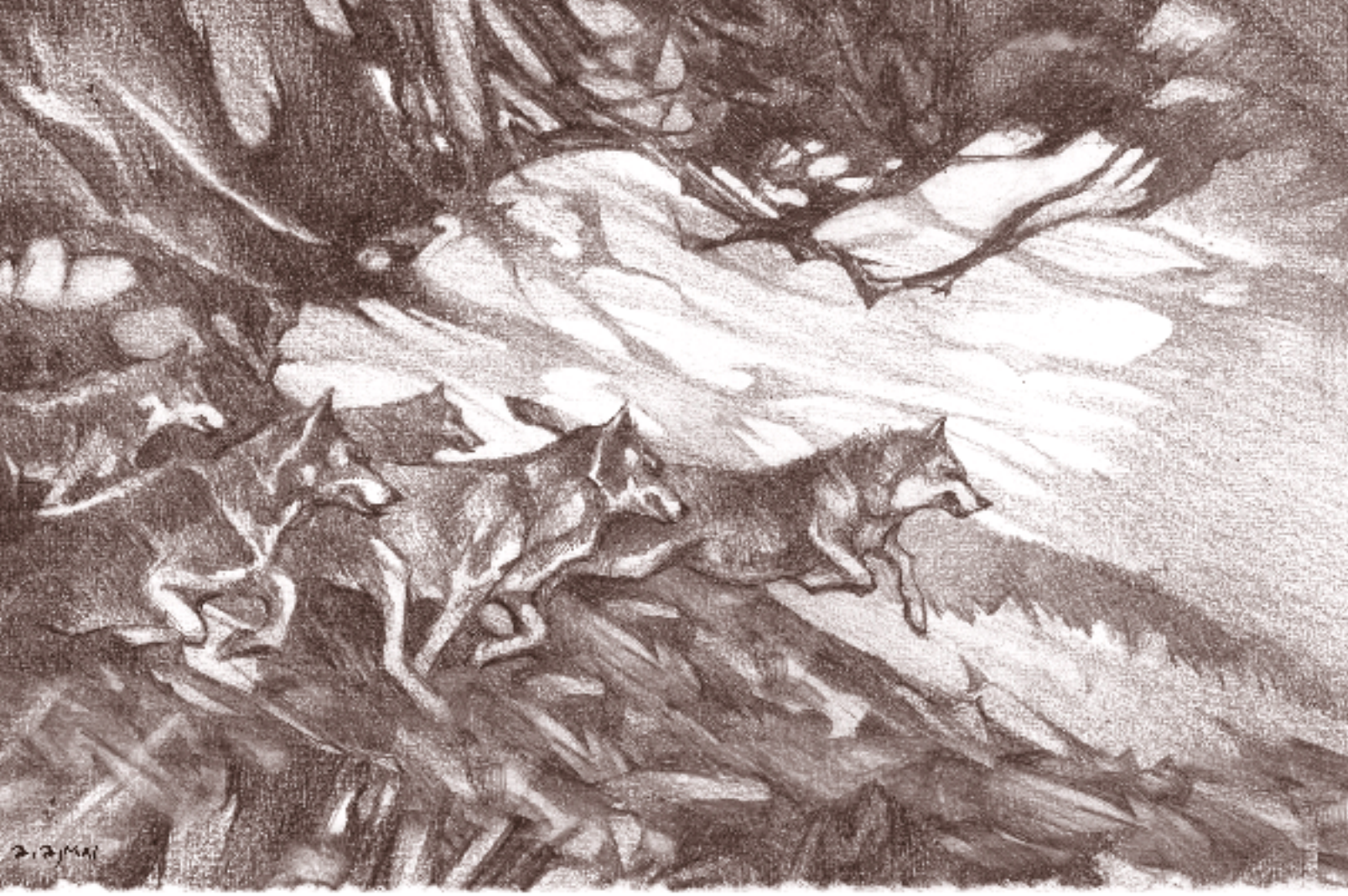
The further you move from the cities, the more the spirit landscape comes to look like the physical landscape it represents. Humanity's ability to dream, fantasize, imagine and otherwise distort its perceptions of the world has an equally distorting effect on the spirit world. In the country, where the actions of animals have far more sway over the Shadow, the spirit landscape is more subtly affected. Animals view things with a primitive clarity, making the spirit wilds in such areas cleaner and simpler, but no less brutally dangerous. The chains of predation rely on strength, unchanged by manipulations and deceit. Spirits perish because a stronger spirit entered the area and chose to initiate conflict. As in the city, the strong thrive, the weak pass away.

The distortion of the physical remains, but the twists in the reflection are subtler in the wild places. Mountains rise higher to the sky and cast longer shadows. A river might churn with almost treacherous speed or sprawl, lazy and stagnant, in its polluted bed. Individual plants and trees appear only in places where their spirits have been awakened (see p. 271). Those plants whose spirits lie dormant might not appear at all, or they might appear as faint shadows of themselves or even as nuts or seeds hidden in the ground. It's possible to stand in the heart of a spiirt forest, with shadows of branches and leaves choking out the sun without a single solid tree spirit within sight. But if an awakened spirit of oak or willow is nearby, it watches. It can even speak in the First Tongue if it chooses, the better to play the careful dance of spirit politics or catch an unwary spirit or traveler in its branches and roots.

The Shadow also holds the memories of things that have passed. A mountain might still appear whole in the *Hisil* where it has been worn away or quarried into nothing in the physical world. An island long since sunk into the depths of the sea might be above water level in the spirit wilds. An impression of a forest, complete with the spirits of long-dead trees, lingers in the Shadow where people and cars live in the physical world. The reasons for these anachronisms are many and varied. Some were once so beloved in the past that they gained enough spiritual coherence to survive their physical destruction. Others linger in myths, legends or stories, granting them an extended life in the Shadow. Some merely have spirits that have been successful enough to resist the changes on the Shadow Realm wrought by the changes in the material world. For some of these places, none of these explanations hold true. Perhaps they're the legacy of a past age of the Earth, whose importance is unknowable to the inhabitants of today's Earth yet was so strong that it's survived the changing ages of the world. Perhaps these places represent strongholds of the Incarnae and greater spirits in the spirit wilds. Regardless, the existence of such a place within a pack's territory, or even nearby, is a sure sign of strange spirits and an unpredictable life in the Shadow Realm.

Travel

Travel within the spirit world is much like travel within the physical world, with a day's travel taking you generally as far as a day's physical travel. Walking a mile in the spirit wilds will take you to the same place, more or less, in the physical world — though there might not be a



convenient locus through which to return to the material realm. The trouble is that the spirit wilds can be far more dangerous than their physical counterpart, and the Uratha have few allies there.

Shoals

Negativity isn't just a subjective human concept. Some actions and their spiritual repercussions are so damaging to the fabric of the world that they actually start to unravel it. These pools of negativity, of destructive spirits and nihilistic taint are known as shoals. An unwary werewolf might wander into one of these areas without knowing it, but the shoal quickly makes itself felt. The landscape becomes gray and sketchy, as if it were half-drawn. The spirits within it are listless and unresponsive, seemingly preferring their own company. That same mood of bleakness begins to overcome the travelers, who drift away from each other. Soon, they lose interest in their destination and become unwilling to move. Depression and introspection creep over them. The longer the travelers remain within the shoal, the harder it is for them to leave.

System: For his character to leave a shoal, the player must roll the character's Resolve + Composure. A success allows the character to leave. A failure prevents departure, and the next roll is made with a –1 dice modifier, which builds cumulatively. Once the player runs out of dice, the character can only be extracted from the shoal by being physically dragged from it. Even crossing the Gauntlet won't help. The spiritual tendrils of the shoal are too deep into the character's psyche.

Glades

There are also rare positive areas within the spirit wilds as well, formed at places where resonance of growth, healing, peace and friendship gathers. Great Helios and Mother Luna seem to shine brighter in such places. The worries of the world sink into a smaller proportion and friendships come to seem more important to travelers within a glade than whatever troubles and disagreements might plague them. Most people within a glade find it almost impossible to fight except in self-defense. If they do come under attack, the terrain and combat always seems to favor the defender over the aggressor.

These havens within the Shadow are incredibly rare these days, though there are legends of them being more numerous when Father Wolf lived. Some packs of werewolves see creating a glade within the boundaries of their territory as one of their ultimate goals. And why not? They make perfect places of rest, healing and planning, as well as points to camp while on a journey. Creating a glade is easier said than done, of course. A glade is grueling to create and even more difficult to defend.

System: To initiate a fight within a glade, the player rolls the character's Resolve. If the roll succeeds, he may

fight, but with a –2 penalty on all rolls made to attack or harm another. This penalty also affects any shapeshifting rolls made to enter the warlike Gauru form. Conversely, those defending themselves gain a +2 bonus on all rolls made to prevent harm to themselves or others.

Wounds

Dangerous as a shoal is, the Shadow contains much worse. Where the spirit world has been even more grievously damaged by atrocity, it bleeds out resonance of particularly negative aspect and gives birth to spirits of the worst sort. These places are called Wounds, where the spirit wilds are not simply injured, but infected. Wounds are reflections of every act of violence, natural or otherwise, that has torn through the world. They are the memories of wars, plagues, atrocities, natural disasters, mass extinctions or acts of genocide. A Wound might form anywhere that cruelty, suffering or hatred are at their worst — a vivisection lab, a concentration camp, a prison overseen by a particularly cruel and hateful staff, a brutal mental hospital. The cruel spirits of negative concepts such as pain, hatred, suffering and despair are the maggots that write within these infected gashes in the Shadow. But as malevolent as these spirits that thrive on suffering may seem, the grim truth is that they are not the cause of the misery that feeds them — merely the symptom.

The only positive thing to be said for a Wound is that it's easy to recognize for what it is. Not only is the tainted resonance of a Wound like a subtle but prolonged assault on one's emotions, but the spirit landscape clearly reflects the area's suffering. Walls may bleed or shudder in emulation of diseased flesh, or the air may reek of carrion. Unwholesome symbols can appear like graffiti, dimly burning with a strange greenish flame or sometimes appearing as infected, bloody gashes carved into the very rocks or concrete of the area. Most werewolves who recognize the signs of a Wound will give it a wide berth — if they can. However, sometimes a pack must penetrate into the heart of a Wound to destroy a powerful spirit that lives there. Worse off are the packs who step sideways at a locus and find themselves at the heart of a Wound, with no safe way out.

System: The tainted resonance of a Wound presses on the soul like a cancer, and prolonged exposure can even drive one mad. All Harmony rolls and all rolls made to resist the Death Rage are at –2 while within a Wound; this includes rolls made to perform rites or to resist degeneration. In addition, any injuries suffered within a Wound are increased by one Health point (or Corpus point, in the case of spirits).

Lords of the Wounds

It's the nature of the spirit world that great spirits can rise to the top of the food chain. Just as Father Wolf was said to be the greatest and most powerful of wolf-spirits, and perhaps even of predator-spirits as a whole, there are mighty Incarnae that reflect other aspects of the world. All of these strange spiritual demigods are worthy of fear and respect, but perhaps none are more feared than the Incarnae of the Wounds.

The Forsaken know them as the Maeljin, and even the name causes them no small amount of concern — for the word "Maeljin" is not derived from the First Tongue. No Cahalith has been able to pinpoint just what language the phrase comes from, or what it properly means. No truly reliable accounts exist of a pack coming face to face with one of these terrors and surviving to tell the tale. Still, some werewolves have gone deep enough into the Shadow to bring back some lore, enough at least to tell that the Maeljin are dangerous, dangerous entities.

The lords of the Wounds reflect the world's seeming desire to turn on itself, the mad impulses that turn brother against brother or mother against child. It is in their best interests to prolong the world's agony, that they can remain fat and strong until time itself ends. It is very fortunate that there are no signs that the Maeljin work well with one another, and rumor has it that they often feud over tainted Essence rather than pooling their resources. Their cause is common, but they are as fractious as any other spirits.

The names and number of the Maeljin are uncertain; sometimes there seem to be many names that refer to one entity, or a given Incarna is attributed with different areas of influence. The most recent accountings that the Ithaeur share with one another charge these monstrous beings with embodying specific sins recognized by most human cultures, of which the traditional Christian seven deadly sins are but a portion. Most assume that this most current list is by its nature incomplete, merely detailing the names most commonly spoken.

Carnala, Lady of Lust
Mammon, Feeder of Greed
Maastraac, Master of Envy
Baalphegor, King of Gluttony
Lamashtu, Calipha of Pride
Beliar, Slave to Sloth
Asmodai, Queen of Wrath
Pseulak, Minister of Deception
Thurifuge, Architect of Violence

Barrens

Some areas of the spirit world have been blasted and drained, leached of all the Essence that would ordinarily sustain a spirit ecology. These are the Barrens, areas of spiritual drought. Sometimes Barrens arise when the Gauntlet grows too thick, and the symbiotic relationship

between flesh and spirit is disrupted. In other instances, a Barren may come into being as a result of thorough devastation in the Shadow itself. More than a few Barrens were spawned during the recent rampages of the idigam, when those antediluvian spirits devoured every scrap of Essence from the places they visited.

A Barren is not, technically speaking, entirely devoid of spiritual energy; some ambient Essence might still trickle in around the borders or pass like faint currents through the atmosphere. Eventually, a Barren might be able to absorb enough of this ambient energy that it can become a living portion of the Shadow's ecosystem once more. Some werewolves have even, if the rumors are true, managed to bring new life to Barrens by weakening the Gauntlet and pouring great quantities of Essence back into the land itself via obscure rites. The very thought of a pack being willing to sacrifice so much prized Essence in order to heal a section of the Shadow inspires contempt in some, but awe in others.

When on the physical side of a Barren, there are few visual cues that something is amiss, but the area has a subtly sterile feel to it. There's less animal and plant life overall, and any people who live there seem to have been broken down by life into a joyless existence. The spirit side of a Barren is more clearly distinct — no spirits at all populate the area, and the landscape itself is simultaneously very distinct in form but bleached in color. The feeling of sterility is much greater, making werewolves very uncomfortable while in one of these spiritual dead zones.

A Barren has a debilitating effect on any spiritual powers used in its vicinity. Gifts, rites and other supernatural powers that draw directly on the energy of the Shadow are much harder to activate in the area of a Barren, suffering a –3 penalty. The Numina of spirits, Ridden or Hosts are likewise adversely affected. The powers of other supernatural entities are affected in full if they directly influence or draw on the spirit world — for instance, a mage's spell cast to summon a spirit minion. The influence of the Barren can even affect other expressions of "supernature" to a limited degree. Supernatural powers that stem from other sources or do not affect things of spirit are at a –1 penalty while within a Barren's area — such as a vampire's ability to mentally compel a person to obey.

Places That Aren't

While the Shadow reflects the physical world with more or less geographic accuracy, there are flaws in the mirror's glass. Here and there, the Shadow contains spaces within itself that do not map to physical locations. Consider the skyscraper that has no "thirteenth floor" out of architectural superstition, with the elevator passing from 12 to 14 — but the floor that does not exist is there in the skyscraper's shadow reflection. In the spirit world, an alley has a door with no physical counterpart, leading into a room that never was. A madman's refrigerator contains more space than it should, a space hung with the spirit-spawn of his psychosis.

These spaces that are, yet aren't, are oddities that dot the Shadow in seemingly random fashion. No one seems related to another; each one seems to form for its own obscure reasons. The main thing they all seem to share in common is that they are prized lairs for spirits. The thirteenth floor will see no human traffic for rival spirits to pursue. The room off the alley can only be entered through the phantom door. The refrigerator might even contain its own locus, bleeding its Essence into the pocket space rather than into the Shadow Realm in general. As a result, the spirit denizens of such hidden places are often stronger than their neighbors, allowing them to assert more of their authority and achieve a higher place on the food chain.

Werewolves tell one another legends of great places-that-aren't, places so large that they are almost realms of their own. Some stories tell of a Brigadoon-like idyllic land that comes and goes, the perfect Lair where once Father Wolf slept. Others speculate on the existence of domains of pure elemental power, the uncharted wellsprings of the elemental spirits. But the darkest tale — and the most widely spread — tells of the First Wound, a terrible hole in the Shadow Realm torn open when Father Wolf died so long ago. It is said that this unknown hell is the birthplace of the Maeljin, and even that it is where Father Wolf's bones lie. An ugly rumor holds that the blasphemous cult of the Bale Hounds was born from a pack who found the First Wound, where they saw things that turned them from the Moon forever. The eldest Ithaeur hope fervently that this rumor is not true.

The Spirit and the Flesh

The Shadow Realm and the physical world are inextricably linked. Even if they cannot touch one another, the Gauntlet cannot keep them forever apart. Just as the physical bleeds a portion of its form into the spirit world, the spirit world bleeds a portion of its energy — and influence — into the physical realm. The contact points where the Shadow begins to affect the world with particular strength are called loci.

Loci

Many things in the material world have their own spiritual reflection. Some objects have an even stronger link with the Shadow than that, however, becoming foci of spiritual energy of a particular type. A statue that's a center for mourning, an asylum cell that emanates madness and a stone spar in the ocean where an unusual number of swimmers have drowned could all be spiritual loci. These are focus points for particular kinds of Essence in the physical world. The statue is a focus for the

emotion of grief and loss, while the cell is a focus of madness, and both generate significant amounts of Essence with the appropriate resonance. The spar has become a focus for death energy.

Of course, as a focus of a particular kind of energy, a locus also attracts spirits who feed on Essence with that particular resonance. The statue could become a home to pain- and grief-spirits, while the cell attracts a retinue of dementia-spirits and psychosis-spirits, all growing strong on the freely generated Essence, and the spirits that haunt the spar may attempt to feed the locus by arranging more… "accidents."

Characteristics of Loci

Loci themselves are individual objects. A lamppost, a brick or a tree could become a locus, but not a street, a house or a forest.

As loci grow in power, they grow in influence over the surrounding area. See the sidebar for an idea of circles of influence.

Loci affect the physical world slightly and the spirit world greatly. For example, a spiritual locus of murder centered on a paving slab would cause people walking past it in the physical world to feel uneasy. In the Shadow, however, the walls drip blood, while a growing pile of skulls marks the number of victims who perished in that spot.

Spirit Locus Influence

As a locus becomes more powerful, it produces a greater amount of Essence and has more of an effect on the surrounding area. The following table gives guidelines for the likely area of influence of a locus:

Locus Rating	Zone of Influence
•	Influences only the immediate vicinity, no more than two yards from the locus
••	Influences the world and people around, for up to 15 yards from the locus
•••	Influences a sizable area around the locus: a single floor of a building, a forest clearing or a group of people
••••	Influence whole buildings, sections of forest or large groups of people
•••••	Influences whole city blocks, lakes or communities of people

A locus rated at four or five dots is very rare. Most four- or five-dot loci exist in secluded areas

away from the comings and goings of humanity. It's in remote places that they can flourish without being targeted by Azlu, Beshilu, mages or even humans who don't understand or like the influences they can barely sense.

Werewolves can automatically sense when they're in a locus' area of effect. They can tell by the prickling of their hackles that the spirit world is nearer where they stand. If a werewolf wishes to determine the precise location of a locus, his player makes a Wits + Investigation + Primal Urge roll as a standard action to determine the general direction of the locus itself. Success gives him the general direction to the locus. An exceptional success, if he's within line of sight, will allow him to recognize the locus's material form. Irraka receive two bonus dice to this roll (see p. 83).

Benefits of a Spirit Locus

A number of characteristics make loci particularly attractive to spirits, which often end up reinforcing the loci and making them stronger:

• Spirits can conceal themselves within a locus and the surrounding area of influence. Generally, spirits are as visible in the Shadow as people are in the street. The resonance that the locus creates between the spiritual reflection of a place and a spirit of a similar type allows the spirit to merge with the area around the locus, becoming part of the place. This makes them much, much harder to fight or destroy. A spirit who goes dormant within a locus cannot take any action without revealing itself, but it cannot be perceived by anything short of a supernatural ability even to observers standing in the spirit world.

• Werewolves and other beings capable of entering the spirit world can usually cross the Gauntlet only within a locus' area of influence.

• Spirits seeking to flee across the Gauntlet can do so much more easily at an appropriate locus. The spiritual resonance spilling out of the locus attunes the Gauntlet to that spiritual energy, making it more permeable to spirits whose nature matches the resonance. A spirit can also make use of a locus if it's altered its resonance through consuming appropriate Essence. All attempts by spirits to cross at an appropriate locus gain +2 to the appropriate roll.

• Spirits may use their Numina across the Gauntlet at a locus of the appropriate resonance, without needing the Reaching Numen.

• Spirits re-form or regenerate more quickly at a locus. Standard healing or regeneration rates double for spirits in a locus as long as their resonances are generally compatible. For instance, a spirit of sleep would be unable to benefit from a locus with a powerful electrical resonance.

• A locus generates a number of points of Essence equal to its level x 3 per day, all with resonance that matches that of the locus. This Essence is available only from the spirit world side of the locus. The *Hisil* around a powerful locus is often mobbed by local spirits vying for a drink, which can make things very dangerous if the spirits are particularly aggressive and unwilling to share. In addition, other supernatural beings, even those as seemingly spirit-blind as vampires, have been known to attempt to control a potent locus for obscure reasons. It's unclear whether they stand to benefit from the Essence, from the overall effect of resonance, or from some even more subtle effect, but now and again they come into contention over loci all the same.

Forging a Locus

Creating a spirit locus takes 150 points of appropriately resonant Essence per dot of the locus required. The Essence must be allowed to pool in the area of the locus for at least a week without being consumed by spirits, werewolves or any other creature. During that period, the Essence gradually settles into a single object within the immediate area, which becomes a locus when a critical mass of Essence builds within it. After one week, all the listed benefits come into effect, and the locus starts to generate its own Essence. Loci can be strengthened by repeating this process, or by preventing any spirit from consuming the natural Essence produced by the locus. Once 150 points have accumulated and settled, the locus increases by one dot.

Loci arise naturally when events happen in the physical world that create vast quantities of Essence over time, without attracting too many spirits to the site. Secret events, such as clandestine murders, hidden celebrations and lone suffering, are more likely to create loci than are stimuli like wars, pop concerts and overcrowded hospitals, which are well-known sources of Essence, fully plundered by spirits.

Destroying a Locus

The simplest path to destroying a locus is simply to find and destroy the physical object — grind the statue to dust, demolish the asylum, smash the rock spar. However, despite being a stationary object, a locus is not without its defenses. Their whole environment is fighting to keep things as they are. That statue, for example, has had the chance to fundamentally warp the Shadow around it. The city square takes on a mourning resonance, depressing the spirits of people who walk past and allowing a grief-spirit to hide within the landscape. Soon after the statue is destroyed, people passing through the square start to feel sad about its destruction, and then utterly miserable. If the statue is rebuilt, it can again become a locus of its original resonance, if somewhat tainted by a memory of loss. But if it's mourned but never replaced, the space could become a locus of entirely different form.

The only way to truly destroy such a locus is to remove the object, and to overcome the spiritual resonance that taints the place as well. The pack seeking to destroy the locus would not only have to destroy the statue, but replace it with something that would negate the mourning it evoked in others. A statue to a beloved local musician, complete with a concert in the square by the musician to celebrate might just suffice, along with plenty of culling of unwanted spirit tourists. Truly destroying an inanimate locus is not just an act of violence, it's an extended act of social and physical engineering as well.

In effect, the process is the reverse of the process used to create a locus. An equal amount of resonant Essence that contrasts the natural resonance of the locus effectively destroys it. For example, if it took 150 points of misery-tainted Essence to turn a desk into a one-dot spirit locus, 150 points of joy-tainted Essence will neutralize it.

Changes in the Flesh?

It seems a safe assumption that pouring vast quantities of resonant Essence into an object or into a person would change them, twist them in some obvious way. That assumption is wrong — at least physically. Becoming a locus doesn't change the appearance or nature of the locus' host in any way. It's as if the locus exists mainly in the Shadow, with a small spiritual hook reaching out and anchoring itself in the host body across the Gauntlet. As a result, loci themselves cannot be detected with physical senses alone. An observant werewolf can spot their influence — the slow resonant distortion of the Shadow and the inevitable groups of spirits harvesting its Essence — but finding the locus itself often requires a measure of investigative work.

Shoals and Glades

Shoals and glades are actually naturally forming examples of spirit loci. Rather than being anchored to specific objects, they're anchored to the whole location, with positive or negative effects for both sides of the Gauntlet. It's possible to engineer such places, but the effort required would be the stuff that great legends are made of, to compete with the very greatest songs sung by the Cahalith. By compare, a Wound almost always has at least one locus within its area of effect — they are a phenomenon of much greater strength than shoals or glades, and are not in themselves loci.

Founts of Essence

Loci can be as much trouble and danger as they are beneficial — but to werewolves, they are very beneficial indeed. Essence can be hard to come by, at least for those werewolves who don't want to risk their sanity by devouring human flesh. It's difficult to reap the Essence generated by a potent locus, given the number of spirits in competition to drink from the same resource. A five-dot locus might continually be surrounded by a swarm of spirits, none of which are willing to share with a werewolf. As a result, only a foolhardy pack moves about freely, expecting to be able to replenish their spiritual energy at any locus they happen upon.

Most packs take control of a locus, which may be at the heart of what they claim as their particular territory. While the spirits may hunger for the Essence a pack's locus generates, an entire werewolf pack is more than threatening enough to convince most spirits to go elsewhere. A flock of spirits may try to drive away (or even kill) interloping werewolves who make a bid for a contested locus, but once a pack manages to establish that a given locus belongs to *them,* it's a brave spirit that tries to contest that claim.

As noted before, a locus generates three points of Essence per rank each day. If this Essence isn't consumed immediately, it can pool in the area. A locus can usually hold up to 10 points of Essence per rank at a given time; thus, a four-dot locus would generate 12 points of Essence each day, and could have up to 40 points of Essence stored at any given time. Essence in excess of this maximum is counted toward the amount necessary to raise the locus in level (see above). Most loci are far from full, however; the average locus will generally have less than a quarter of its maximum Essence stored at any time, thanks to the hungry spirits that visit it.

To draw Essence from a locus, a werewolf must be in contact with the locus' physical form, either in the physical world or in the Shadow. The player then rolls Harmony; the werewolf may take up to one Essence point per success from the locus' reserve. It takes one minute for each point of Essence to transfer.

Spirits may draw Essence in a slightly different fashion, as detailed on p. 275.

Running Dry

Loci aren't utterly limitless. It's possible to drain one of Essence so thoroughly that the wellspring dries up, and the locus vanishes. This can happen naturally, as spirits devour as much Essence as they can without thinking of the future. Some spirits, generally those of higher Rank, will cultivate a locus more carefully to avoid draining it to the last, but others simply don't think in those terms.

If all the Essence is drained from a locus' reserve pool, the drinker can attempt to glean even more by attempting to drain the locus at its source. This is entailed by making a Harmony (or Power) roll as usual, although the die roll is penalized by one die for each dot of the locus' rating. Each success draws out one more point of Essence; for every five points of Essence withdrawn in this fashion, the locus drops in rating by one. Some werewolf packs who are forced to flee their territories will often drain a locus dry in this fashion out of spite, ensuring that their pursuers will be denied the resource. A pack might also use this method to drain a problematic locus by way of destroying

it, but this is a risky tactic — any local spirits will definitely resist, and it takes considerably more time than can be practical.

Reshaping the Spirit World

Packs don't take territories just to keep things the way they are, like museum curators. Even with the most obvious spirit threats destroyed or chased away, the spirit world is still hostile ground for werewolves. But a pack can also reshape the spiritual landscape to give it an advantage and promote its own vision of how the territory should be. The safest places in the Shadow are those that have been carefully tended by a pack. Rather, they're the safest places for their packs, like manor estates where the well-trained guard dogs won't mangle and kill the master of the estate.

Newly changed werewolves learn the basic secrets of reshaping the Shadow from their mentors, but it's only once the pack forms that the werewolves get to put this knowledge into effect. Reshaping the spirit world is a cooperative effort. No lone werewolf could possibly keep track of all the elements required to effect a truly significant change.

Spirit Bargains

The first, and possibly most important, step in the process is to strike bargains with the local spirits. The process is doomed to failure if they can't be made to cooperate, and virtually no spirit is willing to cooperate with a werewolf without serious encouragement of some form.

- The werewolves might need to drive some spirits from their nests to banish any unwanted influence. All too often, this means actively fighting or binding spiteful spirits that would rather sabotage or injure the hated Uratha. A pack with silver tongues and the ability to understand the strange entities, however, might be able to convince some unwanted spirits to move. This will almost certainly require that they offer some reward *and* prepare a suitable new home for the spirits elsewhere in the pack's territory.
- Those spirits that are allowed to stay might need to stand guard over the area to make sure that other spirits don't consume the Essence that's vital to reshaping a section of the Shadow Realm.
- The spirits might need bribing just to keep them from consuming the Essence themselves.

Once of the most persuasive offers a pack can make is to let favored spirits share in the benefits of the work. This is rarely enough in its own right, but when coupled with other bargains, it can swing the balance in the pack's favor. Of course, some packs decide that the price is worth more than the benefit, depending on what the pitiless spirits ask for.

For more details on negotiating and bargaining with spirits, see p. 273.

Material Changes

The pack also needs to make changes to the material aspect of the place. The material world is the source of the Essence that powers the change in the spirit world. All the werewolves have to do is persuade the material world to generate that Essence. If it can be managed, the most reliable method is to manipulate the people within the area to display emotions with the relevant resonance — bravery from a resonance of endurance, for example, or contentment for a resonance of peace.

The werewolves can reinforce this part of the process by physically reshaping the place to reflect the resonance they want. A resonance of endurance might require that the Uratha clear away all sickly and dying plants and animals from the area and make sure all machinery or structures are in good order. A few stout, defensive walls wouldn't go amiss, either. A resonance of peace might require that the werewolves create a setting that induces feelings of relaxation in people who visit, while ruthlessly patrolling its boundaries so that nothing that might disrupt that serene atmosphere can interfere.

Two-Way Streets

The material world shapes the spirit world, and the reverse is also true. It's even more difficult, however, to make a permanent change from the Shadow than it is the other way around. For example, if the local werewolves decide to cleanse an alley where several rapes have taken place, they could slaughter all the hostile spirits in the area, in hopes of making the alley in the material world feel like a better place to be. Memories of the attacks remain strong in women who walk down that alley in the following weeks, however, and their fears draw back more hostile spirits. The alley quickly returns to its original state. The best way for a pack to effect a permanent change in the area would be to both cleanse the alley's spiritual reflection and find the rapist and make sure no more attacks happen. They could simply tear him apart, which would stop the attacks, and allow the alley to slowly recover as memories fade, but to effect a quicker change, they must somehow make the alley a visibly safer place to be. The dismembered corpse of someone who only might have been the attacker will do little to reassure people that a place is safer. Reshaping the spirit world is a difficult proposition, even for a pack of werewolves.

Resonance

The first two requirements for reshaping the spirit world are essentially roleplaying and plot issues. This is where the hard-and-fast rules kick in. To properly reshape an area of the Shadow Realm, the pack needs to infuse it with Essence of the appropriate resonance. The two

previous steps are both designed to create the right kind of Essence. The pack's most learned occultist should be constantly patrolling the chosen area's spiritscape, looking for the changes in the environment that hint at the presence of significant quantities of the right resonant Essence. The arrival of spirits with a similar resonance or the appearance of landscape features within the Shadow that support the idea are strong signs that the process is proceeding well. Increasing numbers of rocks, stone and trees of unusual girth and solidity are favorable signs when the pack is endeavoring to give the area a resonance of endurance. Once she's satisfied that the changes made have been effective, the pack and its allied spirits perform the Rite of Chosen Ground, which seeks to take the right resonant Essence and work it into the very fabric of the Shadow Realm. This demanding rite can take up to a week to play out in its entirety, as the participants play out their chosen roles across the whole of the area.

The Results

For its endeavors, the pack gets an element of its territory that has adapted itself to the werewolves' aims. Success in the rite roll gives an extra die that spirits or werewolves can add to their dice pools for appropriate activities once per day. For example, if the pack has worked hard to create an area with a resonance of endurance, its members and allied spirits will be able to add a +1 bonus to rolls involving Stamina. If it had been working to create an area with the resonance of calm, its members would be able to use the extra die in any rolls to pacify or negotiate with adversaries.

From a broader perspective, a carefully pruned territory is one that, if still not quite "safe" for its owners, is unquestionably theirs. Although the residents spirits still bear no love for the pack, they defer to the pack as long as the pack remains strong. Those who attack the pack on their home ground find themselves at a great disadvantage, as the pack now knows the spirit reflection of their territory inside and out, and can move almost unopposed from locus to locus there. It takes a great deal of effort, insight and strength to shape a territory so effectively, and the packs who manage to do so are justly feared on their own hunting ground.

Spirits

Just as the Shadow Realm reflects the physical lands in form and substance, so too do the spirits. Each object, plant or place births its own spirit over time. As that thing comes into being, so too is there the germ of a spirit within it — a mote no larger (or more self-aware) than a gnat. As the object sees use, the plant or animal grows or the place endures, so too does its spirit grow in power until it's fully formed, albeit as the least powerful of self-aware spirits: a lesser Gaffling. Such spirits remain dormant and effectively hidden from other spirits until they awake, or are forced into wakefulness.

These spirits are a strange dichotomy of individuality and sameness, shackled by drives more powerful than any animal's instinct yet with the possibility to become inhuman gods. All tree spirits share a certain slowness of thought and action, but a pine-spirit is different from an oak-spirit, and each oak-spirit has its own character, depending on its level of power. While people's personalities only sometimes reflect their jobs or heritage, such is always the case with a spirit. The spirit is the true nature of the object, given form in the Shadow. The appearance, form and function of a spirit's host object all affect its personality. All gun spirits are innately vicious and prone to violence, yet emotionally cold — the spirit of a thing that has no purpose but killing. Yet the spirit of a gun used in a murder feels a greater bloodlust than the spirit of a rifle that has rarely left its display case above a fireplace. Just as a person's personality develops throughout her life, so does a spirit's personality develop as its birth object is used, or as it feeds and becomes stronger in other ways. Gradually, a spirit can take on additional aspects. The spirit of a murderer's knife might become as much a spirit of fear and death as of sharp metal.

These aren't the wise and knowing spirit guides of some beliefs, but strange entities as predatory and vicious as any beast in the physical world. They fight with, and prey upon, each other, just as creatures do in the wild. There are two significant twists to the food chains of the Shadow Realm, however:

- While one type of animal preys on another in the physical world, if a spirit wants to grow in power and status, the quickest route is to prey on weaker spirits of its own type.
- The spirits of inanimate objects and places are just as liable to prey on each other as those of natural creatures.

Spirit Predation

Spirits don't need to eat or drink as we do. They have only a single source of sustenance: Essence. This spiritual energy fuels their being, and it can either regenerate over time or be boosted by consuming smaller creatures. Each act of consumption has a consequence, though. It can change the nature of the spirit that does the consuming, creating something that's a mixture of both beings. For the most part, then, spirits prefer to feed upon prey that reinforces their own nature. For a dove-spirit to grow stronger while retaining its nature, it needs to feed upon other dove-spirits in a freakish parody of natural law. Some spirits can feed upon "prey spirits" of other, appropriate kinds, however, and increase their own nature. A fox-spirit that devours a hare-spirit will retain its vulpine self, as feeding upon hares is part of what it is to be a fox. Yet the spirit food chains aren't limited to mimicking what science calls "ecology." The spirit of a truck might "feed" by devouring not just other truck-spirits, but by feeding on the emotion released by a dying human — one struck by

its physical form. In the symbolic logic of the spirit world, the truck is the predator and pedestrians are its prey.

The most urgent cause of predation is the knowledge that the end of a spirit's existence draws near. If a deer-spirit knows that it's weakening with age or illness, it might seek to consume another spirit in order to outlive the body that gave it existence. Spirits of the lesser-Jaggling Rank or lower are unable to regenerate Essence once their defining physical presence has gone. Some have been known to willingly give themselves up for consumption by stronger spirits to avoid their eventual dissolution.

The consequence of this process is that the more powerful a spirit is, the more of an idealized version of itself it becomes. The more tree spirits that a tree spirit absorbs, the more it becomes an abstract, idealized image of that particular type of tree. The individual quirks of the individual plants are slowly buried under an accumulation of the common characteristics of the species. So, a polar-bear-spirit that has consumed only other polar-bear-spirits will steadily become an idealized version of a polar bear as it moves up the spirit ranks. If it also consumes the spirits of bears of other types, however, it instead becomes an idealized version of a bear. If it tears apart its prey with particular gusto, it might also develop aspects of a spirit of bloodlust or fury.

Location Spirits

A notable exception to the rule of spirits only consuming their own does exist. This occurs when a location spirit merges with other spirits within the physical place the location spirit represents to create a more powerful location spirit. For example, a glade-spirit and an oak-spirit can merge to create a forest-spirit. A forest-spirit can then grow by consuming both tree spirits and location spirits. The forest-spirit is still classified as a location spirit, but it's free to consume other spirits within its location. Urban werewolves have noted that combinations of electrical, computer and data spirits seem to be able to merge in a similar way to create what they term virtual location spirits. Such spirits are new, though, having only been encountered with any regularity in the last decade.

Respect

Strangely, within the Shadow Realm, the multi-species spirits are accorded more respect. Single-species spirits rarely reach beyond the Rank of lesser Jaggling. Only spirits that transcend the limitations of a single species reach the heights of greater Jaggling or Incarna. Father Wolf, for instance, was clearly an embodiment of the hunt and of death, as well as part wolf-spirit. Some truly powerful place spirits, those of cities, great forests, oceans or mountain ranges, can reach greater Jaggling level, too.

Of course, some hybrid spirits are feared rather than respected. They have become *the other,* even by the standards of the spirit world, bizarre chimeras that owe their existence to no single choir of spirits. The spirits of predatory animals are best able to feed on the spirits of their prey and retain their true form, but even they can degenerate into strange hybrids if they lose track of their core. Spirits of different parts that have no real correlation are shunned and feared by other spirits as unpredictable and dangerous monstrosities. A spider-spirit can take on elements of cunning, patience and poison while still remaining true to the concept of "spider," but a spider-spirit that becomes a spirit of glass and fire as well no longer has any kin in its choir. These illogical, patchwork spirits have come to be known as magath — those that are not, yet are.

Spirit Appearance

The spirits of animals and plants look very much like the objects that spawned them. What, though, does a spirit of fear or of a place or a concept or a nation look like? Here, humanity lends it a measure of form. The imaginations of untold billions of people shape the form of such abstract spirits into the images of popular culture. A spirit of pain or fear today is as likely to look like a mass of hypodermic needles, broken glass and rusted saw blades as it is to resemble the more primeval fears of teeth or claws. A spirit of a city square might look like the most prominent statue in the place, a version of the city's emblem or even a typical resident of that square. The embodiment of a locale in Wall Street might appear as a faceless broker, striding around and interacting with nothing but money spirits.

The more powerful a spirit is, the more forms it might possess, shifting from one to the next as it adapts to the expectations of those it meets. Take, for example, the old spirits of European cities. The spirit of London, a greater Jaggling like most city spirits, might exude a certain Victorian air: anthropomorphic, smartly dressed and of abstract and angular features, in suit and hat, carrying an umbrella and often heralded by the arrival of fog. However much the good people of London protest that such an image has nothing to do with the real city, it's too firmly entrenched in the minds of the rest of the world to be an inappropriate façade for the city spirit. This is the form that the spirit of London might take when called, but it might also have a form made of ancient cobbles and modern metal, of glass and rope, a hulking gestalt of elements from St. Paul's, Tyburn and the Underground all at once. Even spirits that draw a guise from the most human of concepts are not human, nor do they look on human emotion with anything resembling empathy.

The rise of mass, worldwide media has had a profound effect on the Shadow Realm over the last few decades. Suddenly, the form of the less powerful abstract spirits can change in a matter of months rather than the decades it used to take. A hit movie seen by millions of people worldwide can affect whole choirs of spirits within weeks of its release. The appearance of computer and information spirits changes every few months, or so it seems.

The very insular nature of werewolf life means that the Uratha have only just become aware of the profound spiritual effect the steady homogenizing of human culture is having. Those werewolves who have given up the siren call of territory for a roaming life have found the spirit wilds less diverse than they were a decade ago. The spirit wilds of America and Europe are different, but there are more points of similarity among the spirits than there were ten years past. The effect is even more noticeable between countries in Europe. Some younger werewolves take this new element of familiarity to mean that the Shadow is a closer reflection of the physical world than it actually is — only to be greatly surprised when the true inhuman nature of the spirit world uncoils before them.

Abstract Spirits

One of the reasons that spirits that feed on negative emotions or events are so despised is that they seek to promote the suffering that spawns them to prevent their own decay. A pain mote quickly dissolves if the injury that birthed it is healed. Therefore, it's in the interest of an awakened pain-spirit to keep promoting the existence of the pain for as long as it can. The longer it manages to survive, the more likely it is that other spirits of a similar nature will form, giving the original spirit the chance to consume them and grow in power.

The growth in power of such a spirit does nothing to give the physical world respite. After all, spirits who are talented at manipulating real-world events to propagate their own existence survive to consume other spirits. They continue to do so, even after it ceases to be a factor in their own survival, because they enjoy it, because they're good at it and because it creates new spirits for them to feast upon. People sometimes say that a place has an evil reputation, and that bad things seem to happen there. That place is likely home to a powerful spirit, squatting in the Shadow and manipulating events in the physical world to its own advantage.

This is true of all spirits born of concepts rather than objects. A spirit of joy will also seek to prolong its own existence by promoting joy on the earthly side of the Gauntlet. This does not necessarily mean that a spirit of joy has a deep empathy for humanity — it might, for instance, gravitate to the ecstasy felt by narcotics users during the peak of their highs. Spirits don't think like people, after all, or even like the Forsaken. This lack of understanding can also lead to changes in an unwary spirit's nature. In time, the joy-spirit that was drawn to drug addicts during their highest emotional peak is exposed to so much despair and suffering during the addicts' lows that it may even change its nature, becoming more a tainted thing of joy lost and despair gained.

Humanity

All laws have exceptions. One exceptionally successful species has no apparent spiritual aspect: Humanity has no direct reflection in the Shadow Realm. There are no human-spirits as there are wolf-spirits, mongoose-spirits, rhino-spirits or adder-spirits, at least while the human lives. Humanity is barred from the spirit world, its spirits locked within the physical body of each individual, barred from the play of the spirit hierarchies. Ape spirits abound, from chimpanzee-spirits to gorilla-spirits and orangutan-spirits, but not human-spirits. That particular branch of the mammalian tree has produced no spiritual fruit.

Young Ithaeur learn the truth of this anomaly late in their period of mentoring. No sentient species has an analogous spirit choir. Although the spirits of the deceased might linger on, as human ghosts or werewolf ancestor-spirits, the intelligent races of the world simply don't engender their own spirit reflections. Perhaps this is part of why the spirits seem to hold humans as well as Uratha in such contempt.

There are many possible explanations for this, but none are truly provable. Perhaps the sentient races are simply too powerful. If humans were to give birth to spirits of humanity itself, they would quickly conquer the Shadow Realm, and the Celestines themselves have forbidden this. Perhaps it's some sort of curse or punishment levied upon the loss of Pangaea. Although no old legends speak of human-spirits, certainly that doesn't preclude the lore from being forgotten over the aeons, like so much else. Or perhaps most frighteningly, the Uratha have no spirits because they're half spirit already, but humanity has no analogue because it's somehow… impure. What if the hateful ravings of the Predator Kings are *right?* The thought disturbs many a Forsaken werewolf.

Ultimately, though, the world has been alive longer than humans have been on it, and it will continue on after them. Others have reigned before humanity, and so too shall others reign after them. Perhaps then, and only then, might we see free human-spirits in the Shadow.

Spirits and the Physical World

The physical world is a source of great temptation to spirits. To weaker spirits, it offers a promise of safety, a place where fewer of their own kind might prey upon them. To stronger spirits, it offers the potential for self-gratification, the ability to pursue one's goals unopposed by the weak and blind humans who aren't even aware of their existence. To some, it offers the experience of the pleasures of the flesh, with access to sensations that simply aren't the same in the spirit world. To others, it offers a sense of stability, a means of escaping the degenerating state of the Shadow Realm.

Small wonder, then, that a spirit given the opportunity to escape to the physical world will probably take it. Legend says that in the long-ago days of Pangaea, the realm of flesh had so much to offer that spirits risked being

hunted down and torn apart or banished by Father Wolf in order to sample its delights. Now that Father Wolf is gone, with only the fallible Uratha to take his place, the temptation is greater than ever.

If not for the Gauntlet, the physical world might have been flooded by spirits long ago. As it is, most spirits can slip through only at a locus where the Gauntlet is weak (and even then they must be attuned to its resonance). These limitations keep the number of spirit invaders relatively low, but still they manage to emerge in sufficient numbers to be a grave worry to the Uratha. A spirit cares little for the welfare of those in the physical world, only for what it can take and feed upon there. In this way, cynical werewolves growl, they aren't so different from humans.

A spirit in the physical world that has neither manifested nor taken a host body is ephemeral: invisible and intangible to creatures of flesh alone. Certain supernatural powers might allow a character to detect or affect a spirit in Twilight, however. Few spirits remain in this state for long. Their Essence soon bleeds from them, and they will waste away and vanish unless they find a potent wellspring of Essence or a host to maintain them (see p. 277). Therefore, those werewolves who seek to fulfill their obligations to pursue balance between the worlds quickly learn to recognize the signs of a spirit that has fled into the physical world. When the resonance of an area begins to sharply focus on one particular aspect, the werewolves begin to suspect a spirit taking a hand in the physical world. When reports of a person or animal behaving especially strangely begin to circulate, the Uratha come to suspect the presence of one of the Ridden.

Spirit Choirs

Spirits are divided into choirs of spirits of broadly similar types. Spirits are aware of these affiliations from the moment they first encounter another spirit from the same choir. They have a similar resonance, that allows them to feel comfortable in one another's company. "Choir" is a word used by werewolves to describe broad categories of spirits, such as tree spirits, weather spirits or vehicle spirits, but it's almost never used by the spirits themselves, whose language predisposes them to more prosaic descriptions like "those of nightmare" or "the fiery ones."

These relationships are sometimes more complex than they appear. A rain-spirit could belong to either the Water Choir or the Weather Choir. The exact taxonomy isn't usually an issue, because most rain-spirits last no longer than the downpour that created them. For other, longer-lived spirits, however, the dual affiliation can be an issue. A spirit of a dry stone wall, for example, is clearly just a carefully ordered pile of rock, so could be part of either the Earth Choir or the Structure Choir. Sometimes two choir courts in an area will argue over a spirit, and sometimes the spirit itself will seek guidance when it's torn between two choirs and unable to make a decision. Sometimes it may ask guidance from a werewolf, asking the Uratha to demonstrate the vaunted wisdom that allegedly gives them the right to police the Shadow. Therefore, it's all too easy for a werewolf to get dragged into the petty and intricate dance of spirit politics, triggered by a single decision.

Spirit Descants

Within these choirs, there are descants of spirits, such the Car Descant within the Vehicle Choir. These are tighter classifications within the choirs, which also convey a certain degree of status within the spirit world. It's unheard of for a Gaffling to be admitted into a descant, even if it exemplifies that descant's focus. A rattlesnake Gaffling is never considered a formal member of the Rattlesnake Descant. It's only once a spirit has reached the conceptual refinement of Jaggling rank that it becomes worthy of joining a descant.

In many ways the relationship between a choir and a descant is much like the relationship between a tribe and its lodge. The similarity is probably not coincidental.

Spirit Politics

Spirits are creatures of rank and status. Each spirit is aware of its place in the world, and serves in its anointed place until such a time as it's able to better itself by consuming another spirit and growing more powerful. Even a newly awakened spirit is predisposed to obey higher-ranking spirits from its own choir. It is almost as if spirits are striving toward a perfected form of themselves. As they join with other spirits, they become more idealized versions of the concepts or acts behind their creation. The more idealized the spirit is, the more respect it garners from other spirits like itself and even significantly weaker spirits of other descants and choirs.

The various choirs within a region form mutually competitive power blocks, struggling with one another for dominance. Within these choirs, the descants struggle for their own superiority. Within a forested area, the Tree Choir is clearly in the ascendant, yet the various descants of deciduous and evergreen trees struggle to become the predominant species in the forest. The Plant Choir is split by its own struggles as its descants seek to make the most of the space the Tree Choir allows them. Meanwhile, the Structure and Vehicle Choirs make their subtle inroads, forming their own courts as human construction activity increases.

Understanding the power blocs within the spirit courts is as important to the werewolves as knowing a human who's who of their territory. What's more, spirits are capable of being just as devious and manipulative with each other, within the limits of respect for spirits of higher Rank, as humans can be. The ability to manage two levels of politics is one of the reasons that Cahalith and Elodoth are such important parts of any spirit-conscious Forsaken pack.

The Essence Game

Spirits actively recruit for their courts. It's possible to bring over a spirit from an entirely different choir or even category of spirit, by gifting it with Essence with a resonance appropriate to the recruiting choir. A court of the Artificial might temporarily recruit a fox-spirit by feeding it machine-tainted Essence.

If the fox-spirit continues to receive such Essence it will become a permanent member of that court in a number of weeks equal to its Resistance, giving its allegiance to the artificial spirits rather than the natural spirits. Once the conversion is complete, the spirit will seek out urban-resonance Essence rather than Essence with the flavor of the rural landscape. The growing number of urban foxes hints at just how good some artificial spirits are at this game, just as the rusting cars and other bits of machinery found deep in a forest hint at a successful seduction of an artificial by a natural.

Lunes, Helions and Other Celestials

Lunes, Helions and other spirits of the other planets in the solar system are the wildcards in the games of the spirits. Their concerns aren't just of this world, but of their home celestial bodies. The differences Forsaken can see between different Lunes and Helions almost certainly mark the different spiritual choirs of their respective native areas of the Shadow, but these divisions are all but incomprehensible from an earthly perspective. Perhaps the wisest of the Ithaeur know the secrets of the Lunar and Helion choirs, but they don't share such wisdom with lesser werewolves easily.

The same reasoning suggests that the other bodies in the solar system have their own choirs of spirits. Perhaps the stranger spirits found wandering the Shadow are spirits from those choirs, exploring other areas, or even exiled for some incomprehensible crime. It could just be that some of Father Wolf's secrets lie with these strange spirits, too.

Spirit Warfare

Sometimes the spirits go to war. The legends of the Uratha tell of great wars between spirits that coincided with the deaths of entire species in the physical world whose spiritual descant was wiped out in the spirit world. The Shadow Realm was a Darwinian place long before Darwin entered the world. Battles between descants and choirs can be terrible events, laying waste to whole swathes of the Shadow and causing wholesale damage in the physical world too (including earthquakes, extinction, explosions and fires). Sometimes these wars are no more than local struggles between spirit courts, as the natural choirs struggle with the artificial ones or two descants of animal spirits compete to dominate the spiritual landscape. Regardless, spirits go to war with one another with surprising ease. Many spirits don't fear death as humans and animals do. As long as their earthly counterpart endures, the spirit will eventually re-form from the shreds of its ephemera that survive its dissolution. Spiritual battles don't end with corpses littering the battlefield. Instead, the slain combatants dissolve in manners appropriate to their choir. Spirits of murder and pain dissolve into showers of blood or bone that litter the landscape, before slowly fading into ephemera. Elements explode into points of light, while spirits from the animal choirs disappear in clouds of fur or feathers. The artificial choirs scatter the landscape with cogs, gears, wheels and chips on their dissolution. Only ghosts leave bodies, and then only briefly as they sink six feet under the perceptual ground level in the Shadow.

Slowly, the ephemera that made up the spirit's corpus finds its way back to the spirit's physical counterpart, or to the domain within the Shadow it calls home if it no longer has a physical counterpart. Once the spirit re-forms and starts to associate with other members of its choir or descant, the old rivalries soon resurface, and war breaks out once more. As a result, spiritual battles rarely solve anything.

Spirits can, however, make a conscious decision to destroy an enemy spirit once and for all, not just discorporate it. This act taints the murderer with a powerful stain of negative resonance. Such a spirit might have set foot, talon or wheel on the path to becoming a bane.

Broods

A brood is a gathering of spirits from different choirs or descants based on politics. For example, Fenris Wolf, the great destroyer wolf-spirit totem of the Blood Talons, calls on certain spirits to assist him and his children. Spirits of war and metal, wolf-spirits and raven-spirits, spirits of blood and anger and strength are all part of Fenris' brood. All of these spirits share a certain common ground, although their natures vary. The wolf-spirits follow out of blood loyalty, while his raven-spirits follow from desire to feast on the corpses left in his wake. Even then, only a fraction of all wolf-spirits associate themselves with Destroyer Wolf. Others might associate themselves with the broods of other totems, while still others eschew broods entirely.

Obviously, a spirit brood is rarely well organized, as there are so few rules governing which spirits may be part of it. In this, it appears, the spirit world reflects the shifting politics that humans and werewolves know so well.

Sleeping Spirits

While the spirits of most birds, animals and fish are awake from the moment of their birth, most spirits of objects and plants sleep. They exist, and they have the potential to become intelligent, but they lie dormant until something happens to bring them to life. These sleeping or dormant spirits are visible in the spirit world as faint shadows of the object they represent, which move around along with their material world analogue. A number of things can bring them to life, however, with some serious consequences for the object that spawned the spirit. Just as the object affects the spirit, so too does the spirit

affect the object. An awake spirit can make decisions that affect the functioning of the objects, and possibly even the people using or near it. From a werewolf's point of view, the aware spirit can influence its environment, which makes it a potential problem, but it can also be negotiated with, or commanded, which makes it a potentially useful tool.

Man-Made Items

The spirits of man-made objects can be awakened in the following ways:

- Uratha can bring spirits to life using the Wake the Spirit rite (pg. 161).
- Spirits sometimes awaken spontaneously when the objects they're bound to are destroyed. This can be a traumatic experience for the spirit if the object's destruction is violent and unexpected, while if it's the result of natural deterioration, it can be a peaceful process. For example, a car that's destroyed in a pile-up might leave an angry, violent car-spirit, scarred by the violence of its birth.
- Major spiritual crises in the spirit reflection of the object's location can awaken all the object spirits in the vicinity. The spirits of artificial objects are less accustomed to the ways of the spirit world, and any major change from their normal spiritual environment can wake them. For instance, a major clash between groups of spirits or between a pack of werewolves and a powerful spirit can shock all the local spirits into wakefulness. The same holds true for areas that have been spiritually tainted in some manner. An object spirit that awakens in such an area is tainted by the resonance of the events that tainted the area. For example, the owner drives a car through an accident black spot. The pain and death in the place has tainted its reflection in the Shadow, attracting pain-spirits, fear-spirits and some lingering car-spirits, the legacy of vehicles written off in accidents. Passing through this area can shock a car-spirit into wakefulness and taint it with the pain and destruction of the area. Suddenly, the car becomes more prone to break down, possibly adding to the area's accident-count.

Living Things

The spirits of plants can be awakened in the following ways:

- Uratha can bring spirits to life using the Wake the Spirit rite (pg. 161).

• Spirits can be awakened by more powerful spirits of the same general type. For example, a poplar-spirit could be awoken by any tree spirit, from a pine-spirit to a oak-spirit. It couldn't be awoken, however, by a fern-spirit or an ivy-spirit.

• Plant-spirits are only rarely woken by major spiritual activity in their vicinity. This occurs only when the activity directly threatens the spirit or its physical reflection. For example, a battle between a pack of werewolves and a pain-spirit would not awaken the spirit of the pine tree at the site of the conflict. If the battle took place between the pack and someone Ridden by the pain-spirit, however, and a member of the pack is thrown into the tree's trunk by the Ridden, the spirit of the tree might be shocked into wakefulness.

The Uratha and Spirits

Werewolves have a presence in both worlds. They, more than any other creature, can slip between the worlds, transforming their bodies from fleshy matter to spiritual ephemera with ease. As children of both worlds, they never completely leave one or the other behind. A faint spiritual hint of a werewolf in the material world is visible in the Shadow, while people in the physical world feel an inexplicable touch of fear and anxiety if a werewolf stands nearby in that place's spiritual reflection. Yet, neither are they really creatures of either world. In the physical world, they feel a longing for the ebb and flow of spirit Essence, but in the Shadow, they feel a subtle desire to wear warm flesh and bone once more.

Rank and Respect

For millennia, the spirits have hated the half-flesh bastard cubs who set themselves up as the hunters of the Border Marches. Those Uratha who've traveled to the courts of the most powerful spirits often find themselves greeted with hostility, even violent challenges to their authority. But for some reason, many lesser spirits struggling to survive act as though the werewolves have some justification for their self-proclaimed authority. Some Forsaken claim that they recognize that Father Wolf was slain by those who truly were meant to take his place. This may be true, or perhaps their fear is born from some darker, unspoken reason.

Regardless, the spirits accord the Uratha a respect greater than their Renown would suggest. The mere status of being a werewolf is considered roughly equal to being a Rank 2 spirit — thus, even a new cub "outranks" a lesser Gaffling. A werewolf gains another honorary "level of Rank" for every eight dots of Renown she possesses, to a maximum Rank of 5. Therefore, a character with Glory •••, Honor ••, Wisdom •• and Purity • would have an effective Rank of 3 (for her total Renown of 8). Spirits of a Rank equal to or lower than that of the werewolf's honorary level will defer to the werewolf, or at least treat her with respect as long as they're well-disposed toward her, or at least not actively hostile. Whatever the werewolf race's crimes, each individual still represents a necessary part of the spiritual order.

Werewolf Renown	Honorary Rank
0-7	Two
8-15	Three
16-23	Four
24+	Five

Gifts

The most obvious manifestation of this respect is the teaching of Gifts. Any spirit of equal or lesser Rank than the werewolf can be compelled to teach a werewolf a Gift, if the werewolf has earned the right to have it. In game terms, this means that if a character has sufficient experience and has hunted down the appropriate spirit and convinced it to teach him, he may learn the required Gift automatically. The process of actually learning a Gift from a spirit instructor is surprisingly quick, taking roughly one hour per dot of the Gift. Many werewolves describe the process as being more like learning a piece of knowledge about the universe or suddenly recalling a long-buried memory rather than being taught how to do something. This feeling lends credence to the belief that Gifts are nothing less than the dispersed wisdom of Father Wolf, left behind for those of his children's children who are worthy of them.

Spirits are reticent to share Gifts freely and must always be coerced with chiminage. They have little reason to trust one another in their predatory ecosystem, much less these half-flesh hybrids.

Gifts and Chiminage

Most spirits grudgingly agree to teach werewolves the Gifts they've earned. Certain Gifts, however — those specific to a lodge, or those that are rare or of significant power — are closely guarded by the spirits who know them. One of the legends of the fall of Father Wolf tells that he whispered his final secrets to those spirits who surrounded him as he died, yet laid a geas on them so they could teach those Gifts to his descendants only when they proved themselves worthy. From that day on, the spirits have been unable to teach those Gifts without setting a task or challenge for the werewolf, so that he may prove his worthiness. Some won't even reveal that they know the Gift until a werewolf has proven himself against a challenge he didn't know he was facing. This requirement that the werewolf perform a service or quest before being taught a Gift is known as chiminage.

The power of some of the Gifts that can be won thus has led some werewolves to believe that if the Uratha were able to track down all these protected Gifts and prove themselves worthy of them, then they might have the power of Father Wolf in their hands. Some packs have given up

their territories and devoted all their time to proving themselves worthy of such Gifts, only to find that the spirits who know them demand that they prove themselves by performing certain tasks within their territory.

Some crafty spirits have been known to demand chiminage for Gifts they can freely teach. The tasks demanded always benefit the spirit or its allies in some way, and most werewolves learn quickly to spot such swindlers, whom they then force through simple intimidation to teach the Gift. Still, even if the chiminage is not required, some werewolves choose to perform it anyway, either as a test of themselves or to earn the goodwill of the spirit along with the Gift.

Spirit Negotiations

Negotiation and diplomacy with spirits always takes place in the First Tongue. There is one constant to all dealings with spirits: Nobody gets something for nothing out of them. Even the lowliest Gaffling requires something in return for its aid, even if it's the gift of a single point of Essence. The more powerful the spirit is, the more demanding its price for aid is. And unless a werewolf is dealing with a Lune or a spirit closely allied to its tribal totem, the spirit's antipathy toward the Uratha almost always raises that price.

Spirits often request Essence. Spirits draw their Essence from the physical world, either through proximity to their physical reflection or through consuming it as it's generated by actions or emotions with the right resonance. Doing so is time-consuming and unpredictable, when the same Essence can be earned through a deal with a werewolf (or a more powerful spirit).

Some spirits request a service instead. The service will be for one of two purposes: either to generate Essence for the spirit by performing an act or to generate emotions that will give the spirit a generous supply of Essence with the right resonance. Alternatively, it might involve weakening an enemy of the spirit's court by destroying its physical reflection or depriving it of Essence by preventing emotions with the right resonance being generated. For example, a request to sabotage a tenement's wiring and break the street lamps outside might generate more Essence over time for the darkness-spirit that lives there than a werewolf's simple donation.

A Spirit's Price

These listed prices for a spirit's aid are just guidelines. The actual nature of the request varies by the type of spirit, the political situation between courts and the spirit's own character. Spirits aren't bound to follow this table — they can ask for more or less as they see fit. This table just marks what both parties would consider fair. Prices are likely to rise as the level of the spirit increases. Gafflings would ask for the listed price, while Jagglings would ask for at least twice as much. Spirits of greater power than that will most likely ask the werewolves to undertake an errand of significant danger (destroy a powerful pack of Pure who have offended the spirit, escort a favored spirit across the continent), or a physical task of considerable difficulty (reshape an area within the pack's territory so it generates more spirits of a type specified in the bargain, create an appropriate locus for the spirit).

Spirit Rules

The spirit world isn't the physical world, and different rules apply there. The following trait changes codify the key differences between spirits and other characters.

Traits

By nature of being idealized representations of something in the physical world, spirits are simpler creatures in rules terms. Instead of the nine Attributes used to define

Task	Price
Simple information	A small gift of Essence (1 or 2 points) *or* a minor task (discorporate a Gaffling, small physical changes to the material world)
Secret information	A large gift of Essence (3 to 5 points) *or* a major task (create a specific emotion or act in the physical world, discorporating several of the spirit's enemies)
Giving directions	A small gift of Essence, *or* a minor favor to be repaid on the werewolf's return.
Guiding to a nearby destination	A small gift of Essence *and* a minor act of the spirit's choice
Guiding to a distant destination	A major act of benefit to the spirit *and* a regular gift of 2 or 3 Essence per day during the journey
Asking the spirit to relocate	Major reshaping of the physical world or regular work to generate appropriate Essence for the spirit for a period of not less than one month per level of the spirit's Rank.
Asking the spirit to join in an attack	A major gift of Essence (at least 2 points per Rank of the spirit to be attacked). Sworn promise of a service of the spirit's choice after the fight, to be carried out at a time of the spirit's choosing.

creatures in the physical world, spirits have just three: Power, Finesse and Resistance.

Power

Power represents the spirit's raw impact on the spirit world, through force of will or its form. Mind and body are one in the spirit world, and the distinction between the two means little to spirits. The spirit's Power is used for all rolls that would normally involve Intelligence, Strength or Presence.

Finesse

The spirit's Finesse trait represents how well it can manipulate spirits, people and the environment around it. It measures, in effect, its skill in imposing its own concepts on others. The spirit's Finesse is used for all rolls that would normally involve Wits, Dexterity or Manipulation.

Resistance

The spirit's Resistance trait measures the strength of the idea behind the spirit and how easily it is damaged and influenced by others. The spirit's Resistance is used for all rolls that world normally involve Resolve, Stamina and Composure.

Corpus

Rather than Health, a spirit has Corpus dots that represent the resiliency of its ephemeral form. Corpus dots equals a spirit's Resistance + Size. Spirits regenerate Corpus in the same amount of time that mortals heal damage (**World of Darkness Rulebook**, p. 175). If a spirit loses all its Corpus, it is discorporated. If it loses all its Essence *and* Corpus, the spirit is destroyed.

Other Traits

A spirit's maximum Essence is determined by its Rank (p. 279); any given spirit may have any amount of Essence up to that barrier. The lower a spirit's Essence is, the more desperate it grows for sustenance.

Spirits have a Willpower trait that's used as normal. A spirit's very existence necessitates a certain will to survive and grow. Most spirits regain spent Willpower at the rate of one point per day, though the rate increases if the spirit is particularly successful at harvesting Essence with an appropriate resonance.

Spirits possess Initiative, Defense, Speed and Size as other entities do. Initiative is equal to Finesse + Resistance. A spirit's Defense is equal to its Power or Finesse, whichever is *higher.* Speed is equal to Power + Finesse + a "species factor." Spirits that take human or animal form have a species factor equal to their earthly counterpart. Spirits of inanimate objects usually have a species factor equal to 0 (save for spirits of cars and other objects designed to move quickly), while spirits of more abstract form generally have a species factor of 10.

A spirit can generally be of any size, depending on what it represents and how powerful it is. Exceptionally strong spirits are often larger than their weaker kin.

Skills and Merits

Spirits don't possess either of these categories of traits. A spirit suffers no penalty for untrained Skill use, however, as long as the task is appropriate to the spirit's area of influence. A spirit of information can rifle the database of a computer using Power + Finesse alone, without suffering the usual –3 penalty for attempting what would ordinarily be a Computer task without actually possessing the Computer Skill.

Influences

All spirits have an ability to influence the thing that gave them existence. As they grow in power and Rank, they can then manipulate or even create that thing. Most spirits have only the Influence that most directly corresponds to their own nature. A dog-spirit likely has the Influence: Dogs, and a spirit of wrath has the Influence: Anger. As a spirit merges with other spirits to grow in Rank, it gains other influences.

Influence can be used across the Gauntlet, if the spirit is in the area of effect of a locus of compatible resonance. Otherwise, the spirit must use the Reaching Numen to influence the physical world while it remains in the Shadow.

Each use of an Influence requires a Power + Finesse roll and the expenditure of one (or more) Essence. When a spirit attempts to use an Influence to affect the emotions or thoughts of a sentient being (mortal, werewolf, vampire or the like), the roll is contested. Mortals roll Resolve or Composure, whichever is higher, to resist. Supernatural beings, which are harder to affect with simple Influences, may resist with Resolve or Composure + the appropriate trait (Primal Urge for werewolves, Blood Potency for vampires, and so on).

Level	Effect
• Strengthen	The spirit can enhance its sphere of influence: make an emotion stronger, an animal or plant healthier or an object more robust (gaining an extra point of Health or Structure per Rank of the spirit, for example). These changes last for one minute per success. The cost is one Essence.
•• Manipulate	The spirit can make minor changes within its sphere of influence: slightly change the nature or target of an emotion, or make minor changes to an animal's actions, a plant's growth or an object's functioning. These changes last for up to 10 minutes per success. The cost is two Essence.
••• Control	The spirit can make dramatic changes within its sphere of influence: twisting emotions or dictating an animal's actions, a plant's growth or an object's functioning. The changes last for up to 10 minutes per success. The cost is three Essence.

•••• Create	The spirit can create a new example of its sphere of influence: create an emotion, create a new sapling or young plant, create a young animal or brand new object. The cost is four Essence.
••••• Mass Create	The spirit can create multiple examples of its sphere of influence: it can trigger its emotion in multiple people, create new copses of trees, small groups of animals or multiple identical items. The cost is five Essence. A number of items, or people affected, equal to the spirit's Rank come into existence. Alternatively, it may create one instance of its sphere of influence permanently (although a spirit cannot permanently alter the mindset of a sentient being).

Changes made through Influence are usually temporary. A spirit with sufficient Influence can increase the duration of the effect to a level based on the difference between the Influence score necessary for the effect and the spirit's total Influence dots.

The level of the effect and the level of potential duration are added together to determine the Influence required. For instance, a fear-spirit with Influence ••• could use a Strengthen effect lasting for one hour per success (at the cost of two Essence), a Manipulate effect lasting for 10 minutes per success, or a Control effect that lasts only one minute per success. The spirit need not use the Influence power to its utmost ability. The fear-spirit with Influence ••• could use the Strengthen effect with a lower duration, such as one minute per success.

Level	Duration
o	One minute per success. No additional Essence cost.
•	Ten minutes per success. No additional Essence cost.
••	One hour per success. The cost is one additional Essence.
•••	One day per success. The cost is two additional Essence.
••••	Permanent. The cost is two additional Essence.

Spirits of Incarna Rank and above probably possess abilities beyond these. Those beings are so rarely seen near the physical world, however, that their opponents will have far more to worry about than their abilities to set whole towns ablaze, drive an army away in fear or create a forest from nothing.

Essence

Essence is the heart of all spiritual activity. It's the money, food and drink of spiritual life. All spirits need Essence to survive, but the more they obtain, the more powerful they become.

Uses of Essence

Spirits use Essence in a number of ways:

• A spirit must spend a point of Essence per day to survive. This expenditure usually takes place at moonrise. If the spirit has no Essence to spend, it falls into slumber until it manages to gain Essence somehow, such as by being immersed in a new flow of Essence.

• Spirits use Essence to use their Influences.

• Spirits can use Essence to temporarily boost their traits on a one-for-one basis. Each such boost lasts for one scene.

• A spirit that has fled into the physical world must expend one point of Essence per Rank per hour as long as it remains ephemeral (which is to say, without possessing a host body or using the Numen: Fetter). It cannot regain this lost Essence until it either gains a fetter or crosses back into the Shadow. If a spirit loses all its Essence while in the physical world, it passes into slumber and is drawn back across the Gauntlet into the spirit world, losing a point of Corpus from the rough transition.

• As long as a spirit still has some Essence, it isn't destroyed when reduced to zero Corpus, but rather discorporated (see p. 276).

Regaining Essence

Spirits regain Essence in a number of ways:

• They gain one point per day by being in proximity to the thing they reflect. For example, a tree spirit gains a single point per day when it stays near a physical tree. Obviously, a spirit can earn only as much as it needs to stay alive in this fashion.

• Once per day the spirit may try to draw Essence from an appropriate source in the physical world by rolling its Power + Finesse, as affected by the local Gauntlet modifier. (It can sense such a source automatically up to one mile away.) The number of successes indicates the number of points of Essence gained. At a locus of appropriate resonance, the spirit may add additional dice equal to the strength of the locus. For example, if an ancient tombstone is also a two-dot locus with death resonance, a death-spirit could add two dice to the roll to draw Essence, but a cat-spirit couldn't.

• The spirit may barter for additional Essence from werewolves or other spirits.

• The spirit may attempt to steal Essence from another spirit by making a contested roll of its Power + Finesse against the target's Power + Resistance. If the attacker wins, the number of successes indicates the number of points of the target's Essence that are siphoned off by the attacker. If all the target's Essence is stolen, the victim spirit falls into slumber. If the target wins, the attacker loses a number of points of Essence equal to the successes scored by the target.

Essence Resonance

All Essence has a resonance about it, a flavor that derives from how it was produced. Spirits can consume any type of Essence they like, but the resonance they accumulate affects them. For example, a tree spirit that absorbs Essence with an urban resonance starts to look well pruned and slightly dusted by pollution. If it absorbs

several points of such Essence, carvings might appear on its trunk, or notices might appear pinned to it. Resonance can also affect the mood or behavior of a spirit.

In game terms, spirits can feed on Essence that bears resonance that isn't compatible with their own, but it makes for poor eating. In general, Essence bearing an incompatible resonance gives only half the nutrition. If a werewolf offers a measure of Essence that's touched with the resonance of sadness to a machine-spirit, the spirit gains only one Essence for every two points offered — and it measures the value of the gift by what it receives, not by what the werewolf expends. Essence that's directly detrimental or opposed to the spirit's own nature, such as a war-spirit attempting to feed on Essence touched by resonance of contentment, might provide even less "nutrition" and even begin to affect the spirit's own nature. A starved spirit that has no Essence to feed on but that affected by disease resonance will eventually become a diseased spirit in its own right, and perhaps even metamorphose into a true disease-spirit over time. Those Uratha who wish to attract or ally with certain spirits must often go to some effort to ensure a potential supply of Essence with compatible resonance. The rewards for doing so are well worth it, however. Spirits appreciate not having to work for Essence that suits them, and they often strike more generous bargains with those who can supply their preferred meat and drink.

Spirit Combat

Combat between spirits, or between spirits and Uratha, works much like combat between ghosts, as described in the **World of Darkness Rulebook**, p. 208. A few differences are worth noting, however:

• Uratha in the Shadow Realm can physically affect a spirit also in the *Hisil* and damage its Corpus, but they cannot affect an ephemeral spirit in the physical world unless it manifests (see "Manifestations," p. 210 in the **World of Darkness Rulebook**).

• Players of Uratha make attack rolls normally, rolling their usual traits (i.e., Strength + Brawl for claw attacks). A spirit's Defense (equal to the highest of Power or Finesse) is applied normally. Each success scored in an attack roll against a spirit inflicts a point of Corpus damage. A werewolf's claws and bite deliver lethal damage.

• Spirits make attack rolls by rolling Power + Finesse. A spirit or Uratha's Defense is applied normally. Each success scored in an attack roll by a spirit on a werewolf inflicts one Health point of damage, as normal.

• Spirits' attacks usually inflict lethal damage. Spirits with no claws, jagged spines or other lethal weaponry might deliver bashing instead.

Discorporation and Healing

When spirits "die" in combat (when they have no more Corpus points), they don't actually cease to exist. Instead they discorporate in spectacular fashion, shattering or exploding into a cloud of particles that are appropriate for that spirit. An oak-spirit would explode in a shower of autumn leaves, while a mouse-spirit would discorporate in a burst of fur and bone. A murder-spirit would splatter everyone around with ephemeral blood, while a car-spirit leaves behind a pile of random pieces of machinery and a spinning hubcap. These ephemeral remains fade away over the next hour.

The spirit then starts to re-form, either slumbering in the object it represents or, for spirits no longer tied to objects, in a nearby area appropriate to its nature. Car-spirits might re-form in a parking garage, while banes re-form in a Wound. The spirit re-forms at the rate of one point of Essence per day, and it doesn't become aware and active again until its Essence equals its Corpus dots. It then regenerates Corpus in the same amount of time that mortals heal damage.

The only way to completely destroy a spirit is to drain it of Essence before destroying its Corpus, as described on p. 275.

Numina

Spirits have access to powers above and beyond their Influences. These powers are called Numina. A few sample Numina are listed here; others take the form of various werewolf Gifts.

• **Blast:** The spirit is able to strike opponents at a distance. An electricity-spirit might hurl small thunderbolts at its foes, while a pain-spirit with this Numen might conjure spiritual knives. The range is equal to 10 yards per point of Power, and the spirit suffers no penalties for range. The spirit rolls Power + Finesse to hit and may add two dice to the roll for every point of Essence it spends to fuel this power. The damage is lethal.

• **Chorus:** This Numen allows a spirit to speak to any or all other spirits of its own choir within a radius determined by the spirit's Power in miles. To activate the Gift, the spirit spends a point of Essence and then rolls Power + Finesse to determine how long and detailed a message it can send. A single success allows it to send an image or a short phrase. Three or more successes would allow a couple of sentences or a detailed image.

• **Claim:** This Numen is a more powerful version of Possession; if successful, the possession is permanent. Spend three Essence points and roll Power + Finesse in an extended and contested roll versus the victim's Resolve + Composure; each roll represents one hour. If the spirit gains 50 successes between dusk and dawn, it gains permanent control of the victim's body. Use the victim's available traits (except Willpower points, which are equal to the spirit's current Willpower points) and dice pools for any action the spirit wishes to take. If the spirit fails to accumulate 50 successes within the required period of time, the attempt fails. If a possessed body is killed, the spirit is forced out and must possess another

victim if it still wishes to act. Use of this Numen creates a Ridden, specifically a Spirit-Claimed (p. 282).

• **Discorporation:** This Numen allows a spirit to discorporate voluntarily, surrendering its Corpus to the Shadow Realm, and allowing itself to reform elsewhere as normal. Many spirits choose this route rather than facing a greater spirit in combat, with the risk of permanent destruction such conflict carries. Roll the spirit's Power + Resistance for this Gift to succeed.

• **Fetter:** This Numen secures a spirit inside an object once it has crossed the Gauntlet into the physical world. Rather than materializing, the spirit remains its ephemeral self in the material world. Normally, it would be sucked back through the Gauntlet within a few hours, but once fettered, it can remain in the physical world almost indefinitely. Once through the Gauntlet, the spirit activates this Numen by spending a point of Essence. It must choose an object within five meters of its current position and spend an additional Essence to fetter itself to the object. The spirit can stay fettered in the material world for as long as it likes, unless the fetter is destroyed, in which case the spirit immediately discorporates and starts to re-form back in the spirit world. This Numen cannot be used across the Gauntlet without the use of the Reaching Numen.

The spirit is invisible and intangible while in the material world. It can be seen by werewolves and other spiritually sensitive creatures only. The spirit may never move more than five meters from its fetter, lest the link be lost, forcing the spirit back through the Gauntlet. A fettered spirit may materialize, if it has that Numen. While in material form, it may move more than five meters from its fetter, but it must be back within that radius when its materialization ends.

• **Gauntlet Breach:** This Numen allows a spirit to push itself through the Gauntlet, much like an Uratha stepping sideways. This isn't a natural or easy thing for a fleshless entity, but it's the most reliable way to enter the physical world. Indeed, unless the spirit fetters itself (using that Numen), it can remain in the material world for only a matter of hours. Spend three Essence and roll Power + Finesse to force the spirit through the Gauntlet. Every hour that the spirit spends unfettered or in "Twilight" in the material world costs it one Essence per Rank, as its ephemera is sucked back through the Gauntlet. When it runs out of Essence, it discorporates, re-forming in the Shadow as normal. It can, however, choose to return through the Gauntlet freely at any time.

• **Harrow:** This Numen is typically associated with spirits of negative emotions, such as fear or wrath. The spirit can focus its negative resonance to create a crippling attack of its associated emotional state in an enemy. Spend a point of Essence and roll the spirit's Power + Finesse, contested by the victim's Resolve + Composure. If the spirit wins the contest, the target is overwhelmed by the relevant emotional state for a number of turns equal to the number of successes the spirit gained.

• **Living Fetter:** This variation on Fetter allows the spirit to fetter itself in a living being rather than an inanimate object. The same rules and restrictions as Fetter apply, save that the spirit must first succeed at a Power + Finesse roll contested by the target's Resolve + Composure. A successful use of this Numen creates one of the Ridden, specifically a Spirit-Urged (see p. 282). The spirit essentially uses the living being as a fetter and its Influence to impel its "host."

• **Materialize:** This Numen allows a spirit to change its form from ephemera to matter, dropping it abruptly through the Gauntlet into the material world. The spirit's physical form appears in the material world just as it did in the Shadow, and all its Numina and Influences function as normal. All rules for spirit traits in the spirit world apply equally to a materialized spirit. Spend three Essence and roll the spirit's Power + Finesse to allow it to reshape itself into matter. The number of successes indicates the number of hours that it can remain in the material world before reverting to ephemera. The spirit must then choose between remaining in the material world (and either anchoring itself or losing a point of Essence every hour) or slipping immediately back through the Gauntlet.

• **Material Vision:** A spirit with this Numen can briefly look through the Gauntlet into the material world. Roll the spirit's Power + Finesse. The number of successes indicates the number of minutes the spirit can spend watching through the Gauntlet.

• **Possession:** The spirit can attempt to possess a living human being and control his or her body for a short time. Spend one Essence point and roll Power + Finesse in a contested roll versus the victim's Resolve + Composure. If the spirit wins, it gains control of the victim's body for the duration of a single scene. Use the victim's available traits (except Willpower points, which are equal to the ghost's current Willpower points) and dice pools for any action the ghost wishes to take. If the mortal wins or ties the roll, the spirit fails its possession attempt. As long as the spirit has Essence points remaining, it can continue to make possession attempts against a target. If a possessed body is killed or knocked unconscious, the spirit is forced out and must possess another victim if it still wishes to act. This is the Numen used by the Spirit Thieves (p. 284).

• **Reaching:** This Numen allows a spirit to use its other Numina through the Gauntlet. Roll Power + Finesse (subject to Gauntlet modifiers) to successfully create a resonant conduit through the Gauntlet for the spirit to use its next Numen. Reaching lasts for the duration of the next scene.

• **Wilds Sense:** Spirits can automatically sense where other spirits and locations are in their immediate vicinity. If they want to find loci or track down spirits miles distant, however, they must use this Numen, which allows them to sense the small resonant traces left by a spirit's passage or emitted by a far-distant locus. Roll the spirit's Finesse + Resistance, with more successes giving more accurate information. One success suggests a vague sense of direction, while five successes would give accurate directions, an idea of travel time and warnings of hazards en route.

Gifts as Numina

Spirits can confer their blessings on werewolves as Gifts, and some make use of these powers in similar fashion. Many werewolf Gifts can serve a double role as Numina. To use a Gift in this fashion, simply convert the required roll into an appropriate trait roll. For instance, to use Silent Fog as a Numen, roll Power + Finesse instead of Manipulation + Survival + Cunning.

The following Gifts are appropriate for conversion into Numina:

Balm, Call the Breeze, Call Water, Command Fire, Communion with the Land, Deluge, Forest Communion, Invoke the Wind's Wrath, Iron-Rending, Know the Path, Left-Handed Spanner, Manipulate Earth, Nightfall, Omen Gazing, Plant Growth, Rage Armor, Sense Weakness, Silent Fog, Thunderbolt, Unspoken Communication

Spirit Bans

All spirits have bans — specific weaknesses that can affect their behavior or rob them of a portion of their power. The Uratha aren't certain exactly why all spirits are subject to bans, or why the first bans were levied (or even by whom) — they simply are. The spirit world plays by its own rules, which are more symbolic than scientific.

A ban is directly tied to the relative power and intelligence of the spirit in question. Gafflings tend to have simple bans that are easily triggered, while Incarnae frequently have strange and obscure bans that could greatly weaken them if their rivals discovered their nature. A ban might prohibit a code of behavior, temporarily keep a spirit from using its Numina, or even make it very vulnerable to attack. It's commonly accepted in werewolf legend that Mother Luna's ban is to change her very nature along with her face, allowing her only one-fifth of her full potential at any one time.

In some cases, discovering and exploiting a spirit's ban allows werewolves to accomplish things they could not manage by fang and claw alone. The powerful idigam were overcome and banished or bound once more only when the Uratha managed to discover their bans, one at a time. In addition, the most reliable way to break the bond between a spirit using the Living Fetter or Possession Numina and its host is to force the host into contact with the spirit's ban. For instance, burning rue in the presence of a person ridden by a Nocuoth (p. 245) will force the disease Jaggling to flee if its host directly inhales the smoke.

Bans are usually assigned by the Storyteller, especially in the case of powerful and unique spirits. Learning a spirit's ban can be the focus of one arc of a story, involving research, interrogating other spirits, questioning other

werewolves or even making educated guesses. If the Storyteller feels that a particular ban is well known enough that a character might've heard of it, she should roll the character's Intelligence + Occult at a penalty equal to two dice for every Rank of the spirit. Success indicates that the character remembers some tidbit related to the ban; exceptional success indicates that the character knows the exact nature of the ban. A dramatic failure, however, means that the character believes an incorrect ban to be true, which gives the spirit a dangerous edge in their next encounter.

Spirit Creation

1. Choose choir and Rank. If the spirit is more powerful than a Gaffling, give some thought as to whether it's a pure spirit, a spirit of one descant or an idealized spirit of the choir alone, without descant. Gafflings are not powerful enough to be considered part of a descant.

2. Select Attributes. Divide the number of dots allocated according to the spirit's Rank as you wish among Power, Finesse and Resistance.

3. Determine Corpus. The spirit's Corpus is equal to the Size of the object that spawned it (count as 2 for an abstract spirit) + Resistance.

4. Choose Influences. The spirit gains one dot of Influence per dot of Rank.

5. Choose Numina. The spirit has three Numina, plus two extra for each dot of Rank beyond the first.

6. Determine Advantages. Willpower (Power + Resistance); Initiative (Finesse + Resistance); Speed (Power + Finesse +10 or a species factor representative of the spirit's physical reflection); and Defense (equal to the highest of Power and Finesse).

7. Determine starting Essence. A spirit can have any number of Essence points, up to the maximum Essence listed for its rank.

8. Determine Ban. The spirit's ban should reflect both its nature and its level of power. The harder the ban is to uncover and exploit, the more significantly it should weaken the spirit.

Types of Spirits

"Whatever is in creation, has a spirit." That saying is the first thing a Ithaeur mentor teaches a young charge. It seems to be a statement of the obvious, but like so many such statements, it's a signpost on the road to wisdom. The spirit world is a complete reflection of the material world, and everything in the physical world has the potential to cast its own spirit reflection. For convenience and educational purposes, werewolves use broad categories of spirits to describe groups of choirs with common characteristics. Some of these groupings are recognized by the spirits themselves, such as the elementals, while others are simply useful terminology for werewolves.

Nature Spirits

By far the most abundant spirits in most werewolves' territories are the nature spirits. The untold descants of nature-spirits are the oldest and most directly reflected denizens of Shadow. From the least insect-spirit to the mythical Celestine said to represent the earth itself, they are the ephemeral embodiments of a Nature red in tooth and claw.

Spirit Ranks

Rank†	Representative Spirits	Trait Limits*	Attribute Dots	Maximum Essence
1	Lesser Gafflings	5 dots	5-8	10
2	Greater Gafflings	7 dots	9-14	15
3	Lesser Jagglings	9 dots	15-25	20
4	Greater Jagglings	12 dots	26-35	25
5	Minor gods/Incarnae	15 dots	36-45	50
6	Lesser gods/Incarnae	— **	**	**
7	Greater gods/Incarnae	—	**	**
8	Lesser Celestines (Luna, Helios)***	—	**	**
9	Greater Celestines (Gaia, Luna, Helios)***	—	**	**
10	Beyond manifest conception (Gaia?)***	—	**	**

† Each dot levies a –1 modifier on attempts to forcibly bind that spirit.

* These represent permanent dots, not temporarily boosted traits.

** Spirits above Rank 5 don't need traits. Their abilities so far outstrip even the greatest of the Uratha that rolling dice for them would be meaningless. They are, to all intents and purposes, godlike beings.

*** It remains a debate, even among the wisest Ithaeur, exactly what Rank some of these entities are supposed to be, and who outranks whom. This is almost certainly exactly the way the spirits like it.

Examples

Choirs	Descants
Animals	Mice, Dogs, Horses
Fish	Salmon, Mako, Stickleback
Birds	Falcons, Wrens, Seagulls
Trees	Oaks, Pines, Silver Birches
Plants	Roses, Ivy, Heather
Fungi	Molds, Toadstools, Yeasts
Insects	Flies, Ants, Cockroaches

Artificial Spirits

If the pack has an urban territory, it's likely to spend much of its time dealing with artificial spirits, the reflections of the creations of man. Opinion among Ithaeur is divided over whether such spirits are brand new, created with the object, or the amalgamation of the spirits of the ingredients. In truth, though, they're accepted as a spirit court in their own right, and they engage in the same political games as the other choirs.

Examples

Choirs	Descants
Vehicles	Cars, Bicycles, Trains, Boats
Structures	Houses, Offices, Walls, Garages, Sheds
Tools	Knives, Blenders, Shovels, Drills, Hammers
Weapons	Pistols, Knives, Swords, Clubs, Rifles, Missiles
Information	Books, Records, CDs, Computers, Radios, Televisions
Objects	Lanterns, Windows, Statues, Clothes, Toys

Elementals

Elementals hold themselves aloof from the struggles of lesser, newer spirits. The spirits of the air, the water, fire and the earth hold themselves to be the oldest choir of spirits, formed in the earliest days and the body on which all other choirs are nothing but parasites and transitory beings. Some Ithaeur claim that the very oldest and most powerful of these spirits remember a time before humanity, before the world was as it is now. Such spirits are dismissive of visitors, claiming, "You will all be gone when the world wakes once more."

Examples

Choirs	Descants
Air	Wind, Pressure, Oxygen, Cold
Fire	Sparks, Flames, Conflagrations, Explosions
Earth	Basalt, Granite, Limestone, Lava
Water	Rain, Lakes, Rivers, Clouds

Lunes

The servants of Mother Luna are among the Forsaken's greatest allies, yet they're also some of the least knowable. For one thing, the five principal choirs constantly change status based on the face that their mother is showing the world. When her face is full and her light fills the spirit world, they're at their most aggressive, demanding and dangerous. When she hides her face, they're sneaky and subtle. Legends tell that this is the true form of the gift of auspices she gave to her prodigal werewolf children, one they're only partially able to use in the form of auspices. Perhaps this is for the best. If the Forsaken were as tied to her cycles as their Lune cousins, their territories would be truly frightening places to live. The Lune choirs are well known to the Tribes of the Moon. The descants, should there be any, remain a mystery.

Examples

Choirs: Glimmerings (lesser Lunes, who act as her representative to other spirit courts, and to the Uratha), Secrets (lesser Lunes who gather information, and hear everything that is whispered under the moon), Ralunim (the Full Moon Choir), Cahalunim (the Gibbous Moon Choir), Elunim (the Half Moon Choir), Ithalunim (the Crescent Moon Choir), Irralunim (the New Moon Choir).

Helions

The servants of Helios aren't often seen in the skies of the Shadow Realm. Those not familiar with Helions often mistake them for fire-spirits, though unusually powerful ones. It could be that that mistake isn't as far from the truth as it seems. Great Helios' brood might be spirits of fire, but ones born in the nuclear inferno of the sun, rather than in the lesser fires of the Earth.

Whatever, their origins, the spirits of Helios are rarely friendly to the Uratha. It's said that the incandescent Celestine of the sun has never forgiven them for the murder of his sister's lover, and that is why his spirits regard werewolves with disdain. Father Wolf is rumored to have left some of his greatest Gifts in the care of Helios, and they'll remain forever outside the grip of the werewolves unless the Uratha can redeem themselves in his unforgiving eyes.

Like the Lunes, it's almost impossible to understand Helions well enough to identify their descants. A few of Helios' choirs are known, however.

Examples

Choirs: Warmlings (spirits of heat and nurturing), Firelings (very similar to fire spirits), Searings (aggressive shafts of sunlight, often found in conflict with conceptual spirits of darkness and night), Illuminators (spirits that appear to clarify vision and dispel darkness from areas; very hostile to banes)

Conceptual Spirits

The conceptual spirits are some of the most dangerous and difficult spirits werewolves encounter. They're born not from a particular thing within the material world, but from a reaction or an act, something that has no physical presence, but which is very real to those who experience it, like love, pain, joy and fear. Most of these spirits are very short-lived, existing for as long as the concept is held in the mind of its originator, and then gone. Humans, however, have a way of holding onto such

concepts, or creating them in the minds of others, that the conceptuals have grown strong enough to merge with each other and start forming their own courts.

As the most human-formed of spirits, the conceptuals are the most likely to take on a mockery of human form, and the most prone to wearing changing human cultural context as their skin. One hundred years ago, a spirit of murder might well have looked like Jack the Ripper. Now, it might be reminiscent of a slasher-flick villain or a recently executed serial killer.

Conceptual spirits are rarer than those with physical analogues, but their nature makes them influential all the same. Their interactions with other spirits are frequently random and almost mad, even more so than the usual skewed politics of the Shadow Realm. It is rare that they prey on anything but other conceptuals — or that they are devoured in turn — but when it happens, it creates some of the more bizarre magath to stalk the spirit world. Conceptuals often come into conflict with Lunes and Helions, with the latter spirits often attacking on sight. Quite why this should be, no werewolf knows.

Some conceptuals attuned to negative emotions or suffering are simple creatures who lash out blindly in their suffering, trying to spread their misery to those around them. All too many, though, are subtle, thoughtful creatures, given to hiding in areas and slowly growing their power on both sides of the Gauntlet under the noses of both werewolves and spirit courts. Yet, as loathsome as they are, these spritis aren't unnatural entities. The horrible truth is that the pain, misery and degradation that feeds them isn't alien to the world.

Examples

Choirs	Descants
Emotionals	Fears, Loves, Greeds, Joys
Ideologicals	Nights, Murders, Worklings, Obligations, Responsibilities, Revolutionaries
Reactionaries	Pains, Lusts, Hungers, Thirsts

Magath

The bizarre and shunned magath are the outcasts of the spirit world. While they aren't hated and feared, they have no place within the mainstream of the spirit courts. Their crime? Defying the natural order of things. Odd crossbreeds might be the stuff of children's fantasy for humanity, but in the spirit world, a poorly chosen consumption of one spirit by another can produce a car-spirit with aspects of a holly-spirit. This crossbreed is shunned by natural and artificial choirs and is on its own from the moment it comes into being.

This isolation leads many magath to seek power by forcibly consuming other spirits that it encounters, heedless of choir or descant. The more powerful the magath is, the less likely it is to resemble anything found on Earth.

This move is itself counter-productive, however, as it draws attention to the outcast, from both werewolves and the spirit courts, both of whom will seek to hunt it down and destroy it. Many magath in that position seek to flee across the Gauntlet, becoming one of the Spirit-Ridden.

By their very nature, magath defy categorization, so no choirs or descants exist for them. Sometimes groups of magath form their own, temporary descants, for survival's sake. Their confused, distorted natures mean that such alliances rarely last long, but they're capable of creating significant problems in the short term. The gathering of such bizarre, unnatural creature starts to distort the physical world in their locality, creating hybrid plants, animals and people. Mankind tends to attribute such things to mutation caused by radiation leaks, but the werewolves know the truth. Some werewolves suspect that these descants are really the gullible shock troops of the Beshilu, who use the spiritually warping presence of these mockeries to start to gnaw at the structure of reality prior to a full-scale invasion of the Rat Hosts.

Hithimu: The Spirit-Ridden

Not all spirits are content to stay within the chaotic reaches of the Shadow Realm. Despite the best efforts of the Uratha, whole sections of the spirit wilds often swing out of balance, and spirit broods make war on one another without Father Wolf there to adjudicate in their disputes. Some spirits throw themselves fully into those struggles, while others choose the path of self-preservation, fleeing through the Gauntlet and into the material world. Spirits cannot survive for long in that spiritually inhospitable environment, however. To remain there for more than a few minutes at a time, they need to find a locus for themselves, an object they can bind with to keep themselves in the material world. Some are forced to anchor themselves in inanimate objects but the majority choose a living being, a human for preference. Humans are intelligent enough to be useful, but they lack the supernatural powers that might interfere with the spirit's ability to gain control. They sink their spiritual tendrils deep into their host, creating something that is not quite human and not quite spirit. The werewolves know these creatures as the *Hithimu*, or the Spirit-Ridden.

The Spirit-Ridden, often called just Ridden for short, fall into one of two categories. The first is the Spirit-Urged, or *hithisu*. The creatures are created when a spirit manages to anchor itself in a person but doesn't manage to completely merge with its host. It's able to direct its host, alter her abilities and take full possession for short periods of time. A few spirits are lucky enough to find hosts who are spiritually compatible with themselves. The host's spirit and the riding spirit merge to form a completely new being, a Spirit-Claimed or *duguthim*. These potent beings are mixtures of flesh and spirit, not unlike werewolves, and are just as capable of walking between the worlds of spirit and flesh, the better to further their own agendas.

Hithisu: The Spirit-Urged

The simplest type of Ridden is the Spirit-Urged. A spirit has anchored itself in a person, but there's no real resonance between the two beings. Yet. The only control that the riding spirit has over its host is the ability to whisper its wants and desires into the mind of its victim. The "voice" of the spirit isn't actually a voice at all. The Urged doesn't start hearing voices ordering him to kill people. He just starts feeling unusual urges, which probably feel like natural moments of inspiration. He might suddenly take up an interest in gardening that he never had before, for example, if he's ridden by some variety of plant spirit. As the rider gains more control over the host, the gardening might take an unusual bent, toward a particular species of plant, for example. Of course, it's the exact same species that birthed the riding spirit.

Rules

The spirit uses the Numen: Living Fetter to make contact. No material changes take place in the host's body. The riding spirit has full access to its Influence but is unable to access its Numina. When the spirit attempts to steer the host to do something against her nature, judgment or best interests, make a contested roll of the victim's Resolve + Composure versus the spirit's Power + Finesse. Whoever succeeds decides what the Urged does next.

Duguthim: The Spirit-Claimed

Spirits are naturally drawn to people who reflect their own nature. Pain-spirits cluster around those people who are either in pain or inflicting it. Dog-spirits often find the proximity of people who are loyal and family-orientated comforting, while wolf-spirits and hunters have a certain affinity. Therefore, when a spirit propels itself across the Gauntlet, on occasions the nearest host it can find has a spirit that resonates with its own. A pain-spirit finds a masochist or sadist. A gun-spirit finds a host with the psychotic potential of a serial killer. An oak-spirit reaches across the Gauntlet and connects with a strong, muscular and steadfast environmental campaigner. The dog-spirit connects with a family man on his way home, daydreaming about his wife and kids. The two spirits reach out for one another, intertwining and merging into a new being.

This change is rarely instantaneous. The new host goes about her day-to-day life while her spirit becomes something new. Initially, she might feel full of life and energy, in a rather single-minded way. The aspects of her personality that match the spirit come to the fore. She feels great, but her friends begin to notice that there's something different about her. They ask her if she's okay, or maybe if she's "feeling quite herself," but she dismisses them. She feels fine. Then new knowledge and memories start seeping into her brain — events she took no part in

and images of a world like and unlike her own. Her body begins to change, and she grows afraid. She hides herself, passing through fear, acceptance and finally excitement as her personality merges with that of her riding spirit. At this point, she might abandon her old life. Certainly, her friends might not recognize her. Even if they do, they're likely to be shocked by the changes in her appearance an outlook. And why would she want to have anything to do with them anyway? She has a whole new view of Creation, now. She knows of the spirit world, the struggle between spiritual factions deep in the Shadow and the interplay of the two worlds. She has abilities quite unlike anything she has experienced before. She is one of the *duguthim*. She walks between the worlds.

From Urged to Claimed

If the rider of one of the Spirit-Urged stays in place for long enough, the spirit of the host molds to the form of its rider. The Urged comes to believe that spirit-driven actions are her own, and that the changes the spirit has wrought on her body are a natural part of herself. She might come to enjoy and look forward to the things that the spirit urges her to do. This process, which can take anything from a few weeks to years, allows one of the Spirit-Urged to attempt to become one of the Spirit-Claimed, fully merging the spirits of host and rider.

Appearance

For the first few weeks of a Claimed's new existence, she can still pass as human. She retains her own knowledge as well as gaining that of the spirit, and the changes to her appearance take time. Indeed, if the claiming spirit wasn't particularly powerful, she might always be able to pass as human. If she's merged with a powerful spirit, however, she eventually leaves humanity behind. Once the transformation from human to Claimed is complete, no one could mistake the Ridden for an ordinary person. As the reshaped soul transforms the body around it, the Claimed's appearance takes on a mix of its original human features and aspects of the claiming spirit. A woman claimed by a fox-spirit would take on distinctly vulpine features, while becoming wiry and possibly thinner. She might grow a tail, but it's as likely to be covered in human skin as fox fur. A man claimed by a tree spirit might grow taller and wider. His skin might turn brown and gain a bark-like appearance. His walk takes on a slow, stiff gait, and extra limbs or leaves might sprout from his body in a subtle way, concealable through clothes. Indeed, most of the Claimed could just about pass for human, as long as they're thoroughly covered up with long coats, hats and possibly sunglasses. A few possess Numina that allow them to pass as humans for short periods of time.

The Claimed still retains the aesthetic sense it possessed before its merging, so it might choose to dress in ways that flaunt or enhance its physical changes, when on

its own, in the Shadow, or in the company of other spiritually aware beings.

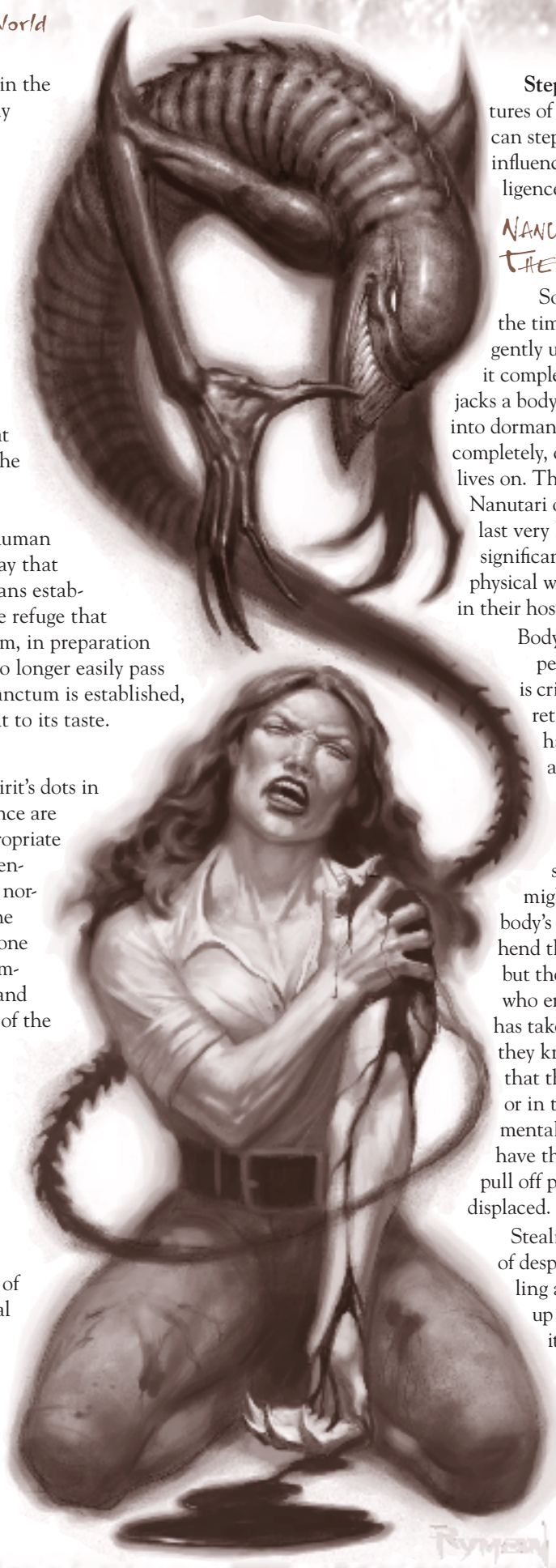
Agenda

Most Claimed seek to create a new, beneficial home for themselves in both the spirit world and the material world. Their ability to slip easily through the Gauntlet gives them the ability to reshape the spiritual environment on a par with that of a pack of werewolves. The first few weeks of its new, joined existence are spent securing and honing the human side of its existence in a way that suits it. That normally means establishing some sort of private refuge that it can bar other people from, in preparation for the time when it can no longer easily pass as human. Once its new sanctum is established, it can proceed to develop it to its taste.

Rules

Traits: Each of the spirit's dots in Power, Finesse and Resistance are distributed among the appropriate traits in the host body, potentially boosting them above normal human maximums. The dots transfer at the rate of one dot per week since the claiming. The Claimed's Speed and Defense are equal to those of the old body, with appropriate modifications for the trait increases. The Claimed retains all Abilities, Influences and Merits from its host and rider.

Essence: The spirit's Essence can be used to reinforce the host body by healing wounds at the rate of one point of Essence to heal one point of lethal damage or two points of bashing damage. The healing takes one turn to complete in either case. The spirit can take other actions while healing.



Stepping Sideways: As creatures of both worlds, the Claimed can step sideways in the area of influence of a locus with an Intelligence + Presence roll.

Nanutari: The Spirit Thieves

Sometimes a spirit has neither the time nor the inclination to gently urge a host, or merge with it completely. Instead, it just hijacks a body, driving the spirit within into dormancy or even out of the body completely, creating a ghost whose body lives on. These horrors, known as the Nanutari or the Spirit Thieves, rarely last very long, but they can inflict significant amounts of damage on the physical world in the time they remain in their hosts.

Body theft is not a beneficial experience for a spirit. The spirit is crippled by the process. It retains its own knowledge and has access to a significant amount of information from the brain of its new body, but it usually lacks the frame of reference to make sense of it. A Spirit Thief might recognize someone as its body's "wife" but not truly comprehend that relationship in anything but the simplest terms. People who encounter a Spirit Thief that has taken possession of someone they knew are likely to assume that the host is drunk, drugged or in the midst of a descent into mental illness. Very few spirits have the knowledge and savvy to pull off posing as the person they've displaced.

Stealing a body outright is a move of desperation for a spirit. Controlling and using the body takes up all of its energy, depriving it of its spiritual powers. It's trapped on the physical side of the Gauntlet unless it relinquishes its host body. In effect, it has none of the advantages of either its original spirit form or

its human host. It probably has to flee human society, and it will certainly need to avoid anyone who knew the host before the body theft. So why would spirits take this route? Simple. It's a handy means of hiding in the material world for short periods of time, an act of desperation by a spirit fugitive with no other recourse.

Appearance

Initially, a Spirit Thief looks exactly like the host did prior to the body theft but with a vacant, glazed expression and a shambling gait. While spirits might be able to grasp the most basic concepts of defecation and eating, little matters like basic personal hygiene, changing clothes and the like deteriorate rapidly. Within a few days, the Spirit Thief looks like a tramp who's been on the streets for months. Within weeks, the shambling mass of dirt, injuries and rags looks barely human. The body displays few traces of the spirits' nature unless the spirit desperately tried to reinforce itself with leaves, rocks or any other material appropriate to its nature.

Agenda

A Spirit Thief seeks only to survive and hide for as long as it can. This means finding somewhere it can hide its rapidly deteriorating face from attention, and a basic supply of food and water. Its responses to others are likely to be basic flight or fight, depending on how much of a threat the Spirit Thief thinks the antagonist is.

Rules

Spirit Thieves are little different from their hosts. The spirit may use its Essence to heal damage inflicted on the body on a one-for-one basis, but it cannot access any of its Influences or Gifts as long as it's in the body. Should a spirit use all its Essence in trying to maintain its host body, it disperses and re-forms in the Shadow Realm as per the usual rules. Should the host body be destroyed, the spirit is automatically flung back through the Gauntlet, less a Corpus point.

Appendix II

The Rockies

The werewolves were coming.

He sat on a tall stone, relishing the feel of the soft September wind through his fur. The summer had been long and hot, and the heat had driven the humans and spirits alike mad for a time. His scars had itched for some time after the worst of the bloodshed. But the wind was cool on his scars now, Mother Moon would rise soon, and the others were coming.

Far below and to the south, three pale shapes crossed a pasture, one following the other. As he watched them, he wondered if the sisters had stopped to help themselves. To the north, several small lights raced along a winding road toward the mountain. After a minute, the distant sounds of the motorcycle engines began to roll up the mountainside. There was the sound of a howl among them.

He rose to his paws. A fresh scent was on the wind – young and strong and full of fire. The sight of her reddish coat came to his imagination, even though she couldn't be seen yet. It was just like her; deliberately keeping from sight but approaching from upwind, letting her musk announce her presence without a trace of fear or humility.

They were coming. Blooded over the summer's hundred hunts, stained with sweat and tears, new scars in their coats, some even with empty spaces in their packs where beloved friends once ran. They were coming for the equinox, to boast and scheme and posture and fight. They were coming to sing rage and sorrow and pride to the night, to howl down the lengthening night. To stir up their blood until it boiled. To run under the moon. To hunt.

He raised his jaws to the darkening sky and howled.

In the survival of favored individuals and races, during the constantly recurring struggle for existence, we see a powerful and ever-acting form of selection.

—Charles Darwin

The Colorado Rockies showcases the diversity of settings available to the characters in **Werewolf: The Forsaken**. From austere mountains to fertile fields to raging rivers to cavernous mines to bustling cityscapes, the Rockies simultaneously reflects the wilds that the werewolves once exclusively haunted and the urban hunting grounds they now patrol.

In the World of Darkness, even more dangerous things than bears and mountain lions stalk in the wilds. The Forsaken roam the land, battling for territory and defending it against those who would threaten it. They struggle not only against each other, but against, hostile spirit menaces, Azlu, Beshilu, the Pure and any other threat of the myriad types that have learned to make themselves manifest since the fall of Pangaea.

In spite of the danger, though — or perhaps because of it — werewolves continue to come to the area to stake out territory and reap the rewards. To make things even better, a recent time of turmoil and its subsequent resolution has led to a "gold rush" as new territories open up. It's a perfect place for a new pack to stake a claim and forge its destiny.

Theme

The theme of the Rockies setting is that of opportunity. The balance of power has recently changed in this region as a result of the expulsion of a dangerous idigam, and new territories have opened up — more than the surviving local werewolves can tend on their own. There are spirit resources to claim and exploit, influential allies to be made and lingering mysteries yet to solve. A primal version of the pioneering and entrepreneurial spirit upon which the human-controlled parts of the setting were founded has come over the Uratha, and they come to the Rockies bubbling over with it.

Hand in hand with the theme of opportunity is a theme central to **Werewolf** itself: consequence and responsibility. The region's long, checkered history has affected the spirit world in ways that the human population can't conceive, and the recent invasion of an escaped idigam exacerbated some of the trouble. Now that the werewolves have prevailed over that menace, they must take responsibility for the wellbeing of the territories they carve out as a result. They must defend them against any threats that have been heretofore overshadowed and be mindful of the consequences of any actions they take to do so.

Mood

The mood that many Forsaken newcomers to the region share is one of tense anticipation. Whether the characters are experienced werewolves who believe their skills are necessary, young werewolves fresh from initiation or wandering outcasts looking to start over, territory in the Rockies offers an opportunity to prove themselves, balanced by the threat of the unknown.

The more common and overwhelming mood of stories set in this area, however, should be one of tension, suspicion and wariness. Just because one major threat has been dealt with and eliminated, for instance, that doesn't mean the area's a safe and pristine paradise. The local werewolves realize this fact, and they tread carefully when they return to territories from which they've been estranged for so long. There's no telling what threats have gone unchecked while the werewolves' attention was focused elsewhere.

Furthermore, just because the area offers a great deal of room for many werewolves to watch over a wide variety of territories, not every territory is equally large or desirable. Rival packs naturally try to claim the prime territories for themselves, and when they arrive at the same place at the same time, conflict is sure to break out. Opposing packs might be able to make peace long enough to deal with problems that affect both of their territories, but how long can such an understanding last? A pack that crosses its borders into its neighbor's land, ostensibly to deal with a larger threat, might just be using that as an excuse to distract a rival in preparation for an imminent annexation.

Local History in Review

The history of human and supernatural affairs in this region has long been a cycle of promise, opportunity, exploration, success, decline and eventual rejuvenation. Disparate groups go through this cycle at varying rates, often doing so and rising to prominence at the expense of competitors who are already in decline. Betrayal and disappointment are common among rivals, though it's not unheard of for tenuous balances to be struck and to last years beyond expectation.

Early History

Colorado's recorded history begins with the French explorer La Salle, who claimed for his nation everything east of the Rockies that he could in 1682. Others followed La Salle's path, but the territory remained undeveloped until the United States acquired it through the Louisiana Purchase in 1803. Not long thereafter, a US Army officer named Zebulon Pike mounted a serious American exploration into this new territory. It remained largely the domain of explorers and adventurers until roughly 1825 when trapping and fur trading in the region caught on in earnest. As American settlers drifted west, some of the blood of the wolf was sure to come with them, and werewolves were sure to follow in their tracks. These immigrant Uratha came into contact with the werewolves who were already in residence, and some degree of cultural interchange occurred

between foreign and local tribemates who'd communicated thus far only rarely and by way of spirit messenger. For the most part, though, meetings between werewolf locals and newcomers revolved around struggles for dominance over the rich, undeveloped territory. The same was true of the humans among whom the werewolves lived and traveled.

Though white settlers started arriving in great numbers in the 1850s — after the US government bought some of the neighboring land from Texas and won still more from Mexico — the native Ute and Arapaho tribes had been there long before that. A mostly nomadic tribe, the Arapaho often stayed in the area around Cherry Creek, close to what's now Denver. They traded with the white men, who they called "Spider People" due to their fondness for roads and fences. Initially, the settlers and the natives traded and got along fairly well — until the discovery of gold in 1858, which changed everything.

Gold allowed Denver to grow and thrive, eventually becoming the capital of the Colorado territories, and more opportunistic settlers flooded into the area. The Ute fought back to protect the sovereignty of their homeland, but they were powerless against the American military. By the early 1880s, they had been beaten down and removed to reservations. The Arapaho fared no better, and conflict with them culminated in the Sand Creek Massacre, where the US Army slaughtered 163 Arapaho on land where they'd been promised protection. Werewolves on both sides of the issue didn't want to interfere with the human conflict any more than they would want to step between two rams butting heads over a ewe, but the conflict did keep them busy and involved. Human progress at the expense of nature and the advancement of one culture at the expense of another had an impact on the spiritual makeup of the area, so the werewolves were quite busy dealing with the worst of its influence.

The Uratha became directly involved, however, when the settlers turned their attention to doing something about the "problems" caused by the native wolf population. With government permission and even sponsorship, just about every wolf in the region was wiped out over the course of the next 60 years. Local and newcomer werewolves, particularly the Hunters in Darkness, fought to protect their lupine cousins, in some cases out of sentiment, in others out of the practicality of maintaining plausible camouflage. Over the course of their predation, certain hollows entered into human folklore as "bad places to go." But when it became obvious that the odds were stacked against them, the Uratha adopted an attitude of preservation instead.

Meanwhile, the gold rush that began in 1858 eventually petered out, leaving burgeoning Denver in real danger of becoming a ghost town. Fortunately, though, tributaries of the Denver Pacific Railroad opened up western Colorado to all sorts of mining and settlement shortly thereafter, which alleviated local fears of Denver fading into obscurity. With the revitalization came waves of immigrants, and Denver grew into one of the largest cities in the Rockies. Beautification projects made sure the city had plenty of green space, and the City Park Zoo was transformed into a zoological garden. The advent of the railway also led to a heyday for local Iron Masters, but they weren't the only ones to benefit. Azlu used important stops along the line as targets to strengthen the Gauntlet in these new lands, and spirits of the railways themselves overpowered (and all but eliminated) free-roaming spirits who had thrived while the land had gone untamed.

Recent History

As the region's fortunes improved in response to the growth of the railways, its cities grew as well. By the 1940s, the Denver area had a new focus for industry: the military. The Air Force Academy soon chose Denver as its headquarters, followed by NORAD. The military bases flourished. Defense contractors, such as Ball Brothers Research Corporation and Martin Marietta moved to Denver and the surrounding communities. The oil business followed the defense industry into Denver, creating an economic boom that would last up until the mid-1980s. As this happened, an increasing number of people came out west, bringing all new problems with them. Perhaps the largest of these problems at first was the coming of vampires. These vampires weren't stronger than the local werewolves, but they were more aggressive than most and wanted the werewolves gone. They didn't have to fight for territory, for instance, when they could just *buy* it and make it so unpleasant spiritually that the indigenous werewolves were overwhelmed. And that went for only those vampires who didn't know about the local werewolves. Those who realized what they were up against immediately set out to sink their claws into the silver-mining industry, the railways or even the military, confident that it wouldn't be long before the "Lupines" were driven from the cities altogether.

Not every bloodsucker was so proactive and rigidly determined to drive the werewolves out, but a handful of them tried their hands at it. The one who came closest to success was one named Marianna, who posed as the heiress of a railway baron and used the vast resources at her disposal to buy out the deeds on several silver mines. She was smart and savvy and tough, and her supernatural senses were equal to those of any werewolf. All she felt she had to do was give her undead servants and children silver bullets, and all of Colorado would be hers in a matter of months. But the Uratha caught her before she could begin her plan in earnest, and to this day local vampires recount the gruesome fate of Marianna as a distinct object lesson against war with the werewolves. Some vampires still call the cities of Colorado home, but they keep themselves out of sight and refrain from intentionally antagonizing the werewolves.

The local werewolves experienced a much larger and graver setback, however, around the late 1970s. It was at that time that the bizarre, incomprehensible idigam had begun to make their malignant presence felt all over the world. Nowhere was that presence more immediately disruptive and destructive than it was in the Colorado

Rockies. A gruesomely potent idigam, whom the spirits referred to only as Gurdilag, worked its way through the Shadow Realm until it wound up in downtown Denver. The werewolves had never seen its like before, and try as they might, they couldn't eradicate it by simple force of arms. Gurdilag spread things that were either its agents or sloughed-off aspects of itself into the community from the vibrant locus that it had claimed as a phylactery. Whenever a pack of werewolves destroyed one of these agents, more (and stronger ones at that) replaced the fallen one immediately — sometimes while the survivors were still healing the wounds the fallen one had given them.

Gurdilag itself was rarely seen in more than a few horrifying glimpses of its un-form, but its agents quickly spread throughout the city, overtaking loci with a hive-like single-mindedness. Werewolves who stood against them were either cut down and devoured or, worse, overtaken spiritually and made fearsome agents of the idigam themselves. Eventually, the surviving werewolves were forced to flee Denver altogether, lest they be incorporated into Gurdilag's bizarre, incomprehensible design. They fled their homes, their families and their hard-won spirit allies in the face of what seemed an unstoppable onslaught, spreading out into the greater Rockies area with no plan beyond surviving into the next month, week, even night. Even a few loci in territories beyond the boundaries of the city fell before Gurdilag stopped its expansion and began to concentrate on accomplishing its alien agenda. Yet despite their every effort, none of the surviving Uratha who had fled their territories were able to retake what they had lost. Those who tried the hardest all died; those who failed and survived all despaired.

To make matters worse, the deaths of Forsaken elders elsewhere across the country was leading to the so-called "Brethren War, " in which up-and-coming werewolves fought one another for territory and dominance. Local werewolves in the territories surrounding Denver found themselves fighting battles in this war on two fronts, as displaced werewolves from beyond the Rockies closed in just as those who had been run out of Denver fled outward. Territory in the Rockies changed hands with alarming frequency, and more than one fell untended as weariness and infighting took their toll on Forsaken who had nothing left to give. As if things weren't already bad enough, well-coordinated Pure Tribe packs rushed into the locals' territory to capitalize on their hated enemies' time of weakness. The Forsaken were caught off guard by the ferocity and organization of the assault, and several packs were slain, forfeiting even more valuable territory.

The turmoil eventually stabilized into a stalemate, as it did all across the country as the Brethren War died down, but it wasn't a status quo that everyone was willing to live with. One local Iron Master named Max Roman had grown sick of Gurdilag's horrific effects on his city's spiritscape, as well as that of the violence between migrant Uratha displaced from the East as a result of the Brethren War and the opportunistic assaults of the Pure Tribes. With half of his pack dead and his confidence shattered by conflicts with Gurdilag's agents, and the rest of his pack slaughtered by his own kind, Roman took to the road to regain his focus and find his calling in life. His wandering eventually led him to Chicago where he experienced an epiphany that rekindled his fighting spirit. Gathering a new pack around him, he journeyed down strange and secret roads that, to this day, he will not discuss.

When he and his packmates returned to the Rockies, he arranged a moot at the Rocky Mountain Arsenal Wildlife Refuge. He explained who he was and what he'd been through for the benefit of those who didn't know. He then offered a kernel of hope that Denver and its surrounding territories could be retaken before the next full moon if the assembled werewolves were willing to put aside their differences and work together. His first and most outspoken opponent to this seemingly untenable idea was a Storm Lord named Rachel Snow, but even she chose to go along with him when Roman revealed what it was that his arduous journey had earned him — namely, the secret of Gurdilag's ban. The other werewolves quickly fell in line, and some were even able to convince stubborn Forsaken who hadn't deigned to show up for the moot that what Roman had in mind was worthwhile.

Before the next full moon, Roman and Snow led as many werewolves as would follow on a veritable crusade to purge the idigam's taint from the territory it had usurped. Armed with the secret of Gurdilag's ancient and long-forgotten ban, they made short work of the alien entity's agents all throughout Denver. They liberated loci more easily than those places had originally been won, and they freed local spirits whom Gurdilag's agents had imprisoned. Eventually, they tracked the diminishing idigam to its secret lair, choked down the horror of what they found going on there, and destroyed it. The cost in lives and sanity was steep, but in the end, Gurdilag was no more and Denver was free of its malignant influence.

With Denver firmly in their grasp, the survivors took stock and assessed the damage that had been done. The Shadow was a disaster area, much of it populated by hateful, bitter spirits that wanted nothing to do with their liberators. Many younger Forsaken were overwhelmed by it all, and some more recent arrivals were even prepared to write the city off as a lost cause. Yet wiser, or perhaps more stubborn, werewolves buckled down in the face of this adversity and took their packs into the worst parts of the city. They sought out those areas most upset by the idigam's activities and committed themselves to restoring them, if not improving upon them.

Now, in the wake of all that's happened, the Forsaken find themselves at the beginning of a new cycle in their local history. Although much of the damage that Gurdilag wrought hasn't yet been repaired, a new era of rejuvenation and promise lies before them. Urban territories long

denied them are available for the taking, and threats heretofore neglected are waiting to be faced and overcome. A new, potentially bloodier gold rush is in the offing for any werewolf pack with the will and courage to stake a claim.

Points of Interest

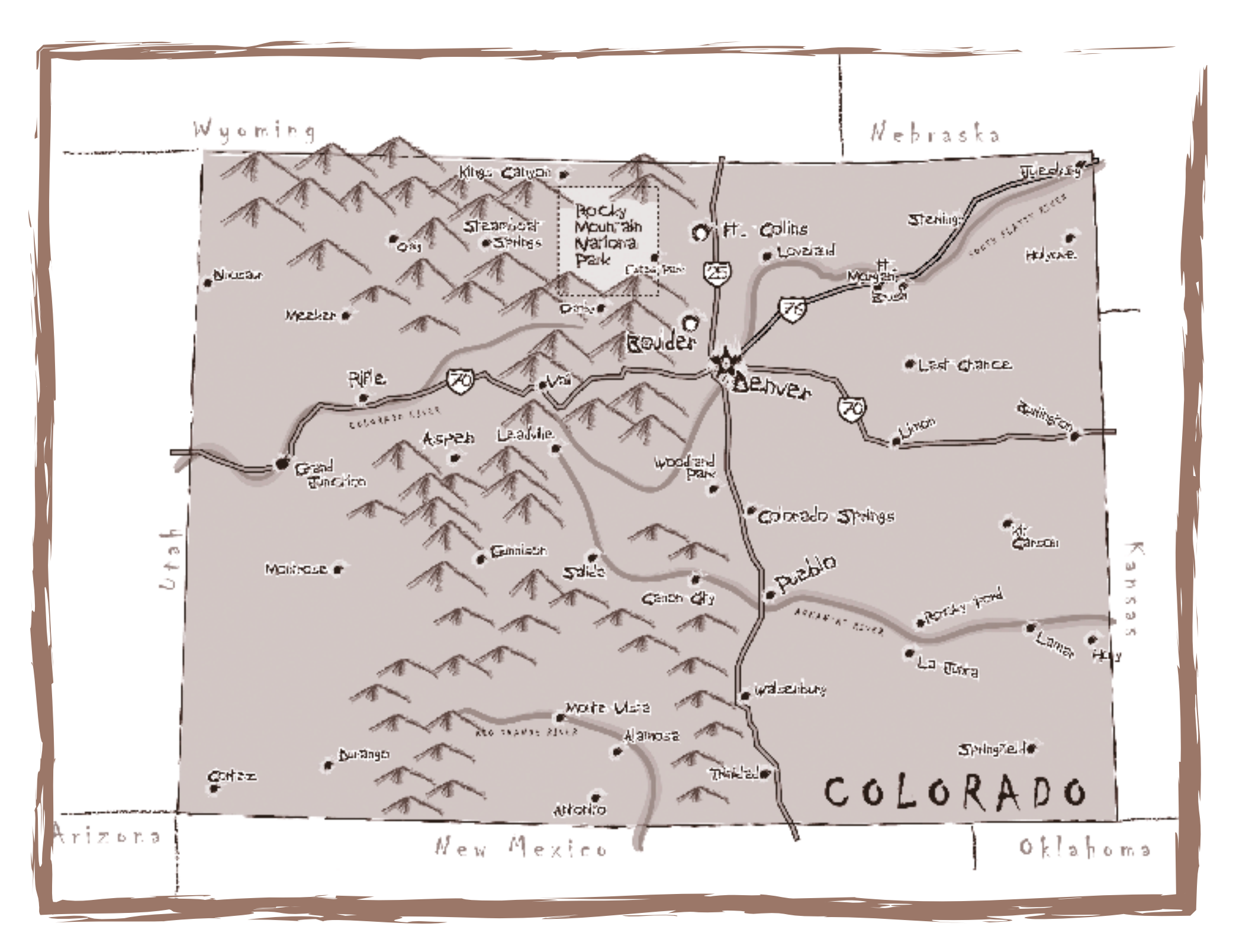
This legacy of conflict and reclamation has turned the Rockies into a thrilling and dangerous place for a werewolf pack to stake out territory. The following is an overview of where some of the best territory can be found and what sorts of challenges must be overcome to make it one's own. Formed long before either man or wolf walked the earth, the Rockies are an enduring testament to the awesome beauty of nature, and competition among Uratha for these awesome territories is fierce.

Wild Territory

The Front Range of the Rocky Mountains, located along the eastern slope, is where many Hunters in Darkness claim their territories. The Front Range is also a favorite of the Storm Lords, since it's a breeding ground for some of the nation's most chaotic weather conditions. Many of their packs have territories among the mountain peaks, far above the regions claimed by the Hunters in Darkness. The foothills of the Rockies are prime territory for the Iron Masters as well, since it's close enough to the city to provide easy access but is still unquestionably part of the Rockies proper. The Western Slope includes the sparsely populated Rockies on the western side of the Continental Divide. This is no man's land as far as the Rocky Mountain Forsaken are concerned, as anyone can have territories here, but they typically don't have strong ties to much of anyone in eastern Colorado.

The crown jewel of the Colorado Rockies is the Rocky Mountain National Park, and the highest point within it is Long's Peak. The peaks are known for their sudden electrical storms, and Long's Peak, being the tallest, is exceedingly dangerous. The Shadow Realm here crackle with ball lightning, and these spirits sometimes leap across the Gauntlet into storm clouds to wreak havoc. Storm Lords have claimed much of the territory around Long's Peak, including the awe-inspiring Storm Lodge at the summit, and they've managed to forge tense but solid working relationships with the greater elemental spirits there.

The park is also home to one of the most powerful loci in North America. The place is called *Sakendar Isi* in the First Tongue, and it's zealously guarded by the pack known as Mountain's Proud Children. Members of this pack concentrate the bulk of their energy on keeping the park's spiritscape immaculately maintained, trusting to the humans to manage the park and keep it safe from interlopers. The assault by the Pure Tribes during the upheaval caused by Gurdilag's usurpation, however, proved that this task was beyond the capabilities of any single pack. Uratha with territories in the vicinity of Rocky Mountain National Park are trying to work out a deal in which they help protect the sacred site in exchange for increased access to its spiritual bounty. Others are simply abandoning their territory altogether and devoting their attention full time toward taking *Sakendar Isi* for themselves.


Wyoming
Nebraska
Utah
Kansas
Arizona
New Mexico
Oklahoma
COLORADO
Rocky Mountain National Park
Denver
Boulder
Rifle
Aspen
Leadville
Grand Junction
Colorado Springs
Pueblo
Gunnison
Salida
Canon City
Durango
Cortez
Alamosa
Monte Vista
Walsenburg
La Junta
Lamar
Springfield
Limon
Last Chance
Loveland
Ft. Collins
Sterling
Holyoke
Meeker
Craig
Steamboat Springs
Kings Canyon
Woodland Park
Eagle
Vail
Montrose
Antonito
Trinidad

By way of contrast, the plains of eastern Colorado are largely considered boring and useless by the people who live there. Many werewolves feel the same way, but the Storm Lords have a very different take on the issue. While the plains might make worthless wolf territory, they make excellent storm territory. At their best, the storms that develop in this region produce awe-inspiring thunderclaps and viciously destructive tornadoes. The Storm Lords perform some of their most potent rites here among such furious majesty.

The 125-mile-long and 65-mile-wide San Luis Valley lies between the San Juan and Sangre de Cristo mountain ranges. It's the birthplace of the mighty Rio Grande and an area rich in history and natural beauty. Oddly, though, the San Luis Valley's spiritscape seems to be almost entirely dormant. It's not spiritually dead — it thrives as much as any other healthy natural area would — but no tolerant spirits answer the calls of the Forsaken, and no hostile spirits give the Uratha any trouble. Whether something drew the spirits of the valley far away from the world they inhabited or someone made a pact with the local spirits that led to this unnatural calm, the Forsaken don't know. What's more, they haven't had time lately to look into it with all the recent turmoil.

In nearby Wyoming stands a peculiar rock formation called the Devil's Tower. The pinnacle of stone carries with it a rich cultural history, and the strong spiritual resonance of the place has bled through the Gauntlet many times. Over 5, 000 feet tall, the jutting monolith comprises tall, hexagonal rock columns, with long vertical cracks that look like claw marks made by a great bear. The base of the monolith is a huge cave mouth. The atmosphere inside the caves once seemed to pulse rhythmically, as though the rock itself were breathing, but any exploration into the many tunnels simply led back to the main chamber, as though the spiritual energies were preventing trespass into the depths of the darkness. An ancient and powerful bear-spirit known locally as Great Bear has long slumbered in the deepest recesses of the cave. He was supposedly driven into this deep sleep around the turn of the 19th century, giving no indication when or if it would return.

Medicine Mountain, one of the oldest geological formations in the world, also stands in Wyoming. It has been a sacred place in the ceremonies of the Cheyenne and Crow peoples for centuries. Recently, the two-century-old "medicine wheel" of carefully placed stones at its peak has become a thriving tourist attraction. Some speculate that the wheel is a form of astronomical chart or the blueprint for building a tipi or sun lodge. The Forsaken, however, describe the wheel as having once been an unbelievably powerful locus where the Gauntlet never materialized. They say that even humans could step through to the Shadow at one time. The spiritual nature of the place slowly changed, however, as outsider civilization crept westward and the Azlu came with it. The emergence of the medicine wheel as a tourist attraction has strengthened the Gauntlet even more, and the place's spiritual power has started to wane.

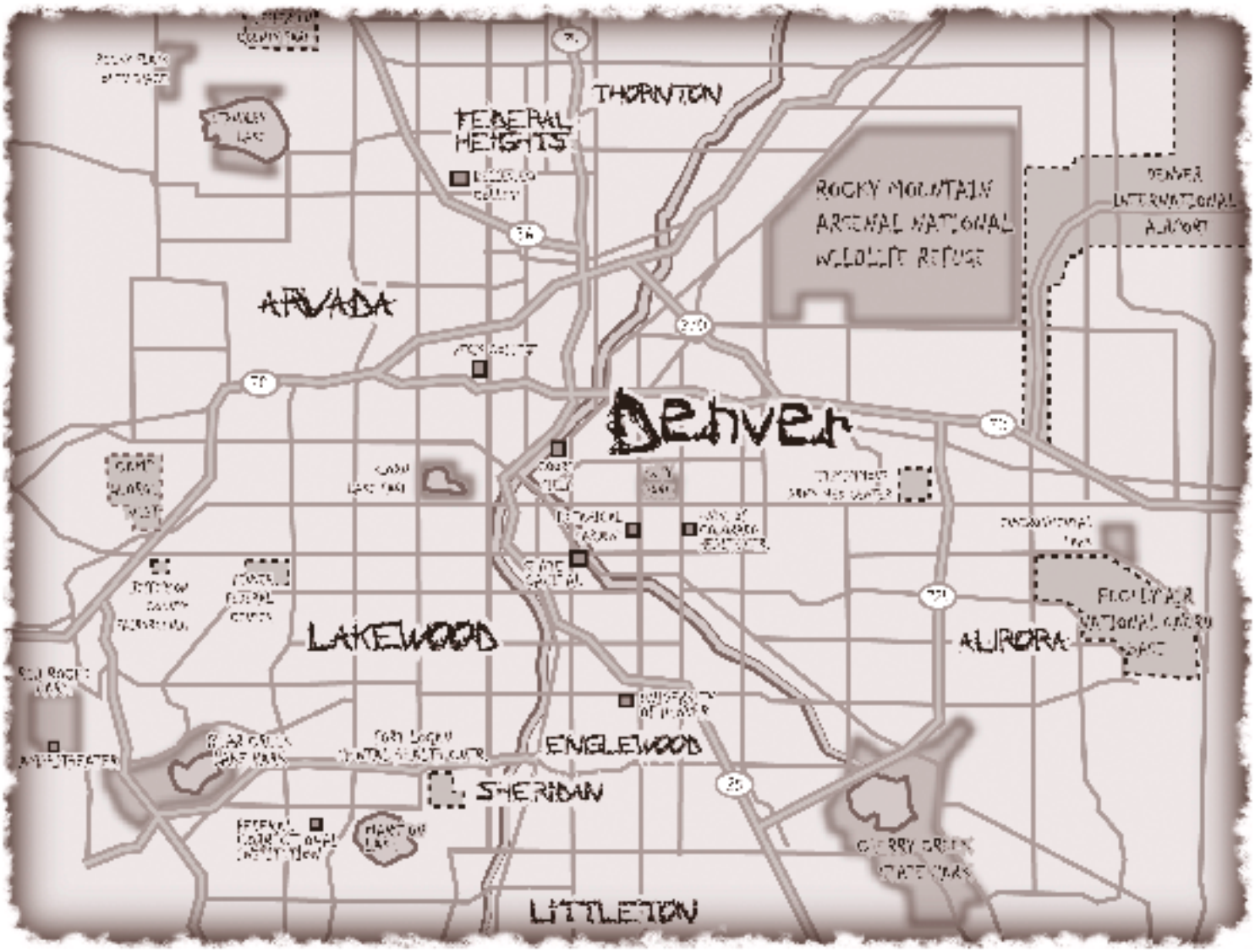
Urban Territory

Denver is the center of industry and urban culture in the Colorado Rockies, and cities such as Boulder, Castle Rock, Colorado Springs, Fort Collins and Greely serve as satellites or alternatives to urban sprawl. Not all werewolves care for the urban territories, but many live there or are moving there in response to the turmoil that's so recently ended. Leading this reclamation are the Iron Masters and some packs of Storm Lords, who find the hectic pace of humanity invigorating and the spirits of glass and steel intriguing. Denver, for instance, has both in spades, making it an ideal home for urban-minded werewolves. It also provides easy access to the foothills and the Front Range itself. What's more, even these urban areas are home to some less civilized places such as some noteworthy parks and wilderness areas. As they've been made what they are by the structured "progress" and development of human endeavor, though, they still fall under the general moniker of "urban" areas, and the spirits within don't act the same as their "wild" counterparts would.

Denver's city park, for instance, isn't exactly open wilderness, but it covers hundreds of acres and includes bike trails, plenty of wooded areas, two lakes and numerous gardens. It also includes the City Zoo — which is home to a fairly new exhibit of white wolves — and the Natural History Museum. The park is an ideal *tur* due to the fact that it's open enough to put a werewolf at relative ease, yet populated enough that no one's likely to try anything that would risk exposure.

Similarly attractive, though more available than the city park, are the Denver Botanic Gardens. Encompassing two dozen acres just outside Cheesman Park, the Gardens are home to 32, 000 plants from around the world, and the spiritual energy concentrated in this place is nothing short of staggering. Even during Gurdilag's occupation, the spiritscape here was barely scarred by its presence — for reasons that only Max Roman and Rachel Snow know for sure. Now that the idigam's brood has been scattered, the Gardens are a potent focal point for newly opened prize territory.

As Gurdilag's occupation came to an end, though, the victorious Forsaken who returned first to the area have discovered that the territories of the Denver Mountain Park system might just be the most desirable territories in all of Colorado. Rival packs have been challenging each other for it repeatedly, however, and the spiritscape of the territories has not recovered as quickly as some others because of the quick and violent changes in stewardship. Nonetheless, the territory is still a wonder. It consists of close to 14, 000 acres, all managed as a contiguous regional open-space system by the city and most of it outside city limits. Most of it is heavily wooded, as well, which makes it a hunter's paradise. If a pack can claim, tend and protect a large enough territory within this park system, the rewards stand to be immeasurable.



Colorado Springs is a middle-sized city of a few hundred thousand people It's home to several military bases including Fort Carson, Peterson Air Force Base, Shriever Air Force Base and the Air Force Academy. It's also home to Cheyenne Mountain Air Force Station, which houses such military command structures as NORAD. No werewolf has what could be called influence within this military complex, but a handful of them (chief among whom is Rachel Snow) have enough ties with certain military agencies that they are able to keep abreast of developments that affect the region directly.

Located just outside Colorado Springs is an outdoor park and natural history museum called Garden of the Gods, which also serves as a *tur* for urban packs to meet. It is notable mainly because it's home to some of the most beautiful rock formations in the state and it covers more than 1, 300 acres in total. Something about the place helps keep its human visitors calm and relaxed, which, in turn, keeps them from riling up the local spirits or the spirits around their homes who react to human emotions. The peaceful effects always subside in time, but the local werewolves seem to have a stake in making sure it remains a haven of peace and tranquility.

Northwest of Denver lies the city of Boulder, which is home to close to 95, 000 people. It has a reputation among the werewolves who live there for being quiet — strangely quiet. This isn't to say vampires, Azlu, Beshilu and the Pure have no interest in the area, but if such beings do have designs on the city, they've been circumspect about keeping their agendas a secret. That, or something other than the local werewolves has been handling such threats before they come to the Forsaken's attention. That isn't exactly a good thing, either, considering the fact that Gurdilag did its best to eliminate any supernatural threats to its agenda when it set its sights on Denver.

The northernmost city in Colorado, Fort Collins, is the bridge between Colorado's urban areas and Wyoming. Many packs once used it as a staging area for hunts into the Wyoming territories, but now it and the area around it has become something of a haven for werewolves of the Pure Tribes who use it to stage their own hunts.

As for Denver itself, most of the old territories in the city are open again to anyone who cares to claim them, and there are far more territories available than there are packs to claim them. The disproportion is such, in fact, that some werewolves worry that Pure Tribes packs or bands of Beshilu or Azlu might move into unclaimed territories before their allies can. If that happens, those territories could then be used as a springboard for launching attacks against Forsaken territories (much as the Pure Tribes have begun to do already in Fort Collins).

Conflict in the Rockies

The challenges that face the local and incoming Forsaken in the Rockies setting come in three main forms. The first is that of internal conflict, which includes issues dealing with the wolf-blooded, as well as struggles over newly available territory with like-minded werewolves. It also includes a burgeoning factional dynamic between werewolves who think like Max Roman and those who think like Rachel Snow — a dynamic that's polarizing local Forsaken into two diametrically opposed camps.

The second main form of conflict is the same sort of external conflict a werewolf is likely to encounter anywhere. It includes struggling against the Pure, curtailing the pestilential madness of the Beshilu, breaking up the spiritual ossification spread by the Azlu, tracking down inimical Ridden and harrying fugitive spirits back across the Gauntlet where they belong. The Forsaken must also be vigilant for signs that any of Gurdilag's brood survived their purge.

Corollary, perhaps, to that second conflict is that of policing and tending the spirit world that mirrors their earthly territory. Gurdilag's usurpation wrought grave harm upon the spirit world in and around Denver, and the Forsaken still have yet to uncover the full extent of it. What's more, their flight from that city and its surrounding territories left many spirit allies to be either destroyed or captured, which has seriously offended the werewolves' erstwhile allies in the Shadow. The infighting and the pitched battles with the Pure Tribes didn't make matters any better either. Add to that the fact that the denizens of the Shadow have never been especially friendly toward the Uratha in the first place, and it's easy to see that despite the opportunities it offers the brave, territory in the Rockies is far from safe or easy to come by.

Internal Conflict

One of the most prevalent personal concerns the Uratha have as a race is that of dealing with their families. Gurdilag's usurpation broke ties between many werewolves and the bloodlines they were born to, as werewolves who knew the full extent of family trees died and new children were born without any werewolves watching over them. These days, Uratha of every tribe have made it a top priority to try to locate more wolf-blooded as potential mates — a task often easier said than done, unfortunately. Additionally, competition between rival packs over territory in which certain wolf-blooded live puts the unaware in the middle of disputes they don't understand.

To some werewolves — particularly opportunistic ones who've arrived since Gurdilag's defeat — establishing families to carry on their legacies into the future is more important than finding potential wolf-blooded relatives in Denver with whom they've lost touch. Doing so doesn't normally lead to conflict between Forsaken outright, but it certainly *can* if a presumptuous werewolf tries to breed into an established family line that's firmly connected by blood to a fierce rival. Storms of murderous fury break out between dire enemies as well if one decides to take out his antipa-

thy for the other on the other's relatives rather than violate the fratricide prohibition of the Oath of the Moon. As this conflict plays out, certain patterns of preference have begun to develop instinctually along tribal lines.

The Blood Talons, for instance, tend to prefer strong and disciplined people with aggressive philosophies. Locals have gravitated toward police officers, survivalist types and descendants of Arapaho warriors among others. The Bone Shadows look for kin with a religious or spiritual bent, from "naturalist types" to descendants of the Utes. Hunters in Darkness also gravitate toward Arapaho people, as well as nominal city-dwellers on the fringes of society. The Iron Masters can be attracted to almost anyone, from the strongest specimens of the urban lower-class to heirs of the railroad barons who kept Denver on the map. (Max Roman's family is one such example.) The Storm Lords are equally diverse, seeking out mates at all levels of local society — from contractors working for the US military (such as one offshoot of the Snow family) to ambitious mystics among the native peoples of Colorado.

Aside from family-related concerns, though, werewolves must also be wary of the social dynamics that motivate the Uratha in the heart of the Rockies. Nowhere are those dynamics more keenly felt and important to the daily life of the local Forsaken than they are in Denver, which has just undergone such upheaval. More than any other city in the West, Denver is home to a surprising number of Uratha. Not that the werewolves are suffering from population problems, of course — plenty of territories are still open within the city limits alone — but the fact remains that neither the surviving locals nor fresh newcomers operate in a vacuum in Denver. Many neighboring packs are available to support them in times of direst need (as the overthrow and destruction of Gurdilag demonstrated), but also waiting for them to show signs of exploitable weakness so that they can swoop in and take over the territory. Rivalries and constant posturing to show strength are fundamental aspects of life, and when an important hot-button issue arises in local circles, it can polarize werewolves into bitterly opposed camps. It's happened plenty of times in the Rockies' history, and since Gurdilag's defeat, a new such issue has come up. The latest conflict revolves around the basic idealistic disagreement between Max Roman and Rachel Snow — the leaders of the crusade that opened the Denver territories once more.

After purging Gurdilag's taint from Denver, Max Roman hoped that the victory he had engineered would be the first step toward his goal of greater Uratha unity. In his idealized vision, the Forsaken across the continent could work together to destroy any menace and collectively assume the duties Father Wolf's murder had left undone. To Snow, however, this was the talk of a dreamer who'd

forgotten how the world works. Patrolling the Shadow and safeguarding one's own territory requires plenty of vigilance, strength and self-sufficiency without having to additionally play a game of diplomacy and compromise. A system where packs would be expected to leave their own territory for days at a time to assist some other, weaker pack hundreds of miles away would do more harm than good.

Though Roman considers it tantamount to a betrayal, Snow's rejection of his ideals does indeed reflect how the world works, or at least the local Forsaken. Some have claimed territories in Denver, while others restructured and reorganized their packs to recoup losses. Some survivors and a handful of newcomers pay lip service to Roman's ideal of more widespread cooperation, but most simply licked their wounds and returned to their territories to carry on just as they had before he came along. Most refrain from actively working against Roman, though, and some have even gained a newfound respect for the power of widespread (if temporary) werewolf cooperation as a result of what the Iron Master accomplished. Rachel Snow, however, sees Roman's dream as misguided and potentially dangerous in the long term, and she opposes it for the good of the People. Doing so, she makes an effort to earn the respect and awe of new packs that come to Denver looking for territory. When she has it, she makes certain to tell them a few key words about self-reliance.

Many local werewolves feel conflicted about the Roman/Snow rivalry. Young newcomers, still attempting to think of things in a more human mindset, often find Roman's approach more appealing at first, confident that communication and cooperation helps stave off the stagnation and self-indulgence that afflicts werewolves who are too inwardly focused. Others see the logistical near-impossibility of imposing a large social structure on a race of creatures whose instincts compel them to care for their pack and their territory above all. The conflict has the potential to rage on interminably unless (or until) some other widespread threat raises its head and tests the faith of werewolves on either side of the argument.

External Conflict

Although the Forsaken currently enjoy unprecedented freedom and opportunity throughout the Rocky Mountain region (and in Denver specifically), their actual enemies haven't lost their fangs or claws. The werewolves of the Pure Tribes remain more numerous in the American West than they are anywhere else in the world, and the Bale Hounds profit from the pain and misery that Gurdilag's alien agenda wrought all across Denver. The native spirits here have been slow to recover after the idigam's ministrations as well, and the Beshilu and Azlu are subtle enough that the true extent of their presence is often difficult to determine.

The Pure Tribes

With the success of Max Roman's crusade in Denver, the Pure of the Rockies have had to pause and think carefully about how to proceed. Their hatred of the Forsaken is as strong as ever, though, and with so many territories being left untended around the region as their rivals jockey for newly available ones, they have an opportunity that wasn't available to them before. They've begun to insinuate themselves into temporarily abandoned or as-yet-unclaimed territory in Denver and elsewhere around the region as quickly as they can manage. In doing so, they hope to build up a significant power base from which to launch attacks against their treacherous cousins before the werewolves of the Tribes of Luna realize what's going on. They plan to capitalize on the disarray inherent to the current reclamation just as they did once before in the wake of the Brethren War.

Leading this rapid colonization effort are the Ivory Claws, who work more closely with their fellow Pure here than they do elsewhere in the country. They are orchestrating a surprisingly effective campaign against younger packs in the wilder territories outlying Denver, for instance, using the Fire-Touched to confuse and demoralize them and the Predator Kings to hunt down stragglers who venture too far from safety. They're also working to destroy Max Roman and Rachel Snow directly, as their packs are easily the most powerful ones in the area. Aside from working resentful spirits up into fits of uncontrollable fury in the territories those packs claim and attacking various pack members directly, more cunning and calculating Ivory Claws spy on the two alphas for more deeply hidden weaknesses that can be exploited.

The fanatically dangerous children of Rabid Wolf are also causing problems in the Rockies, where their words are subtle venom, swaying the minds of young and old alike. The Rockies represent a treasure beyond price for the Fire-Touched, and they hate the thought that Forsaken Uratha are dominant there despite everything that's happened to beat them down. Their top priority now is to reclaim the locus at *Sakendar Isi*, which they held briefly during the 1990s, and this territorial gold rush could be an opportune time. Many werewolves who took that territory back from them years ago have since died fighting Gurdilag's agents or left the territory to carve out a niche on their own. The defenders who are left have filled out their ranks with relatively inexperienced werewolves as a result, which is a weakness the Fire-Touched intend to exploit to the fullest. Beyond that, the Fire-Touched aren't primarily concerned with gaining new members. They don't turn honest converts away, but the foremost goal of their efforts is to weaken the resolve of the Forsaken tribes before they can get their act together. In so doing, the Fire-Touched will punish the Forsaken as Father Wolf's murder demands.

The Predator Kings are easily the most fearsome threats the Rocky Mountain Uratha face, if not the subtlest. Guided by the calculating minds of the Ivory Claws and inspired by the passionate convictions of the Fire-Touched, the Predator Kings come into their own as

a virtually unstoppable force of nature, obliterating everything that stands before them. Their primary victims are those werewolves whose territories lie beyond the bounds of Denver and the other local cities, but they stand ready to descend upon any urban werewolves that their Pure Tribe brothers can flush out into the wilderness for them.

Other Threats

Ever since the earliest days of Colorado's history the Azlu have been quietly at work, strengthening the walls between the worlds of flesh and spirit. Colorado's railroad barons laid the path for the spiders, and the foreign settlers who came along unwittingly helped create an environment where the Azlu could thrive. The Spider Hosts are content to work subtly for the most part, but a gathering of Azlu that found an isolated and weakened pack of Uratha would not hesitate to snare such prey and devour their delicious innards. By contrast, the Beshilu of the Rockies are bestial and primitive, and none of the local werewolves can quite predict what their next moves are going to be. The Beshilu do appear to be as upset about the blasted state of Denver's Shadow as the werewolves are, though. While it's true that Gurdilag left the city's spiritscape in a shambles and stirred the local spirits up into flurries of chaotic contempt for their mandated roles, its efforts also motivated the local Azlu into a frenzy of activity. That activity has preventatively thickened the Gauntlet all over the city, which drives the Beshilu to retaliate in kind.

Spirit Conflict

Having endured decades (some would even say centuries) of abuse and turmoil, the ancient spirits of this region have turned in anger on the spirits and werewolves of Denver, making the city's spirit reflection an even more unstable and dangerous place than it once was. As a result of Gurdilag's usurpation, destructive spirits ran rampant through the spirit streets of Denver, and spirits of loneliness, detachment and conformity drifted idly along the sidewalks. Further, the spirits of the mountain were driven to resist the expansion of the new taint festering within the city, fighting the intruders and attempting to take back territory they claimed was rightfully theirs. Now, spirits from both sides attack the Uratha — the newcomers want them to suffer and die, and the mountain spirits ironically blame them for taking so long to cut back the atrocity.

Moreover, Azlu have strengthened the Gauntlet surrounding some parts of Denver to quite an extent without any werewolves in the city to attack their nests and drive them away. Many local spirits have been driven out by this activity, and they're now desperately doing whatever they can to get back where they belong. Some are willing to aid (or at least tolerate) werewolves if doing so will help them get back to their homes, but others would just as soon lash out at the Uratha lest the werewolves mistreat them as Gurdilag's agents did. Also, many of these spirits relied on the werewolves before Gurdilag came, and they remember all too well when their protectors and stewards abandoned them.

To put it mildly, the spiritscape in the Rockies' urban territories is in a shambles. Barrens dot the urban landscape. Werewolf packs often find themselves riding herd on out-of-control spirits, trying desperately to exorcise the more malicious sorts and bring some kind of order to the rest. It's a frustrating job, but it needs to be done. Most of Denver's urban spirits are as reasonable as spirits in any other region are toward the Uratha, and as long as a pack takes its duties seriously and doesn't throw its weight around, it stands a chance of winning over local spirits as allies. Gurdilag's occupation of the area led to the spirits suffering in many unexpected ways, after all, and many of them find themselves just as damaged and broken as the humans who survived Gurdilag's reign of terror. Therefore, whether the spirits like it or not, it's up to the werewolves to help them reclaim the territories they represent.

The fringes of Denver (and other Rocky Mountain cities), however, are chaotic places where constant skirmishes for territorial control take place. Boundaries and allegiances are constantly shifting in these border areas, and werewolves entering these regions of the spirit wilds could find themselves in grave peril. Any preference for one side in a given conflict can place the werewolves in the center of the struggle, alienating the other side and creating a host of enemies for the pack. Contrarily, a pack that claims such a border zone as its territory might find itself constantly renegotiating pacts as the spirits' territorial boundaries shift.

Still further away from the major cities and towns lie hamlets and villages, and even remote cabins in the woods. For the most part, the spirits of these smaller human settlements have forged grudging agreements with the surrounding natural spirits, as they don't have the strength to win a direct conflict. Many smaller towns don't impact the surrounding environment enough to be noticed by the older spirits of the land and are totally ignored. Still others harbor dark and twisted spirits that are best left alone, or form shoals that trap the unwary.

Local Figures

The following is a selection of the prominent or recognizable Forsaken packs in the Rockies territory. They could make for strong allies, potent rivals or just familiar faces, depending on the style of your chronicle and the tastes of your players.

The Silver Syndicate

The Silver Syndicate is one of the most powerful packs in Colorado. Under the leadership of Max Roman, these werewolves formed the core of the coalition of Forsaken packs that ousted Gurdilag from Denver.

Unfortunately, the crusade to destroy all of Gurdilag's agents cost the pack dearly, just as Gurdilag's initial rise, the Brethren War and the subsequent attacks by the Pure all had previously. After the final battle, only three of the eight members of the Syndicate lived to tell the

tale. Roman himself still bears the scars of the battle. The pack has recently rebuilt its numbers to a certain extent, as well as its physical, economic and spiritual assets, in the hopes that, with a stronger front, it can achieve Roman's dream of a long-term, cross-tribe alliance. Until then, the Silver Syndicate continues to build its resources, thanks in no small part to the powerful locus the pack created in a high-rise office tower in downtown Denver called the Argentum Building. The other current members of the pack include Richard Canfield (a Blood Talon Rahu), Jason "Tycho" Champlain (an Iron Master Ithaeur), Andrea Waters (a Bone Shadow Cahalith), Rumor (an Iron Master Irraka), Subtle Storm (a Storm Lord Ithaeur) and Elise Glass-Shattering Howl (a Hunter in Darkness Cahalith). The pack's totem is Argent Peregrine.

Max Roman

Auspice: Elodoth
Tribe: Iron Masters
Mental Attributes: Intelligence 3, Wits 4, Resolve 6
Physical Attributes: Strength 4 (5/7/6/4), Dexterity 5 (5/6/7/7), Stamina 5 (6/7/7/6)
Social Attributes: Presence 4, Manipulation 5 (4/5/2/5), Composure 4
Mental Skills: Academics (Business) 3, Computer 3, Investigation 4, Medicine 2, Occult 4, Politics (Uratha, Human) 4, Science 2
Physical Skills: Athletics 3, Brawl 4, Drive 2, Firearms 1, Stealth 3, Survival 4, Weaponry (Klaive) 4
Social Skills: Animal Ken 3, Empathy (Crowds) 5, Intimidation 5, Persuasion 3, Socialize 4, Streetwise 4, Subterfuge 5
Merits: Allies (Local Pack Alphas) 3, Allies (Chicago Pack Alpha) 1, Contacts (Financial, Manufacturing Companies, TV Stations, Food Services) 4, Fetish (Klaive Sword) 5, Inspiring, Language (First Tongue) 1, Resources 5, Totem 3, Weaponry Dodge
Primal Urge: 6
Willpower: 10
Harmony: 6
Essence Max/Per Turn: 15/3
Virtue: Faith
Vice: Greed
Health: 10 (12/14/13/10)
Initiative: 9 (9/10/11/11)
Defense: 4 (all forms)
Speed: 14 (15/18/21/19)
Renown: Cunning 5, Glory 2, Honor 4, Purity 1, Wisdom 1
Gifts: (1) Know Name, The Right Words, Scent Beneath the Surface, Sense Malice, Wolf-Blood's Lure; (2) Camaraderie, Scent of Taint, Snarl of Command, Traveler's Blessing; (3) Aura of Truce, True Leader, Sagacity; (4) Fuel Rage, Know the Path; (5) Bind or Sunder
Rituals: 5; **Rites:** Any from Chapter Two.

Max Roman is a werewolf with many secrets, not the least of which is how he uncovered Gurdilag's ban. A general sense of his background is common knowledge around the Rockies, however. He was born to a wealthy

Chicago family, among whose ancestry were several Iron Masters. He counts among his extended line of ancestors those Uratha who helped keep Marianna and her vampire cohorts from taking over Denver long ago. He moved to Denver himself as a young werewolf and remained there until he was driven out by Gurdilag's usurpation. He drifted back toward Chicago in defeat until a spiritual breakthrough renewed his confidence. He rebuilt his Silver Syndicate pack and led it on a quest deep into the spirit wilds where they uncovered the secret of Gurdilag's ban. He then returned to the embattled Rockies territories and forged the fractious packs of the area into a temporary but very powerful army.

Roman cuts a tall and powerful figure. He's in his mid-40s, though he looks a decade younger thanks to his werewolf metabolism. His hair is gray but full, and he wears a goatee in human form. He usually wears expensive business suits, but he always dresses for the occasion — anything from combat fatigues to cowboy boots, depending on the situation.

Roman is a powerful, charismatic leader with a dream: uniting the Tribes of Luna under a common banner and goal. He personally believes that if the many packs of Forsaken across the continent were forged into a single Uratha force, they would be able to make whatever destiny they chose.

The Echoes of Thunder

Like many packs, Rachel Snow's Echoes of Thunder pack suffered losses during Denver's recent upset and tur-

moil. Unlike many of the packs in the area, though, she refused to rebuild her pack's ranks with werewolves from other tribes. What's more, Snow believes that the only way for werewolves to truly reclaim the ancient powers lost after the murder of Father Wolf is by constant conflict and testing. Personal strength is key. Strength of the pack or tribe is also important, but a warrior's true strength comes from victory by any means. She finds Roman's plans for an alliance of Uratha to be naïve at best, and a self-destructive fool's delusion at worst. She supported the cooperative effort against Gurdilag and its agents out of necessity, but talk of long-term, idealistic alliances and treaties makes her instincts rebel. She and Roman have had numerous "discussions" on the matter, and only their common belief in the Oath of the Moon has kept them from ripping each other's throat out during the few times the two are willing to meet in person.

The Echoes of Thunder pack also includes four other Storm Lords. Crash of Thunder (aka Crash the Younger) is a Rahu, Marla Price is a Cahalith, Sergei Quiet Steel is an Irraka, and Lightning Ferrara is an Ithaeur. The pack's totem is Wolf that Strikes Alone.

Rachel Snow

Auspice: Elodoth
Tribe: Storm Lords
Mental Attributes: Intelligence 4, Wits 5, Resolve 4
Physical Attributes: Strength 4 (5/7/6/4), Dexterity 5 (5/6/7/7), Stamina 5 (6/7/7/6)
Social Attributes: Presence 4, Manipulation 3 (2/3/0/3), Composure 5
Mental Skills: Academics 4, Computer 2, Crafts 4, Investigation 5, Medicine 3, Occult 5, Politics (Uratha) 5
Physical Skills: Athletics 5, Brawl 5, Firearms 3, Stealth 5, Survival 5, Weaponry 3
Social Skills: Empathy 4, Expression (Howls) 3, Intimidation (Staredowns) 4, Persuasion 3, Streetwise 5, Subterfuge (Insinuation) 5
Merits: Allies (Local Pack Alphas) 2, Brawling Dodge, Common Sense, Contacts (Defense Contractors, New Money) 2, Disarm, Fetish 2, Inspiring, Language (First Tongue) 1, Resources 4, Totem 4
Primal Urge: 6
Willpower: 9
Harmony: 5
Essence Max/Per Turn: 15/3
Virtue: Fortitude
Vice: Wrath
Health: 9 (11/13/12/9)
Initiative: 10 (10/11/12/12)
Defense: 5 (all forms)
Speed: 14 (15/18/21/19)
Renown: Cunning 3, Glory 3, Honor 4, Purity 3
Gifts: (1) Warning Growl, Loose Tongue, Scent Beneath the Surface, Sense Malice, Know Name, Partial Change; (2) Luna's Dictum, Sand in the Eyes, Snarl of Command, Skin-Stealing; (3) Voice of Command, Silver Jaws; (4) Break the Defiant
Rituals: 5; **Rites:** Any from Chapter Two.

Rachel Snow comes from a long and distinguished line of American Storm Lords. She originally hails from Colorado Springs, and her extended kinfolk family is very involved with the various defense industries that make their homes in Colorado. (Some locals joke that for every bomb that exploded over Iraq in both Gulf Wars, the Snows got a thousand dollars.) While they don't own any major defense contractors such as Boeing or Martin Marietta, companies owned by the Snows provide parts and services to all of them. Rachel fervently believes in personal responsibility and hates the thought of owing anything to anyone. For years, she led expeditions into the territories surrounding Denver to perform precision strikes on the agents of Gurdilag who operated there and keep the usurpation from spreading. Her experience and intelligence made the Echoes of Thunder invaluable to Roman's war effort. She strongly supported the group effort to retake Denver, which has made her refusal to back Roman's efforts to create inter-tribal alliances feel like a betrayal (from his perspective). She maintains that she never supported anything other than the conflict itself. In fact, the conflict between the Uratha who survived the battle will, in turn, make those survivors better warriors. Since the re-taking of Denver, her pack continues to seek out conflicts, and when necessary, instigate them. She has quietly encouraged both sides in conflicts and richly rewarded the victors.

The Snow family, an extended clan with Storm Lord blood flowing through it, has branches from all over the globe. Rachel hails from a branch with strong ties to South America. She has olive skin with dark eyes and hair that's cut short (so as not to provide a handhold

in combat) but stylish. She wears little jewelry, with the exception of a fetish necklace.

Rachel is strong, confident and always in charge. She uses every weapon at her disposal to make herself and her pack stronger, including cunning and guile. She's a powerful warrior, but she knows that not all battles are fought with claw and klaive. She is equally comfortable using words as weapons.

The New Hope Pack

One of Roman's ideas to seed more cooperation between the Tribes of the Moon was to make contact with young multi-tribal packs and encourage them to seek out territory in the Rockies. Roman believes that a plethora of tribal backgrounds can lead to a synthesis of new ideas and ways of thinking.

The following multi-tribal pack, calling itself New Hope, is made of new werewolves fresh from their initiations and was one of the first to answer Roman's call. Roman tries to exemplify his ideals of cooperation and comradeship through these werewolves, and Rachel Snow has made it a project to get them to "grow up and take stock of what's important" instead. As for the members of the New Hope pack themselves, they would much rather be left alone to stake out some territory, make some on-the-level alliances and spread their renown.

Aside from its alpha, Jack "Shrike's Thorn" Kinneson, the New Hope pack also includes Arden Kantner (a Hunter in Darkness Ithaeur), Fred "Gears" Niven (an Iron Master Irraka), Nikki Stone (a Storm Lord Cahalith) and Nine-Claws Amy (a Blood Talon Rahu). They haven't sought out a totem.

Jack "Shrike's Thorn" Kinneson

Auspice: Elodoth
Tribe: Bone Shadows
Mental Attributes: Intelligence 2, Wits 2, Resolve 3
Physical Attributes: Strength 2 (3/5/4/2), Dexterity 2 (2/3/4/4), Stamina 2 (3/4/4/3)
Social Attributes: Presence 3, Manipulation 2 (1/2/0/2), Composure 3
Mental Skills: Academics 3, Computer 1, Crafts 1, Investigation (Details) 3, Occult 2, Politics (Moots) 1
Physical Skills: Athletics 1, Brawl 1, Weaponry (Spear) 2
Social Skills: Empathy 1, Intimidation 1, Persuasion 2, Socialize 1, Subterfuge (Planning Traps) 2
Merits: Fetish (Spear) 3, Language (First Tongue) 1, Meditative Mind, Mentor 2
Primal Urge: 1
Willpower: 6
Harmony: 7
Max Essence/Per Turn: 10/1
Virtue: Temperance
Vice: Sloth
Health: 7 (9/11/10/7)
Initiative: 5 (5/6/7/7)
Defense: 2 (all forms)
Speed: 9 (10/13/16/14)
Renown: Cunning 1, Honor 1, Wisdom 1
Gifts: (1) Scent Beneath the Surface, Sense Malice, Ward Versus Mortals
Rituals: 1; **Rites:** (1) Rite of Dedication, Shared Scent

Jack grew up in a well-to-do, middle-class home in Colorado Springs. All he knew about his father was that the man "worked overseas for the government" — at least according to Jack's mother. One night, as he was leaving the Red Rocks Amphitheatre in Denver after a rock concert, he felt as if he were being followed, though he didn't see anything. On the highway leading back home, a van driving without headlights nearly ran him off the road. It sped ahead and then swerved around, racing at Jack's borrowed Honda. They narrowly missed each other, but there was a thump on the ceiling. Metal squealed as a pale, delicate hand ripped open the roof. It looked like a young girl, maybe sixteen, but her eyes glowed red, and her mouth was full of inward-curving, razor-sharp black teeth. Jack lost control of the car and it plowed through a fence. He lost consciousness for a second but came to in great pain, pinned beneath the creature. Before Jack could even figure out what was happening, a massive white paw yanked the thing away from him, and an enormous wolf's head looked down at

him. It paused for a moment, then bit him in the same place the creature had. Jack passed out.

Many years later, Jack had attended and dropped out of college and worked his way through a disastrous and depressing string of failed jobs and relationships. His life was spiraling out of control and possibly taking his sanity with it, and one night he just snapped. He doesn't remember (or won't admit) the circumstances that led to it or what he did when his Rage finally boiled over, but he woke up in his bed the next morning, with his father standing over him. His father explained Jack's heritage, and that he hadn't thought that Jack was also a werewolf like him; he'd expected the Change to occur earlier in Jack's life (just as it had when he, himself, had been younger). After that, Jack's life was different. He tried to go back to school and balance it against his father's harsh training, but he eventually dropped out again. Something had to give, and his father (who'd taken the rite name of Bearskull) was more convincing than any college advisor.

After his Rite of Initiation, Jack surprised his father by agreeing to join the multi-tribe New Hope pack rather than join his father's pack as Bearskull had hoped. Jack painted it as a chance to show the other tribes the old ways that only the Bone Shadows kept. His father suspects that the real reason was to avoid him, but he's kept bitterly quiet. He even presented his son with a short fetish spear upon finishing his Rite of Initiation.

Now, Jack tries to balance the worlds he walks between. His pack looks to him for leadership, not just because of his auspice, but because he's a natural leader. He isn't the wisest (Arden), the smartest (Nikki), the strongest (Gears) or the fastest (Amy), but he can see how to best use the strengths of the pack and create something more powerful than the sum of its parts. Of all of the pack, he's the most "humanized," having had a relatively sedate suburban upbringing. He even manages to find time to take a class or two a semester, trying to finish his psychology degree. He knows he'll never be able to attend medical school or practice, but he wants to finish it. He hates leaving things unfinished.

Jack is in his early 30s, though he looks older. He dresses in dark colors and has a beloved leather jacket that's survived his werewolf experiences so far. He has premature gray hair at his temples and piercing blue eyes. He tends to look around a lot, always keeping track of his surroundings and especially his packmates. In wolf form, his fur is a rich white.

Jack is a planner and a thinker. He certainly has the passion and fire that all Uratha do, but he tempers it with will and wits. The others listen to him because he can take their disparate talents and put them together in new and surprising ways. While any one of them is a formidable opponent, Jack can turn them into something more. Though his pack holds him in high esteem, Jack is often harder on himself than anyone else would be. As the pack's alpha, he takes each defeat as a personal stain, though he conversely sees all of the pack's victories as a group effort. He hopes to someday be sure of himself enough to stand out of his father's shadow and show everyone who he really is.

The Red Knives

The Red Knives are in many ways the ideal example of a werewolf pack — not by their adherence to lofty goals, but by their concern with territory, the hunt, and the here and now. The Knives and their kin live on the land, growing their own food and hunting for game, yet on nights when the moon shines brightly, the Red Knives slip away and hunt a different sort of prey. Whether it's a rogue spirit riding a bear or a group of campers who didn't hold to the "take nothing but photos, leave nothing but footprints" rule, the Red Knives stalk intruders with great zeal.

The Red Knives have a pact with the Echoes of Thunder. The Knives have agreed to come to the Echoes' aid if requested, and in return, the Echoes provide them access to equipment the Knives can't get on their own. The pack does have to pay for this hardware, using money and credit cards taken from any human prey they have to bring down or performing favors at the Echoes' discretion. Occasionally, the Red Knives have worked for other packs, acting as temporary guardians if said packs have to travel out of their territory. They don't enjoy using their talents for something so base as money, so they can usually be found out of their territory only when their coffers are running low or they need a special piece of hardware.

Aside from their alpha, who calls himself only Honcho, the all-Blood Talon Red Knives pack consists of Grunt (Rahu), Phantom (Irraka), Ranger (Irraka) and Snap (Cahalith). Their pack totem is Stalking Wolf, and they operate out of a small, easily overlooked compound near the Colorado-Wyoming border.

Honcho

Auspice: Cahalith
Tribe: Blood Talon
Mental Attributes: Intelligence 2, Wits 3, Resolve 4
Physical Attributes: Strength 3 (4/6/5/3), Dexterity 4 (4/5/6/6), Stamina 4 (5/6/6/5)
Social Attributes: Presence 3, Manipulation 3 (2/3/0/3), Composure 3
Mental Skills: Academics 1, Crafts (Vehicles) 3, Investigation (Body Language) 1, Medicine 1, Occult 1, Science 1
Physical Skills: Athletics (Throwing) 3, Brawl (Dirty Tricks) 3, Drive (Off Road) 1, Firearms (Rifles) 4, Larceny 2, Stealth (Camouflage) 2, Survival (Navigation) 3, Weaponry (Knives) 2
Social Skills: Intimidation 3, Persuasion 2, Subterfuge 2
Merits: Contacts (Survivalists, Military Veterans) 2, Language (First Tongue, Russian, Spanish) 3, Resources 2, Totem 2
Primal Urge: 3
Willpower: 7
Harmony: 5
Max Essence/Per Turn: 12/1
Virtue: Fortitude

Vice: Pride
Health: 9 (11/13/12/9)
Initiative: 7 (7/8/9/9)
Defense: 3 (all forms)
Speed: 12 (13/16/19/17)
Renown: Glory 3, Purity 1
Gifts: (1) Left-Handed Spanner, Pack Awareness, The Right Words; (2) Camaraderie, Resist Pain; (3) True Leader
Rituals: 2; **Rites:** (1) Banish Human, Funeral Rite, Rite of Dedication, Shared Scent; (2) Cleansed Blood, Hallow Touchstone

Honcho has the unenviable job of riding herd on a raging band of testosterone-poisoned werewolves. And he loves it. Honcho served two tours of duty in the Marines, and while on an "unofficial" mission in Colombia fighting "the War on Drugs," he lost all of his men to enemy fire. Suffering from multiple bullet wounds himself, he erupted through his First Change, becoming in an instant the glorious fighting machine he always wished to be. When he came to his senses, he was covered in blood and surrounded by mangled corpses. He returned to the States and was quietly discharged. His conduct would have earned him a court martial had it been any sort of official mission. Soon after his discharge, he found out the rest of the truth about what he is.

Honcho doesn't hold much with the traditional weapons of old; swords and spears were never his thing. Sometimes he misses the days of gunmetal and powder burns, but even he can't make himself stand and fire when his instincts are screaming at him to take on Gauru form and tear his prey apart. In human form, Honcho couldn't be mistaken for anything other than a soldier. His broad shoulders, buzz-cut hair and parade-rest stance point him out to all but the most oblivious.

Scar Angels

The Scar Angels pack has a history going back to the late 1940s, when the first members fought a potent road-spirit that had grown fat on horrible accidents on a local curve. The Scar Angels is one of the oldest Blood Talon packs still active, thanks to its practice of continually seeking out new blood. The Angels claim as their protectorate a network of interstate highways that crisscross the Rocky Mountains. They scour the roads, constantly on the prowl for a new challenge. As a practical matter, they don't always challenge every werewolf who travels on "their" highways, but they do make it their business to mark their territory and give all sorts of bloody grief to traveling packs who don't respect it.

Among humans, the Scar Angels appear to be an intimidating biker gang — though one far more terrifying in person than any other bikers. Even the most white-bread city-slickers can tell the difference.

Aside from its alpha, Jerry "Duke" Needham, this pack includes Copperhead (Blood Talon Irraka), Fix (Iron Master Ithaeur), Hellfire (Blood Talon Rahu), and Smoker (Blood Talon Irraka). Their totem is Hungry Cheetah.

Jerry "Duke" Needham

Auspice: Elodoth
Tribe: Blood Talons
Mental Attributes: Intelligence 2, Wits 3, Resolve 2
Physical Attributes: Strength 3 (4/6/5/3), Dexterity 3 (3/4/5/5), Stamina 3 (4/5/5/4)
Social Attributes: Presence 4, Manipulation 2 (1/2/0/2), Composure 4
Mental Skills: Crafts (Motorcycles) 2, Investigation (Obfuscating Crime Scenes) 2, Occult 2
Physical Skills: Athletics 2, Brawl 4, Drive (Motorcycle, Stunts) 4, Firearms (Pistols) 2, Larceny 2, Stealth 2, Survival 1, Weaponry (Chains) 2
Social Skills: Empathy 2, Expression 2, Intimidation 2, Persuasion 2, Socialize (Biker Bars, Highway Travelers) 3, Streetwise (Gangs) 3, Subterfuge (Fast Talk) 3
Merits: Contacts (Biker Gangs, Truck-Stop Folks) 2, Fast Reflexes 2, Fetish (Motorcycle) 5, Language (First Tongue 1, Spanish 1), Stunt Driver, Totem 2
Primal Urge: 3
Willpower: 6
Harmony: 6
Max Essence/Per Turn: 12/1
Virtue: Justice
Vice: Lust
Health: 8 (10/12/11/8)
Initiative: 9 (9/10/11/11) with Fast Reflexes

Defense: 3 (all forms)
Speed: 11 (12/15/18/16)
Renown: Glory 1, Honor 3, Wisdom 1
Gifts: (1) Know Name, Sense Malice, Scent Beneath the Surface, The Right Words; (2) Camaraderie, Traveler's Blessing; (3) True Leader
Rituals: 2; **Rites:** (1) Funeral Rite, Rite of Dedication, Shared Scent; (2) Blessing of the Spirit Hunt

Jerry "Duke" Needham is the latest alpha of the Scar Angels and a second-generation member of the pack. He's been with the Scar Angels since the mid-'80s and has been alpha since 1996, when Meathook perished in a scrap with homicidal road-spirits. While he has hunger and aggression in abundance, he balances it with the keen awareness of a natural leader. He comes off as a slow-talking good ol' boy, but make no mistake: One doesn't become a pack alpha by being a dull-witted pacifist. Duke can go from a smirk to a snarl instantly, and his general good humor vanishes when provoked.

He has no patience for cops who abuse their authority, though a few honest state troopers are allowed to share a beer with him and brag about it to their buddies. And, for all of his daredevil exploits on his beloved Harley, he despises those who endanger travelers on *his* roads. More than a few medical examiners have come to accident scenes to discover corpses with high blood alcohol levels and unexplainable injuries inconsistent with any automobile wreck.

Duke's in his early 40s, with a sun-weathered face and gray in his black hair. He has an infectious smile and an enviable knack with the ladies. He talks with a Texan's drawl. He's rarely seen without his trademark biker jacket, covered with symbols both ordinary and arcane. In wolf form, he is a gray wolf, usually with the same twinkle in his eyes that he has in Hishu form.

The Pickering Family

The Pickerings have lived in Colorado Springs almost since the town's inception. Some old timers remember tales that the family came to Colorado after being chased out of some small town in Massachusetts. Most of their neighbors put no stock in such tales, but they drive quickly past the Pickering estates just the same. The Pickerings are a wealthy family, having made their fortunes by owning a chain of funeral parlors. They're also a noted extended family of Bone Shadows and their relations, with branches across America and England, their ancestral home. The Colorado Pickerings have long kept to themselves, participating in just enough gatherings to keep current. They rarely face any challenges to their territory from other werewolves of the Tribes of the Moon, as their reputation as potent members of the Lodge of Death keep all but the most foolhardy or the least informed newcomers from challenging them.

Behind the Pickering estates is the Pickering graveyard where all of the local Pickerings and their descendants are buried. Donations of cash convince some relatives to do it; threats have been required on occasion. At the center of the graveyard is a mausoleum, where all of the "trueborn" Pickerings rest. It is a four-walled structure, with an open roof so the moon can shine down on the Pickering dead.

Aside from its aging patriarch and alpha, Obadiah Pickering, this unusual pack consists of Janet Pickering (Bone Shadow Cahalith), Angeni Pickering (Bone Shadow Irraka), Morrison Pickering (Bone Shadow Elodoth), and Ezekial Smith (a hanger-on Ghost Wolf Rahu who married into the family before he realized what he was getting into). Various associated extended family members, including a few wolf-blooded, can also be found regularly around the Pickering estate. The totem that binds Obadiah's pack is known only as the Guardian of the Threshold, an ancient spirit summoned from the dark depths of the Underworld.

Obadiah Pickering

Auspice: Ithaeur
Tribe: Bone Shadows
Mental Attributes: Intelligence 4, Wits 3, Resolve 5
Physical Attributes: Strength 2 (3/5/4/2), Dexterity 2 (2/3/4/4), Stamina 2 (3/4/4/3)
Social Attributes: Presence 4, Manipulation 2 (1/2/0/2), Composure 4
Mental Skills: Academics (History, Archeology) 4, Investigation (Puzzles) 4, Medicine (Dissection) 2, Occult (Ghosts, Spirits) 5, Politics (Bribery) 3
Physical Skills: Brawl 2, Firearms 1, Larceny 2, Stealth 2, Survival 3, Weaponry 2

Social Skills: Animal Ken 3, Empathy 1, Intimidation 3, Persuasion 3, Subterfuge 3
Merits: Contacts (Occult Circles, Sheriff's Department) 2, Encyclopedic Knowledge, Language (First Tongue, Greek, Latin) 3, Meditative Mind, Resources 5, Striking Looks 4, Totem 5
Primal Urge: 5
Willpower: 9
Harmony: 5
Max Essence/Per Turn: 14/2
Virtue: Temperance
Vice: Wrath
Health: 7 (9/11/10/7)
Initiative: 6 (6/7/8/8)
Defense: 2 (2/3/3/3)
Speed: 9 (10/13/16/14)
Renown: Cunning 3, Honor 1, Wisdom 4
Gifts: (1) Death Sight, Sense Malice, Two-World Eyes, Ward Versus Predators, Warning Growl; (2) Ghost Knife, Luna's Dictum, Read Spirit, Scent of Taint; (3) Corpse Witness, Echo Dream, Gauntlet Cloak, Voice of Command; (4) Soul Read, Word of Quiet
Rituals: 5; **Rites:** Any rite from Chapter Two, as well as secret, forbidden rites known only to the members of the Lodge of Death.

Obadiah Pickering is the aging patriarch of the Pickering clan. Now in his late 80s (only he knows for sure how old), he still possesses an imposing presence. Though he's no longer the picture of health, he can shut down a rowdy young cub with a glare. His eye has seen beauties and horrors beyond even the imaginings of most werewolves. As a young Uratha, he traveled the world with a younger pack, seeking out hidden and forbidden places. At once such place, a Bale Hound nest in Calcutta, he lost his left eye, and the wound will never heal. He covers it with a patch when he's going to be among ordinary people (a rare occasion these days), but he leaves the darkened socket open to the air among family or other werewolves. He claims it was a fair price for putting a stop to the blasphemous events he witnessed.

Obadiah rules his family like a feudal despot, and no one in the family dares stand up to him — including the other Uratha. The human Pickerings are completely terrified of the old man. Obadiah has no patience for anyone these days and has been known to fly into a rage when a cup of coffee is spilled or some other disruption occurs. He cannot abide anyone, hating all races and creeds with equal venom. Humans are barely tolerable, and useful only as servants and breeding stock. Other Uratha, especially non-Bone Shadows, are on shaky ground to begin with, and he can easily find a reason to hate them. As such, he spends most of his time alone, or with the spirits he summons from the depths of the spirit world.

The Three Sisters

Many packs of Uratha moved to Denver following the conflict with Gurdilag. One of them is a set of three female Bone Shadows. They purchased a small storefront in the Pearl Street Pedestrian Mall and opened a cozy specialty bookstore. The store isn't specialized in the occult, as some would assume. Instead the "Nevermore" is one of the top mystery bookstores in the country. The two older members of the triad are members of the Lodge of Prophecy, and they're grooming the youngest for eventual membership. They came to Denver when they learned of the rich spiritual landscape that opened up following the purge of Gurdilag's influence.

Park Sun Ae is the small pack's alpha. Amanda "First Shadow Cast" Lopez (a Bone Shadow Elodoth) and Kim Carlson (a Bone Shadow Rahu) make up the other two thirds. Their pack totem is a spirit known as Hugin the Raven.

Park Sun Ae

Auspice: Ithaeur
Tribe: Bone Shadows
Mental Attributes: Intelligence 3, Wits 5, Resolve 3

Physical Attributes: Strength 3 (4/6/5/3), Dexterity 3 (3/4/5/5), Stamina 4 (5/6/6/5)
Social Attributes: Presence 4, Manipulation 4 (3/4/1/4), Composure 5
Mental Skills: Academics (Business) 1, Investigation 4, Occult (Ghosts, Spirits) 4, Medicine 2, Politics 3
Physical Skills: Brawl 2, Drive 2, Firearms 2, Stealth 5, Survival 4
Social Skills: Empathy 3, Intimidation 3, Persuasion 5, Socialize 3, Streetwise (Rumor Mill) 5, Subterfuge 4
Merits: Allies (people she has prophesied for) 2, Contacts (Occult Circles, Korean American Community) 2, Encyclopedic Knowledge, Fame 1, Fetish (Prophecy Bowl) 3, Holistic Awareness, Language (English, First Tongue) 3, Meditative Mind, Totem 3, Resources 3
Primal Urge: 3
Willpower: 8
Harmony: 7
Max Essence/Per Turn: 12/1
Virtue: Fortitude
Vice: Wrath
Health: 9 (11/13/12/9)
Initiative: 8 (8/9/10/10)
Defense: 3 (3/4/5/5)
Speed: 11 (12/15/18/16)
Renown: Cunning 1, Glory 1, Honor 2, Purity 2, Wisdom 4
Gifts: (1) Sense Malice, Speak with Beasts, Two-World Eyes, Ward Versus Predator; (2) Read Spirit, Scent of Taint, Ward Versus Mortal; (3) Echo Dream; (4) Soul Read
Rituals: 5; **Rites:** Any rite in Chapter Two, as well as special rites of the Lodge of Prophecy that help focus her prophetic abilities.

Park Sun Ae was born in North Korea close to a century ago, and a famine led to her family leaving her out on the rocks one night. In the morning, however, they discovered her, wrapped in warm blankets, cooing on top of a basket of food. Her family thanked every god they knew and made sure that Sun was well fed and cared for thereafter until she vanished in the night at age 14. Sun then traveled the world with her new family, a traveling pack of werewolves until such time as she underwent her Rite of Initiation and eventually formed her own pack for the first time.

Park Sun Ae is now an elderly Korean woman, though she appears much younger than her chronological age. She rarely speaks English, preferring her native Korean. She has also gained a reputation as a prophet, though she has little patience for the werewolves who come to her pack's territory hoping she will lay out their futures for them.

Mountain's Proud Children

It's said that since before mankind set foot on North America, a pack of Uratha called Mountain's Proud Children has protected an ancient locus on a mountain unnamed by humans in what's now the Rocky Mountain National Park. In the First Tongue, it's called *Sakendar Isi*, which means either "Guardian Mountain" or "Mountain That Must Be Guarded." Using rites and Gifts, the legacy packs who have taken the name Mountain's Proud Children have kept it largely unexplored, and with the cooperation of other Hunters in Darkness, as well as agreements from other tribes, it remains one of the most powerful loci in North America. Some believe that the site is a holy place, and that the packs guard it for its potency. Others believe that some fell creature is trapped in or under the mountain, and that the Mountain's Proud Children are there to keep whatever it is imprisoned. Either way, the guardians aren't telling.

The current pack going by this name has an incredible 15 members, a tribute to the esteem in which the *Sakendar Isi* is held and the abilities of the acclaimed leader, Iron Soul. The social stress of so many territorial, short-tempered werewolves in one pack is overpowering, and the Children tend to spend most of their time divided into three sub-packs to cope. Aside from the alpha, the five eldest and most respected members of this pack include Sangram Maruda (Hunter in Darkness Cahalith), Eagle's Eye and Claw (Hunter in Darkness Irraka), Steven "Sky's First Defender" Cullum (Hunter in Darkness Rahu) and Josie Raincaller (Hunter in Darkness Ithaeur). The pack's totem is a spirit known only as Heart of the Mountain.

Iron Soul

Auspice: Elodoth
Tribe: Hunters in Darkness
Mental Attributes: Intelligence 3, Wits 4, Resolve 7
Physical Attributes: Strength 4 (5/7/6/4), Dexterity 3 (3/4/5/5), Stamina 4 (5/6/6/5)
Social Attributes: Presence 4, Manipulation 3 (2/3/0/3), Composure 5
Mental Skills: Academics 2, Investigation 2, Medicine 2, Occult 2, Politics (Uratha, Hunters in Darkness) 3

Physical Skills: Athletics 4, Brawl (Dalu) 4, Drive 1, Firearms 1, Larceny 1, Stealth (Wilderness) 3, Survival 3, Weaponry (Katar) 4

Social Skills: Animal Ken (Wolves) 2, Empathy 1, Expression (Howls) 1, Intimidation 2, Persuasion (Oratory) 2, Socialize (Moots) 2, Subterfuge (Hiding Emotion, Spotting Lies, Misdirection) 3

Merits: Contacts (Other Hunters in Darkness) 1, Fast Reflexes 1, Fetish (Klaive Katar) 5, Inspiring, Language (Arapaho, German, First Tongue, French, Italian, Russian, Spanish) 7, Totem 3, Striking Looks 2

Primal Urge: 7

Willpower: 9

Harmony: 8

Max Essence/Per Turn: 20/5

Virtue: Prudence

Vice: Pride

Health: 9 (11/13/12/9)

Initiative: 9 (9/10/11/11) with Fast Reflexes

Defense: 3 (3/4/4/4)

Speed: 12 (13/16/19/17)

Renown: Cunning 2, Glory 2, Honor 4, Purity 4, Wisdom 3

Gifts: (1) Crushing Blow, Scent Beneath the Surface, Speak with Beasts, Ward Versus Predator; (2) Mighty Bound, Snarl of Command, Ward Versus Mortals; (3) Aura of Truce, Forest Communion, Iron-Rending, Technology Ward; (4) Fuel Rage

Rituals: 5; **Rites:** Any rite in Chapter Two, as well as special rites known only to the alpha of Mountain's Proud Children, used in guarding *Sakendar Isi*.

Iron Soul is a powerful and enigmatic figure that few non-*Meninna* will ever meet. Many Cahalith sing his praises, so his deeds are well known, if the man himself isn't. Iron Soul was born to the previous alpha of Mountain's Proud Children, Stronger than Wind. He traveled the world with a multi-tribal pack for many years, so he's worldly and educated. When his mother's death approached, he returned to the mountain and challenged her for her position as alpha. She fought hard and bravely, but the outcome was never in doubt. After the battle, she walked with Iron Soul down into the deep caves under the caern. There, Iron Soul learned the secrets of the caern and what purpose it serves. His mother then walked off into the spirit wilds, never to be seen again.

Previous alphas of Mountain's Proud Children enforced the bans of territory with deadly earnest, but today, foolish werewolves who attempt to enter their territory *merely* get mauled and sent home. Using the secrets Iron Soul learned in his travels around the world, the spiritual defenses of the locus are the strongest they have been in centuries.

Iron Soul is short, only five and a half feet tall. Few ever notice that, though, as his raw presence and charisma tend to overwhelm. He has ebony skin, with a few Uratha glyphs as tattoos that stand out. He shaves his head and face. His voice is deep and rich, and he speaks with an almost musical accent. He looks fearsome, though his voice can set one instantly at ease, or terrify an enraged Rahu. He smiles often, but he doesn't show teeth unless he's issuing a challenge. He tends to dress in rugged outdoor clothes that can last in one of the wildest places on Earth, though when traveling off the mountain on business, he wears whatever is appropriate.

Shadow of Smoke and Fire

The Hunters in Darkness of the Shadow of Smoke and Fire pack are well known in the Rocky Mountains, and unlike many of their brethren, they've been known to range far from their home in southern Colorado. They didn't just protect their territory, but they sought out anyone ultimately responsible for threats to their domain and dealt with them permanently. Understandably, this practice made them unpopular with some of the locals, who believed their methods were too extreme and a potential exposure threat. The pack has always been an "odd bunch," each one having chosen to forsake their human name in favor of an entirely new persona. Despite the tradition of taking Uratha names, most of their neighbors think this isn't a healthy sign. On the other hand, their continued successes made them an inspiration to young Uratha who are eager to prove themselves.

In the last decade, however, the pack lost its Cahalith member, Haunting Howl of Peril in a battle with Predator Kings. Using advanced tactics and planning, the Kings lured the pack into a trap, where two packs of warriors were waiting. Only by Haunting Howl of Peril's

sacrifice were the rest of the packmates able to escape. Now, the diminished pack lurks on its territory, howling for its loss and growing ever more wary of venturing beyond its borders.

In the midst of the territory is a young oak tree, planted from a seed the pack found while searching for a locus years ago. After consulting the omens, the pack planted the seed and has tended it ever since then. There is a small cave close by where the packmates keep a ritual fire burning, though they haven't been as careful as they once were in keeping the flame alight.

Aside from their alpha, Night's Call to Arms, the other members of the pack include Chilling Murmur of Laughter (Ragabash), Furious Spark of Inferno (Ahroun) and Profound Weight of Seasons (Theurge). Their totem is a spirit called Wolf that Blazes with Anger, though that blaze has dimmed slightly as the pack's grief over Haunting Howl of Peril's death threatens to overwhelm them.

Night's Call to Arms

Auspice: Elodoth
Tribe: Hunters in Darkness
Mental Attributes: Intelligence 2, Wits 4, Resolve 3
Physical Attributes: Strength 3 (4/6/5/3), Dexterity 3 (3/4/5/5), Stamina 4 (5/6/6/5)
Social Attributes: Presence 3, Manipulation 2 (1/2/0/2), Composure 2
Mental Skills: Medicine (Wolf) 2, Occult (Nature Spirits) 2
Physical Skills: Athletics (Running) 3, Brawl 4, Larceny 3, Stealth (Wilderness) 3, Survival (Hunting) 4, Weaponry (Klaives) 2
Social Skills: Animal Ken 3, Empathy 1, Expression 2, Intimidation 3, Persuasion 3, Socialize 1, Subterfuge 2
Merits: Fetish (Klaive Sword) 4, Inspiring, Totem 2
Primal Urge: 4
Willpower: 5
Harmony: 6
Max Essence/Per Turn: 13/2
Virtue: Justice
Vice: Sloth
Health: 9 (11/13/12/9)
Initiative: 5 (5/6/7/7)
Defense: 3 (3/4/4/4)
Speed: 11 (12/15/18/16)
Renown: Cunning 1, Glory 2, Honor 3, Purity 3
Gifts: (1) Sense Malice, Speak with Beasts, The Right Words, Ward Versus Predators; (2) Plant Growth, Ward Versus Mortals; (3) Forest Communion
Rituals: 2; **Rites:** (1) Banish Human, Funeral Rite, Shared Scent; (2) Call Human, Hallow Touchstone, Rite of Contrition

Night's Call to Arms is lost in his pain. Losing a packmate is always difficult for the Uratha, but Haunting Howl was his beta, and the two were closer than human words can describe. She was his confidante, his best friend and his voice of reason. Call (as his name is usually shortened) is a tactical genius, with an instinctive grasp

of combat, but Haunting Howl planned the long-term strategies and gave the pack its direction. Call has healed the wounds caused by the Predator Kings' klaives, but the loss, the *failure*, still burns in him like a silver thorn. His pack might be physically ready to strike back at the werewolves who took Haunting Howl's life, but Call isn't sure how to strike. The once-sure warrior has lost his nerve, and could be on the verge of running rabid. For now, he masks his indecision with stoicism, but the rest of the pack is getting antsy and eager to move.

In Urhan form, Call is a black wolf, with white "socks." A long streak of white fur has grown along his side over the scar from the Predator Kings' claws. In human form, he's a tall white man, with unruly black hair that hangs down to the middle of his back. He rarely smiles anymore, and not even the joy of battle can thrill him.

Jagged Sky's Pack

Max Roman's call for multi-tribal packs has had a few successes. The New Hope pack has achieved some notoriety for its ability to ignore tribal differences and work together as a functioning pack (at least, it does when Roman makes an effort to point out what that pack is up to). With every success, however, come some failures. The members of this recently formed multi-tribal pack are having great difficulty overcoming their differences and forging the bonds that turn a group of individuals into a pack. These five werewolves chose to come together not out of a common emotional bond or goal, but simply because they believed in Max Roman's dream. It might not be enough,

however. Their careful selection to form a blessed pack isn't proving very blessed.

The pack includes an alpha named Robert "Jagged Sky" Fiero, as well as Kelly Sadler (Bone Shadow Ithaeur), Night's Watchful Eye (Hunter in Darkness Irraka), Santayana (Iron Master Cahalith) and Twister Cross (Storm Lord Rahu). The pack's totem is Jumping Trout.

Jagged Sky

Auspice: Elodoth
Tribe: Iron Masters
Mental Attributes: Intelligence 2, Wits 2, Resolve 3
Physical Attributes: Strength 2 (3/5/4/2), Dexterity 2 (2/3/4/4), Stamina 2 (3/4/4/3)
Social Attributes: Presence 3, Manipulation 2 (1/2/0/2), Composure 3
Mental Skills: Academics 2, Computer (Hacking) 2, Investigation 2, Medicine 2, Occult (Astrology) 1, Science (Astronomy) 2
Physical Skills: Athletics 2, Brawl (Dalu) 2, Drive 1, Survival 1, Weaponry 1
Social Skills: Empathy (Motives) 2, Persuasion 2
Merits: Language (First Tongue) 1, Mentor 4, Pack Totem 1, Resources 2
Primal Urge: 1
Willpower: 6
Harmony: 7
Max Essence/Per Turn: 10/1

Virtue: Faith
Vice: Sloth
Health: 7 (9/11/10/7)
Initiative: 5 (5/6/7/7)
Defense: 2 (all forms)
Speed: 9 (10/13/16/14)
Renown: Cunning 1, Honor 1, Wisdom 1
Gifts: (1) Know Name, Scent Beneath the Surface, Sense Malice

Robert Fiero believes in Max Roman's dream of broad tribal unity. Max is his mentor and has tutored him since the young Iron Master went through his First Change a year ago. He was taught that tolerance is the only way the Tribes of the Moon can truly achieve their rightful role as accepted guardians of the Gauntlet. What he was never taught was how to make the dream a reality. He assumed that it would just sort of happen because the other werewolves in his pack believe in the dream, but it hasn't — and they don't, at least not in their hearts.

He tries to be a leader to his pack, but the others don't always follow his instructions. Roman has told him that it will take time, but it's not working. Jagged Sky talks and talks until his throat's hoarse. The problem is that he never leads, and while some inter-tribal packs fall into place with ease, others require a more forceful hand.

When not trying desperately to hold his pack together, Jagged Sky is learning from Tycho Champlain. An amateur astronomer before his First Change, Robert is learning about the more mystical aspects of the night sky.

Jagged Sky is only 18 years old. He has an easy smile, though it has run to weary of late, as well as curly black hair that women love to run their fingers through. He's a sharp dresser with an eye for fine clothing.

Black Moon Extreme

Black Moon Extreme is a recently created pack of Storm Lords, all of whom are still relatively fresh from their Rites of Initiation. For some reason, they've decided to make a name for themselves by hunting down vampires in the urban centers that the Rockies include — the older and more powerful the better. Their mentors and neighbors have told them time and again not to antagonize the vampires (at least until they're older and stronger werewolves) but Black Moon Extreme has bagged five straggler bloodsuckers thus far and is enjoying its success too much to stop.

Although their methods have succeeded, these werewolves have drawn the ire of other packs. Lacking in the spiritual arena, they have concentrated their battles in the physical realm. While their success is inarguable, their focus on their urban hunts has meant that their territory remains spiritually unkempt. Other packs close by have attempted to use that as justification for expanding into Black Moon territory, but when faced with a threat, the young Storm Lords respond with their typically excessive force.

Via traded favors with the Echoes of Thunder pack, Black Moon Extreme owns a small industrial warehouse, which it uses as a base of operations and home. The werewolves who live there have chosen nicknames that they think make them sound cool or frightening (though their elders and neighbors aren't frightened or impressed). Their alpha is a Rahu named Moriarty, and the rest include Buzz (an Ithaeur), Firewalker (an Elodoth), Gibson (an Irraka) and Solo (a shallow Cahalith). The totem spirit of this odd, immature group is Feasting Shark.

Moriarty

Auspice: Rahu
Tribe: Storm Lords
Mental Attributes: Intelligence 3, Wits 2, Resolve 3
Physical Attributes: Strength 2 (3/5/4/2), Dexterity 3 (3/4/5/5), Stamina 3 (4/5/5/4)
Social Attributes: Presence 3, Manipulation 2 (1/2/0/2), Composure 2
Mental Skills: Academics 1, Investigation 2, Medicine 1, Occult (Vampires) 2, Politics (Uratha) 1
Physical Skills: Athletics 2, Brawl (Gauru) 3, Firearms (Shotgun) 3, Larceny 1, Stealth 2, Survival 1, Weaponry (Klaive) 3
Social Skills: Intimidation 2, Streetwise 2
Merits: Contacts (Denver Underworld) 1, Fetish 2, Language (First Tongue) 1, Resources 3, Totem 2
Primal Urge: 2
Willpower: 5
Harmony: 5
Max Essence/Per Turn: 11/1
Virtue: Justice
Vice: Pride
Health: 8 (10/12/11/8)
Initiative: 5 (5/6/7/7)
Defense: 2 (all forms)
Speed: 10 (11/14/17/15)
Renown: Glory 1, Honor 1, Purity 2
Gifts: (1) Clarity, Warning Growl, Partial Change, The Right Words; (2) Attunement, Luna's Dictum
Rituals: 1; **Rites:** (1) Banish Human, Opening the Caern, Rite of Dedication, Shared Scent

Moriarty uses no other name in human or Uratha society. He likes the sound of it, as well as the air of menace he feels it implies. Now approaching only 17, Moriarty sees himself as a dark hero out of the movies and his pack as a band of outcast misfits who get results. The monsters they fight are as real to him as video game characters, and that includes bystanders caught in the crossfire. If the other packs don't approve of his actions (and they don't), that just confirms that they're too old-school, and they need to see how a 21st-century werewolf does things.

Moriarty dresses in black leathers, with expensive sunglasses. He likes motorcycles, though he's not a good enough driver to handle one as well as he'd like.

Epilogue: Skins

Whether it was an instant or an eternity later when he came to his senses, Mark couldn't tell. The first thing he knew as the red haze dissipated was that it was raining on him and he was lying on cold stone in the dark. He looked around, groggy and exhausted, to find that he was lying at the bottom of a set of concrete steps in front of a locked door. His clothes were a shambles, hanging on him in strips, and even the seams of his one remaining shoe had burst open. The bandage around his right hand had come off somehow, but looking at his skin now, he saw that the deep puncture wounds he'd been covering up were no longer there. In fact, he felt better all over than he ever had, except for how tired he was and despite the awful taste in his mouth. He almost couldn't identify that taste or the smell on his breath, but a closer look at the red stains on the scraps of his clothing and the reddish-black gunk under his fingernails solved the mystery for him. It was blood. He had blood in his mouth, on his teeth, and it wasn't his.

Reeling, Mark stood up, trying to recall what he'd done or how he'd gotten here. All he remembered clearly was the subway station, his panicked flight from it, and being brought down… by wolves… And then something had happened to him. He'd changed. He'd become something bigger and more powerful… but he'd also lost control of himself. What had he done? What had he become?

Unwilling to hazard a guess, he quietly mounted the steps and found himself in an unfamiliar alley festooned with clothesline garlands and a proscenium of rusty black fire-escapes, tucked away behind a parking lot of dumpsters and trashcans. The rain rattled on all the asphalt and metal, and it slicked every surface down with an ugly veneer of reflected pink-orange from the sodium lights overhead. The stench of rank, wet garbage assaulted his nostrils, but beneath that smell was another as uncomfortably familiar as the taste in his mouth. He could smell blood, and he somehow knew who it belonged to. It was the Hispanic guy who'd tried to hurt him. Mark could smell him on the wind somewhere out there, getting closer. The powerful, primal anger started to throb inside him again, but he decided to hold it back until he could figure out what was happening to him. He'd stood and fought before, and he'd lost control of himself. This time, he figured he'd better run instead and try to find a safe place to sort things out. Only now he'd run smart and not panic like he had on the subway. He'd keep his wits about him and try to turn things to his advantage.

As he turned around to do that, though, he found a man in jeans, a wool-lined denim jacket and a black

T-shirt standing between him and the end of the alley. The man was tall and thick with muscle, but it was a solid, farm-bred sort of muscle, rather than a sculpted body-builder physique. The man had silver-gray sprinkled in his black hair, and a long white scar ran from his right cheekbone down onto his neck. He held up a hand, palm out, and looked Mark in the eye as he spoke.

"Don't panic, son," the man said. "We're not looking to hurt anybody here."

"So whose blood is that on your coat-sleeve?" Mark snapped. It stood out even though the falling rain tried to wash it away.

The man looked at the stain then up at Mark again. "Actually, that's mine. Now listen, son, I want you to come with us. We've got to—"

"Who's 'us'?" Mark demanded, looking for a way out of the alley past this stranger. "Who are you people? What do you want with me?"

"My name's Russell," the man said, coming closer, "and the rest of 'us' are called the Broken River. And honestly, all we really want is for you to get out of our neighborhood."

"What?"

"Unfortunately," Russell sighed, "things aren't ever that simple, are they?"

Before Mark could answer that, he smelled the Hispanic guy's blood again then heard heavy footsteps at the far end of the alley behind him. The guy was holding an enormous knife in his right hand and massaging his throat with his left. His fingers were red with drying blood, and his clothes were slashed in almost a dozen places. He glared when he saw Mark, but he looked at Russell first as he slowly approached the pair of them. Behind him came the kid in the FDNY T-shirt and the flannel, who had four parallel angry red lines across his face, and beside him was the auburn-colored wolf who'd torn off Mark's shoe. They congregated at the alley's end, trapping Mark between them with the rain beating down on them all. The other three deferred to the one who'd introduced himself as Russell, and Mark locked eyes with him as well.

"Here's the thing, Mark," Russell said, taking another step so that he was only an arm's length away. "We've been watching you for a couple of weeks now, figuring something like this was coming. And we're not the only ones; something like this tends to draw attention. So in a sense, we've been running damage control on you, hoping that if you were going to snap you didn't make too big a mess of it."

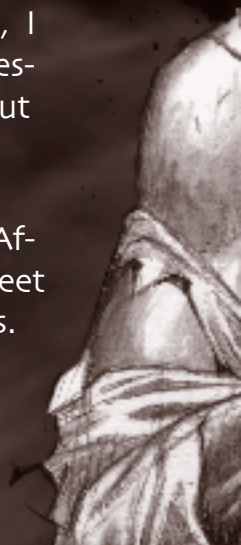
"We got pretty lucky," the kid in the flannel said. Russell cut him a look, and the Hispanic guy growled low in his raw throat.

"I don't know what you're talking about," Mark half lied, paying out some slack on his self-control in case he had to fight to get away again, "but I want to know what your intentions are. Now."

A hard, bitter smile creased Russell's face, and he refused to back off. "First, I thought we'd answer some of your questions for you, son. Tell you a little about what you are and what it means."

"What I've become."

"No, what you are," Russell said. "After that, there's people you have to meet and some hard tests you'll have to pass.



Then your life can finally get started and you can try to put it to some good use."

"Or, " the Hispanic guy put in, "you can just get the hell out of our territory and fend for yourself."

Russell gave a long-suffering shrug and said, "Yeah, or there's that. So make your choice, son."

With that, he looked at the others around Mark then turned on his heel and started to walk away. The auburn wolf stood up (and up and up), changing shape right before Mark's eyes into the woman he'd first seen last night. She winked at him and strolled away after Russell. The flannel-wearing kid followed next, favoring Mark with a quick grin that showed that the wounds on his face were now completely gone. Finally, the foul-tempered Hispanic brushed past Mark without so much as a backward glance. The three of them formed up on their leader and walked off into the rain, disappearing around the next corner and leaving Mark to make up his mind. The decision took him only a few moments, and all things considered, it was the only one he could make.

Following the smell of blood that would not leave him, he jogged off after the four strangers to find out what the rest of his life had in store.

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Werewolf: The Forsaken

Name: | Concept: | Auspice:
Player: | Virtue: | Tribe:
Chronicle: | Vice: | Lodge:

Attributes

Power Intelligence:	●○○○○	Strength:	●○○○○	Presence:	●○○○○
Finesse Wits:	●○○○○	Dexterity:	●○○○○	Manipulation:	●○○○○
Resistance Resolve:	●○○○○	Stamina:	●○○○○	Composure:	●○○○○

Skills

Mental
(-3 Unskilled)

Academics _____ ○○○○○
Computer _____ ○○○○○
Crafts _____ ○○○○○
Investigation _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Politics _____ ○○○○○
Science _____ ○○○○○

Physical
(-1 Unskilled)

Athletics _____ ○○○○○
Brawl _____ ○○○○○
Drive _____ ○○○○○
Firearms _____ ○○○○○
Larceny _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○
Weaponry _____ ○○○○○

Social
(-1 Unskilled)

Animal Ken _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Persuasion _____ ○○○○○
Socialize _____ ○○○○○
Streetwise _____ ○○○○○
Subterfuge _____ ○○○○○

Other Traits

Merits

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Flaws

_____
_____
_____

Attack	Dice Mod
Bite	(Gauru+2)
Claw	(Gauru+1)

Equipment

_____
_____
_____

Experience

_____

Health
+2 for Dalu form • +4 for Gauru form • +3 for Urshul form

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□□□□□

Willpower

○○○○○○○○○○
□□□□□□□□□□

Essence

□□□□□□□□□□
□□□□□□□□□□

Primal Urge

●○○○○○○○○○

Harmony

10	○
9	○
8	○
7	○
6	○
5	○
4	○
3	○
2	○
1	○

Renown

Purity _____ ○○○○○
Glory _____ ○○○○○
Honor _____ ○○○○○
Wisdom _____ ○○○○○
Cunning _____ ○○○○○

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Auspice: choose 1 free Skill Specialty • Tribe • Renown and Gifts: 1 for auspice, 1 for tribe, 1 of your choice • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized werewolf • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Harmony = 7 • Primal Urge starts at 1 dot • Essence = Harmony

Hisau (Human)	Dalu (Near-Human)	Gauru (Wolf-Man)	Ursaul (Near-Wolf)	Uraan (Wolf)
	Strength(+1):_____	Strength(+3):_____	Strength(+2):_____	Dexterity(+2):_____
	Stamina(+1):_____	Dexterity(+1):_____	Dexterity(+2):_____	Stamina(+1):_____
	Manipulation(−1):___	Stamina(+2):_____	Stamina(+2):_____	
			Manipulation(−3):___	
Size:_____	Size(+1):_____	Size(+2):_____	Size(+1):_____	Size(−1):_____
Defense:_____	Defense:_____	Defense:_____	Defense:_____	Defense:_____
Initiative:_____	Initiative:_____	Initiative(+1):_____	Initiative(+2):_____	Initiative(+2):_____
Speed:_____	Speed(+1):_____	Speed(+4):_____	Speed(+7):_____	Speed(+5):_____
Armor:_____	Armor:_____	Armor:_____1/1	Armor:_____	Armor:_____
Perception:_____	Perception(+2):_____	Perception(+3):_____	Perception(+3):_____	Perception(+4):_____
	Induces Lunacy; observers have a 4-die bonus to their Willpower roll to resist.	Rage invoked. Induces full Lunacy. Wound penalties ignored and no unconsciousness rolls made. −2 to resist Death Rage Inflict lethal damage. Fail most Mental and Social rolls.	Induces Lunacy; observers have a 2-die bonus to their Willpower roll to resist. Inflict lethal damage.	Inflict lethal damage with bite attack.

Totem

Attributes:

Power:_____

Finesse:_____

Resistance:_____

Willpower:_____

Essence:_____

Initiative:_____

Defense:_____

Speed:_____

Size:_____

Corpus:_____

Influences:_____ 00000

_____ 00000

_____ 00000

Numina:_____

Bonuses:_____

Ban:_____

Gifts and Rites

Gift Lists:_____

Max Rank: 00000

Gift	Roll	Page

Rituals: 00000

Rite	Roll	Page

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