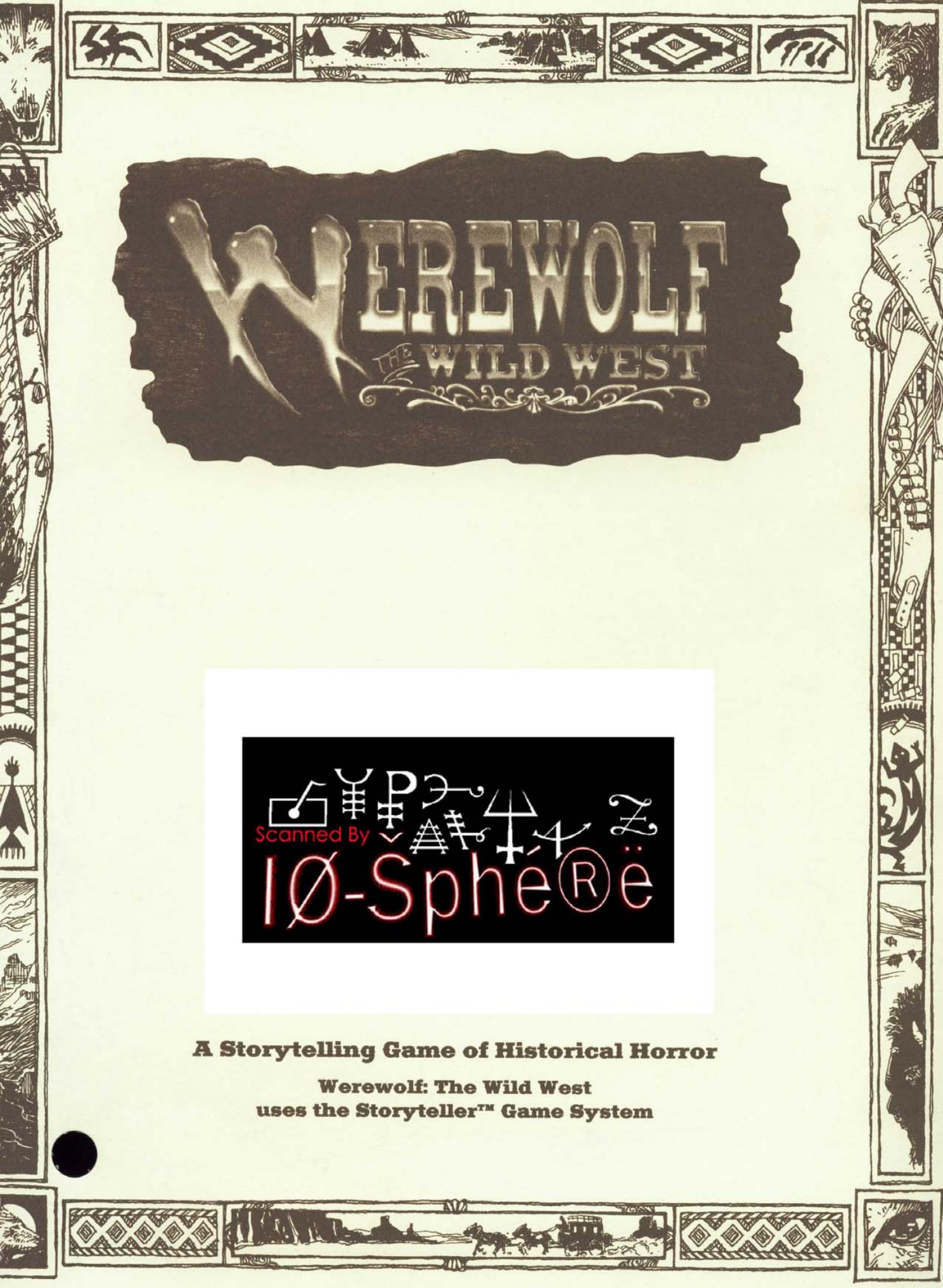


WEREWOLF
THE **WILD WEST**TM







WEREWOLF

THE WILD WEST

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A Storytelling Game of Historical Horror

**Werewolf: The Wild West
uses the Storyteller™ Game System**

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Dedication

To Chief Joseph of the Nez Percé, and to all those who suffered and died, whether white, native or neither, to satisfy the greed and hate of their fellow humans. The West was never won — it was lost.

May your struggles never be forgotten.

Our chiefs are killed.... The old men are all dead.... The little children are freezing to death. My people, some of them have run away to the hills and have no blankets, no food. No one knows where they are, perhaps freezing to death. I want to have time to look for my children and see how many of them I can find. Maybe I can find them among the dead. Hear me, my chiefs. My heart is sick and sad. From where the sun now stands I will fight no more forever.

— To The Nez Percé tribe after surrender to General Nelson A. Miles at the Battle of Bear Paw Mountains, Montana; 1877.

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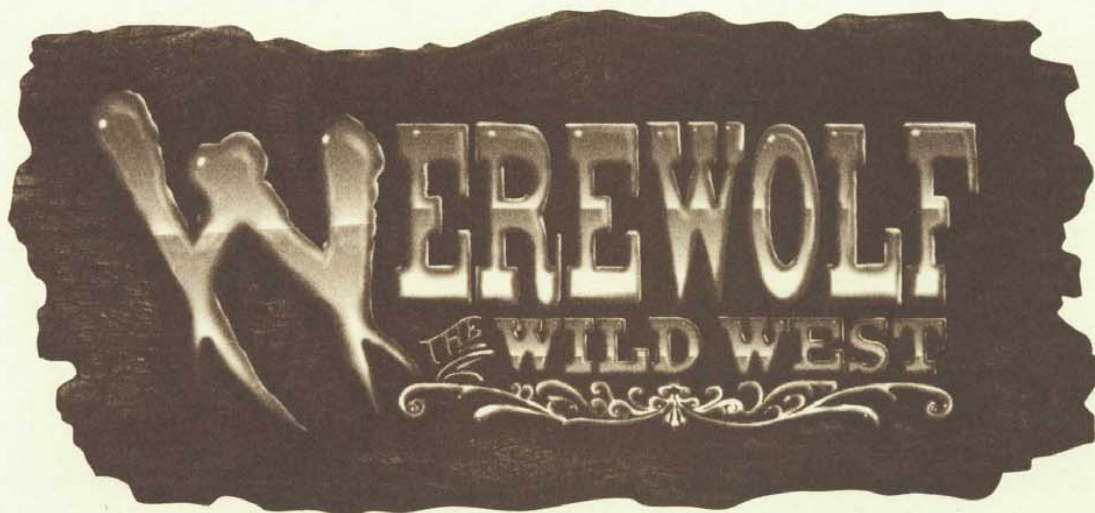


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This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

Check out White Wolf online at <http://www.white-wolf.com>; alt.games.whitewolf and rec.games.frp.storyteller

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THERE WAS PLENTY OF MONEY ON THE TABLE, BUT NONE OF IT WAS SILVER.

Four men and a woman — well, three men, a woman and a boy — sat around the green felt table and stared hard at their cards. A few feet away, the bartender studiously ignored the players' conversation while polishing an already gleaming countertop. A row of bottles and glasses was arrayed like stalagmites in front of the bar mirror, which, incidentally, held in its reflection both the swinging doors at the front of the saloon and the set of large windows located on either side. There were other tables, also set up for cards, but empty now in the heat of the afternoon. Out front, the players' horses nudged each other in futile efforts to dominate the water trough; upstairs, a patron snored away a hangover.

The chairs were wooden and mismatched; most looked like they'd been liberated from some train's dining car, with faded red cushions and scratched wooden backs. A chandelier dangling from the ceiling was dark now, waiting patiently for night.

The poker players noticed none of this. The first, a muscular man in a faded U.S. Cavalry uniform, scowled intently at his dog-eared hand. Bright-faced from the sun, he sported a drooping red mustache and a face craggy enough to serve as a bas-relief map of the wildlands. He'd been the last to arrive, and the others had noticed he'd walked with a distinct limp. That in and of itself was enough to furrow brows and excite speculation; it took some kind of beating to permanently maim one of their kind. However, none of the others were so rude as to ask him about the matter; they were sure Jonas Moon, 15th New York Cavalry (ret.) — as he'd introduced himself — would tell the tale in his own time.

On Moon's right sat the lone woman of the group, fanning herself with her cards to break the midday heat. She had the build and grace of a dancer, but her palms were calloused from hard work. Black-haired and black-eyed but with fair skin, she'd been the first of the five to show up; the rest had sauntered in to find her already seated and sipping a glass of beer. Learns-the-Old-Ways (she had told them that her human friends call her Janice) wore man's clothing, buckskins and leathers that looked like they'd been through more than one owner. Some sort of Indian charm hung around her neck, but none of the others recognized it.

The kid had been the dealer the last round, and he'd dealt out the cards like he'd worked in a saloon for years. That was the end of his professionalism, though. He sat, eyes shaded by a hat several sizes too large, and stared a little too hard at his hand. All of his clothes said one thing: Easterner. They were too new, too clean, too fresh to have been worn for long on the frontier, and they just didn't hang right. Every so often he fidgeted with a button or missed a pocket in a way that said he wasn't used to these clothes.

The kid — that's how he'd introduced himself, actually, though the others were sure he'd wanted "kid" capitalized — had guns, of course. Shiny, spanking-new guns in leather holsters so new they still squeaked like old furniture when the kid sat down. When the kid had walked in, Learns-the-Old-Ways had quietly bet her left-side neighbor the guns had never been used.

The other players had already pegged the kid as a rotten bluffer, and at seeing his attempts at nonchalance, Moon had already folded. So did the man Janice made her bet with, a slick-looking fellow whose vest, pants, boots, hat and gloves were all suspiciously free of trail dust. An unkind man might have called the fellow a dandy. A sharp-eyed man might have noticed the notches on the fellow's gun barrels, and refrained from the insult. Drooping blond mustachios fell well past his lip, and his eyes were a piercing, dead blue.

During the course of the game's pleasantries, he'd let slip (in a gentleman's Georgia drawl) that he went by Aaron Walks-With-Steel. Moon had muttered later that he didn't care what a fellow walked with, no man or wolf on Gaias green Earth could possibly be that good a card player. At that, Aaron had merely smiled a wolfish grin and raked in the pot from another hand. Magnanimously, he had left five dollars in the pot to cover the next round's antes. He often did that, as a matter of fact, but as he won most every hand, he could afford to.

The last man at the table, a small fellow with the shifty eyes and quick fingers of a practiced cardplayer, had actually spent most of the afternoon losing. His clothes, all mismatched shades of brown, clearly done on the cheap, had one unusual feature to them: His vest was faded into the color of dirty sand, except one patch on the left side — a patch in the shape of a six-pointed star.

That last man hadn't bothered to introduce himself. When pressed, he'd mumbled something about doing some work for the Pinkertons, and let the matter drop. The bartender seemed to know the man, and so no one had thought to bring the matter up again. Nobody ever wants to drive the worst player away from the table, after all.

The bartender had watched them all come in and settle down with only the mildest of curious twinges. It wasn't unusual for a certain sort of special folks to use his saloon for all sorts of meetings — by day or night. As a matter of fact, he was sort of proud of the reputation his saloon enjoyed among his kin; word from Texas to the 54th Parallel was that Old Stone's in Shilo was a good place for "family" business.

And if that family business looked like it was going to get ugly, well, what he kept down in the root cellar kept even the hottest heads more or less cool. There are some things that are just more important than fighting, you know?

He'd known from the start that this was going to be one of those special meetings, one that he'd have to keep an eye on, for a lot of reasons. While the bartender hadn't gone through First Change himself (and never would), he had watched plenty of others, and the kid looked like he'd just gone through it solo. Even worse, the kid had all the signs of having read too many dime novels about the frontier — and believed every last one of 'em.

Then there was the Indian necklace the lupus woman was wearing; the bartender had no problem with Indians (least not ones who paid their tabs), but sometimes a whole pack that didn't understand the delicate arrangements he'd made with the local Uktena would come into town whoopin' and hollerin' and generally trying to bust the place up on account of what was down in the root cellar. Most of them were kin to the Comanche, but there had been a few others, and they'd worn charms like the one that lupus woman had on. Maybe she was a scout for a different pack that was fixing to take another whack at the caern he watched over. It could be, it could be.

Plus, there was the fact that the fancy fellow with the sad mustache was cheating, but Stone didn't worry so much about that. After all, if the others weren't wise to the sharp, who was he to spoil the man's business?

COMANCHE ATTACK FOILED!

Word has reached this office that the noble residents of the tiny town of Shilo valiantly repulsed an assault by the savages of the Comanche tribe on Thursday night of last week. The treacherous brutes stole in under cover of darkness and could very well have slaughtered the entire town save for the intervention of mother nature. Witnesses report that just before the attack began, wolves began howling out on the prairie, awakening the peaceful homesteaders in time to see the approaching Comanches. The sons of Shilo put the warning to good use, and set about repelling their attackers with a will.

Tavern Has Tough Tussle

Curiously enough, reports claim that the fiercest fighting centered around Old Stone's Tavern in the center of town. Fortunately, on the evening of

the attack, Stone's boasted a full house of weary travelers, who were more than willing to assist the plucky locals in their valiant defense. Cavalry Col. Jonas Moon, whose heroic efforts were the talk of Shilo's ladies, offered the notion that the Indians had assaulted the saloon as a response to dishonest traders' selling of bad whisky to the local tribes. The colonel also dismissed the idea that wolves had helped out the town's defenses. "I know wolves," the colonel said, "and they don't help out townfolks. Not that I've seen, anyhow."

Owner Vows to Rebuild

Despite the fact that this is the fourth Indian attack Shilo has seen this year, Stone's owner Ezekiel Stone vows that he will rebuild his establishment, which was partially damaged by fire. "You put down roots," Stone said, "and you don't want to pull up and out. Those Comanches better remember that this is our land now, and we ain't budging."

THE TIN HORN

"Three cards," said Learns-the-Old-Ways, "and don't try to look at them this time." The kid blushed and laid the three cards down on the green felt, even as she favored him with a predatory grin. With calloused fingers she drew them into her hand, and her expression quickly shifted to a frown. "Crap."

"Folding again, dear lady?" Aaron, the Georgian, inquired.

"None of your damn business."

"Ah, I forget my manners. Forgive me."

"Shut up and let her play," interjected the kid. The others turned to see that he'd half-risen from his chair. One hand was on the table, the other was half-way to his holster. The cards were scattered everywhere. Slowly, Aaron raised his gaze to meet the dealer's.

"Kid, do you really think you're fast enough? Hell, do you even think what you're packing is going to slow me down?" Aaron's eyes locked onto the kid's, even as his fingers crept toward his own holsters.

"Maybe not, but you're not going to hassle her any more. And I'll take my chances with you, fancy dan." The kid's tone was defiant, but his hands were shaking. Aaron's smile grew wider.

"Not like in the dime novels, is it, kid?" Moon said softly. "It's okay. You can sit back down and we can get on with the game."

"Not until he apologizes to Janice." The kid demanded.

Moon jerked his head sideways, his gaze traveling past the obviously annoyed Learns-the-Old-Ways to the dandy. "Aaron, would you mind apologizing so we can get on with this?"

Walks-With-Steel shook his head, slowly. "I would love to, my dear Colonel, but I'm afraid I can't. Should word get out that I gave in to this punk, I would get grief at every table from here to Sacramento. Now, mind you, I *will* allow him apologize to me. We can even make it as formal as anyone likes, and then get on with things. I'd really like that, as a matter of fact."

"Like hell I will! Put your hands where I can — uuurrrkk!"

And suddenly, the kid was sitting back down with both his hands on the table. Learns-the-Old-Ways later claimed that she'd actually seen the stranger hook the kid's ankles with his foot and pull him back down into his chair, but the others didn't see so much as a blur.

"Kid," said the Pinkerton in a voice of infinite weariness, "sit down and shut up."

"But he—"

"I said, **shut up**." The kid lapsed into sullen silence, while Aaron didn't even bother trying to hide a smirk across the table. "Now let me explain a few things to you about what you just did. First of all, you see that nice man behind the bar who's got his hands where you can't see 'em? He's the bartender, and the reason you can't see his hands is 'cause they're both down where he keeps his pet shotgun. If n you'd continued making a fuss, he'd have introduced the back of your head to some buckshot. Ain't that right, Zeke?" Tight-lipped, the bartender nodded and returned to polishing glasses.

"Second, you never, ever drop your cards in the middle of a hand, 'specially if you're the dealer. There's a lot of money on the table; you want to figure out who that paper belongs to? In less friendly company, I've seen men shot deader 'n nails for doin' what you just did."

"Hell, I had three kings; it would've been mine anyway." The kid's tone was whiny and petulant; suddenly he looked much younger than his 18 years.

"That ain't the point, and with your cards all over the floor it's going to be damn hard to prove it anyway. Cards are sacred out here. You understand that? And another thing...."

"How long since your First Change, kid?" It was Learns-the-Old-Ways who spoke, staring intently across the table. "A month? Two?"

"I-I-I-I don't know what you're talking about."

Learns-the-Old-Ways ignored him, turned to Moon. "Weaver's bird, Moon, the kid can't have changed more than a few weeks ago. And with no one there to help him... I don't want to think about it."

"A lost cub..." the stranger muttered. "Ain't no wonder I was drawn here."

"It can't have been pleasant. So Aaron Stick-Up-Orifice, or whatever you're calling yourself, settle down." Moon scowled heavily and turned to face the kid. "Son, you have two choices. You can let us help you, or you can be a tinhorned pain in the ass, get your dander up and stomp off. In that case, I predict you'll be dead inside of a week. Much as the local Indians don't like our looks, their friends like our true faces even less."

The kid's face scrunched up in a confused frown. "Colonel, I have no idea what you're talking about, sir. No idea at all, and if you don't mind, I'll be taking my leave." He started to stand but was cut short by a comment of Aaron's.

"Let me guess. A couple of months ago, you started having dreams. Strange ones. Ones about running, hunting, killing — and then one night, a couple of weeks ago, you found that it wasn't a dream. You had a face full of blood and something dead lying at your feet. And you could have run home to Mommy and Daddy — they're rich, aren't they? Easy to tell — but you got scared. You didn't want your precious mommy and daddy to see you with the guts of something, maybe someone, you'd killed all over your face. So you ran, took some of Daddy's money and ran all the way out here, because you'd read a couple of dime novels and thought you could handle the big bad frontier, didn't you? How much of Daddy's money did you steal, anyway, kid? How much is left, hmm?"

Moon's hand came down on the table like thunder. "That's **enough**. Walks-With-Steel, enough. Can't you see the boy is terrified?"

It was true. The kid had sunk back into his seat, wide-eyed and trembling. "It wasn't like that," he whispered, over and over again. "I swear it wasn't like that."

Learns-the-Old-Ways glanced over at Aaron with sheer contempt. "Brilliant. Were you actively trying to make a lunatic out of him? We've got a lost cub here and all you want to do is intimidate him. How much renown you think we're going to give you for this little performance? Oh, I'll be sure to sing about it at every moot I drop in on for the next 10 years. The Tale of Aaron and his Glorious Victory Over a Frightened Child — it'll go over well, don't you think?"

With exaggerated disinterest, the sharp yawned. "The boy needs an education. I was giving him one. Anyone have a problem with that?"

"I think," and the dancer looked over at the kid, "we can do a better job than that. Agreed, Moon?"

The soldier nodded. "For certain. Shall I start things off?"

"Please do."

"Right." The heavyset man cracked his knuckles; the others winced at the sound. "Son, let me tell you a little bit about who we are."

Heir to Sperling Fortune Missing!

Reward Offered for his Return!

The Hon. Jos. A. Sperling today increased to \$50,000 the reward for information on the whereabouts of his missing son, Arthur. The scion of the Sperling line was last seen on the night of June 18th, when he escorted Miss Pamela Fielding, daughter of Viscount Reginald Fielding, to a performance of Rossini's opera *La Gazza Ladra* at the Academy of Music. Since then, neither his parents, Jos. A. and Elizabeth Sperling of Society Hill, nor anyone else has seen young Sperling.

Police have not yet ruled out foul play in the young man's disappearance, as the window of Arthur's bedroom was found open on the night of his disappearance. The elder Sperling claims that no ransom demands have been made, and furthermore states that he will spare no effort to recover his missing son. Sperling states that his son was a well-mannered boy who had no enemies, and was well-liked by all who knew him.

Those with information on Arthur Sperling's disappearance can contact Mr. Jos. Sperling at his office at 1604 Chestnut Street between the hours of 8:00 a.m. and 5:00 p.m.

THE SOLDIER'S STORY

"Now, son, the first thing I have to tell you is what we are. We're what you'd call werewolves, Garou in our own parlance. Does that explain a bit of what happened the other night? Somehow, I thought it might.

"Anyway, you can forget all that penny dreadful stuff you read about what werewolves are, and what they do, and whatnot. They're no more accurate than the quarterlies you read about the frontier. We're not monsters, and we ain't the sort that goes around wrecking cabins and slaughtering homesteaders. Instead, we've got a mission — orders, if you will — and doing what we do is the only way to carry them out.

"Right now, you're probably feeling pretty sorry for yourself. You're thinking that your life is ruined, that you'll never see your folks again, that you're going to spend the rest of your days on the run. You're thinking that what you've discovered about yourself is that you've been cursed.

"Balderdash.

"You've been given one of the greatest gifts that Gaia — or God, if that's what you want to call Her — can lay down on a mortal soul. You've got the strength of a Samson, the knack of all sorts of magical trickeries, and the ability to talk to the spirits that are all around us. And at what cost? Not much of one, son, not much. At least, not much if you're a soldier.

"You see, if you think the War Between the States was something, well, you're in for a treat. What we're fighting for — and mind you, son, this transcends Yank and Reb, Old Country and New, and maybe even white and Indian — is the world. We've been charged, see, with saving the world from something that wants to wreck it, sure as Sherman wrecked Georgia." Aaron coughed at that last.

"The whole world? That's impossible! I mean, how could anyone do anything to the entire world?" The kid was incredulous, but some of the color had crept back into his pale cheeks.

"Did I say **someone**, boy? No. I said **something**. Hmmm...it looks like I've got to back it up a step or two.

"There are three powers in the world, son, with Gaia—"

"Think of Her as Mother Nature, and it'll go down easier," chimed in Learns-the-Old-Ways.

"—above them all," continued Moon. "But just below her are those three powers; we call them the Triat. There's the Weaver, who stands for order. She weaves patterns into the world. Then you've got the Wyld, which is the spirit of chaos — but in a good way, mind you. It's creativity, spontaneity — that sort of spark or fire you see in a good soldier's eyes. Finally, there's the Wyrn, which is destruction.

"Now, the way things are supposed to work is that the Wyld dreams something up, the Weaver makes something useful out of it, and the Wyrn gets rid of it when it isn't of use any more. Now, mind you, that's the way it's **supposed** to work. It doesn't work that way any more.

"No one's real sure as to what happened, but I heard that the Weaver got a little bit out of control and tried to weave the Wyrn into her doings. The Wyrn, being an ill-mannered sort at the best of times, didn't take kindly to this and resolved that it was going to go out and wreck everything. And the Wyld, well, it wasn't paying much attention at the time. Come to think of it, I've never known a time when it did.

"So that's where we are right now. The Weaver's trying to sew up the whole frontier, while the Wyrn's trying to wreck it all, and I'm not sure the Wyld's even noticed."

"I may be slow, sir, but I'm still not understanding you. You say a big worm's trying to eat the world? Well, I haven't seen too much of things, but I haven't seen any giant worms in my travels, and you'll forgive me if I doubt that I ever will."

Moon sighed. "Son, I think you're misunderstanding me here, perhaps deliberately. The Wyrn — spelled with a 'y,' mind you — is a spirit. An idea, sorta, but an idea that moves and thinks and eats all on its own. And while you're not going to see that spirit out there knocking down houses, you're going to see the things that get their marching orders from it. People who give in to greed or hate, lesser spirits, but evil ones — we call 'em Banes. Folks who get possessed by these Banes and turn into monsters — in the Old Country we'd call 'em fomori, after something out of legend, but around here they're called mockeries. And all these people and critters and things half-way in between, well, they may think they're doing what they want to do, but every time they kill an honest man, or burn a homestead, or poison a well, or kill a few thousand head of buffalo for no good reason and let the corpses rot, they're doing the Wyrn's work for it. Now do you understand?"

Silent, the kid nodded. Almost as quietly, the stranger cleared his throat. "I think you've wandered a bit from the topic, Moon. Mind if I cut in?"

The soldier spread his hands in a gesture of surrender. "No offense taken. I'm not a storyteller, or even much of a reporter. Mind you, I was there the day Meade had that fellow from the Richmond paper whipped out of camp, but that's another story."

"You were with Meade? And Grant?" the kid cut in. "Oh, I'd love to hear about that!"

"Well, I wasn't with Meade all that long—"

"Moon." The stranger's voice cut across the soldier's like a whipcrack. "Your turn's done. Quiet."

Caught in mid-sentence, Moon looked for all the world like a landed fish sucking air. "Of course, you're right, terribly sorry," was all he managed to mutter before collapsing into a crestfallen silence.

The stranger smiled a thin-lipped smile. "Thank you kindly, Colonel. Now, if there are no further interruptions?" He looked around the table. Learns-the-Old-Ways met his gaze with a challenge of her own; none of the rest looked up from the table. "Right. That's that, then. Now, for a little practical learning."

HORROR IN THE TERRITORIES!

Cattle Barons Stunned!

Reports are pouring in from Wyoming, Colorado and other territories of a horrible series of incidents involving the senseless mutilation of cattle and other livestock. Over the last eight months, literally thousands of head of cattle have been found slaughtered on their ranges, the victims of unspeakable mutilation. The incidents have been reported from sites as distant as east Texas and Montana, as it would appear the perpetrator of these senseless acts is slowly moving northwest.

Several cattle ranchers have blamed sheep ranchers for the horrific incidents, and several so-called "range wars" have been sparked by the accusations. Sheep herders deny the accusations, claiming that their flocks have been assaulted as well, and that the sheer savagery of the incidents falls far outside their purview. Said one sheep rancher, "Hell, if I wanted to wreck a man's herd, I'd just shoot the damn cattle; no need for me to go in and pull their tongues out one by one. That's just plain ill. Besides, a man'd get his self stampeded if he tried it. No, you ask me, somethin' unnatural's goin' on out here. I'm just glad it's moved on."

THE LAWMAN'S LAWYER'S TALE

"Now, kid, you've got some of the basics under your belt. It's my job to give you the rest of them, because Moon can't keep his stories straight," said the stranger. There was a choked cough from across the table, but nothing more. "There are rules and regs to what we are, and y'all have to learn them afore we turn you loose. Otherwise we're just sending you out to your death, and I don't want your ghost haunting me none."

The Georgian cardsharp raised a wary eyebrow. "Strider? Should have guessed. Your kind does ~~so~~ love playing cryptic."

"Yep. Silent Strider. You have a problem with that? Didn't think so. Now, first order of business is to let the kid know what in perdition that means." The lawman swiveled his gaze; fixed it on the kid again. "Kid, first thing you have to learn about being Garou is that we ain't all the same. We're broken down into tribes, same as the Indians. A long time ago we sort of split up according to our special feelings and interests and whatnot, and more or less broke ourselves down into 13 tribes."

"Sixteen," interjected Learns-the-Old-Ways. "Give him the full story."

The stranger tipped his hat. "Sixteen it is. Sorry, ma'am. Anyway, we broke down into 16 tribes, though two or three of 'em are gone now. Now, each tribe's got its own little piece of the pic, its own little specialty. My kind, the Silent Striders, well, we're wanderers. Go from place to place, can't really settle down. We tend to carry messages and news a lot, things like that. 'Course, there are a few other things about bein' a Strider, like the fact that you generally get ghosts on you like fleas on a dog, but that's all part of the territory." For a second, he glanced down at the patch where his badge had been. "It's a tradeoff, I guess. But it's the way it is."

"In any case, we're not the only tribe out there. There's the Fianna, who're mostly Irish and whatnot, and who usually" — he shot a significant glance at Moon — "usually tell the best stories; the Bone Gnawers, who're really sort of the scum o' the earth, but at least don't whine about it much; the Iron Riders, who're a little too tight in with the Weaver if'n you ask me; and so on."

"Black Furies, Bone Gnawers, Red Talons, Iron Riders, Fianna, Shadow Lords, Silent Striders, Stargazers, Silver Fangs, Get of Fenris and Children of Gaia." The dancer's tone was clipped and terse. "Each with its own little...quirks, pecadilloes, nasty habits."

"But that's just 11," the kid protested. "You said 16 or 13, not 11."

Aaron's head whipped around, a surprised expression on his face. "That's fast counting. Good with numbers, are you, kid?"

The kid just shrugged. "I didn't think it was anything big. Just counting, that's all."

The cardsharp pursed his lips. "You know, kid, if you are good with numbers I just might have a proposition for you when this game breaks up."

"Really? Well, I only worked in my father's offices for two years, but he did say that—" A withering glance from Janice and an unsubtle "Harumph" from Moon were sufficient to wind the kid's enthusiasm down to silence.

The ex-lawman sighed and cocked an eyebrow at the kid, as if to say, "You finished yet?" When the kid nodded, shamefaced,

the Strider held his gaze for a long minute before continuing. "There's two other tribes walking around, but they're not real happy with our kind. Call themselves "Pure Ones," for no good reason I can see, and they're born out of Indian and native wolf stock. They don't much like our kind, not that I blame 'em much, but th' way I see it, you can't stand in the way of progress. The Wendigo and the Uktena — that's the names they've given themselves — don't so much see it that way. So that's the 13 who are still around."

"And the others? What happened to them?"

Aaron let out a bark of bitter laughter. "Dead, or worse, my boy. Dead or worse. I don't know all the stories, but I know enough. The way I heard it, the Croatan — Pure Ones like the Wendigo — sacrificed themselves a few centuries ago, and now they're just a howl and a memory. Now, my **understanding** is that they did it to board up some Wyrms-beast or other — if they could have seen what their lands are now, well, I **suspect** that they might have changed their minds." Learns-the-Old-Ways shot the cardsharp a horrified glance, but the man went on. "Oh, and mind you, all our kind cares about is the fact that Virginia Dare went missing too, but remember, it's the winners that write the history books. Then there's the White Howlers. They went over to the other side, well, it must be nine or 10 centuries ago, but who's counting? They're called Black Spiral Dancers now, and you should pray you never meet one, kid. If you think **we're** scary, well, wait until you meet one of their kind."

"Not quite the way I'd have put it, but more or less the truth." The Silent Strider sighed heavily. "We're far from perfect. Gaia knows I get reminded of that every night. But in any case, those are the tribes. Each tribe has its own particular sort o' humans — or wolves — it associates with. That's right, kid, we come from both sides. Need to keep mixin' in human and wolf blood or things get kind of stale."

"Now, mind you, not everyone's got the touch. Stone back there, well, he's got the bloodlines for it, but the moon just never leaned down and kissed him right. So instead he's what we call Kinfolk, same as your folks. We protect our Kinfolk, work with 'em, have families with 'em, and even if Stone himself ain't going to make the change, well, just maybe one of his kids will."

"Course, we sort of have to keep having families with wolf-kin or human-kin — don't turn your nose up at wolves, son. You run around on four feet at the right time of year, you're going to find the notion pretty darn appealing. Don't believe me? You will. But where was I?"

"Kinfolk," the dancer supplied with a smirk. "And that delicate talk the boy's father should have had with him years ago."

"Why thank you, Janicc." The dancer flushed, and the lawman grinned. "We have to look outside the pack for mates, 'cause you're simply not allowed to look inside. One Garou wants to settle down with another, it's trouble, trouble of the worst kind. Kids get born all twisted up and sterile; we call 'em metis. And since being cruel to a cub is about the worst thing you can do, life ain't too easy on the parents of the poor deformed cub, either. So if you had any notions about rescuing Learns-the-Old-Ways from the evil nasty poker player and riding off into the sunset with her, forget 'em." A blush from the kid told the Strider he'd been on the mark.

"But why?" The kid's face was still brighter than Moon's, though the red glow was slowly fading. "I mean, you want to raise the best horses, you breed the best with the best. You want to have the best fighters, why not, err, umm...." He trailed off into silence and blushed again.

"Cause that's the way it is, and that's the only reason, kid. There's no other way to say it. And that's another important lesson to learn about being of our kind: You obey the rules, no matter how strange they seem. They're rules, after all, and that's part of the price you've got to pay. Now, we've got all the rules down in something called the Litany, which you're going to set to learning. It's a song, really, but someone's taken to writing it down these days, which makes it easier on new cubs like you."

"Anyway, the basic rules are as follows: Garou Shall not Mate with Garou, which I've just told you about; Combat the Wyrms Wherever it Dwells and Whenever it Breeds, which strikes me as plain common sense—"

A loud, theatrical snore from Aaron cut across the Strider's lecture like a rusty bandsaw on steel. The Pinkerton stopped abruptly and glared, but the cardsharp remained resolutely unimpressed.

"If n you don't mind, Aaron?"

"Hell, I don't mind. I'm just afraid you're going to bore your lost cub to death here. Do you really expect him to remember

the whole damned Litany, or do you just like hearing the sound of your own voice, **Silent Strider**?"

There was a couple seconds' worth of silent eternity as the two locked eyes, then suddenly the Pinkerton looked away. "Reckon you're right, Aaron. We are givin' the kid a bit much. Still, mind if I finish up properly?"

"Not at all." Walks-With-Steel was magnanimous in victory.

"Why thank you kindly. Anyhow, there's a whole list of rules to the Litany. The last one, and one that's prolly th' most important here'n' now, is this: Ye Shall Take no Action that Causes a Caern to be Violated. That's probably the hardest one to explain. Caerns are holy places, spots where we can get a little more in touch with Gaia. Stone's built this place over one, actually. Used to be guarded by a bunch of Pure Ones, but when we came in, Stone took it over." There was a sharp intake of breath from the other side of the table. "That's the real reason this one-horse town gets so many Indian attacks. It's not the Comanche comin' in here, it's the Wendigo, and they want their caern back."

Learns-the-Old-Ways spat an obscenity. "You've stolen this caern? How dare you!"

The Silent Strider shrugged. "Either us or the railroad folks, and we figured that the locals didn't want no iron tracks over the spot. That would have done wrecked it right good. So Stoney and I, and a few others, well, we snuck into a railroad camp one night and had a little fun with their surveyin' maps. By the time they realized they'd built 20 miles in the wrong direction we'd started to put the town in place to make sure they couldn't come back this way nohow. 'Sides, if'n we could take the caern away, it's not like they were holdin' it all that strong-like."

"What's your name, Strider?" The dancer's voice was ice.

"Got a lot of 'em. Which one you want?"

"The one you want on your stone, bastard."

"Well, my birth name was Lukas, but the one I've earned is Outruns-His-Mistakes."

"Not this one."

"Probably not," the Strider agreed. "However, can you wait until we're done here to kill Stoney and me? No matter what you think of us, there's the boy to consider, and so far as I know, Stoney needs time to see to the disposition of his property all legal-like."

Before Learns-the-Old-Ways could reply, a howling, moaning wind screamed down the street outside of Stone's. Instantly all of the Garou were on their feet, staring at the door. Outside, the horses whinnied in panic, their eyes wild. "There's laughter in that wind," Aaron muttered, and no one contradicted him.

"Banes riding it, most likely," said Moon. The other men nodded agreement, but Learns-the-Old-Ways shook her head. "No," she said softly. "I don't smell any taint," even as the whistling of the wind rose to a fever pitch. None of the others heard her, though, as a dozen tiny dust devils swirled down the street. Then, suddenly, it was gone. Dust settled to the ground as the half-heard laughter twisted off into the distance.

"Hunh. Wonder what that was all about." Moon's confusion was almost comical. Slowly, they returned to their seats. "Later," the dancer promised, and the ex-lawman simply nodded.

"So where were we?" Outruns-His-Mistakes said. "Tribes, Litany..."

"You were working your way into breeds, I think," replied the cardsharp. "The birds and the bees and where metis come from." The kid blushed again and Lukas grimaced.

"Sure enough, that's where we were. Now, breeds are the easy part. Your breed is the skin you were born with. You're born

Atchison-Topeka Line Torn Up!

Tragedy Barely Averted

A horrid accident was barely avoided this afternoon when the 5:23 Topeka-bound train nearly derailed outside of Springfield. The train, which carried several Pullman cars full of passengers, mail and other cargo was just able to stop in time after an alarm signaled that the tracks ahead of the train had been torn up. The heroic efforts of Engineer Devin P. Rosewald of Skokie, Illinois, in avoiding catastrophe cannot be understated. It was he who wrestled the train to a halt bare inches before the cattle-catcher would have nudged over the twisted rails. Passengers report that Rosewald braked the train so hard that the wheels actually glowed from the heat. Other sources claim that the cattle-catcher and smokestack glowed as well, though this report has been discounted as mere phantasy.

The accident was spotted by a coal shoveler, Lukas Atkins, a mulatto who had just signed on with the railroad a few days earlier. Atkins then alerted Rosewald, who commenced to save the train and everyone on board. While Rosewald could expect to be rewarded for his role in saving the train, no sign could later be found of Atkins, who apparently left his employment some time immediately following the near-crash.

Authorities speculate that a roving band of Sioux may have been responsible for tearing up the tracks, which had been ripped apart over a stunning distance of 30 feet. Moreover, the ties had been stripped from the railroad's bed, leaving only gravel and bent steel.

human, you're a homid. You're born a wolf, like I'd wager Learns-the-Old-Ways was, you're lupus breed. Both your folks are Garou, you're a metis. It's that simple. Now your breed don't stop you from changing your skin and fraternizin' with the other kind. It's just kinda your startin' point. Mind you, I've been told that your breed tends to influence your perspective on a few matters, but seeing as I ain't ever had no other perspective but my own, I don't know how true that might be."

"True enough," said the lupus woman curtly. Lukas tipped his hat to her.

"I stand — or sit — corrected. Anyhow, I think I've talked enough, and taken enough guff from these fine folks. Why don't you take over, Aaron? Share your mind with the boy?"

"I have no inclination to take over," Aaron said as he unwound himself, "seeing as I have no particular love of hearing my own voice. Still, seeing what a botch you're making of matters, I might as well educate the boy a little bit. After all, you two," and he wagged a long, thin finger at Moon and Lukas in a schoolmarm's gesture, "have been missing all of the important matters."

THE CARDSHARP'S TALE

"Now, the first thing the others have forgot to mention, kid (and you're going to have to come up with something better than that, I'm afraid) is what an auspice is. Now, while the old stories are wrong and we don't change forms whenever the moon's full — which, I can attest, would get **extremely** inconvenient — we still have a powerful link with the moon. You see, the phase of the moon you were born under determines your auspice, sort of a combination of your personality and your job description among the Garou. Think of it as being like a horoscope with one important difference: It's real.

Now I was born under a new moon, which makes me a Ragabash." ("Never would have guessed," grumbled Moon.) "We Ragabash, we're the tricksters of the Garou. Our job is to keep all the rest from taking themselves too damn seriously. Let me tell you, it's quite the job at times."

"Being Ragabash is also the rationale he uses for cheating at cards," drawled Lukas. As Aaron sputtered, the Silent Strider turned to the others and winked. "Spring-loaded card hopper, right sleeve. Heard it click against the table when we all stood up before. Oh, it's all right, stop sputtering, Aaron. Seein' as you were plannin' on givin' it all back anyhow, ain't no one going to ask you for it, right? Get back to what you were talkin' 'bout 'fore the kid actually gets old enough to grow a beard."

With an air of wounded dignity that was almost catlike, the cardsharp folded his hands on the table. "Very well, Headmaster Lukas, may I continue the lesson?" As the Strider nodded, a humorless grin took possession of Aaron's face. "Very well. Now, there are other auspices as well. Theurges are those born under the crescent moon. They're the seers and the madmen — not to mention madwomen — of the Garou. They're the ones who talk to spirits and sometimes even listen to them, and judging from the color of Lukas' complexion, I think we've just ascertained **his** auspice.

"Next come the half-moons, the Philodox. They're the peacemakers of the Garou, which means that they're second to the Ragabash in terms of how many people dislike them. You see, that's because we're an argumentative people, and we don't **like** compromise. It smacks too much of surrender, I would hazard.

"Then we have the Galliards, the fat-moon dancers. They're the singers, the entertainers, and, most importantly, the loremasters. They're the ones who keep the Silver Record, the history of everything we ever did or were. They know the stories that don't go into the Record as well, hence Janice's little threat earlier to embarrass me at the next moot. Being humiliated in front of every Garou in the vicinity is a most potent threat indeed.

"And before you ask, a moot is a ritual meeting of Garou that your parents would probably describe as "primitive native rites" or some such. That's not what they are, of course, but try explaining anything to a human and you get nowhere. What? Don't try to defend them. For that matter, don't speak. You're here to listen.

"Last but not least, we've got the Ahrouns, the bully boys, the warriors, full-moon sign and full of themselves; they'll kill something as soon as learn its name." Aaron turned to the soldier, who listened with grim amusement. "So, Billy Yank, you an Ahroun? Is that what got you through the War of Northern Aggression?"

"Actually," Moon rumbled, "Not at all. I'm Philodox, but ended up in the ranks anyway. However, the war is where I picked up this limp; you'd think a cavalry man would have avoided such."

The 'sharp snorted derisively. "That much I saw for myself, thank you. I'm just trying to figure how it could possibly have happened."

"Quite simple, really. My brigade was on a foraging expedition and we came across a plantation house whose residents didn't particularly want to be foraged. Mind you, they had no lead for bullets, but they were resourceful people, and had melted down their silverware to make bullets."

"A-ha! It's all clear. Shot in the thigh with the silver, I take it?" The soldier nodded even as Aaron turned to the kid. "That's something else Lukas had neglected to mention. We can heal most any wound, given enough time and energy, but silver — ah, silver does unpleasant things to us. Stay far, far from it if you can, which, knowing the little of you I do, I doubt you will."

"Heal any wound? That's incredible!" The kid's face was a study in disbelief.

"Not any wound, kid. If I rip your throat out, you're not going to heal before you choke on your own blood. On the other hand, I've had the signal honor of being shot 14 times in a single day and I don't even bear a scar to prove it."

"Fourteen times? Nobody could live through that. You've got to be lying."

The cardsharp's bantering tone vanished, replaced by a clipped and vengeful monotone. "Be very careful about who you call a liar without proof, kid. It's a very good way to find yourself very dead. And yes, I was shot 14 times in a single day. The circumstances were very simple: There was a Pullman car full of men who wanted me dead, and who were planning on killing me as soon as our train had gotten far enough from the station. I got wind of this and went to remonstrate with them as to the inadvisability of their plan. They pulled guns, and I killed them."

"Killed them?"

"Every last one, and with my bare hands. Mind you, I had to disconnect the Pullman from the rest of the train, topple it from the rails and set it on fire to hide the evidence, but I can give you the names of the line, the company, the train and every single man who was in that car — if you doubt my word."

The kid looked up soberly. "No, sir," was all he said.

Abruptly, Walks-With-Steel sat bolt upright. "Wait a minute. Ragabash, Philodox, Galliard, Theurge—hellfire and damnation, kid, what moon were you born under. No, you were too busy getting born to notice. What was your birthday?" As the kid stammered it out, Aaron turned to the bartender. "Stoney, get out your almanac. Tell me what sign this kid was born under, and I'll bet you my entire tab it's full moon."

"No bet," said the bartender even as he started flipping through a dog-eared almanac. "I can't afford to lose that much money." There was silence for a minute, and then the heavy sound of the book hitting the counter. "You're right, Aaron. Full moon. What the hell is wrong with you?"

The last was said in a tone of half-worry, half-anger, for the Ragabash had collapsed in a convulsive fit of laughter. "Oh, this is simply too rich. Take me home and call me a carpetbagger, but it's all a setup!"

"What is?" asked Moon, frowning.

"Why, this whole thing, this game, this meeting, **everything**. The kid's our Ahroun, can't you see? Gaia, in her infinite wisdom, has reached down, found the five least compatible Garou on the entire frontier, and decided to make a pack out of us. And with the scrawniest Ahroun the world's ever seen! It's priceless!"

"I'm not so sure about that," interjected Learns-the-Old-Ways. "There's a long way to go before I'll join a pack with Lukas there in it. But that's neither here nor there; there's still a lot left to tell the kid before sundown."

Grant, Lee Maneuver For Position

It was a quiet day in northern Virginia as the commanding generals simply maneuvered for position. Little actual fighting was done, and reports have come back of only one cavalry skirmish around a private residence. Confederate troops had apparently ensconced themselves in a manor house and opened fire on Federal troops performing a scouting mission. There is no word on Confederate casualties.

Casualty Lists

Killed: Corp. Paul Chaney, Priv. Chadwick McKee, Priv. Michael o'Conner

Wounded: Col. Jonas Moon, Capt. Elmer P. Wylie, Priv.

THE DANCERS' STORY

What happens at sundown?" the kid asked. "Do we

all...change...or whatever it is, then?"

With some satisfaction, Learns-the-Old-Ways noted that the kid seemed to have regained his composure. He actually was taking the whole matter rather well; there might even be some hope for him.

"No, I've got a meeting with some folks at sundown. But as for the other matter, well, no, we more or less control when we change. We've each got five forms, and you can pick and chose which one you want to be in. Mind you, each has its ups and downs, and we'd better get your clothes and gear attuned to you."

"What happens if we don't?"

"Well, then the next time you change you're going to rip through all your clothes, and when you try to swap back you're going to find yourself buck naked and freezing your privates off. Clothes out here are expensive, too — you don't want to be replacing them too often." The kid turned beet-red yet again, probably at the thought of Learns-the-Old-Ways seeing him naked. She sighed. Odds were the kid's modesty wouldn't last too long out here. "But the clothes aren't the issue," she continued. "The forms are. You know Homid and Lupus — human and wolf — already, I think. The ones in between are mostly built for fighting, but the real war form is Crinos. Nine feet tall and as subtle as a stampede — kid, you should only take Crinos form when you have to kill someone or something. Normal humans' minds just ain't strong enough to take the idea that there are folks like us out there. So if a human sees a critter of this nature, his mind just tells him he sees something different. He may remember seeing a big hombre, but not a werewolf."

"So is that it?" the kid asked. "That's all there is to this? Go out and find Wyrn-things, or whatever they are, and beat them up?"

Learns-the-Old-Ways laughed. "Hardly. You haven't learned anything about spirits or totems or the Umbra. The first thing you have to understand is that everything's got a spirit to it. Trees, rocks, animals, emotions — they've all got spirits. If you play your cards right, you can talk to those spirits, maybe learn things from them, maybe get them to help you. If you're real lucky, you can talk one into taking up residence in an object for a while; we call that a fetish, and it's something powerful to have. Don't expect to get your paws on one for years, kid — but it's important that you know they're out there, so that when you see an Oglala shaman call lightning down with a stick, you know what's actually going on."

"Now, some spirits have a bit more affinity for our kind than others, and some more power than others. There are a few who take a special interest in us, and help out from time to time. These spirits are our totems, and each pack gets adopted by one."

"That's not to say the spirits do all this out of the goodness of their hearts. You have to bargain with them, and it's anyone's guess what they'll want. A colored stone, a war-song — it could be anything. Spirits may not all be that bright, but they're sharp enough when it comes to dealing."

"Another part of the package is Gifts. You get Gifts from your auspice, you get Gifts from your breed, from your tribe, and half the time I think from your hair color. Totems give you other help, but you get your Gifts first and foremost from who you are, and you get them starting with your Rite of Passage."

"Well, that's just great," said the kid, "but there's one thing missing here. What are Gifts?"

"Gifts are magic, more or less," said Learns-the-Old-Ways. "Special ways of doing things like purifying water or talking to spirits or calling down storms or whistling up the wind. Depending upon who you are — no — more **what** you are, you get certain talents for doing things. The Gifts you're offered, I suspect, are going to have to do with war and fighting. It's all part and parcel of being an Ahroun."

"That's wonderful to know," the kid said bitterly. "Any way of knowing what these Gifts are, or do I have to wait until Christmas?"

"You'll just know, kid. That's all I can tell you. A time will come when you'll need to know how to do something, something your brain tells you is impossible, and somehow you'll just find a teacher who'll give you exactly what y'need. It's what happened to me; I was lost and near dying of thirst when I ran across Grandfather Joseph. Had a full canteen, he did, but wouldn't offer me none until I'd learned from him how to call the waters for myself." She smiled ruefully at the memory. "Took me damn near a day, and I near died 'for I got it right. And did the old bastard offer me a drink once? Not a one. Gaia bless 'im for teachin' me, though."

"I guess I see." The kid's face furrowed into a frown. "That doesn't mean I have to like it, though, does it?"

"Not at all," Learns-the-Old-Ways reassured him. "It's just like medicine. Now, for your last lesson: the Umbra. Just as this is the real world, there's a spirit world. Actually, there are spirit worlds, but the one we deal with we call the Umbra. It's where the spirits dwell, and it looks a lot like, well, a lot like this place **ought** to look like. I mean, if a place has been tainted by hate or fear, in the Umbra it looks run-down and foul. If a place has been ordered and tamed, there'll be Weaver spirits all over it in the Umbra. They look like spiders, mostly, and there'll be webs everywhere.

"And if a place has a caern in it, well, in the Umbra it **shines**. We call going into the Umbra "reaching," which is as good a name as any for it. It cuts down on travel time, but it's not easy and it can be dangerous. That, among other reasons, is why I own a horse." She smiled ruefully. "Not as natural-feeling, but it raises fewer questions."

"She's not telling you the whole story again, son." Moon interjected with a worried look on his face. "What she's talking about is the Umbra back east, and in the Old Country. Out here, well, the Umbra's different, fiercer. It's like there's a storm going on in there, and that tells me that there's a storm about to break in the real world as well."

Learns-the-Old-Ways had a sour look on her face. "I agree. There's something waking up out here, and the fact that it's tainted the Umbra first tells us where it's coming from." Aaron raised a skeptical eyebrow at that, and she glared at him. "It does. There's a spirit waking up somewhere, a big one. That's what all this means. I just wish I knew what or where, or **anything**." She slammed her fist onto the table, but the sound was muffled by the green felt. Embarrassed, the entire company was silent for a moment. Off in the distance, there was a rumble of something that could have been thunder, could have been a train.

"Anything else?" inquired Lukas. "'Cause it looks like the day's getting tired, and I've got a funny feeling we should be gone when the sun sets. Anyone looking for company on the trail tonight?"

"Let's ride out a bit and see what happens. I'm firmly convinced we're being thrown together for a reason, and every good card player knows that Fate's not something you argue with." Aaron was already halfway out of the bar, a pile of money on the table behind him. "For my tab, Stone. Keep the change against the next time." Behind him, Moon was limping toward the water trough.

"Learns-the-Old-Ways? It would be a shame to kill me here and mess up Stone's place." The Strider's shaggy smile was winning, and the Galliard found herself softening just a bit in spite of herself.

"Only as far as the trail turnoff. Gaia decides after that." And like that she was out the door, leaving only Stone, the Strider and the kid.

"So kid, you coming?" Lukas spoke softly. The kid nodded, hesitantly, as if unable to believe that anyone actually wanted him along. "Good. You're the focus of this whole thing anyway. By the way, you got a name? Calling you 'kid' is going to get old, fast."

"Arthur," the kid said. "Call me Arthur."

"Arthur what?"

"Just Arthur. I haven't earned anything else yet."

Lukas slapped him on the back. "Fair enough. C'mon, Arthur, let's get out of here 'fore Stoney gets sick of our faces. Later, Stone."

AFTER ~~THE~~ HOOFBEATS HAD FADED INTO ~~THE~~ DISTANCE, STONE CAREFULLY SPUT DOWN HIS RAG.

"Good luck," the bartender called, quietly, after they were gone.

Except for the sawmill snoring upstairs, the entire

town was quiet, and the red gleam of sunset turned the countertop into a pool of shining blood. Without any fuss, Stone walked upstairs and knocked on the first door on the right. "Come in, Stone," came the muffled response.

Stone creaked the door open. There was an Indian inside, garbed like Blackfoot Sioux, and he stood with his face pressed against the window. The man was over 60 years old, his face lined and his hair silvered. He wore buckskins, and a rifle that showed signs of heavy use was propped to the side of his bed. On the table next to the bed was a lamp and a small leather pouch, knotted seven times with a buffalo-leather thong.

"Nice work with the wind there, Grandfather. I appreciate your keeping them from killing one another in my place." The man simply nodded and continued to stare off after the retreating dust cloud. "So, what did you think?" Stone pressed. "Will they do?"

The medicine man frowned. "I'm not sure. Much of what the boy learned was tainted, and I hope it doesn't stand in his way tonight when Learns-the-Old-Ways takes him to meet my brothers and sisters. I wish she'd spoken more, and earlier."

"I'm more worried about Walks-With-Steel. He doesn't tend to think first. Plus, I hear Moon's got quite the reputation as an Indian fighter, and I doubt that will go over well."

"He's a warrior, not a brute, and that counts for much. But, in the end, their fate is in their own hands, and the Great Spirits."

Stone frowned, less than satisfied. "If you don't mind me asking, Joseph, why are you doing this? Why'd you come all this way to set this up, and why do you need five Old Country Garou to do this? Seems to me your own folks could do it even better, and with less arguin'."

Joseph Crowfeather frowned. "If one of mine does what needs to be done, the others, they will say, 'It's just a crazy Indian,' and they will fight me and mine. They will do so out of reflex. Out of ignorance. They will say, 'If the Indian is doing it, we must stop it,' and by the time the fighting ends it will be too late."

"But, if I can train yours to do this for me, then when others see them, they will say, 'Those are our kind ripping up the railroad tracks. Those are our kind driving the cattle away from the desecrated caerns. They must have a reason for what they are doing.' And they will ask the Old Country Garou why they are doing these things, and they will explain, and the message will spread. And, if the message spreads far enough, fast enough, perhaps we can still cage this thing, this spirit that is waking."

"I don't know, Joseph. Seems like a big pile of hopin' on the shoulders of a real small boy."

"In a dream, Coyote told me of his coming, and his destiny. Whatever else he may be, Coyote is not a liar, and Learns-the-Old-Ways is wise for one of yours. She may yet teach him some of that wisdom. Coyote told me there would be a price to

be paid, and who would pay it. But Coyote also told me that the price is worth paying." Slowly, the old man lowered himself onto the bed and closed his eyes. "In the end, it will have to do."

Quietly, Stone turned to go. At the door, he paused and looked back. "Grandfather Joseph? Don't mean to intrude, but you ever going to let them know what's going on? Ever going to show them what they have to do?"

The old man's voice came out of the room's gathering shadows. "Not today. Perhaps tomorrow they will be ready to hear the truth."

"But that's what y'said yesterday!"

"And tomorrow, today will be yesterday. Think on that, Ezekiel Stone. Think on that." After that, there was only silence, and the distant sound of what the bartender devoutly hoped was thunder.

Mysterious Horse Thievery!

It has come to this reporter's attention that 17 towns, mainly within the boundaries of Colorado, have been victimized by a most unusual horse thief. The perpetrator of these thefts, who has, by some accounts, taken over 130 horses, remarkably uses neither firearms nor more esoteric methods of thievery. Rather, if witness reports are to be believed, and this reporter certainly sees no reason not to believe them, the mysterious thief, merely whistles to the horses he wishes to steal. The horses then, if it is within their power, canter off to join the rascalion who has commanded them to do so.

Of course, some of the reports have been ludicrous in the details that supposedly sober eyewitnesses have added. One man, a Mr. Lee Johnstone, late of the Northwest Territories, has sworn to have seen reins untying themselves, freeing horses that had been securely stationed. Others have compared the mysterious thefts either to the stories of St. Francis of Assisi or to the works of the devil or Indian witchcraft. However, so long as the thief remains at large, all of the speculation remains unfounded.

In a curious and related matter, not one of the stolen horses has been found up for resale anywhere in the West, to date, though certain native tribes seem to be better mounted these days than in years past. "Mebbe th' thief 'et 'em," was the comment of the gregarious Mr. Johnstone.

Horse Thief Hanged

Rash of Mysterious Theft Continues Unabated

While authorities in Jackson hanged the man they claimed was responsible for a series of unusual horse thefts, the thefts themselves continued long after the disappearance of the body of the hanged man. The thief, 58-year-old Joseph Crowfeather, an Indian of the Blackfeet Sioux, was caught red-handed with several missing horses outside of Jackson on the night of October 13th. Sheriff Dick Powell was responsible for the capture, but the modest sheriff gave credit to a telegram forwarded to his office alerting him of the thief's presence in his area. The telegram was, oddly enough, anonymous, but it originated in the city of Omaha. Powell also confirmed that the horses were merely standing around Crowfeather while the thief reputedly whistled some sort of song to them. The sheriff's own horse, however, was spooked by the Indian's presence, and nearly threw Powell twice.

Crowfeather was hanged in front of witnesses on October 15th at 9:00 a.m. However, a fire broke out at the far end of Jackson, and when the populace returned after dousing the blaze, the hanged man's body was gone. Furthermore, during the two nights Crowfeather spent in jail, a total of nine other horses were whistled away from their owners. Powell suspects that Crowfeather had accomplices, and has vowed to bring the other thieves to justice.

THE COMING OF WAR

O my brothers and sisters, my children and grandchildren, listen to me. I have walked in strange places in my dreams, and I have seen terrible things. I have met with powerful spirits, who showed me horrible visions of tomorrow, and of seasons not yet born. I tell you now that these things are very important, and you must listen closely. The world is going to change soon, like the weather, but the change may be forever.

I sing of a time when the Weaver will threaten to bind all of the People and all of the land in her webs.

Where her gaze falls, her hollow-eyed children will swarm, and they will break mountains with their woven thunder. The mountains and rocks will fly into the air, fall down in little pieces, and the hollow-eyed ones will pick through the pieces to see what is to their liking.

She will spin powerful weapons for her children, and fill them full of Weaver-magic.

They will be tools with no spirits, yet they will spit death as surely as any fetish.

Her metal webs will stretch even into the physical world, and great Weaver-beasts will run swiftly along the strands. She shall spin even into the sacred places, breaking them and leaving them hollow.

She is coming.

I have seen these things, and they make me afraid.

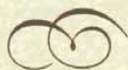
I sing of a time when the Wyrms will once again drag its stinking coils across the lands we know as Pure.

Wherever its filthy scales touch, there will be sickness, and our families will weaken and die from the strength of its poison. Spirits of plague will dance above dying tribes, and not even the strongest of our kin will be safe.

Many men from afar will come with the Wyrms in their hearts and mouths. Their tongues will be made of lies, and their bellies will always be empty; they will eat whatever they can take, and it will never satisfy them. They will drink fire, and it will make them ever thirsty, so they will drink even more. And the Wyrms in their mouths and under their skins will touch the People, and the People will also hunger and thirst like dying men.

The Wyrms will come like a mad beast among the herd, and it will kill the animals and leave their bodies to rot. There will be great heaps of bones and rotting meat, and the people will have nothing to eat.

And when the Wyrms hand tightens enough around the hearts of these strangers, they will be filled with cruelty. They will run across the land with their long, long legs, killing whoever they meet. They will be eaten up with greed, and they will kill. They will be eaten up with hatred, and they will kill. The Wyrms will make a powerful and terrible war against the people, and it will try to drive us into the waters and under the mountains until we are gone.



It is coming.



I have seen these things, and they make me afraid.

The worst of all things will also happen. The others, the long-vanished wolf-changers who are like us and very much not like us, they will return. They will run with the empty-bellied people and the evil people and the hollow-eyed people, and they will fight the children of the Pure Lands. They will say that they are not of the Weaver or the Wyrms, and yet they will blindly break the old seals and angrily fight us for our sacred places. Only after many seasons will they see how foolish they have been, and by then the Pure Lands will be no more. The land will be sick, and our people will be hungry and cold.



They are coming.



I have seen these things, and they make me afraid.

Listen to me and do not forget my words, O my tribes and people. The Wyrms is coming, and he brings his people. The Weaver is coming, and she brings her people. They come to slay the Wyld, and even I cannot say whether they shall succeed.



I am afraid; I can see no more.



— The Lament of Voice-of-Winter, last Theurge of the Croatan

So these are the words that have been given to me by my parents, and that they heard from their parents, and that were spoken by Middle Brother in his last breath. I see your eyes shine; you hear the words and you know Middle Brother spoke true. The hollow-eyed people have come, and their Garou families have come with them. They kill the buffalo and steal the caerns, and we have not the numbers to fight them.

We are strong, but too few. We must be wise as well. I do not know if all these strangers are evil; perhaps too many are like foolish children, who do as they like because they have learned no better.

I will see if they hear the voice of the Land. If they do, then they must be told to behave, or else our Mother will take sick from their strange illnesses, and the End Times will be upon us. If they do not listen, then surely we must fight them until they are driven back over the waters or are dead, for the Mother cannot tolerate their harsh hands. I will offer them peace if they will have it. If not, then I will give them war until the stars fall from the sky.

— Proud Speaker, Uktena Galliard

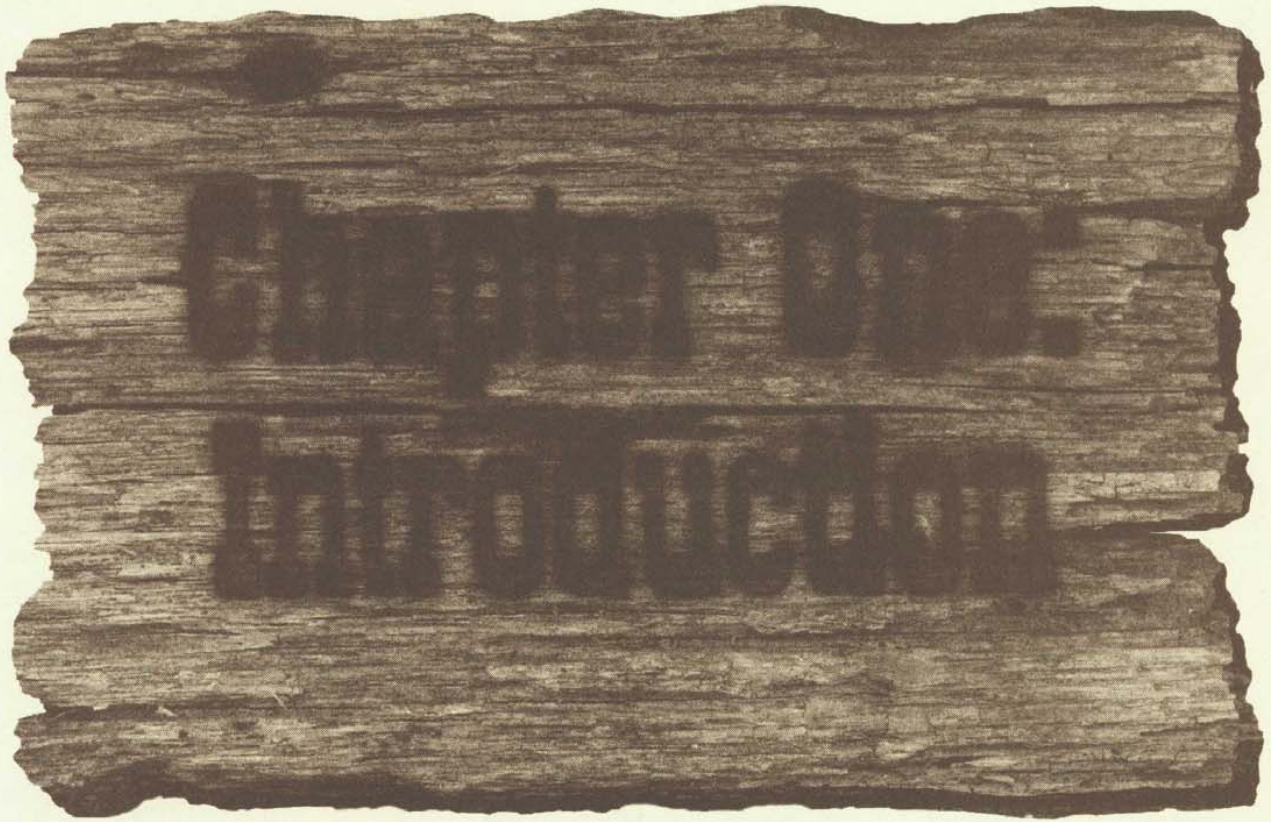
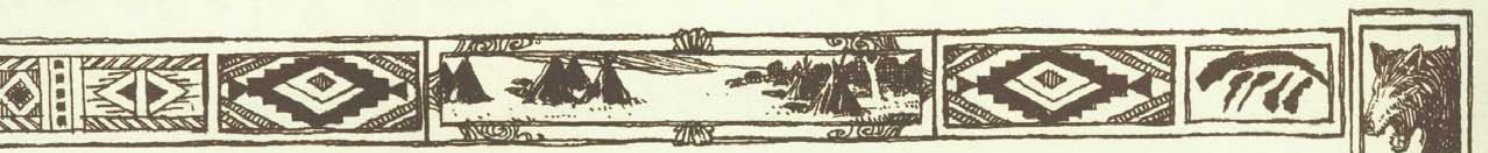
BOOK ONE:
THE SAVAGE
WEST



Dearest Clarissa Stop Have Reached Laramie Wyoming
Safely Stop Great Things Are Stirring Under The
Land Here Stop Have Found Taint In Mines And Poison
In Wells Stop Befriended Pure One Named Proud
Speaker Stop He Is Taking Me Further West Stop
Love You Stop Isaiah Stop







This is the West. Things are different out here. There's only one rule — winner take all. And I intend to take it.

— Styles, Tall Tale

Welcome to a place where the frontier's split wide open, where danger is as common as tumbleweed and as unfathomable as a spirit that devours thunderstorms to feed itself. It's a time of war, a place of conflict. This is a place where Death runs by night on four swift legs, a place of fire and steel and silver. It's a scene out of a tall tale, and yet it's a land easily lost in the shadows of an emerging nation. Welcome to the Savage West.

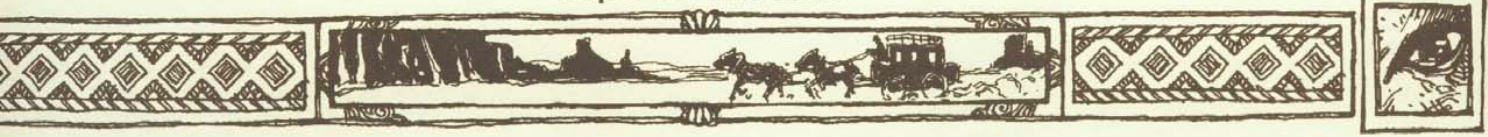
Werewolf: The Wild West is a game of storytelling; a game about mystique and wonder, visceral action and intense spirituality. It's a game that allows you to spin great tales of glory, loss, horror and triumph. If you haven't done this sort of thing before, don't worry — it will come naturally soon enough.

The setting for this game is the Savage West, a blend of primordial horror and genuine historical action. The Wild West of the World of Darkness mirrors our own,

but is filled with brutal monsters that slip between the frontier towns at night. Here conflict and savagery ride side by side with spirituality and mysticism. There are few proper "good guys" as we know them — even the heroes of this time, the werewolves, are monsters themselves. But even though they're supernatural terrors in their own right, the Garou (for so they name themselves) are also people, admittedly of a different sort. And as terrible as they are, they face an impending catastrophe that threatens to sweep across this dark frontier and devour everything in its path. This is a place that's about to be consumed by killing winds and metal monsters, and it'll be all the inhabitants can do to keep their territory safe — if they can.

And you're invited to step inside the tales of the Savage West as a player and participant.

Saddle up.



Storytelling

Storytelling is an ancient form of entertainment — and even as such, it manages to be much more than simply a way to while away the hours. It can convey information, polish imaginations, and broaden horizons. The tall tales of any folk culture say volumes about the people who tell them; that's why they've always been worth repeating.

Storytelling, of course, comes in its highest form when we all participate, not just listen. Are you content to simply hear somebody else's tall tales, or read another man's dime novels — or do you want to devise your own? Do you want to hear the legends of the most terrible person (or thing) in Utah, or do you want to take the title for yourself? Do you want to hear about the struggle on the frontier, or do you want to put yourself there?

That's what this game is about. **Werewolf: The Wild West** takes a long look at old legends, and gives us all a chance to redefine them to suit our own tastes, to tell our own stories with these ancient archetypes. With this game, you can look at your own culture and yourself in a new context — or you can, as the saying goes, walk a mile in another man's moccasins. Along the way, you can see new things and discover new perspectives, all in the company of your friends. You might just find it well worth your time.

Roleplaying

Even so, this game isn't *precisely* 100% storytelling, at least not by the usual book definition. In most cases of yarn-spinning, the tale-teller knows how his story's going to end. However, **Werewolf: The Wild West** deals in fluid plots and genuine suspense — the final outcome depends on your characters' actions, and is usually in doubt. Just like improvisational theater, you have a set to act on and foils to react to — but you don't have a script, and you make up the lines as you go along.

Not that roleplaying's all that difficult. Kids do it all the time, tying towels around their necks and acting out their super-deeds or miming gunfights. In effect, by trying on someone else's shoes for a while, kids

exercise their imaginations and get a feel for just how many possibilities the world has to offer. This game is just a more sophisticated version. There are rules (so you know how many bullets that bullyboy'll take before he falls over, and so the events don't seem completely arbitrary) and a setting (so everybody knows where the story is set, and can guess where it might go). That's about it.

You can play **Werewolf: The Wild West** with as many friends as you can pack around a table, but it tends to go smoother with six or fewer players. This way, you still can have a decent-sized social gathering, but it's small enough that everyone can have their say.

The Storyteller

No game board in the world's big enough or detailed enough to properly represent the Savage West, the Storm Umbra, and all their residents and features. Not a one. The stage for this show has to be set in your imagination, and the Storyteller is the director and set designer.

Note that we didn't say *playwright* — it's not the Storyteller's job to put words in the player character's mouths. It's not even her job to tell the characters where to go and what to do. What she provides is a supporting cast, a running (but flexible) storyline and a set packed with props. It's up to the players to work out how the villain gets it in the end (if he gets it at all), but they obviously can't shoot him with a gun that hasn't been brought on stage one way or another.

The Storyteller tells the players what their characters' surroundings are, and describes what happens to the characters as a result of what the players say and do. The Storyteller has the power to judge whether a character succeeds or fails, whether his fortune's good or bad — even if circumstances call for him to die. The Storyteller shapes the very world of the game: not an idle undertaking, but about as rewarding as you could ask.



Naturally, the best yardstick for measuring the quality of a Storyteller is the enjoyment her players get out of the game. That doesn't mean every story should have a happy ending, but the tales her group spins should at least be good ones. To this end, the Storyteller remains realistic, impartial and creative; and if she's able to improvise at the drop of a hat, all the better. What's more, she keeps an eye on internal logic and consistency — the occasional outrageous coincidence certainly preserves the flavor of the genre, but too much freak chance and the story loses its plausibility, becoming less real for everyone involved. The Storyteller sets the odds, but doesn't deal from the bottom of the deck (at least not without good reason).

So there you go. A Storyteller wears two hats (at least): that of the judge, who interprets and enforces the game rules to keep things fair and flowing; also that of the narrator, talespinner and entertainer. It sounds like a hell of a juggling act at first, but this book exists to help you out. In particular, Chapter Three: Storytelling goes into much more detail on the Storyteller's various roles, and offers advice on how best to go about the job.

The Players

Most of the gaming group are players, the ones who act out the parts of the story's protagonists. Although they have less work ahead of them, they still have a responsibility to do what they can to keep the game enjoyable.

Being a player involves taking on the persona of a character, typically a werewolf, and then roleplaying that character's reactions to her environment. You pick where your character goes, what she does, who she likes and who she dislikes. What you say, she says (unless you're asking the Storyteller a question or describing her actions). The more fully developed her personality, the more believable and fun she is to play.

Often, after describing the actions "you" want to take, you must roll dice (the ever-popular element of chance) to see if your character

successfully carries out those actions. Your character's Traits — numeric descriptions of her strengths and weaknesses — dictate how well she can perform certain actions. Actions are the basic elements of *Werewolf*; they describe how characters affect their environment and the story's course.

Just as in fiction and movies, the protagonists are the focus of the story. They alter, direct and energize the plot's progress, and often add new elements to the story. Players should feel free to offer ideas for the betterment of the story, which the Storyteller may adapt or reject as he sees fit. He may like your suggestion that the familiar-looking ranch hand's a relative of your character, or he may feel that would hurt the story. Whatever's most appropriate should be your guide.

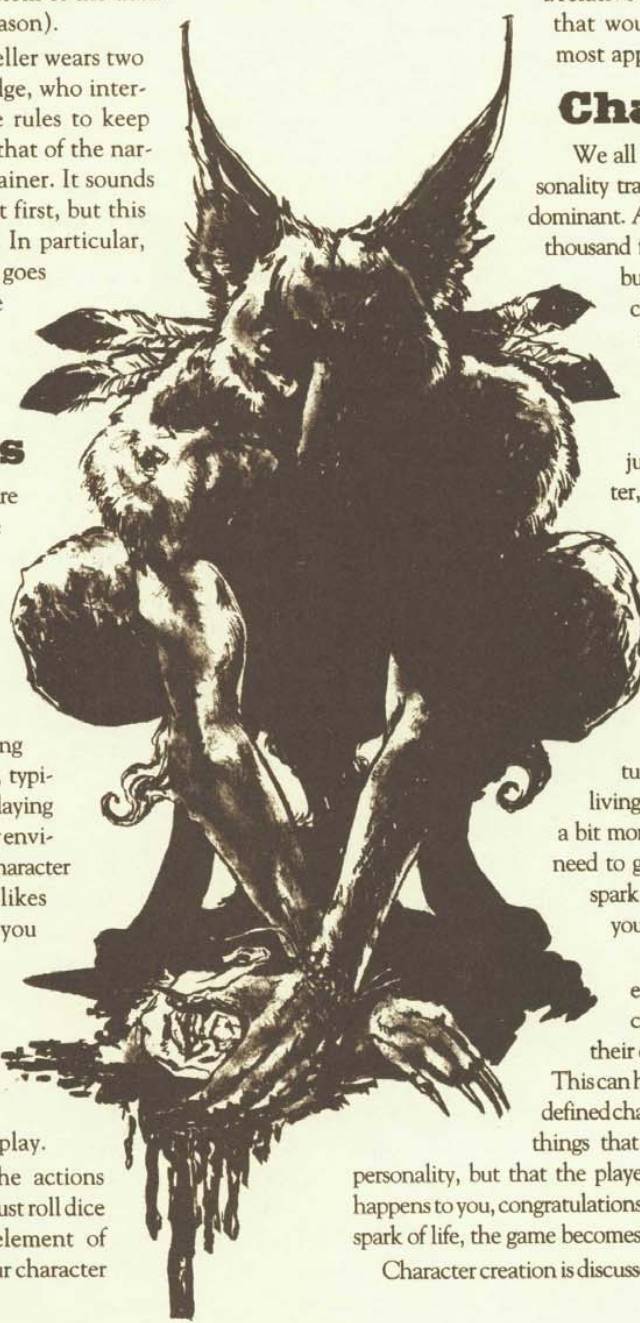
Characters

We all have a multitude of different personality traits, some of which are frequently dominant. A person uses a thousand voices, a thousand facial expressions — all different, but all still the same person. Your characters are a literary variant of this; they capture certain elements of your personality, and logically grow from there. Over the course of the game, your characters evolve just as people do. They become better, stronger people, or they change for the worse; but just as in real life, their experiences shape them.

Werewolf characters are fairly easy to create; once you have a fair idea of what you want, it shouldn't take more than half an hour to select the appropriate Traits. However, turning a collection of statistics into a living, breathing character generally takes a bit more time and effort. Everything you need to give your character life, that vivid spark of authenticity, is already inside you. All you need to do is tap it.

(Interestingly enough, most writers admit that their best-developed characters often develop a life of their own, and tend to write themselves. This can happen in roleplaying, too — a well-defined character can wind up doing and saying things that are perfectly appropriate for his personality, but that the player didn't see coming at all! If this happens to you, congratulations; when your character develops this spark of life, the game becomes all the more exciting.)

Character creation is discussed in greater detail in Chapter Five.





Endgame

So when does the game end, and who wins? Well, this is pretty freeform; the game ends when appropriate, and there aren't any clear-cut winners. The players aren't in competition — far from it. Achieving the story's goals is usually only possible if the players cooperate. Even if your character dies along the way, you still haven't "lost," at least not if you had a good time.

If your character survives, and manages to improve his lot (either through self-improvement or by successfully accomplishing any personal goals she has), then you're about as close to winning as it gets. What's more, your pack earns certain victories over the antagonists arrayed against you — if you root out the vampire cult in the sleepy Arizona town and destroy the bloodsucker in charge, you've "won" another sort of victory. If he winds up controlling or killing the entire pack, then the characters have certainly lost the battle. Once more, packmates are encouraged to learn to trust one another and work well together. A house divided against itself cannot stand, especially in the Savage West.

What You Need

Werewolf: *The Wild West* was designed to be played around a table. You don't need a board or cards — just this rulebook, pencils, paper, character sheets (photocopy the one in the back, or make your own) and dice. This game calls for 10-sided dice, which you can find in any game store. The Storyteller may also want to have paper on hand in order to sketch out a setting or a rough map (making it easier to describe places to the players), visual aids such as old photos or daguerreotypes, and any other props that spring to mind (poker decks, oil lamps, feathers — whatever makes the experience more vivid for the group).

The Werewolf

Werewolves aren't easily described as humans that can turn into wolves, or vice versa — they're something else entirely. In human form, they look like you or me, but they're different on a fundamental level. Half-mortal and half-spirit, they call on mystical abilities that Gaia has given only to her chosen children.

♥ **Multiple Forms:** A werewolf isn't limited to two forms; he can walk as a man or wolf, as well as take more combat-oriented shapes. Most terrible of these is the half-wolf, half-human Crinos form, although the massive near-human and dire wolf shapes are nearly as potent.

♥ **Regeneration:** Although werewolves can be cut, shot or mangled; they supernaturally heal their injuries at incredible speed (one Health Level per turn). Only wounds fatal to normal humans can slow down a werewolf for long. However, wounds caused by silver weapons, fire and the claws and teeth of their own kind (or other supernatural beasts) are harder to heal.

♥ **Gifts:** As messengers of the spirit world, werewolves learn great supernatural powers that they call Gifts from the spirits.

♥ **Perception:** All werewolves have the sharpened senses of an animal; their hearing and smell are almost without compare, particularly when in wolf form.

♥ **The Delirium:** The Crinos war-form floods humans who view it with blind, instinctive terror. Nobody wants to admit that such monsters exist, and most folks eventually forget what exactly it was that they saw. Werewolves see this selective amnesia, the Veil, as both a shield and a weapon — many think nothing of killing or terrifying those humans who become bothersome.

♥ **Frenzy:** Werewolves are practically the embodiment of anger, particularly in a justified cause like the defense of what's theirs. When their emotions get the better of them, they practically go berserk, lashing out at whatever is in their way. The tales of man-eating wolves attacking on the full moon are usually spawned by these rages. A frenzied Garou instinctively changes into her war-form, and forgets everything about being human or even wolf — the demands of her anger are all that matter.

Although a werewolf begins life as a human or wolf, she soon finds out how different she truly is. This game deals with what she and her kin do after this revelation; how they react to the horrors lurking under the skin of the Savage West, and who or what they choose to fight for. And fight they must, for the storms boiling in the future aren't about to spare anyone.

Darkness in the West

The overall mood of *Werewolf: The Wild West* isn't that of the old Saturday morning serials, with white hats and unquestionably upstanding sheriffs. This fictional West is one that could have happened, and that doesn't ignore the atrocities that were a part of our own history. Here, innocent women and children die at the ends of cavalry bayonets or war hatchets. White men try everything short of genocide (and sometimes even that) to take the lands they feel are rightfully theirs, and the natives resist in whatever ways they feel necessary. To make matters worse, there's trouble coming on the spiritual front, trouble that normal men and women don't stand a prayer against.

This is where the Garou come in. These warriors are in a volatile atmosphere, one where compromise is almost never an option, where treaties are more commonly broken than upheld. And werewolves have the most sensitive hair triggers of them all. A werewolf can explode at any minute, possibly even slaughtering an entire mining town in a berserk fury. All it takes is being pushed a little too far — and in this rough atmosphere, such provocation comes easy. The Garou are monsters, creatures that hunt and kill by night. Anywhere they go, someone stands a good chance of dying.



However, even werewolves overcome their taint of fury and rise to become heroes, legends in their own right. What's more, the characters are expected to do just that; without the efforts of heroes, the state of the Savage West is only going to become worse. Only through virtue, courage and unity do the Garou stand a chance of survival. It's a lot to ask, and just about everything rides on whether the Garou can meet the challenge or not.

Lexicon

Werewolves can instinctively communicate with wolves, and most learn at least one or two human languages. However, Garou also have their own tongue, and even their own jargon for specialized terms that don't arise in humanspeak (at least with any degree of accuracy). The following lexicon contains terms broadly used by most werewolves. The sheer number of cultures the Garou exist in (or watched crumble) contributes greatly to the etymological diversity of their language. However, these terms are a key insight into how werewolves define themselves.

Common Jargon

These words are commonly used by native and immigrant werewolves alike.

Anchorhead: A spirit gate between the Middle Lands and Heavens; see *Membrane*.

Apocalypse: The age of destruction, maybe even the end of Gaia herself — a time that werewolves prophesy will come when the Wyrms tries to swallow Gaia forever. Most Garou feel this will be the final battle — and many look to the ravages of the Storm Umbra as proof that the Apocalypse is coming, if not already here.

Auspice: The phase of the moon under which a particular Garou is born; held to influence personality and sacred duty. The auspices are: Ragabash (New Moon; Trickster), Theurge (Crescent Moon; Seer), Philodox (Half Moon; Judge), Galliard (Gibbous Moon; Moon Dancer), Ahroun (Full Moon; Warrior).

Bane: A generic term for an evil, corrupt spirit; the Wyrms' own offspring. The variety among Banes is astounding, and they often have "breeds" of their own.

Bawn: A boundary area around a caern, where the Garou keep a careful eye on local mortals.

Blight: Any corrupted area in either the spirit world or physical reality.

Breed: The ancestry of a werewolf, whether wolf, human or other Garou.

Caern: A sacred place, a meeting spot where the Garou contact the spirit world.

Celestines: The greatest spirits; the closest things to gods that werewolves acknowledge. Examples are Luna (the Moon) and Helios (the Sun).

Concolation: A great multitribal moot, called to discuss the gravest and most wide-reaching concerns. Almost no concolations have been called in the last century.

Concord, The: The agreement all the tribes reached nearly 9,000 years ago; the end of the Impergium. The traditions it established are still obeyed today.

Crinos: The half-wolf, terrifying war-form of the Garou.

Deep Umbra: Another term for the Heavens.

Delirium: The madness that seizes humans unlucky enough to see a werewolf in Crinos form.

Domain: A mini-Realm in the Middle Lands, usually connected to a larger Realm in the Heavens.

Feral: Slang term for Lupus.

Gaffling: A simple spirit servant of a Jagglings, Incarna or Celestine. Gafflings are rarely sentient.

Gaia: The universe, both physical and spiritual (usually when referring to the beautiful portions); Mother Earth.

Garou: What many werewolves call themselves; sometimes disdained as an unnecessary euphemism.

Gauntlet: The barrier between the physical world of Earth and the spirit world of the Umbra. It is strongest around technological, Weaver-ridden places, weakest around caerns and in the heart of the wilds.

Heavens, The: The far-off realms of the Umbra; the lands that lie outside the Membrane. Reality becomes less cohesive the farther into the Heavens one travels.

Hispo: The huge dire wolf or near-wolf form of the Garou.

Homid: A Garou of human ancestry, sometimes a point of disdain to lupus — e.g., "I never saw a homid that could follow a track." When capitalized, refers to the human form all werewolves may shapeshift into.

Impergium: The 3,000 years immediately following the birth of agriculture, during which werewolves culled settlements to keep human populations in check.

Incarna: Powerful spirits; weaker than the Celestines, but still great spirits by any measure.

Jagglings: A spirit servant of an Incarna or Celestine.

Kenning: A form of howl with emotional subtext.

Kinfolk: Humans and wolves who are related to the Garou, and who are resistant to the Delirium.

Klaive: A specially crafted fetish dagger or sword, usually of great spiritual potency and usually made of silver.

Litany, The: The werewolves' traditional and ancient code of laws.

Lupus: A werewolf born of wolf blood; when capitalized, the wolf form all Garou may assume.

Membrane, The: The barrier between the Middle Lands and Heavens; usually breachable only through the Membrane or the Dream Zone.

Metis: The sterile, deformed and typically reviled offspring of two werewolves.



Middle Lands: The spirit world surrounding the Gaia Realm; also called the Near Umbra.

Mockeries: Bane-possessed humans or animals that gain strange powers from their "benefactors," but are completely corrupt.

Moon Bridge: A gate between two caerns; most often called during moots.

Moot: A sept or tribal conclave called at a caern.

Mule: Slang for metis.

Near Umbra: See *Middle Lands*.

Pack: A small group of Garou socially and spiritually bound to each other by ties of friendship or mission as opposed to culture.

Penumbra: "Earth's shadow," the spirit world directly surrounding the physical world; many, but not all, Penumbral terrain features are the same.

Protectorate: The territory claimed and patrolled by a pack or sept.

Pure Lands: The mostly native Garou term for the Americas; refers to the belief that the Garou had banished the Wyrms' influence from the land previous to the Europeans' arrival.

Pure Ones: The Garou of the Pure Lands; the Croatan, Uktena and Wendigo.

Realms: The worlds of "solid" reality within the Tellurian. Earth is referred to as the Realm.

Sept: The small community of werewolves that lives near and tends an individual caern.

Stepping Sideways: Entering the spirit world. Also *Reaching*.

Storm Eater, The: A great spirit, part Weaver and part Wym, that devours the energies of the Wyld to feed itself. Some see its awakening as a sign of the Apocalypse.

Tellurian: All of reality; generally used to refer to bad as well as good.

Totem: A spirit joined to a pack or tribe and representative of its inner nature. Tribal totems are Incarna, while pack totems are Incarna avatars (usually about Jaggling-strength).

Triat, The: The Weaver, the Wyld and the Wym; the trinity of primal cosmic forces.

Tribe: A larger community of werewolves, bound by a common totem, similar lifestyles and often blood relations.

Umbra: The spirit world.

Veil, The: The amnesia that claims most people who fall prey to the Delirium.

Ways, The: The traditions, lore and secrets of werewolf society.

Weaver, The: The purest, greatest manifestation and symbol of order and pattern. Its influence on Earth manifests in logic, technology and most other forms of "progress."

Wyld, The: Manifestation and symbol of pure change, chaos, creativity, metamorphosis and elemental force. Often associated with the wilderness, and as such venerated by werewolves.

Wym, The: Once the cosmic force of balance, now the manifestation of entropy, corruption and decay. It feeds on and spreads murder, desecration and pollution, among other evils.

Wymcomer: Uktena and Wendigo term for Europeans, who the natives see as having brought the Wym to the Pure Lands.

Wymhole: A locale that has been spiritually defiled by the Wym; invariably a place of powerful corruption.

Slang

These terms are in favor with young Garou, who prefer "plain speech" to fancy formality. Elders typically look on such as disrespectful.

Ape: Slang for human or homid; uncommon among Pure Ones. "Monkey" implies even more contempt.

Lone Wolf: A werewolf who has chosen or been forced to leave Garou society, forfeiting all social standing and communal respect. The old form version is *Ronin*.

Run: A ritual hunt or revel that takes place at the conclusion of a moot.

Sheep: Humans.

Storm Umbra: The wild and chaotic Penumbra of the American West; also used to describe the areas in the Middle Lands that have suffered from the Storm Eater's taint.

Throat: To best another in ritual combat; used as a verb.

Tick: One of many derogatory terms for vampires; here used in the "worthless parasite that's hard to kill" sense. Other common terms include *Leech*, *Cadaver*, *Deadskin* and *Carcass*.

Old Form

These terms were spoken in the oldest days and are kept alive by lorekeepers; most display a distinct Fianna turn of phrase. Werewolves use this "fancy-speak" only infrequently, but virtually all know these words and their definitions.

Adren: A pupil or student who learns from a mentor.

Airts: The magical paths within the spirit world (*Spirit Tracks*, *Moon Paths*, etc.).

Aisling: A journey into the spirit world; also, a visionquest.

Anamae: "Soul-friend"; most often a bond with a pack totem.

Anruth: A Garou who travels from caern to caern but is bound to none of them; a dangerous practice in the Savage West.

Athro: Teacher; mentor.

Brugh: Any sort of mystic place, whether caern, untouched spiritual glade or even Wyrnhole.

Charach: A Garou who mates or has mated with another Garou; an insult.

Chiminage: Offerings or services made to appease spirit instructors or allies; also, a term describing a request that a sept can make of any Garou who uses its caern.

Cliath: A young Garou, not yet of any standing rank.

Fomori: Mockeries.

Fostern: Your pack brothers and sisters; a werewolf's family by choice rather than blood.

Gallain: Kinfolk.

Harano: An enigmatic, almost supernatural depression that claims some werewolves. Said to be mourning for the Earth Mother's suffering.

-ikthya: "Of the Wyrn"; a suffix appended to a name.

Inceptor: A Garou who guides another through a rite; more frequently called ritemaster.

Kinain: The family relationship among blood-related werewolves; a term of endearment and pride, never used when referring to metis.

Pericarp: The section of the Near Umbra around each Realm.

Phoebe: An Incarna of Luna, representing the Moon.

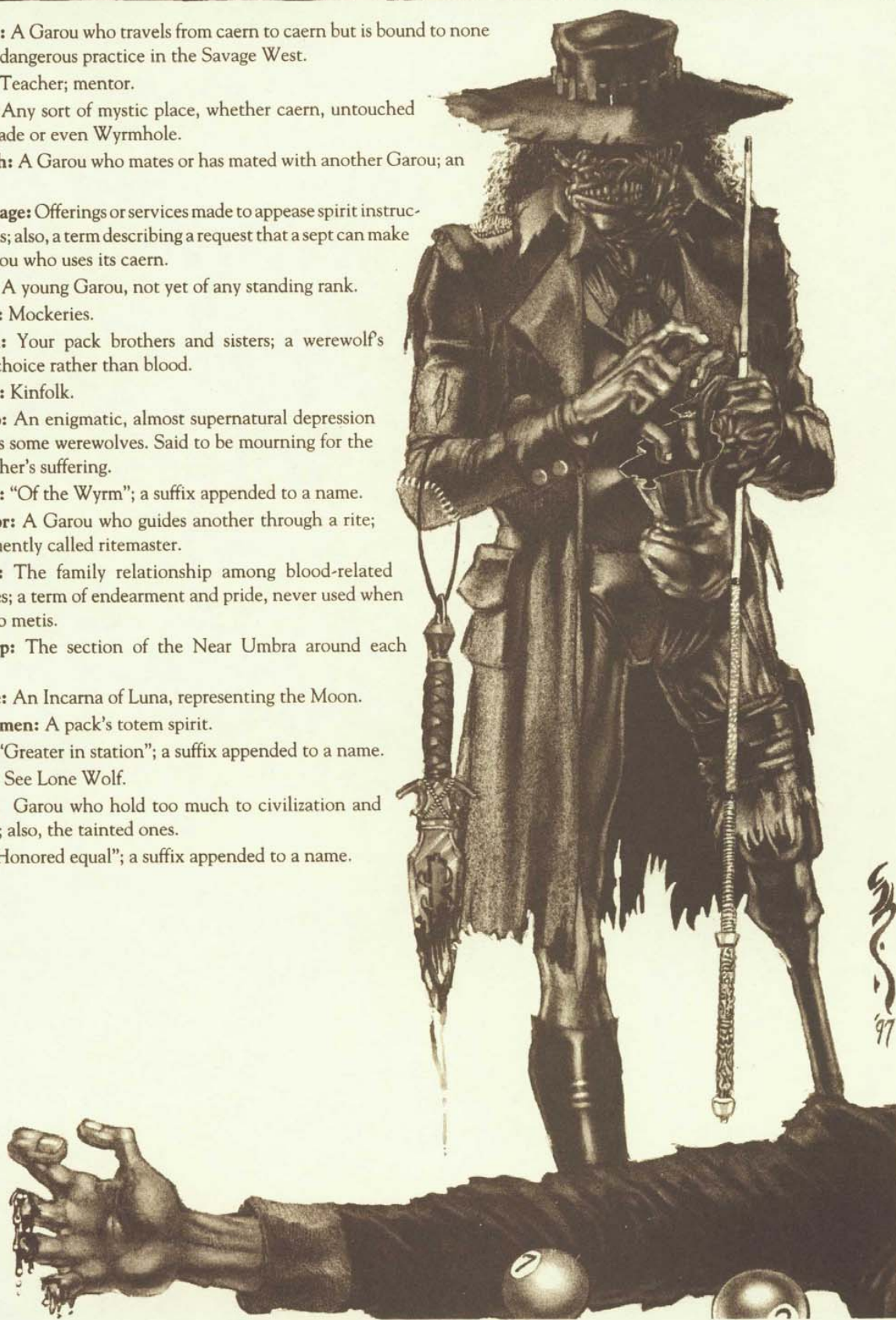
Praenomen: A pack's totem spirit.

-rhya: "Greater in station"; a suffix appended to a name.

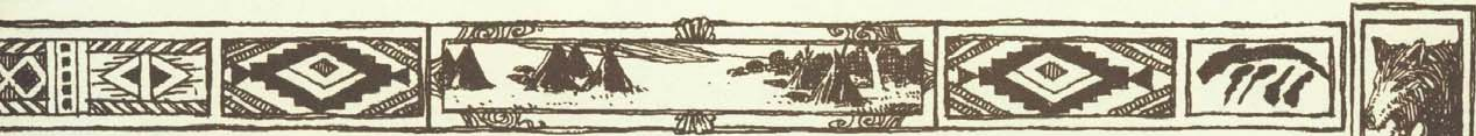
Ronin: See Lone Wolf.

Urrah: Garou who hold too much to civilization and "progress"; also, the tainted ones.

-yuf: "Honored equal"; a suffix appended to a name.







*Brothers — My people wish for peace;
the red men all wish for peace; but where the
white people are, there is no peace for them,
except it be on the bosom of our mother.*

— Tecumseh, Shawnee ca. 1811

The Savage West

Unlimited potential, limitless dangers, the Savage West looms larger than life. A land of sprawling plains, towering mountains and vast, unfathomable canyons, it offers little mercy to the weak and untold glory and renown to the strong and dedicated. In this bold century of discovery and expansion, European and American explorers brave the strange and forbidding wilderness. An inexorable wave of settlers follows in their wake, claiming lands for their homes and placing boundaries where none have been before.

"Manifest Destiny" becomes the cry as the onward rush of civilization brings cities, railroads and armies in its wake.

The long-time inhabitants of the lands west of the Mississippi watch this migration of pale-skinned strangers with curiosity, at first, but soon find themselves driven from their best hunting grounds and fertile fields. Their anger and outrage grows, ultimately sparking a series of battles they cannot win against foes who are too numerous, too well armed, and who don't play by the natives' "civilized" rules.

In this era fraught with war — between humans and the wilderness, settlers and natives and, most tragically, between indigenous and immigrant Garou — another conflict rages, one fought in both this and the spirit world, as a great and evil spirit breaks free, ravaging all in its path.





This was once the Pure Lands. Back before any European set foot on the Americas, the protectors of Gaia triumphed over the Wyrms, binding its minions with a web of power anchored by the might of their caerns. The Croatan, Uktena and Wendigo tribes held the webs taut while exercising minimal interference with the people and creatures under their watchful eye.

The coming of the Europeans changes that. The Croatan sacrificed themselves to stop the Wyrms-creature known as Eater-of-Souls, in the 17th century. Brought once more to the shores of the Pure Lands by corrupted Europeans, the Wyrms creates human agents who seethe with greed and arrogance. These seeds of corruption find fertile ground in the colonists of the New World. The temptation to own more, to take what they see and wrestle it into submission, drives them across the continent. From the eastern seashore they surged toward the Mississippi in the 18th century, and close the gap between the Father of Waters and the mighty Pacific before the end of the 1800s.

The Wilderness

From the vast prairies that blanket the Midwest to the towering ranges of the Rockies, the land west of the Mississippi has long remained a wellspring of the Wyld. The stark, majestic beauty of the Grand Canyon and the barren splendor of the Great Salt Desert radiate with power from a closeness to the Umbra that has not yet succumbed to the bindings of the Weaver or the encroachments of the Wyrms. Along the western coast, the great Pacific crashes against shores bordered by sandy beaches and virgin forests. Few humans live here, but those who do have come to terms with their natural surroundings and attune their lives and daily patterns to the spirit brothers and sisters that dwell all around them.

Native Americans

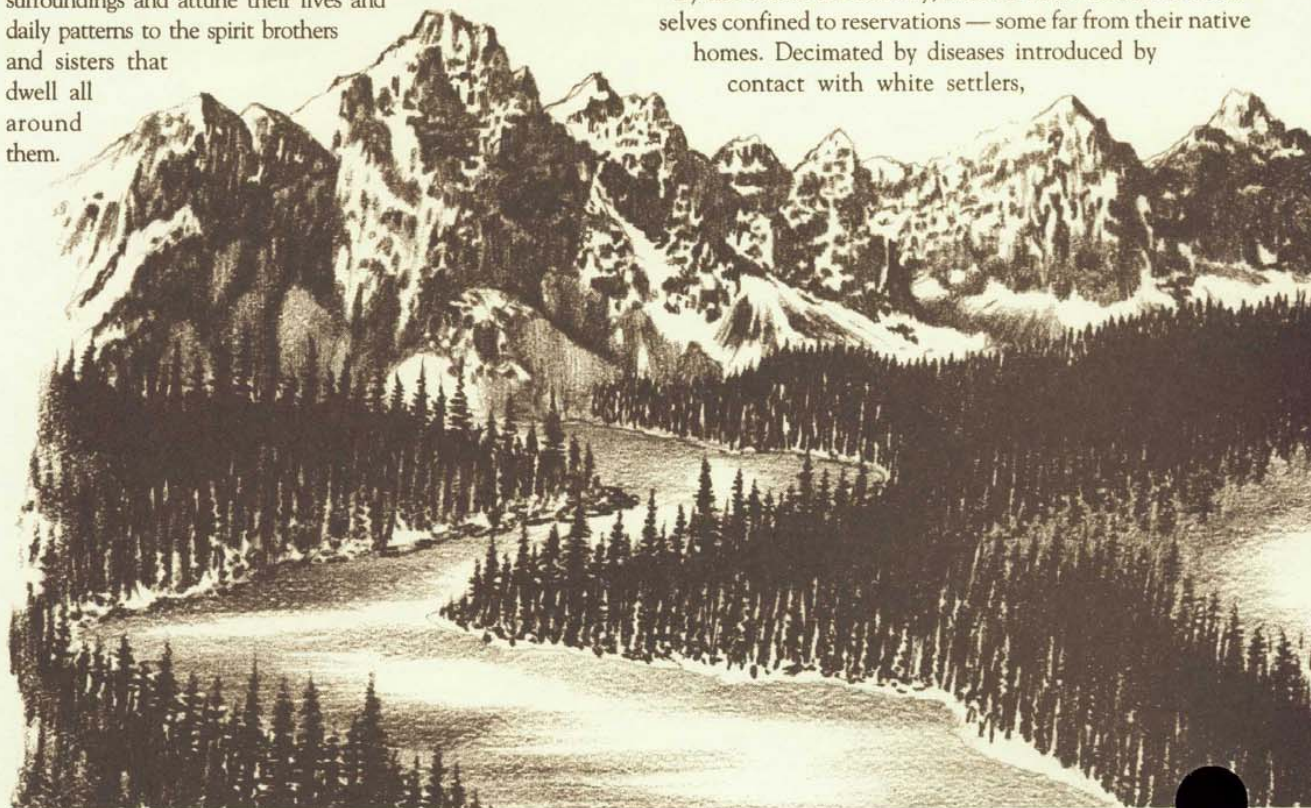
We gave up some of our country to the white men, thinking that then we could have peace. We were mistaken. The white men would not let us alone.

— Chief Joseph, Nez Perce

The descendants of the Pure Ones have prospered in the Pure Lands, making their homes in the fertile prairies, following the great herds of bison, and growing corn in the vast southwestern deserts. As early as the 16th century, when the Spanish landed in California and Mexico, the natives of western North America found their lives changed by the introduction of horses, guns and Christianity.

Before 1830, numerous tribes of Native Americans made the western half of North America their home. The Great Plains, which encompass the land between the Mississippi and the Rocky Mountain plateau, served as hunting grounds for the nomadic plains tribes: the Pawnee, Blackfeet, Cheyenne, Kiowa, Comanche, Osage, Oto, Sauk, Fox, Crow, Arapaho and Sioux. The Nez Perce, Paiute, Cayuse, Shoshone, Flathead and Utes dwelled throughout the region formed by the Great Basin between the Sierra and Rocky Mountains and the Columbia River plateau. Along the Pacific coastal region of California, the Miwok, Chumash, Yokut, Yurok, Hupa, Wyot, Tipai-Ipai, Gabrielino and other tribes were already diminishing after two centuries of Spanish presence. In the Southwest, the Hopi, Pima, Dineh (or Navajo), Apache and Zuni lived in the harsh desert lands and amid the rocky canyons north of Mexico. Along the rainy, forested northwestern coast lived the Tlingit, Tsimshian, Salish and other peoples.

By the end of the century, most of these tribes find themselves confined to reservations — some far from their native homes. Decimated by diseases introduced by contact with white settlers,



traders and soldiers, deprived of their hunting grounds and farmlands, and angered by the lack of faith demonstrated by the pale-skinned newcomers, some refuse to go quietly to their appointed fate. Violent clashes between natives and settlers — or, more often, with cavalry troops stationed along the frontier to protect American interests — become frequent.

Waves of Exiles

By the early 1800s, the new U.S. government, eager to expand its borders, adopts a general policy of opening up its western boundaries for settlement and eventual incorporation into the Union. The presence of native populations proves troublesome and detrimental to expansion. Despite the treaties that guarantee the sanctity of native homelands, the government begins the general relocation of the native peoples to lands west of the Mississippi. In the most infamous of these mass relocations, the Trail of Tears, the U.S. government exiles the vast majority of Cherokee from their southeastern home, resettling them in Indian Territory, the future Oklahoma.

Unfortunately for the newcomers, their new homes are not uninhabited. Other exiles, including their former neighbors, the Choctaw and Creeks, have preceded them. But even before them, there were other tribes that lived on the lands "given" by the U.S. government to its deportees.

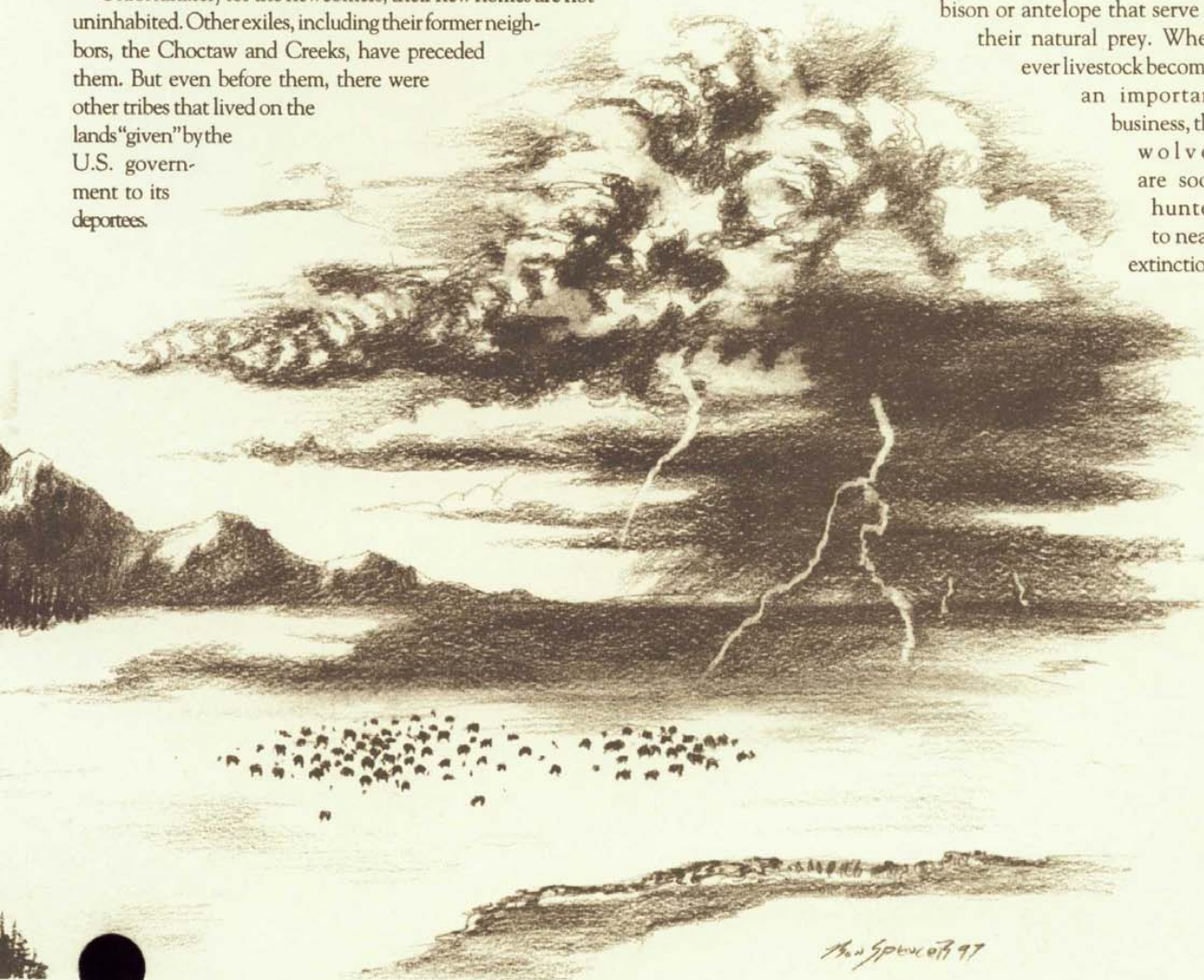
Wolves

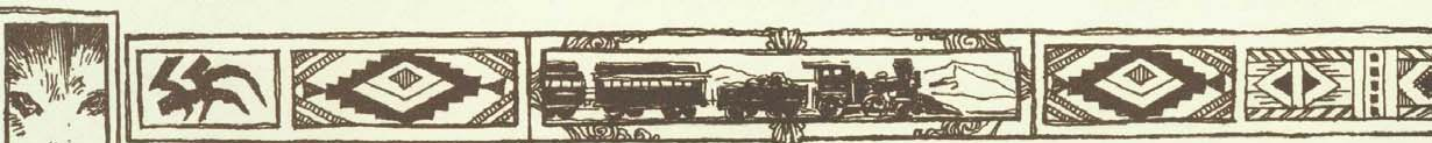
Unaware of the doom that lies before them, wolves flourish in the lands west of the Mississippi. The abundance of herd animals and other game provides ample food for the packs of red and gray wolves which, along with the mountain lion and coyote, maintain the balance between predator and prey. Viewed as fellow predators by the native tribes, wolves are rarely hunted. Indeed, many tribes hold the wolf as one of their sacred or totem animals, and in some cases as a messenger from the Great Spirit.

They are not wrong in their assessment, for many of the strongest wolves are Kinfolk of Gaia's spirits-made-flesh, the Garou. Cherished for their strength, endurance, loyalty and cunning, these special wolves form the backbone of the lupus (or wolf-born) strain of the Wendigo and Uktena.

With the coming of ranchers and sheep farmers, the existence of roving packs of wolves becomes a liability to the economy of the booming livestock industry. Wolves recognize no boundaries, fences do not stop them, and cattle and sheep

seem no different to them than the bison or antelope that serve as their natural prey. Wherever livestock becomes an important business, the wolves are soon hunted to near-extinction.





The Cities and Civilization

As early as the 16th century, Spanish explorers and conquistadors made their presence felt in California, Mexico and the Southwest. Spaniards established settlements and missions for the dual purpose of funneling wealth and resources to Spain and for converting the native populations to the worship of Christ. In 1803, the Louisiana Purchase opened the lands west of the Mississippi to westward expansion by the new government of the United States of America, compelling others to brave the unknown territory that beckoned from the far shores of the great river that divides the continent. The Lewis and Clark expedition blazed the trail across the newly acquired lands, and it reached the Pacific in 1805. By 1830, the move west by settlers and homesteaders heralds the onset of a wave of settlements that soon link the bustling cities of the eastern United States with the boom towns, mining communities and frontier towns of the West.

During the next 60 years, pioneers transform the face of the land and displace the Native American tribes who dwell there. The coming of the railroad, transcontinental telegraph, the discovery of gold in California and the Range Wars that pit sheep farmers and cattle ranchers against each other in a vicious battle for grazing rights leave little room for the people and the creatures who were there first. Backed by the U.S. Cavalry and a network of forts, homesteaders and ranchers, entrepreneurs and prospectors, missionaries and educators spread across the land. Where they go, towns and settlements soon arise.

Missionaries, Homesteaders and Prospectors

*Jim Bowie lay dying, his blood and his powder run dry
But his knife had him ready to take him a few in reply
Ah, young Davy Crockett lay laughin' and dyin'
The blood and the sweat in his eye
For Texas and freedom a man was more willin' to die
— Donovan Leitch, "The Alamo"*

The westward expansion by settlers and immigrants includes a wide range of people, each with his own motivations for claiming the unknown wilderness for his mother country or for himself. The Spanish establish missions, forts and colonies along the California coast and in Mexico, south of the Rio Grande. Their cities, however, remain small and serve primarily as trading posts and bases for their military presence. After the war that transfers Spanish lands in California and north of Mexico to the United States, the western coast beckons to hardy American settlers. The discovery of gold in 1849 transforms the town of San Francisco into a major city almost overnight.

In Texas, a growing dissatisfaction with the Mexican government (or lack thereof) sparks a war between Texas and Mexico that results in a brief period of independence for

Texas. By 1853, the United States has nearly solidified its hold on the lands west of the Mississippi. America's borders now stretch from the Atlantic to the Pacific.

The temptation of cheap land, bountiful and fertile, proves irresistible. The growing population in the East demands ever greater quantities of food, and the newly acquired prairies seem ideal for grain and livestock. Cattle ranching, already established by the Spanish in the southwest, grows into a major business. Other livestock farmers see the opportunity to raise sheep for wool and mutton. The Range Wars escalate between the cattle ranchers, who need the open range for their mobile herds, and the sheep ranchers, who rely on fenced-in pastures.

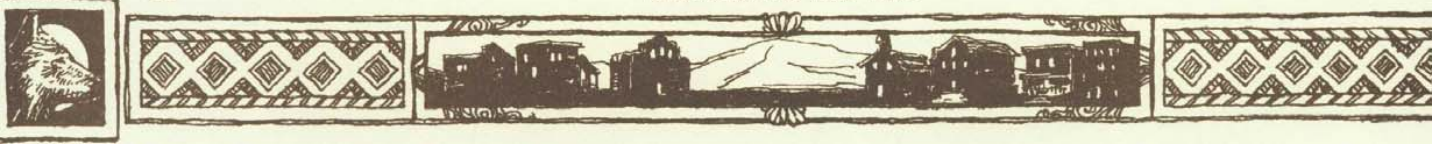
Many see this time as one of fiscal opportunity, and seize the chance to make their fortunes. Some, blessed with capital and backed by the interests of the East, settle in the growing cities of San Francisco, Los Angeles, Santa Fe and Houston. The Gold Rush brings waves of hopeful prospectors, land speculators and fortune hunters to California. In their wake come the necessary "support" industries to help these new investors spend their windfalls: saloons, banks and gambling halls. Soon the West develops a reputation as a land of gamblers and show girls, gunslingers and lawmen. The native peoples, where they still maintain a visible presence among a sea of white faces, are relegated to the status of curiosities and local color, giving rise to many stereotypes — among them, that of the "cigar-store Indian."

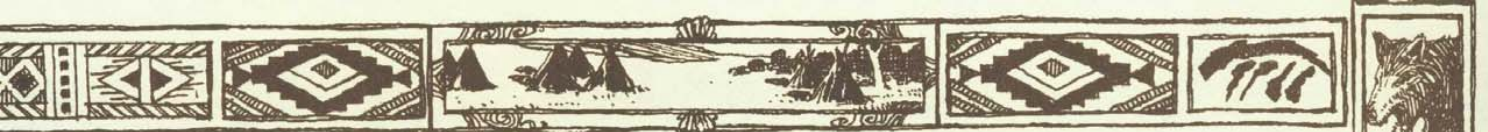
The Telegraph

Following the trails blazed by the pioneers and later by the Pony Express, a new kind of trail stretches across 3,000 miles of skyline from New York to San Francisco in 1861. This single, fragile wire opens the door to rapid communication between the civilized East and the expanding West. Before the telegraph, news from the East can take four months to reach California. The Pony Express can get the mail through in a few weeks — provided riders avoid any hazards along the way. With the opening of the first transcontinental telegraph, information flashes across the breadth of the country in mere minutes. Suddenly, the West is no longer an isolated enclave, but a part of continent-wide America.

In the wake of lumbering wagons piled with surveyors' tools, poles and wires, over 27,000 wooden poles tower across the plains, mountains and deserts, strung with iron wire, cutting a swath of strangely bare-looking "trees" across the landscape. The humming electrified wires spook animals, with the exception of bison, who find the poles convenient scratching posts and often send them crashing to the ground.

Many of the Plains Indians are initially highly suspicious of the telegraph wire, due to the builders' penchant for administering electrical shocks to them when they approach and ask what it is. Told that it is a great beast that eats



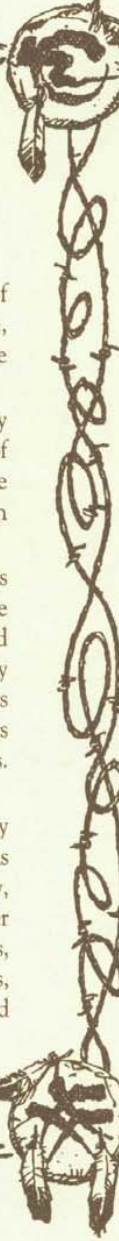


lightning, many Garou Kinfolk carry the story back to their Uktena and Wendigo brethren. Though many do not believe the wire is a living beast, they certainly recognize it as a manifestation of the Weaver's unwanted presence fouling lands already reeling from European invasion. While the native tribes eventually realize that the rapid communication made possible by the telegraph helps their enemies plan military campaigns against them and begin cutting wires to disrupt such plans, the werewolves pull down poles and break wires in an attempt to limit the Weaver's passage through their lands. They will soon have to face a far worse incursion, however, as the iron tracks of the railroad are laid, cutting through hunting and burial grounds, tunneling through mountains and eroding caerns, gripping the land firmly in the Weaver's cold, rigid grasp.

The Coming of the Railroad

*I've been working on the railroad, all the live-long day
I've been working on the railroad, just to pass the time away*
— traditional work song

The need to establish swift cross-country travel and communication gives rise to the stagecoach, which carries both mail and passengers from St. Louis, Chicago and other eastern cities across the continent. For two years, the Pony Express provides rapid mail delivery, and the telegraph takes over in 1861. In 1863, a new project begins: the construction of a transcontinental railroad. By 1869, a road of iron rails stretches across the West. By 1883, a network of railroads links the western coast of the United States to points east, south and north. Prior to the railroad, travelers endure weeks in a jolting stagecoach, cross the



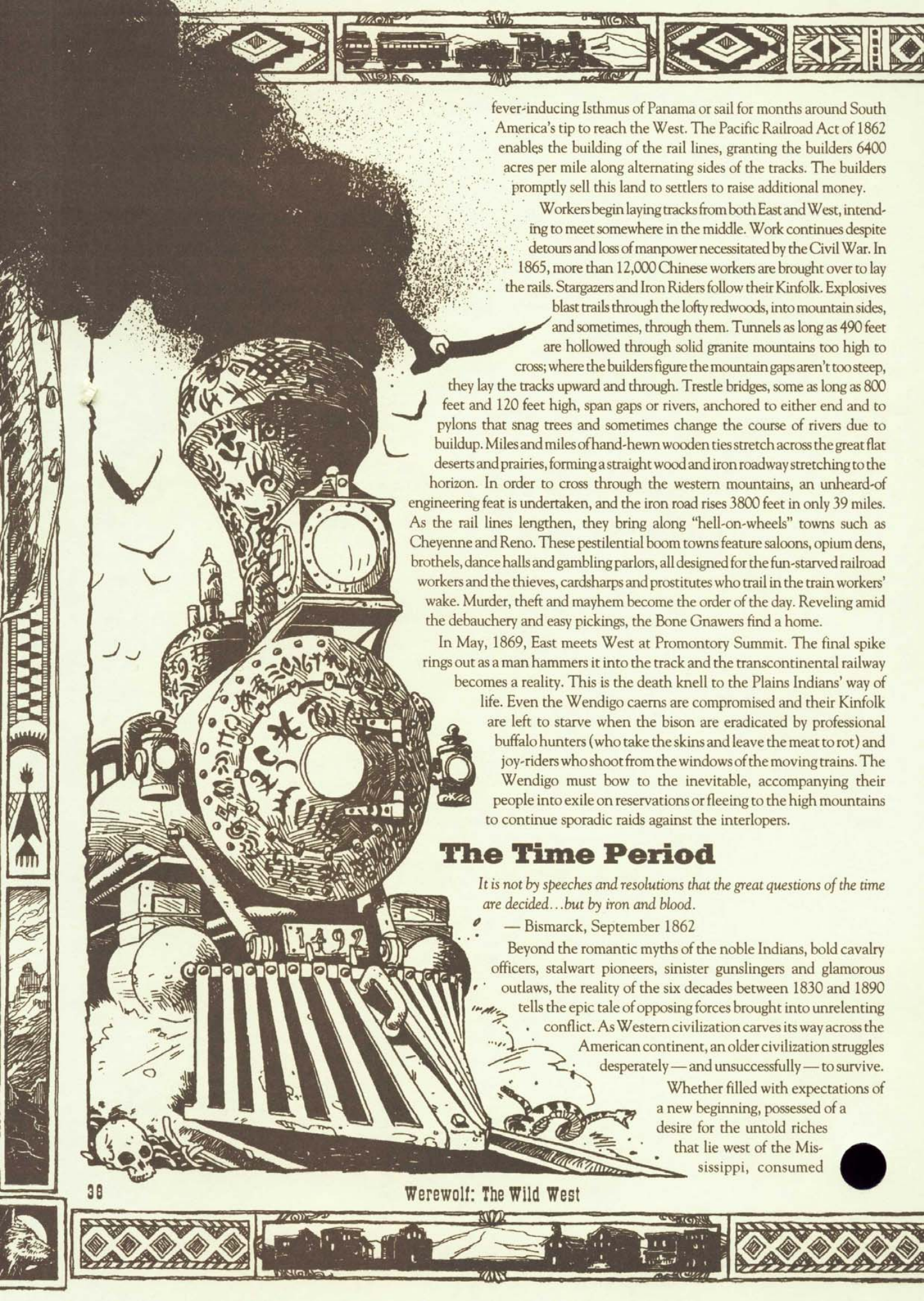
BEYOND COWBOYS AND INDIANS: MINORITIES IN THE WEST

Despite what the average Western depicts, white Christian males aren't the only people of importance in the West, nor do they represent the lion's share of homid Garou. Blacks, Chinese, Indians, Jews, Mormons, women in general, and other "minority" groups figure prominently in the struggle to pioneer and survive in the Wild West.

Chinese physicians practice acupuncture and herbal healing. Though patronized almost exclusively by their countrymen, they represent some of the more advanced medical practitioners in the cities of California and along the railroad line. Various religious communities fleeing persecution move to the West, among them the Mormons, who settle in Utah, and the Jews who bring a passion for education and higher learning that opens the West to greater diversity and better schooling.

Free blacks (and later, escaped slaves or newly freed ones) make up a significant portion of the pioneers and homesteaders seeking a better life and land to call their own. According to a Spanish census, people of African descent comprised 18% of California's population by 1800. The black soldiers of the 9th and 10th Cavalry, called "buffalo soldiers" by the Indians because their curly hair reminds them of the curly pelts of the bison, serve in some of the roughest areas of the frontier, hunting down desperadoes and bandits and attempting to establish law in a lawless land. A born leader, ex-slave Benjamin Singleton engineers the Exodus of 1879 which brings over 40,000 black pioneers up the Mississippi to settle in the western lands. Many blacks become cowboys, making up approximately 25% of those tough range riders.

Despite the limitations imposed upon them by social mores and legal restrictions, women fill as many (if not more) positions as do men. Stagecoach driver Charlotte "Charley" Parkhurst, disguising herself as a man, votes in state and federal elections, exercising a privilege available only to males. Annie Oakley, ace shooter and rodeo star, makes a name for herself proving that a keen eye, a firm hand and a skillful trigger finger know no gender. Besides filling the expected positions of frontier wives, mothers, school teachers, saloon or dance-hall girls and missionaries, women also join the ranks of prospectors, miners, healers, ranchers, business owners and outlaws. Among native tribes, older women are valued as counselors and wisdom keepers. Some tribes allow women to vote in tribal affairs and to own homes and livestock.



fever-inducing Isthmus of Panama or sail for months around South America's tip to reach the West. The Pacific Railroad Act of 1862 enables the building of the rail lines, granting the builders 6400 acres per mile along alternating sides of the tracks. The builders promptly sell this land to settlers to raise additional money.

Workers begin laying tracks from both East and West, intending to meet somewhere in the middle. Work continues despite detours and loss of manpower necessitated by the Civil War. In 1865, more than 12,000 Chinese workers are brought over to lay the rails. Stargazers and Iron Riders follow their Kinfolk. Explosives blast trails through the lofty redwoods, into mountain sides, and sometimes, through them. Tunnels as long as 490 feet are hollowed through solid granite mountains too high to cross; where the builders figure the mountain gaps aren't too steep, they lay the tracks upward and through. Trestle bridges, some as long as 800 feet and 120 feet high, span gaps or rivers, anchored to either end and to pylons that snag trees and sometimes change the course of rivers due to buildup. Miles and miles of hand-hewn wooden ties stretch across the great flat deserts and prairies, forming a straight wood and iron roadway stretching to the horizon. In order to cross through the western mountains, an unheard-of engineering feat is undertaken, and the iron road rises 3800 feet in only 39 miles. As the rail lines lengthen, they bring along "hell-on-wheels" towns such as Cheyenne and Reno. These pestilential boom towns feature saloons, opium dens, brothels, dance halls and gambling parlors, all designed for the fun-starved railroad workers and the thieves, cardsharps and prostitutes who trail in the train workers' wake. Murder, theft and mayhem become the order of the day. Reveling amid the debauchery and easy pickings, the Bone Gnawers find a home.

In May, 1869, East meets West at Promontory Summit. The final spike rings out as a man hammers it into the track and the transcontinental railway becomes a reality. This is the death knell to the Plains Indians' way of life. Even the Wendigo caerns are compromised and their Kinfolk are left to starve when the bison are eradicated by professional buffalo hunters (who take the skins and leave the meat to rot) and joy-riders who shoot from the windows of the moving trains. The Wendigo must bow to the inevitable, accompanying their people into exile on reservations or fleeing to the high mountains to continue sporadic raids against the interlopers.

The Time Period

It is not by speeches and resolutions that the great questions of the time are decided...but by iron and blood.

— Bismarck, September 1862

Beyond the romantic myths of the noble Indians, bold cavalry officers, stalwart pioneers, sinister gunslingers and glamorous outlaws, the reality of the six decades between 1830 and 1890 tells the epic tale of opposing forces brought into unrelenting conflict. As Western civilization carves its way across the American continent, an older civilization struggles desperately — and unsuccessfully — to survive.

Whether filled with expectations of a new beginning, possessed of a desire for the untold riches that lie west of the Mississippi, consumed



with a lust for adventure or driven to escape the crowded confines back east, the tide of settlers, homesteaders, entrepreneurs and fortune seekers who trek across the continent — dragging “progress” in their wake — leave nothing they touch unchanged. Werewolves run with them, either as protectors of Kinfolk and human flocks, or as Lone Wolves seeking a place for themselves. These Garou bring their own outlooks and prejudices with them, setting themselves up for an adversarial relationship with the native skinchangers. The native human population views the newcomers at first with equanimity, but later, to their growing dismay and anger, understand the danger these strangers present. The Uktena and Wendigo greet their European cousins with mixed feelings, but outright war between werewolves doesn’t erupt until the threat to the Pure Lands becomes all too apparent.

Farmers’ plows, builders’ tools and hunters’ and soldiers’ guns — all transform the landscape. The “taming” of the wilderness relegates native populations to reservations or condemns them to extinction, to drown beneath the inexorable wave of westward-bound civilization. Even worse, Garou caerns and protective wards are stolen, abandoned or destroyed. This frees uncontrollable forces of the Wyrms and the Wyld, that twist the Penumbra into the Storm, spreading a new brand of chaos to the Savage West.

Changing Breeds

A few other shapeshifting breeds inhabit the American West, quietly coexisting in a tenuous truce with the Garou. In the early days of the world, the Garou battled other Changing Breeds in a bloody conflict over rights to the title of Gaia’s chosen people. The Garou emerged triumphant, but their victory left deep scars in the minds of the other shapeshifters, making them reluctant to trust or work with the victors. Many shapeshifters withdrew from active participation in the affairs of the material world.

When the European Garou first landed on American soil, a second, shorter War of Rage slew many of the indigenous shapeshifters. The Uktena, Croatan and Wendigo refused to aid their foreign Garou cousins in this war, but the damage was done.

Legends of these Wars of Rage, etched into the memories of the Children of Bear, Coyote, Raven and Cat, continue to prevent outright alliances between the other Changing Breeds and the Garou. The native humans see all of these animals as powerful manifestations of the spirit world and honor them as totems and messengers from the unseen world. For their part, these rarely seen skinchangers quietly maintain their own Kin among the natives and avoid the werewolves. Even the Uktena and Wendigo see little of the Gurahl, Nuwisha, Corax and Bastet these days; the wounds are still too painful.

Though natives hunt and utilize animal skins and meat, they do so sparingly and with reverence for the gifts thus given. The arrival of the Europeans, who see profit in the abundant wildlife for its skins (and occasionally, meat) puts the Changing Breeds under attack again as they see their Kinfolk fall wholesale to the guns and snares of the hunter.

Garou Society

*Death’s couriers, Fame and Honour, call
Us to the field again.*

— Robert Cunningham-Graham, “Cavalier’s Song”

The social structure, beliefs and customs of the Garou show the influence of both human and wolf societies as well as their own unique outlook. Creatures of Rage as well as instinct, Gnosis as well as intelligence, they truly possess a dual — and sometimes conflicting — nature, one that places them on the border between the spirit and material worlds.

Becoming Garou

Since the earliest times, werewolves have cultivated both human and wolf flocks, selecting the best among them as breeding stock. During the Impergium, a time in the distant past when the Garou exercised strict control over the proliferation of humans, the werewolves culled the human population of its old, weak and sick, trying to keep humans from spreading unchecked across the face of Gaia. This era gave rise to the phenomenon known as the Delirium, a powerful madness that strikes humans who see the Garou in their half-human/half-wolf form.

Even during the Impergium, most werewolves recognized that without humans, there would be no Garou. As groups of Garou developed preferences for certain types of humans and wolves, this specialized breeding gave rise to the unique characteristics that differentiate the tribes from one another.

Only about one in 10 successful matings gives birth to a werewolf, although “normal” children with a Garou parent carry within them the potential to pass on the blood to later generations. Known as Kinfolk (see below), these cousins tend to be immune to the Delirium, and serve as allies and links to the larger communities of humans and wolves.

Among the European tribes, those children who will one day run under the moon as Garou begin their lives as mostly normal members of their respective families. They tend to be loners and misfits, subject to bizarre dreams, great emotional upheavals and other signs of their...difference. Often their families or community members believe they are “tetched in the head” and consider them at least marginally dangerous. These yet-to-become Garou live tenuous lives on the fringes of society, dreaming vague dreams of something they cannot quite understand, yet long for intensely.

Natives of the Pure Lands who will become Garou walk a different path. They too are often loners; they too dream and suffer physical and emotional crises no less severe than those experienced by their European counterparts. However, their families attach much more importance to these manifestations, and interpret them quite differently. Where Europeans see madness, natives see one touched by the spirits. Before their First Change, many Uktena and Wendigo are welcomed as potential shamans, medicine workers or wisdom keepers. Few tribes ignore or harm those who evince such potency. Most tribes believe that if these “touched ones” are shamans, they



Timeline from 1827 to 1890



1827 — Fort Leavenworth, Kansas, is established to protect those using the Santa Fe and Oregon-California Trails.

1830s — Storm Eater is released.

1836 — Santa Ana's forces overwhelm the Alamo; all defenders choose death rather than surrender. Texas and California declare independence from Mexico.

1837 — Samuel Morse files for patent on his telegraph.

1838 — Enlightened Society of the Weeping Moon opens lodges in California and Oregon.

1840s — Uktena and Wendigo Theurges begin to sense disturbances across the Umbra.

1846 — United States declares war against Mexico. Under pressure from veiled threats of war, Britain cedes half of the Oregon Territory to the United States.

1847 — Mormons, led by Brigham Young, reach the Great Salt Lake.

1848 — Treaty of Guadalupe Hidalgo gives over one million square miles of land, including all or part of the future states of California, New Mexico, Arizona, Utah, Nevada and Colorado, to the United States. Gold is discovered at Sutter's Mill, California.

1849 — Gold Rush to California begins.

1850 — California enters the Union as a Free State. New Mexico and Utah become territories (no mention is made of their free or slave status).

1853 — Washington Territory established. Gasden Purchase gives U.S. land in Arizona and New Mexico. Levi Strauss produces first pair of denim pants for California miners.

1854 — Cholera epidemic rages along the Santa Fe Trail; some native tribes almost wiped out by the disease.

1856 — U.S. and Mormons settle their differences. Gold is discovered in Colorado. Butterfield's stagecoach company begins first mail and passenger service to the West Coast from Missouri.

1859 — Comstock Lode in Nevada discovered. Oregon becomes a state.

1860-1861 — Pony Express operates. Gold found in Idaho.

1861 — The War Between the States (the Civil War) begins. Transcontinental telegraph erected. Kansas becomes a state.

1862 — Homestead Act grants 160 acres of public land to settlers who reside there for five years and make "improvements to the land." Wendigo support Sioux uprising in Minnesota.

1863 — Construction to link Central Pacific and Union Pacific Railroads begins; Kit Carson defeats Navajos; expeditions against Sioux and Cheyenne.

1864 — Nevada becomes state; Montana becomes territory. The U.S. Cavalry attacks a peaceful Cheyenne village at Sand Creek, Colorado, murdering 200 men, women and children; Cheyenne retaliate. Bozeman Trail opens.

1865 — Civil War ends. Reconstruction of the defeated South begins, as does southern emigration westward. John Wilkes Booth assassinates Lincoln.

1866 — In Liberty, Missouri, ex-Confederate outlaws commit first peacetime bank robbery in U.S., leading to birth of James-Younger gang. Red Cloud leads war in Wyoming; Red Cloud and Crazy Horse force abandonment of Bozeman Trail and forts.

1867 — Nebraska becomes state. First major cattle drive leaves Texas; arrives in Abilene, Kansas.

1868-69 — Southern Plains War ends in Indian defeat.

1869 — Central Pacific and Union Pacific join at Promontory Point, Utah. Ulysses S. Grant becomes president.

1872 — Modoc Indian War begins.

1872-74 — Professional buffalo hunters decimate bison herds, killing over four million.

1874 — Final defeat of Southern Plains tribes.

1875 — Death of Cochise.

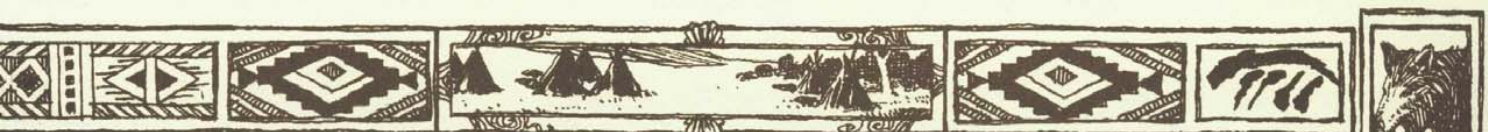
1876 — Chief Joseph's Nez Perces ordered onto reservation. Colorado becomes state.

1869 — Northern Pacific Railroad completed; by now several railroads crisscross the West including the Southern Pacific, Texas Pacific and Atchison, Topeka and Santa Fe Railroads.

1885 — Geronimo's final raids.

1886 — Surrender of Geronimo.

1890 — Bureau of Census officially declares the frontier closed (defining the "frontier" as any area where there are less than two settlers per square mile; no such place is left). Indian Wars effectively end with the slaughter of 200 Sioux men, women and children at Wounded Knee, South Dakota.



can only help the tribe; if they are witches, it does not pay to anger them. Thus, while young, unchanged Garou are not treated the same as others of their tribes; they are frequently given great respect and honor.

But throughout the cubs' childhoods, werewolves are watching from afar. Those marked with the unmistakable signs of their destiny usually undergo some traumatic experience between the ages of 10 and 16 (for humans) or one and two years (for wolves). Whether struck by a sudden outburst of near-Rage or some partial physical transformation, a new-changed Garou's normal life is over. In many instances the younglings are driven from their packs, if they are wolves, or are socially ostracized or even confined to the cellar or upstairs attic, if they are European humans. Natives are often required to undergo some test (usually a visionquest) to show their fitness for spirit-working.

At such points, the Garou intervene. If necessary, they kidnap a child and spirit her away to their sept, where they guide her through her initial transformation and instruct her in the basics of tribal ways. Before she has time to fully adjust to the knowledge that she is more than human or wolf, the fledgling Garou, usually with other new cubs, undergoes a challenge that tests not only her innate strength and intelligence but her newfound skills and latent instincts. If she survives this Rite of Passage — and many new Garou do not — she emerges with the knowledge that she is one of Gaia's chosen, unsurpassed as a predator and blessed with the charge of serving as a warrior on the front lines in the battle against the Wym. From this point on, she is considered fully Garou — though still of lowly Rank — and accorded membership in her sept and tribe.

Breeds

Before a werewolf undergoes her First Change, she is shaped by her human or wolf family, just like her mortal brothers and sisters. Whether a werewolf grows up in human settlements or in the wilderness as part of a wolf pack has a profound effect on her outlook and her life as a Garou.

Homid: Garou born into human society retain the knowledge of civilized ways even after their transformation. Called "homids" to distinguish them from "humans," they are able to interact easily (though perhaps not comfortably) with humanity. They tend to have a more extensive vocabulary than their wolf-born brethren and better understand the nuances of language. The mores and standards of human society often color their way of dealing with the world.

Many European Garou who settle in the New World pass on their own expansionist dreams and attitudes of racial or cultural superiority — vestiges of the societies from which they arose — to succeeding generations. Uktena and Wendigo Garou born from the native human population also inherit the outlooks of their tribal families, thus planting the seeds of inevitable conflict between native and immigrant Garou.

Homids often find themselves torn between their roles as protectors of Gaia's wild places and their human urges to shape and "improve" whatever they

come in contact. Although they despair at the folly of their human cousins, they cannot condone the wholesale extermination of the species and thus become forced into the role of apologist for the sins of humanity. This puts them at odds with their more forthright lupus cousins.

Lupus: Lupus Garou begin their lives as wolves, thus sharing in and having an innate knowledge of the life of the pack (and their place within). Called "lupus" to distinguish them from normal wolves, these Garou learn wilderness skills such as tracking and survival rather than civilized niceties. Wolf society is brutally direct, uncolored by human morals or pretensions. Lupus Garou depend on their instincts and trained senses, and have few qualms about behavior that is natural, if not always "humane." Garou born into wolf packs adopt these mores and reflect them throughout their lives, even after discovering their true natures.

Lupus Garou rarely feel the need to speak rather than act. To them scent, posture and facial expression ought to provide sufficient information for any Garou. Most do not understand their homid cousins' need for lengthy discussions, becoming bored by repetition and barely restraining themselves from simply seizing the initiative and letting the "gabblers" follow as best they can. When they are called upon to express themselves in words, they are very direct and simple. Having never learned human speech as well as homids, they utilize words with few syllables. No flattery or irony colors their speech, nor do they bother to cushion complaints and criticism in soft words. They say what they have to say as briefly and baldly as possible. Lupus make their wants, needs, likes and dislikes abundantly clear and detest those who do not do likewise.

Despite their disdain for human language and customs, lupus possess both great intelligence and cunning. They are capable of crafting devilishly subtle plans and exploiting their foes' weaknesses. Having grown up in packs, they are masters at utilizing pack members skills and at working as a team.

The lupus have long been favored by the humans living in close proximity. Almost all native tribes acknowledge wolves as their spirit brothers. The few who do hunt wolves do so out of necessity, never killing many, never taking breeding-age wolves and always thanking the wolves' spirits for their gifts. Now the lupus face threats they aren't prepared for. Indigenous Garou of red and gray wolf stock find themselves challenged by Europeans, who encroach on both their packs' territories and breeding stock. Furthermore, as farmers and ranchers seize more land, hunting territories shrink. Homesteaders annoyed by the loss of livestock offer bounties on wolves, further decimating the supreme position that the lupus Garou — and their wolf Kinfolk — once held.

Metis: Garou traditions ban mating between Garou, but sometimes this prohibition falls by the wayside in the heat of desire or out of necessity. Those born of the forbidden union between two werewolves are called metis. Metis are often killed at birth or spend unhappy lives as scorned outcasts even when tolerated by Garou society. Many feel that Gaia's curse for the sin committed by their parents is upon these wretched creatures. The evidence for this point of view lies in two inescapable marks on the metis cub: deformity and sterility.



Every metis is deformed in some way. This usually takes the form of some obvious physical aberration, such as a clubfoot or useless hand. Deformity upsets many Garou. Each Garou is a soldier in a war against the Wyrms. Deformities weaken Gaia's warriors, making them less effective in combat and easier to catch and kill. Occasionally, metis deformities assume less-apparent forms, resulting in mental or psychological aberrations.

Some argue that metis sterility is a good effect, claiming that it prevents deformity from being passed down to a new generation of Garou. Most werewolves, however, understand that each Garou born adds another soldier to the fight. Sterility in any werewolf diminishes the potential number of Garou in the next generation.

Though brought up in Garou rather than human society, metis are rarely accorded equal rights unless they fight fiercely for them. As they easily assume Crinos form, they can make powerful warriors, and their successes in battles against Wyrms-tainted foes often win them grudging respect and places in their tribes.

A few Garou have begun to notice the increase in the number of metis. Once so rare that many Garou could spend their whole lives without ever encountering one, metis are beginning to appear with some regularity. The Stargazers, in particular, see this upsurge in metis births as a sign that the Garou have forgotten their duties and laws. Even among the Pure Ones, metis begin to make their appearance with alarming regularity as the troubles of the century are reflected in the mating habits of the Garou.

Although they are relegated to a less-than-equal status among Garou, metis who are allowed to survive rarely leave the only families they know. Among humans and wolves, the physically deformed or mentally afflicted receive little or no compassion. Humans treat the physically aberrant with disdain and repulsion; wolves usually kill imperfect pups. Many otherwise highly intelligent humans are dismissed as little better than idiots because they are born with crooked spines, weak limbs or harelips. Because of this general intolerance, most metis remain among the Garou, where they at least have a fighting chance to prove their usefulness to their tribes.

Caerns

Speak to the earth, and it shall teach thee.

— *Book of Job, 12:8*

Within the Earth's mantle exist wellsprings of mystical energy, places where Gaia's power shines through from the Umbra. These special places are sacred to Gaia, and they are where Garou build their shrines. Known as caerns, these places can take many forms. Strange rock formations, mountain tops, hot springs and geysers, redwood forests and underground caves all serve this function in the West. Sometimes, the power comes through in less-obvious places, such as in the desert or atop a lonely butte set amid 12 more just like it. It is not the physical configuration that is important, rather the energy found within.

Werewolves use this power to call potent spirits or to travel vast distances to other caerns. Those with this knowledge can link caerns together, forming a spiderweb pattern of energy that can bind and constrain powerful, malicious entities, rendering them harmless.

Caerns serve as a central focus for Garou life, taking the place of the homestead or lair so important to human and wolf Kinfolk. Werewolves draw their spiritual power (called Gnosis) from the energy residing in their caerns. Thus, protecting a caern from harm by the outside world constitutes one of their primary duties. Some werewolves permanently reside within or in proximity to the particular caerns they guard. All Garou, whether or not they choose to live at a caern, pay regular visits to the caern nearest them to refresh their Gnosis and reestablish their commitment to Gaia. Caerns serve as meeting places, sites for worship and as graves for fallen heroes. Many older werewolves prefer to die within the embrace of a caern, giving their bodies back to the Earth and anchoring their spirits to Gaia's holy ground. The physical and mental well-being of all Garou hinges on being able to tap into the energies of Gaia, and those unfortunates who are denied access to a caern often suffer illness or insanity.

Werewolves dedicate their caerns to particular spirits, usually their tribal totems. These spirits help guard caerns from intrusion in the Umbra as well as in the material world. Certain mystical rites performed by knowledgeable Garou elders can open passages into the domain of caern totem spirits.

Most tribes possess their own caerns, though a few communal caerns exist. Exclusive caerns are just that; Garou who do not belong to the tribe claiming the sacred ground are not welcome within its bounds. In the Savage West, caern rights and their inviolability are major issues as the native Garou find their places of power usurped by the onrushing wave of pioneer Garou. As always, there are at least two sides to the problem of caerns. The Garou who left their caerns back east for the unknown West need to find places where they can replenish their fading Gnosis, even if it means impinging on caerns already claimed by others. The Uktena and Wendigo, however, have spent centuries weaving delicate connections between their caerns. The coming of the strange Garou upsets this balance. In some cases, the results prove disastrous, with wars fought over who has right to which caern. In addition, the native Garou who accompany their eastern Kinfolk into exile beyond the Mississippi also seek caerns of their own, pitting them against their tribemates over already established caerns.

The Garou are not the only ones who depend on the Earth's mystical energies for sustenance. Native faeries, the Nunnehi in particular, are drawn to caern sites. They are attracted by the potency of the magic (which they call Glamour) that gathers in those spots. Mages, as well, search for places where power (or Quintessence) collects. Mages often unknowingly intrude on caerns, believing the sites available for tapping. This becomes more common as some caerns are abandoned through their keepers' exile or inability to hold onto the places in the face of the westbound population. Sadly, many native Garou become so incensed by the greed of their European cousins that they deliberately shut down the caerns they are forced to abandon, in effect sealing them off from use by any other than themselves. Such caerns cannot be used by newcomers, but neither do they uphold their places in the chain of interwoven caerns that contain dangerous spirits.

Towns are occasionally built on or near existing caerns, and railroad companies (seeking the straightest path) tunnel through or cross over caerns that are in their way. This destroys most sites, but a few retain their energy. Urban caerns are often claimed by Iron Riders or Bone Gnawers, the two tribes who are most comfortable around humans. Humans usually give such oases of power a wide berth, as these places make them feel uneasy (often for no apparent reason). Such sites are usually dismissed as "haints." In contrast, some rare urban caerns exist among the more settled Uktena Kinfolk. These usually take the form of special *kivas* or sweat lodges that are found within the human community, but are set aside for use by "spirit messengers."

The servants of the Wyrms maintain their own caerns as well. These unholy sinkholes of spiritual blight are detailed later in this chapter, in the section on the Wyrms.

The Litany

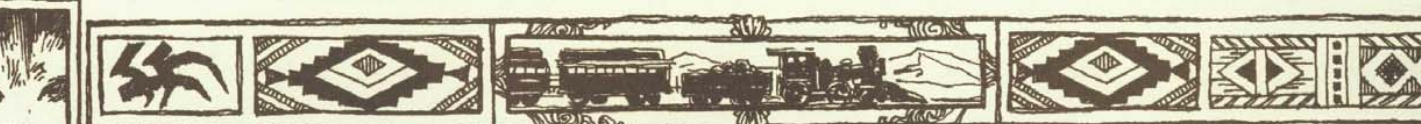
Although werewolves acknowledge few human laws as binding, they keep their own code of strictures, a code that has endured the passage of millennia. The ancient precepts that govern the lives of all Garou, regardless of tribe, form the song of songs that lies at the heart of the relationship between Gaia and her chosen warriors. More than a simple recitation of laws, the Litany encompasses what it means to be Garou.

Garou Shall Not Mate With Garou

When two Garou mate, their offspring suffer from deformities of either body or spirit. The Litany prohibits such pairings. Garou represent the intersection of the natural and supernatural worlds, and only through the union of Garou and human or wolf can the species perpetuate itself. Any physical or mental weakness severely lessens the survival and effectiveness of those afflicted. For the Garou, to be less than the physical embodiment of Gaia's health constitutes not just a crime, but a betrayal of the Wyld.

Reality: Although breaking this law constitutes one of the most serious transgressions among Garou, metis do exist. Although relatively rare, the instances of forbidden love between Garou grow more frequent as the turbulence and upheaval of the 19th century seep into the foundations of Garou society. Many see the growing number of metis as a clear warning that Gaia's warriors are losing their strength and conviction. These advocate shunning the parents of metis children, though they attach no blame to metis children for their less-than-acceptable births. More intolerant Garou believe the parents should be killed and the metis destroyed before they corrupt other Garou and cause large-scale disobedience of Gaia's laws.





Combat the Wym Wherever It Dwells and Whenever It Breeds

Garou are born to protect Gaia from the ravages of the Wym, and this tenet shapes the essence of their psychology. The stories and songs of the battles between legendary heroes of the Garou and monsters spawned from the Wym's belly serve to remind Garou of why they are what they are. Few of Gaia's warriors would deny the importance of this simple credo.

Reality: Even among the native Uktena and Wendigo, territorial disputes have served to distract them from their appointed task. The coming of the European and Asian werewolves to the western part of the American continent only intensifies competition for caerns and protectorship rights. Too often, Garou expend their energy in deciding who is fittest to fight the Wym than in actually combating their greatest foe. Further, not every tribe agrees on how best to combat the Wym. Where the Red Talons might argue for the extermination of the human corrupters, the Iron Riders attempt to control the Wym by binding it with the Weaver's rails and telegraph lines.

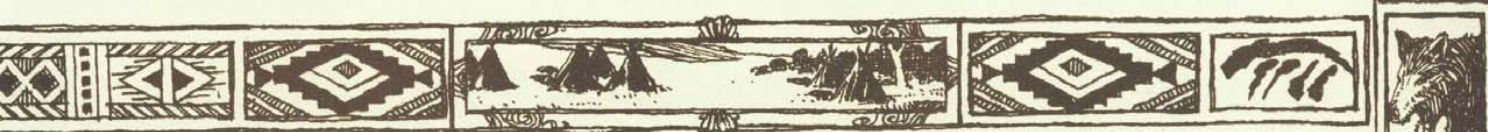
Respect the Territory of Another

Just as wolves mark territory with their distinctive scent, Garou sept employ both scent markers and clawed symbols to indicate the borders of their protectorates. Those not of a protectorate are expected to announce their presence through the Howl of Introduction whenever they desire to enter a territory and interact with the Garou therein.

Reality: Before the coming of European Garou, the Uktena and Wendigo generally respected each others' territories — insofar as the native tribes associated with them acknowledged the hunting grounds of neighboring tribes. With the arrival of the Fianna, Get of Fenris and other newcomers, problems involving territory quickly arise. Tribal symbols often go unnoticed or unrecognized. Sometimes the westward bound newcomers deliberately ignore these markings, insulting the native Garou whenever their territorial integrity is violated. Even when European Garou keep this precept of the Litany and announce their presence, they are not always understood, despite their use of the common Garou language. The isolation of the Uktena and Wendigo from other werewolves for so many centuries has caused a slight but noticeable language drift. Their version of the Garou tongue differs somewhat from that spoken or howled by the European tribes. Although the connotations and emotions in a howl are easily understood, the snarling and posturing aspect of Garou speech can be more readily misinterpreted. Some belligerent-minded European Garou deliberately urinate over other tribal markings as a challenge to rights of territory. Since many native Garou travel with nomadic tribes and cover large areas, these land claims often go unnoticed until it's too late, sparking vicious disputes over "uninhabited" territories.

Accept an Honorable Surrender

Introduced into the Litany by the Children of Gaia and the Fianna to avoid wasting Garou lives unnecessarily through internal warfare and duels, this tenet allows an individual to gracefully withdraw from a losing battle with an honorable foe. By offering her throat, falling to the ground or adopting some other position of submission, the losing Garou surrenders, thus awarding victory to her opponent. No Renown is lost in this fashion, though the winner often gains Renown both for the victory and for sparing the life of the loser.



Reality: More than any other portion of the Litany, this concept causes consternation and confusion among both immigrant and the native Garou. Not all European Garou adhere to this part of the Litany. Tribes too proud to surrender, including the Get of Fenris and Silver Fangs, and accorded little respect by their fellows tribesmates if they do, maintain that duels and intertribal battles are necessary to whittle out the weak among Gaia's protectors. Others, such as the Shadow Lords, scoff at the idea of "honorable" battle, claiming that the Wym knows no honor, nor do many of the tribes.

In the clash between European Garou and the Uktena and Wendigo tribes, cultural differences play a big role in undermining the idea of "honorable surrender." Both Uktena and Wendigo believe in a different form of nonlethal warfare, that of counting coup. Influenced by the native tribes from whom they draw their Kinfolk, both native tribes believe that scoring a non-damaging hit on your opponent proves individual bravery and also shames the victim into quitting the battle. (Naturally, no such mercy is granted to servants of the Wym.) The European Garou, not understanding the meaning behind such gestures, see this practice as senseless or crazy.

Further, in many of the native human cultures, surrender is a sure prelude to enslavement, maiming, torture or slow death by excruciating methods. Their Garou brethren therefore prefer to die in battle. When European Garou attempt to surrender, they might suffer no more than having a lock of their hair cut off by the victor — or they might be marched back to a Wendigo caern where they are torn apart by the sept. They are also baffled by the natives' practice of adopting surrendered foes with the intent of having them replace fallen comrades. It takes many years for cultural translation to make this tenet understandable to both sides.

Submission to Those of Higher Station

Both lupine and human societies acknowledge the necessity of hierarchy and status. As creatures sharing in both natures, Garou — particularly those of lupus stock — recognize the idea of a "pecking order" within pack and tribe. In addition, many Silver Fangs and Shadow Lords bring their aristocratic outlook to bear and support the idea of strict Ranks and stratification among Garou. The concept that noble birth, experience, wisdom and valor deserve respectful obedience is hardly unique in the 19th century. Garou translate this into an elaborate system of Renown and Rank, one that requires obedience to reasonable requests from superiors.

Reality: Although generally adhered to by all the tribes in one form or another, interpretation of this tenet varies. Among the Uktena and Wendigo, respect for tribal elders, wisdom keepers and proven warriors goes without question. The native humans and wolves alike understand the importance of obeying leaders and following the counsel of veterans. For many European Garou, however, the concepts of hierarchical leadership and privilege are breaking down. The wave of revolutions that swept Europe in the 18th century and the emerging notions of egalitarianism that gave birth to the new American nation are eroding the status quo. The Europeans who journey west, more-

over, often do so out of a desire to escape the confining structure of rank and social status. The Garou who accompany them also question the necessity of kowtowing to older, more seasoned tribe members, arguing that new lands require fresh minds rather than ones weighed down by old traditions and tactics.

The First Share of the Kill for the Greatest in Station

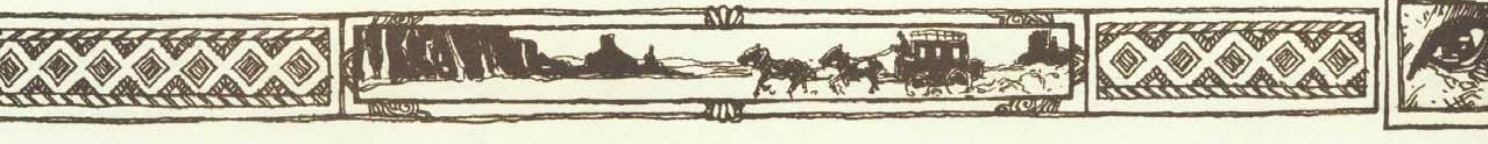
Whether referring to actual meat brought down to feed the pack or to war trophies captured from foes, this idea supposes that the Garou with the highest Renown and Rank deserves the tastiest portions or first picks of powerful fetishes and loot. Some Garou, notably elders, Silver Fangs and Shadow Lords, take this even further, advocating their claim to all the best items or portions of the kill.

Reality: Among wolves, alphas are always accorded first feeding rights, for they are the breeders who will ensure the continuation of the species. The all-lupus Red Talons adhere strictly to this idea. While most European Garou grudgingly accept this edict to some extent, many among them insist that the wealth be shared at least some of the time. The Get of Fenris preserve the Norse custom in which a chieftain receives all the treasure and the best food. Often, however, the chieftain will then manifest his generosity by awarding these to worthy warriors and advisors. Those chiefs who fail to show such magnanimity do not long remain in command. Among the Uktena and Wendigo, the hunter who brings down the game claims its heart and other choice portions. Likewise the warrior keeps his own battle trophies. He may choose to give such prizes to his chief as a token of respect, and doing so brings honor to the giver. Among the Children of Gaia, elders often hold powerful fetishes in trust for the tribe, apportioning them out as needed.

Ye Shall Not Eat the Flesh of Humans

This precept dates from the end of the Impergium and arises from perceptions of the Stargazers and other Garou philosophers that those who consume human flesh eventually succumb more easily to the snares of the Wym. Further, pursuing such weak prey in turn weakens the predator, who may forget how to hunt more challenging quarry. Unlike animals, humans often poison their bodies by ingesting toxins such as tobacco, opium and raw liquor, rendering their flesh unhealthy for consumption.

Reality: Cannibalism is the exception rather than the rule among Garou...but exceptions do occur. The Impergium never really ended for the Red Talons; most still consider humans as barely worthy of being food. Some Wendigo, emulating their tribal totem, consume the hearts of courageous and honorable foes — animal or human — to gain such qualities themselves. They view certain kinds of cannibalism as gestures of respect. The Uktena, on the other hand, rarely indulge in eating human flesh, finding the thought repulsive. The Get of Fenris tend to overlook indiscretions as a byproduct of battlelust, as long as no evidence remains. In extremes, when survival depends on the consumption of human flesh, most Garou bow to necessity — and later seek purification for their actions.





Respect for Those Beneath Ye— All Are of Gaia

Although Garou possess a healthy dose of individualism (a gift of their partial human nature), their wolf blood imbues them with a strong sense of “pack.” They recognize that leaders must have followers and that protectors must have someone or something to protect. All creatures have their place in Gaia’s natural order, and many “lesser” species (i.e., non-Garou) act as caretakers for those beneath them. Just as alpha wolves do not scorn those under them, werewolves are supposed to acknowledge each others’ contributions and refrain from “lord-ing” over lesser members.

Reality: Most Garou heartily endorse this precept as the embodiment of their role as caretakers, though they acknowledge that there will be an occasional slip-up, especially by those too enraged to refrain from killing lesser beings, whether animal or human. Garou who assiduously follow the inherent chivalry in this ideal may gain Renown. Silver Fangs, Children of Gaia and Stargazers (among the Europeans) are the strongest proponents of this tenet. Red Talons, Wendigo and Uktena all adhere to this in varying degrees, though the Talons easily “forget” it when it comes to encroaching humans. Get of Fenris and Shadow Lords are more likely to sneer at this idea, claiming that respect means nothing if one doesn’t earn it. Bone Gnawers, who receive little, if any, respect, laugh outright when they hear this part of the Litany recited. On the whole, European Garou tend to look down on their native cousins, the Uktena and Wendigo, while at the same time giving lip service to the concept of the simple, “noble savage.”

The Veil Shall Not Be Lifted

This is the most well-respected and forcefully kept portion of the Litany. It prohibits werewolves from revealing their existence and prevents their discovery by fearful humans and agents of the Wyrms. The thought of humans exterminating the Garou with silver bullets is enough to compel most werewolves to hunt their foes at night and cover their tracks. Few second chances exist for those who violate the Delirium, the Garou’s most potent shield against discovery. Those who deliberately break this taboo suffer death at the claws of their packs—or septmates, as do any mortal witnesses.

Reality: The Delirium usually covers up accidental violations of this tenet, but where it fails, pandemonium and large-scale “witch-hunts” ensue. Memories of the Inquisition remain fresh in the minds of European Garou, so few among them dare expose themselves to humans. Fianna Galliards have immortalized a few tragic occurrences in which a Garou has confided in a sympathetic mortal only to have her outraged pack or sept slay both of them. These cautionary tales and songs serve to dissuade the “romantics.” Wendigo and Uktena who have integrated themselves into their Kinfolk sometime perform shamanic duties for their human kin. Occasional partings of the Veil thus gain limited acceptance as powerful spirit magic. These instances, however, are exceedingly rare and happen only in extreme circumstances.

Do Not Suffer Thy People to Tend Thy Sickness

The good of the tribe comes before the good of a single Garou. That principle underlies this portion of the Litany. In ancient times, old or infirm Garou were torn apart by their peers to make room for younger, stronger members. This was done to keep the infirm Garou from endangering the rest through slowness or inability to perform duties, and to preserve the tribe’s resources in times of want. Whether sacrificed ritually (as some Black Furies practice) to return the elder to Gaia, or slain in a mock battle, the intention is to honor the Garou by not allowing her to slide into senility and helplessness.

Reality: Though there are still some proponents of ritual sacrifice, most modern Garou believe in allowing the infirm to take their own lives. Those who see the need and do so are honored just as if they had fallen in battle against worthy foes. Red Talons are amazed that this precept even needs to be stated; their close association with their wolf Kinfolk leads them to an innate understanding of the need for this principle. Among the Wendigo, nomadic as they are, if any of the old and infirm cannot keep up on the march, they are left behind to die. Get of Fenris precipitate battles they cannot win rather than be shamed by a less-than-glorious death. Uktena, conversely, believe in caring for their elderly or sickly as payment for their own nursing as children and to preserve knowledge as long as possible. Some Europeans are beginning to develop the same idea, believing that Garou are becoming too scarce to wantonly throw away wisdom and experience simply because an elder can no longer shapeshift or walk without a cane.

The Leader May Be Challenged at Any Time During Peace

Despite their pack mentality, Garou recognize that shifting circumstances often necessitate changes in leadership. Whenever no outside threat exists that requires a state of readiness and a united front, challenges to the leadership of a sept or pack may occur. Should the challenger win, she becomes the new leader—at least until another rises to lay claim to the position. Tests of leadership may involve physical, mental or social contests; the loser must accept the outcome and abide by the decisions of the winner.

Reality: Most leaders desire to retain their positions as long as possible. Some tribes, such as the Iron Riders and Children of Gaia, employ complex methods of determining who is fittest to lead at any given time. In addition, the recent rise of democracies and other forms of representative governments is introducing the concept of elected leadership among some Garou. Native Garou see things a little differently. Among the Wendigo and Uktena, leaders are usually appointed by over-chiefs because they have shown their bravery, resourcefulness and ability to get the job done. Such leaders are almost immune to challenge unless they show themselves less than worthy. Red Talons usually have clear alphas who rip the hides from those so audacious as to challenge their authority.



The Leader May Not Be Challenged During Wartime

In times of war, working in concert is vitally important. Wyrn creatures that cannot be defeated by lone Garou can only be brought down by packs working together. At these times, no Garou is allowed to disobey or even question the commands of the leader. Failure to comply means the difference between victory and defeat, between the pack's survival and annihilation. If a Garou disobeys a superior during wartime, he is destroyed as soon as possible after the battle.

Reality: Most Garou have no argument with this principle. Garou who countermand the orders of a leader who displays gross incompetence, signs of Wyrn-taint or magical compulsion, may escape punishment for their disobedience, particularly when their actions save their pack or sept from destruction. Philodox who pass judgment on these offenders may overlook their "crimes," but award no Renown for an action — however heroic or selfless — which violates this tenet. Some tribes such as the Shadow Lords and Bone Gnawers take advantage of this tenet, claiming that they are always in a state of readiness or warfare so their leadership cannot be challenged.

Ye Shall Take No Action That Causes a Caern to be Violated

The survival of the Garou as a species depends on preserving the inviolability of the caerns that channel Gaia's power to them. No werewolf in her right mind would think to lead an enemy to her caern. Even if a shapeshifter accidentally violates this principle, she still faces harsh punishment for foolishly endangering one of Gaia's holy places.

Reality: Although this portion of the Litany seems to be inviolate, many Garou break it consistently — without even thinking about their actions. As they sweep across the land with their Kinfolk, European Garou drive their native cousins from the caerns they have held in trust for centuries. Some invaders, who claim they can better "protect" the caerns, cannot do so, either because they offend the caerns' totem spirits or because they intend to keep moving on, thus leaving the caerns unguarded. The Iron Riders, with backing by the transcontinental railroad companies and their dreams of enlisting the Weaver in the battle against the Wyrn, are among the most blatant transgressors of lands holding caerns. Whether this behavior results from concern that caerns be guarded by "those better suited to it," or comes from some twisted sending of the Urge Wyrn of Greed, the fact remains that more and more caerns are being left unguarded as those who dwell there are forced into exile.

Justice

Truth is its handmaid, freedom is its child, peace is its companion, safety walks in its steps, victory follows in its train....

— Sydney Smith

The Litany provides a basic structure of "laws," and most Garou adhere to these precepts most of the time. Elders issue strong warnings to young Garou who break minor rules. More serious infractions may be subject to the "law of the claw," in which members of the pack or sept make their displeasure known or bring offenders before a Philodox for judgment.

Philodox rule on transgressions of every kind, whether involving the Litany or simple disagreements between two (or more) Garou. Duels and ritual combat or contests remain the most popular methods to settle disputes. When serious violations of the law occur, justice usually follows swiftly.

The administration of punishments for crimes or redress of grievances differs from tribe to tribe, but bears little resemblance to the complex legal protocol that humans seem to enjoy. The warlike Get of Fenris settle most of their disputes through trial by combat; where crimes against the Litany are involved, these "combats" pit the accused against most of the warriors of the tribe, thus insuring that Garou criminals rarely survive their trials.

Fianna employ combat as well as other challenges to determine justice. The Bone Gnawers stand less on ceremony and often make judgments based on expediency. Iron Riders hold court trials that resemble those of human origin. The Children of Gaia and Stargazers adhere to the process of mediation. The Silver Fangs' trials contain many apparently trivial formalities, while the Silent Striders waste no time in bringing justice to bear. Among the Uktena and Wendigo, those accused of wrongdoing are frequently required to undergo grueling ordeals, either to prove their innocence or to purify themselves. Possibly the most frightening judges come from the Shadow Lords, who possess some of the most extreme and fearsome methods of determining guilt and exacting punishment of any Garou. What's more, a camp of Shadow Lord Philodox known only as the Judges of Doom wander the Savage West, bringing law and punishment to offenders of all tribes.

Running away from judgment is seen as proof of guilt, and Garou elders often send young Garou as bounty hunters charged with bringing back guilty parties, "dead or alive." Incentives in the form of fetishes or knowledge (or, in the case of the Iron Riders, money), encourage some Garou to take on the roles of bounty hunters as full-time occupations. These traveling administrators of Gaia's swift justice often assume mythic proportions, adding to the growing legends of the "lone gunslinger."





Organization and Power Structures

Whoever is foremost, leads the herd.

— Schiller, *Wallenstein's Tod*

Among the Garou, the importance of hierarchy and social standing forms an innate part of psychological makeup. Like their wolf kin, much of their sense of belonging comes with knowing just where they stand in relation to their packmates, their septmates and other members of their tribes. Within each group (whether pack, sept or tribe), a pecking order soon establishes itself, with leadership going to the Garou who claims and maintains the position of alpha.

But the tribes often use quite different (and sometimes savage) methods of choosing their leaders. Some, like the Get of Fenris, prefer to battle for the position, while others acknowledge the "divine right" of the pure blood (Silver Fangs) or honor those of great wisdom and cunning (Uktena). Most Garou use the system of Renown to judge candidates' worth, channeling aggression into acceptable directions and making certain that leaders follow the Litany and possess the qualities needed to guide groups. Many lesser positions within a group also exist, allowing underlings more scope for their talents rather than simply being followers. Because they are part wolf, most Garou are content to take these lesser roles, for they are necessary for the continuation of the group and provide chances for them to win honor for their wisdom, chivalry, insight and cunning.

Leadership is not static. During wartime, no one is allowed to challenge the leader, but when peace reigns, such constraints do not exist. Werewolves may challenge and defeat their leaders in many areas, not just the arena of battle. When a situation calls for diplomatic acumen, a Garou who excels in such may successfully challenge the current Ahroun leader for the right to act as alpha. Later, if knowledge of the Umbra becomes vital to a sept's survival, a cunning Theurge may step forward and prove herself more fit to lead than the diplomatic Philodox. In theory, Garou social structures enable the best individual for any given task to assume leadership when necessary.

This hierarchy is integral to Garou nature. Few find fault with it or feel uncomfortable with the idea of Ranks and dominance. Indeed, the Litany reinforces the idea of respect toward those of higher station. A few Garou tribes don't adhere as closely to this stepladder social system. The Stargazers and Silent Striders care less about hierarchy and more about individual enlightenment than do most Garou, while the Iron Riders have adopted the more egalitarian viewpoints that are gaining popularity in the world at large and in America in particular. The Bone Gnawers see hierarchy as a joke; Rank matters little to those at the bottom of the heap.

Politics

For as long as they have existed, Garou have abided by a simple rule: Leadership goes to the best in any given situation, and the rest of the group follows her counsel without question. The arcane politics practiced by humans, Kindred, mages and other complex social groups are almost unknown to the Garou (with the exception of the Shadow Lords, who have always been schemers and plotters at heart). In general, Garou deal with internal and external matters in a forthright, instinctual manner.

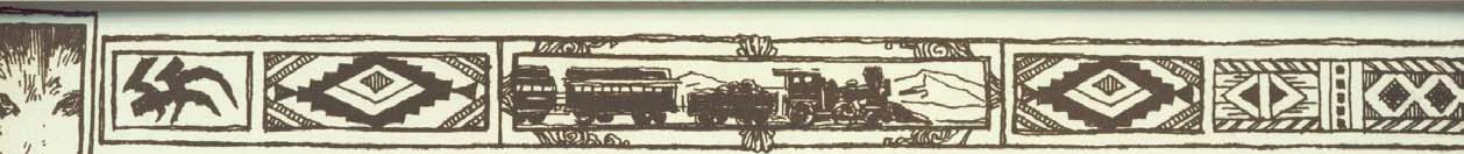
The clash of cultures between European Garou and their American cousins, however, forces the Garou head first into the political arena. As the Fianna, Get of Fenris, Silver Fangs and other non-native Garou seek to establish their claims to the wild lands west of the Mississippi, they find themselves in competition not only with each other, but with the native Uktena and Wendigo. A strange phenomenon has also emerged, which pits elders against their own tribal youth. Curiously, among the European Garou, while elders push for taking over lands and caerns they need, claiming their ways are superior and shoving native werewolves further west and into less productive areas, youngsters question not only their right to do so, but whether such actions are honorable.

Conversely, among the Pure Ones (especially the Uktena), the chiefs counsel patience and forbearance, seeking accord, reconciliation and treaties with the newcomers while their young hotheads cause trouble and raid the Europeans as if daring them to do something about it. Councils among both groups have become strained affairs in which younglings no longer listen respectfully to elders, but speak their minds and sometimes disrupt proceedings. When they are reprimanded and punished for their lack of respect, some acquiesce; others merely become more rebellious, even if they have learned the value of silence and secrecy.

Whether the Garou can survive this breakdown of their political affairs remains to be seen. However, in a few places multitribal packs are forming, sometimes with Pure Ones and European cubs standing side-by-side. Although some septs scorn these packs as "impure" or "foolhardy," the fact remains that the Storm Eater, and indeed the Storm Umbra, cannot be faced alone by any tribe.

Dominance

Establishing dominance comes as naturally to Garou as to their wolf cousins. When two Garou of very different Rank or Renown interact, their respective status is always apparent. Pups seeking to make a name for themselves might challenge ones of higher Rank, but the more established Garou is under no obligation to accept — and is often prohibited from doing so by custom, since it is a given that the stronger Garou will invariably win. Such interactions do not call for establishing dominance. When Garou of roughly equal status both claim dominance, however, the superior must be decided. Since Garou hierarchy depends on clear-cut lines between leaders and followers, an elaborate protocol arises whereby disputes over the fitness of any Garou to lead are resolved easily. In most cases, one of three major ways of testing dominance suffices: the facedown, the duel or the game.



The facedown pits the opposing wills of the Garou. More than a simple staring contest, it involves focusing all of personal will, self-esteem, charisma and bravado on forcing an opponent to drop her eyes or look away. So intense are these contests that some Garou succumb to their inner Rage and frenzy from the pressure of the moment.

The duel involves combat. This is the preferred method for deciding who is most fit for leadership in times of war, but can also be used to solve other disputes involving dominance. The victor assumes the position of leader. Although duels are not meant to be to the death, accidents do happen — with more frequency among some tribes than others. Tribes — and packs — differ in their preference for dueling forms. The Red Talons prefer natural tooth and claw, while the Fianna and Get of Fenris often employ knives. The propensity for “showdowns,” using pistols, has recently become popular among some European Garou. These gun duels are not as deadly for Garou as for humans, however, since lead doesn’t kill werewolves quite so readily. The Uktena and Wendigo usually employ physical combat, either in human or Crinos form, while the Stargazers engage in highly ritualized kailindo matches.

The game serves as a test of intelligence, cunning and subtlety, and is the preferred form of challenge among the less-aggressive tribes, such as the Uktena, Iron Riders, Children of Gaia and Bone Gnawers (although the last enjoy a good scrap as much as any). In fact, it is not unknown for Iron Riders and Bone Gnawers to resolve matters of leadership at the poker table, combining game and facedown in tests of cunning and audacity. The Uktena enjoy the challenge of a good mental battle and sometimes use contests of storytelling or dancing to settle matters of leadership.

Once the winner and loser are clear, the loser must show submission immediately. Exposing the throat or belly, falling to the ground, urinating and displaying the buttocks are all prime examples, though the less-wolflike tribes such as the Iron Riders may content themselves with a verbal “uncle.” If this step is not carried out, the winner is justified in attacking the insolent loser — usually with several helpers from her outraged pack.

Language

Every language is a temple, in which the soul of those who speak it is enshrined.

— Oliver Wendell Holmes, *The Professor at the Breakfast Table*

The Garou speak a unique language, one that evolved before the emergence of tribal divisions. Although the Fianna claim to have invented the Garou tongue, the fact that all Garou speak it regardless of their place of origin indicates otherwise. Young Garou learn their language soon after their Rites of Passage, thus enabling them to participate in the social discourse of their tribes and increase their sense of solidarity with the group. One of the most notable features of the Garou language is the huge number of metaphors for hearing and smell, which are every bit as important as the sense of sight. Whereas all Garou in Hispo or Lupus forms can communicate with wolves (an innate ability), the Garou language must be learned.

Like all languages, however, the werewolf tongue is subject to drift, and its verbal components usually reflect the accent and usage of the

speaker’s ethnic origins. Dialect and local terminology have also crept in, so that two Garou from different tribes or distant locations can sometimes misunderstand one another. Fortunately, words make up only one part of the language. Body posture and gesture are as much a part of the tongue as vocal speech is, bearing witness to the wolf-nature of the Garou. What’s more, in verbal communication, tone and inflection add nuances to Garou speech, while the single most important element — the one that distinguishes it from other spoken languages — comes directly from the Garou’s wolf-nature: the howl.

Howls

The voice that beautifies the land!

The voice above,

The voice of the thunder,

Among the dark clouds

Again and again it sounds,

The voice that beautifies the land.

— Navaho song

Garou, like wolves, use howls to communicate over great distances. Whether intended to evoke fear in the hearts of enemies, summon aid in emergencies, or simply to announce one’s presence in the territory of another, howls condense a large amount of information into a powerful vocalization. Learning and mastering the distinctive howls forms the lifelong task of most Galliards. All Garou learn a few basic howls.

Unlike human music, which generally relies on harmony and assonance to produce pleasing or awe-inspiring choral symphonies, the melodies of howls borrow heavily from the dissonance inherent in the songs of nature: the howl of the wind across the vast prairie, the cacophony of competing bird calls, the torrential rush of mighty rivers. Like their wolf cousins, the Garou search for discordant sounds. Although a single werewolf may initiate a howl, she is often joined by others. Rather than matching melodies, each individual alters her pitch to provide a layered texture of controlled noise. In this way, a single pack can sound like a swarm, intimidating its enemies into overestimating the size of its opposition.

Some of the better-known howls are listed below.

♥ **Call to Hunt** — Almost indistinguishable from the howl of a normal wolf, this prolonged, low-pitched wail tells the pack what prey is near and where it can be found.

♥ **Chant of Challenge** — Part recitation, part insult, this invention of the Fianna harkens back to the Celtic bardic tradition. Intended as the opening gambit of a duel, it consists of a laudatory exposition of the challenger’s name, pack, sept, lineage, tribe and deeds as a prelude to an imaginative slur against one challenged, impugning everything from her birth to her personal hygiene to her sexual habits. As their customs run more to simple statements of their names and positions within their tribes, some Uktena and Wendigo mistake this chant for a particularly inept Death Song. When Fianna challenge one another in this fashion, the chant itself sometimes becomes the duel, with particularly vicious barbs serving as winning blows.

✦ **Cry for Help** — This howl, which resembles the mewling cry of a pup for its mother, summons a werewolf's pack to her assistance. Many a hunter takes this cry as the despairing final wail of his prey, only to find, as the pack surrounds him, that it is something far worse.

✦ **Death Song** — Most common among the Uktena and Wendigo, though also occasionally practiced by the Fianna and the Get of Fenris, this defiant, passionate challenge in the face of certain death both summarizes the Garou's life and prepares her for her impending reunion with Gaia. While native werewolves recognize and respect this howl, many European Garou, upon hearing such for the first time, are amazed by it. Some respond to the inherent bravery of the singer, either granting her the respect due a superior Garou or, in a few cases, ceasing hostilities and withdrawing in the face of such nobility. It is said that those who heard the haunting Death Song of the Croatan were never able to fully dismiss it from their thoughts.

✦ **Howl of Introduction** — This "talkative" howl is used when entering another's territory to introduce the visitor and ask permission to enter or to meet with the residents.

✦ **Lament for the Fallen** — Most solemn of all the howls, this mournful, low-pitched dirge expresses both sorrow and praise for the honored dead. Like keening, its volume and duration indicate the status of the deceased.

✦ **Shame Song** — This harsh, irritating whine is used by a pack or sept to shame those who have acted dishonorably.

✦ **Snarl of Precedence** — European Garou use this howl to initiate one-on-one combat with other Garou of different Rank. A werewolf with higher Renown does not have to acknowledge this howl, but few so challenged refuse. Before the present times, such presumptuous challenges were almost unknown among native Garou.

✦ **Symphony of the Abyss** — The Black Spiral Dancers have perfected this insanely perverse, reverberating whine as their hunting cry. Its mere sound is often enough to strike fear into the hearts of their enemies.

✦ **War Cry** — Used by both European Garou (under the name Anthem of War) and native Garou, this inspiring howl not only serves to gather troops for battle but elevates faltering morale. The Wendigo are masters of a particularly chilling form of this howl.

✦ **Wurm Warning** — Used only to alert Garou within hearing distance of the proximity of Wurm-creatures, this high-pitched, staccato series of howls is unmistakable. No werewolf, regardless of upbringing, fails to recognize this as the cry of danger.

Honorifics

Used to denote differences in station, these syllables are added to the end of a Garou's name.

Greater in station: -rhya

Honor equal/near-equal: -yuf

Lesser: no honorific need be used

Of the Wurm, traitor: -ikthya





The Packs

It is no surprise that Garou, being cousins to wolves, gather in packs as a matter of instinct. The most basic and closely knit communal units among Garou, packs usually have between two and 10 members who have a common purpose and are acknowledged by a totem spirit. Packs can be transitory, existing only for the length of time it takes to accomplish a finite goal, or they can be binding for the life of the members. A pack may form for a specific goal such as hunting down a particular supernatural gang, or for a more general purpose, such as seeking out and fighting as many of the Wyrms' creatures as possible.

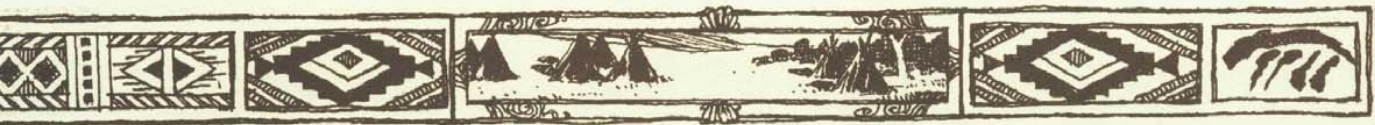
A pack is more than a group of like-minded individuals. Greater than mere friendship, the bonds of the pack become almost unbreakable, with individuals assuming their places within the group so seamlessly that they all appear to share a group mind. While rivalry and even dislike may occur among individual members and challenges may be frequent, it is almost unheard of for a pack member not to defend his packmates to the death.

When the pack first comes together, sept elders perform a great rite that binds a special spirit, known as the totem spirit, to the pack. The totem acts as a guide, an Umbral messenger and guardian to the pack. If the pack breaks up, the totem spirit is released from its duties.

Lineage

Just as humans trace their ancestry through family trees, werewolves keep track of their own familial lines. Among some tribes, such as the Silver Fangs, Fianna and Get of Fenris, lineage is an important issue. Tribe members expect much from a Garou who is a descendent from a hero, and indeed, blood seems to run truer in Garou than in most other species. Tribes like the Iron Riders and Bone Gnawers care less about ancestry than about individual merit and cunning, but even those who downplay the importance of lineage still keep track of their famous (or, in some cases, infamous) relatives.

Since elder Garou often monitor young members of their bloodlines, chastising them when they deviate from traditional expectations, many Garou venture west to escape the burden so imposed on them — or in hopes of shedding the bad reputation attached to them as a result of their lineage. In the West, actions speak louder than words or ancestry.



The Sept

Garou who elect to reside in the vicinity of a caern and act as its protectors form a unique group called a sept. Most septs consist of a single tribe, though occasionally Garou from more than one tribe will join forces to share the duties of protecting a caern. This is the case in areas where there are not enough members of any one tribe to fulfill this purpose. The Black Furies, Silent Striders and Stargazers form such a small percentage of Garou population in the American West that these Garou find it easier to affiliate themselves with already existing septs.

Before the westward expansion, most septs west of the Mississippi consisted of Uktena or Wendigo, with almost no intertribal mixing. As Americans seeking their "Manifest Destiny" drive the Native Americans of the East and their Uktena allies west, forcing them into lands already claimed by other native Garou, competition for existing caerns triggers skirmishes and occasionally, outright war. Rather than surrender or violate the sanctity their caerns, many native Garou settle their disputes by accepting native newcomers into their septs.

As European Garou settle in the wide-open spaces of the West, septs of mixed tribes increase in number as they find that one or two packs are unable to adequately defend newly acquired caerns — especially if their former protectors want them back.

The Tribe

The primary divisions among Garou are equivalent to ethnic background divisions among humans. A tribe consists of Garou who share a common lineage and the traits that go with them. Just as a human's nation often determines cultural outlook, specific customs and physical appearance, a Garou's tribe frequently denotes a certain attitude, philosophical bent and physical characteristics. Although a Garou's Auspice determines her general role in her larger society, tribal perceptions tend to affect the way in which that Auspice manifests itself. An Uktena Ragabash, for example, might see himself as a follower of Coyote the Trickster or might join the Society of Sacred Fools (or contraries), while his Iron Rider counterpart might gain a reputation as a conniving confidence man or cardsharp.

The 13 Tribes

By 1830, 13 distinct tribes of Garou inhabit the North American continent, and are often at war with each other. A werewolf's tribe can easily be a point of contention in the Savage West, particularly when crossing lands that belong to other tribes.

▼ **Black Furies** — As passionate as its name suggests, this tribe is predominantly made up of female werewolves who have dedicated themselves to preserving the Wyld. Originating in Greece, the Black Furies' fierceness and intensity in the time of the Impergium gave rise to legends of bloody sacrificial and punitive rituals among the humans of the Mediterranean.

Although their Kinfolk were relatively late arrivals to the Pure Lands, a few of these zealous warriors joined the early Spanish expeditions to the New World,

attaching themselves to the armies of conquest long enough to set foot on the untarnished ground that would later become California and Mexico.

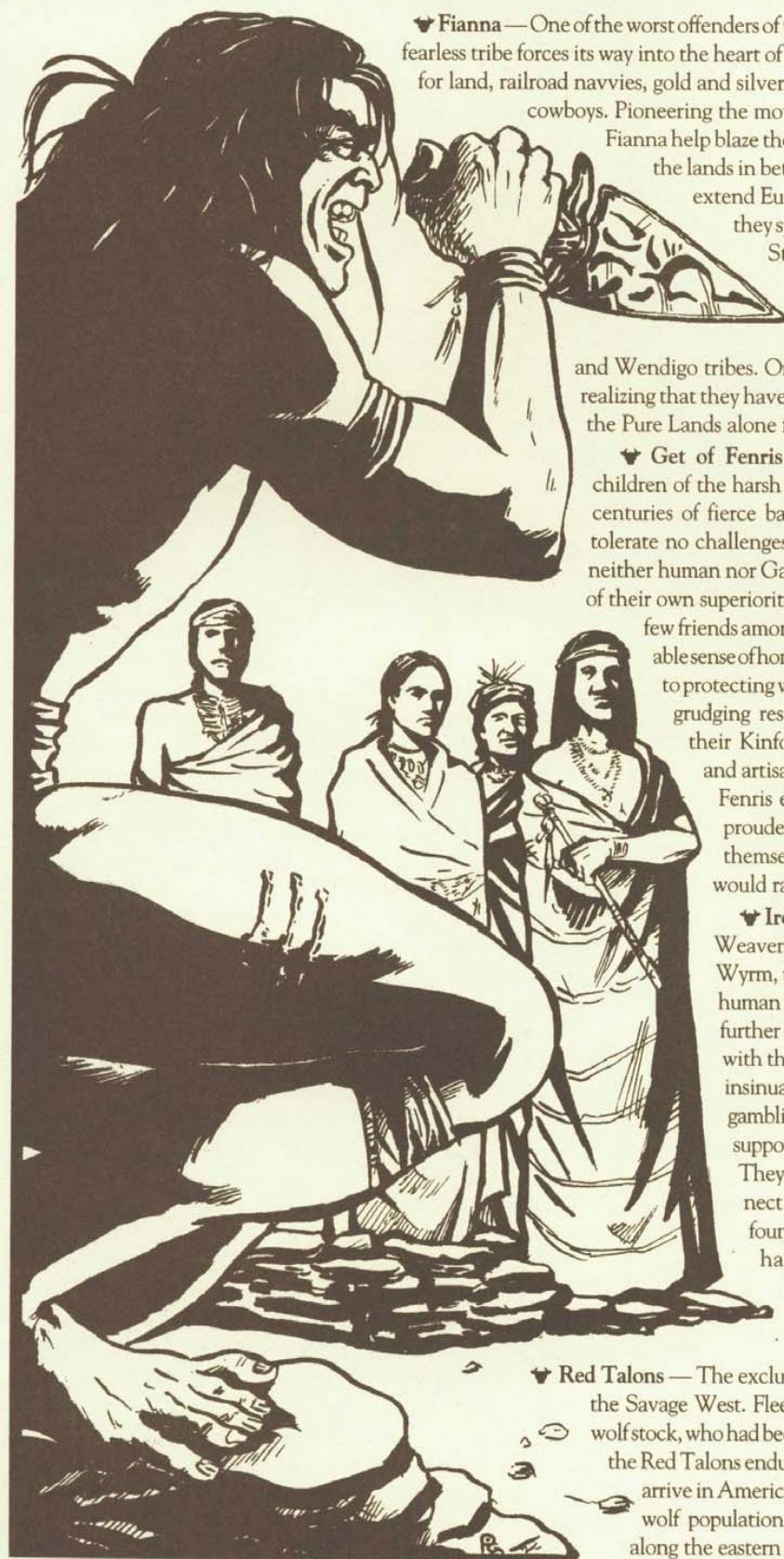
Their ideas of independence and equality find fertile soil in the West, where the general hardships of day-to-day life test the grip of male dominance among white settlers. Many of them claim places along side the Uktena and Wendigo, where their warrior spirits and hatred of anything that hints of the Wyrms or the Weaver gains them respect and glory. Others attach themselves to small settlements of American pioneers, where their inner strength helps bolster the fading courage of women who accompany their husbands into strange new lands. Very few reside in the growing cities and boom towns of California and Texas, where women are too often considered expendable commodities by boorish trappers, prospectors and expeditionary forces. The Black Furies become dual champions of Gaia and womankind wherever they plant themselves.

▼ **Bone Gnawers** — The lowest of the low, the Bone Gnawers exemplify the adaptability of nature and the need to survive whatever the cost. For years, the American continent serves as a dumping ground for Europe's poor, including convicts and debtors. Among these down-and-out individuals are the first Bone Gnawers to set foot in the Pure Lands.

Their hardiness makes them ideal wilderness survivors as well as scrappers who claim rough new settlements as their homes. Nominally serving Gaia, the Bone Gnawers thrive in the harsh environs of the Savage West. Here they claw out niches for themselves among solitary prospectors, digging for gold (or searching for signs of the Wyrms) or living apart like rag-tag mountain men and trappers who come into town once a year for supplies. The Bone Gnawers represent tough but disreputable "low heroes," able to survive anywhere. In the growing cities, they dwell among the dissolute and fallen, eking out their existence on the fringes of human and Garou society.

▼ **Children of Gaia** — These Garou embody the hope that all of Gaia's children can learn to live peacefully. When they first encountered the Croatan and Uktena along the eastern seaboard, the Children were heartened to find that cooperation rather than conquest was possible.

The Children of Gaia encourage the unity of all Garou tribes. They foster education of the European people under their protection and seek to reach out to the Uktena and Wendigo. Seeing a chance to promote Gaia's cause, they help establish many alternative religious communities, some of which are deist rather than Christian. Hoping to eradicate the wounds inflicted on the Pure Ones, they send missionaries, teachers, chroniclers and artists to the tribes and the growing urban areas of the West. Despite their good intentions, most believe that the Garou of the Pure Lands have grown weak from their long separation and are no longer fit protectors of Gaia's sacred places. These well-meaning emissaries thereby come to occupy a singular place in the European versus Pure Lands Garou squabbles — their obvious attempts to help the native Garou make them the most trusted of any Europeans, while their assumption that they know best and can teach their backward brethren how to behave properly often earns them great hatred and resentment from the proud natives.



♥ **Fianna** — One of the worst offenders of the “invading Europeans,” this aggressive and fearless tribe forces its way into the heart of the West, riding alongside farmers desperate for land, railroad navvies, gold and silver miners, cavalry officers, Indian fighters and cowboys. Pioneering the move west with their Scotch-Irish Kinfolk, the

Fianna help blaze the trail to the Pacific, making their mark on all the lands in between. Just as they are among the first to help extend European influence beyond the Appalachians, they spearhead the mandate of “Manifest Destiny.”

Staunch defenders of Gaia and bold warriors against the Wym, the Fianna consider themselves superior to the native Garou and soon make enemies of the local Uktena and Wendigo tribes. On the other hand, some Fianna “go native,” realizing that they have much to learn from those who have guarded the Pure Lands alone for centuries.

♥ **Get of Fenris** — Savage fighters with proud traditions, children of the harsh northern lands near the Arctic, veterans of centuries of fierce battles against the Wym, the Get of Fenris tolerate no challenges to their right to fertile western lands from neither human nor Garou. Their unpolished manners, assumption of their own superiority and rough-and-tumble attitudes win them few friends among the Uktena or Wendigo, but their undeniable sense of honor, consummate bravery and fervent devotion to protecting whatever they claim as their own assures them grudging respect. Staunchly loyal to and protective of their Kinfolk, who are mainly homesteaders, farmers and artisans who claim plains and prairies, the Get of Fenris exemplify the grim determination of Gaia’s proudest warriors. The Wendigo see something of themselves in these great wolves of the North, but would rather die than admit it.

♥ **Iron Riders** — Believing that the powers of the Weaver should be enlisted in the battle against the Wym, these Garou maintain a constant presence in human cities, learning to use available technology to further Gaia’s cause. Naturally, they gravitate along with their Kinfolk to the growing cities of the West, insinuating themselves into newly established banks, gambling halls and commerce. The Riders are staunch supporters of the railroad and telegraph networks. They believe that these tools can eventually connect caerns all over the continent. Iron Riders are found among city boys and schoolmarms, dance-hall owners and railroad tycoons, shady businessmen and snake oil salesmen. The least trusted of all the Garou, they nevertheless take root in the new frontier.

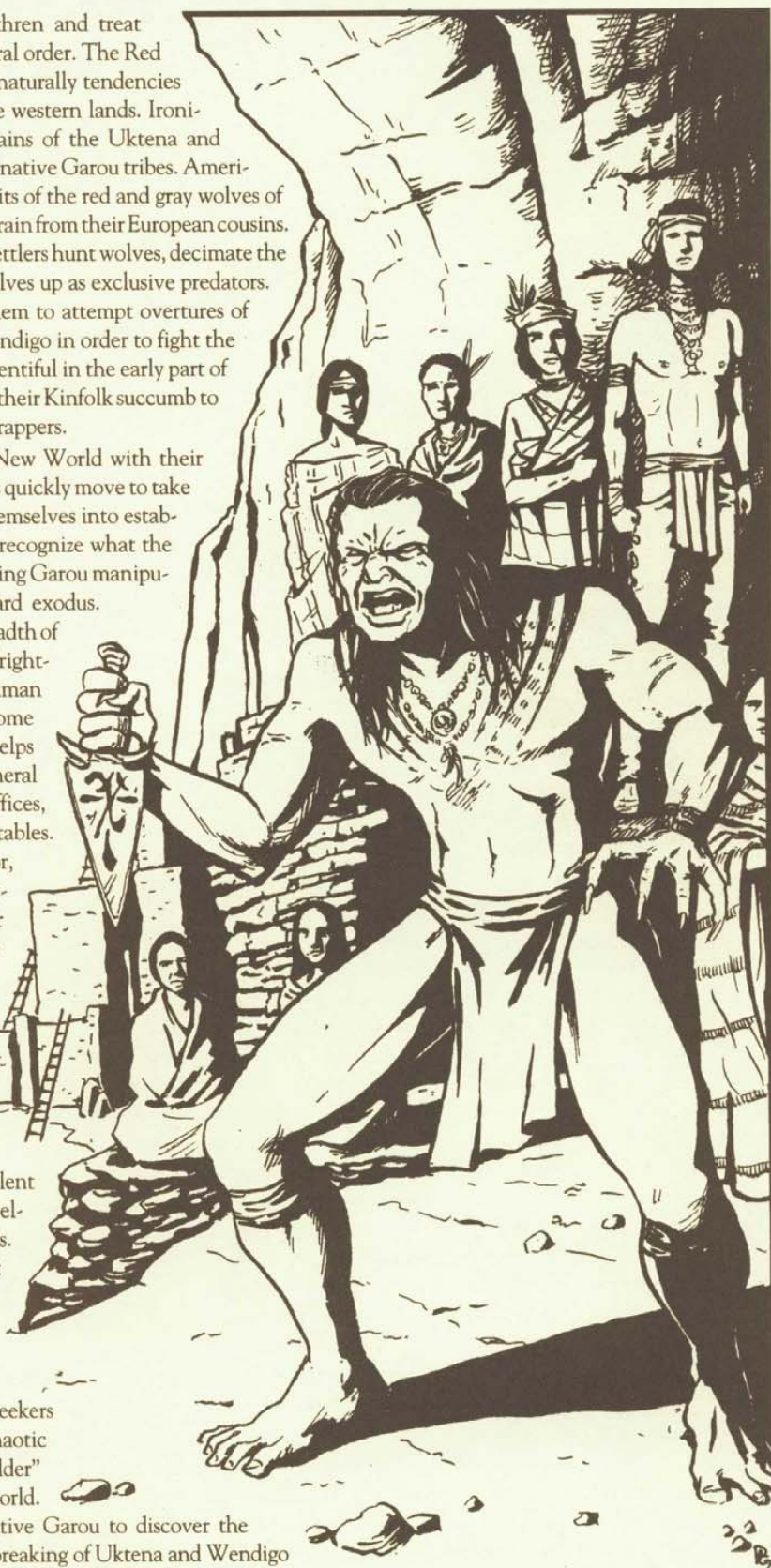
♥ **Red Talons** — The exclusively lupus Red Talons are a sizable force in the Savage West. Fleeing the gradual diminishment of European wolf stock, who had been hunted almost to extinction in some areas, the Red Talons endure the change to homid form long enough to arrive in America and begin breeding with the native wolf population. Lack of enough breeding stock along the eastern seaboard forces them west.

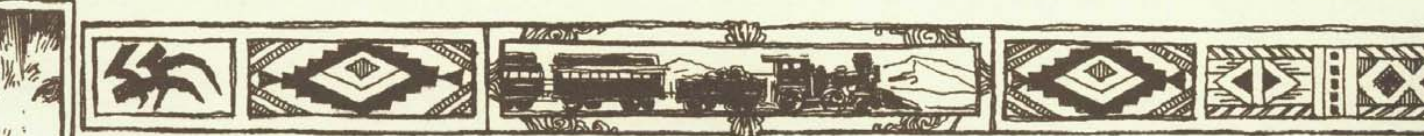
Native Americans consider wolves brethren and treat them with respect for their place in the natural order. The Red Talons therefore temper — a little — their naturally tendencies with respect to the indigenous people of the western lands. Ironically, they begin taking over the lupus strains of the Uktena and Wendigo, weakening those influences in the native Garou tribes. American Red Talons thus take on more of the traits of the red and gray wolves of the Pure Lands, becoming a virtual separate strain from their European cousins. With the coming of more Europeans, white settlers hunt wolves, decimate the buffalo and other wild game, and set themselves up as exclusive predators. The Red Talons' anger escalates, driving them to attempt overtures of alliance and peace with the Uktena and Wendigo in order to fight the encroaching claims of foreign Garou. Still plentiful in the early part of the 1800s, their numbers steadily decrease as their Kinfolk succumb to the guns and snares of bounty hunters and trappers.

♥ **Shadow Lords** — Traveling to the New World with their Eastern European Kinfolk, the Shadow Lords quickly move to take over key political positions and insinuate themselves into established septs in the East. Among the first to recognize what the opening of the West truly means, these cunning Garou manipulate their Kinfolk into making the westward exodus. Fighting and tricking their way across the breadth of the continent, they maneuver to take their "rightful" place as movers and shakers of both human and Garou society. Many Shadow Lords become virtual monarchs of the towns their money helps to finance and build, controlling the general stores, banks (wherever possible), assayer's offices, grange and cattlemen's associations and stables. Often a single Shadow Lord serves as mayor, sheriff, circuit judge and postmaster. Less-settled Shadow Lords move into higher country where Grandfather Thunder holds court, displacing the native Garou — killing them when necessary. Others become gun-slingers, moving along the fringes of society, feared for their narrow-eyed menace and fast hands. No one crosses a Shadow Lord more than once; not even those who annoy them live to tell the tale.

♥ **Silent Striders** — The enigmatic Silent Striders first arrive in the West alongside traveling medicine shows or as solitary travelers. Although the panoramic vistas of Monument Valley, the Painted Desert and the Rocky Mountains win their admiration, their real attention is reserved for the unexplored Umbral landscape of the Pure Lands. Searching for the most isolated places, these exotic seekers of undiscovered knowledge explore the chaotic depths of the Storm Umbra, a place even "wilder" than its counterpart in the physical world.

They are among the first non-native Garou to discover the growing menace arising from the breaking of Uktena and Wendigo





wards against the Wyrms. Unlike the Children of Gaia, when these solitary Garou make contact with the natives, they come to learn, not to teach. They often act as interpreters between Europeans and various native tribes, or make laconic attempts to reconcile native Garou with their European cousins, but their overtures are rarely effective. Silent Striders occasionally search for abandoned fetishes. A few become circuit riders, either to bring "the word" to the benighted folk of small towns along their paths or to carry justice to places that have no law.

♥ **Silver Fangs** — Revered as legendary heroes, the Silver Fangs form an elite aristocracy among the Garou, yet their nobility and fitness to bear the standard in the battle against the Wyrms face challenges from within and without. Other tribes, notably the Shadow Lords and the Get of Fenris, feel that the Silver Fangs should share the glory of being Gaia's "chosen ones." Extreme selectivity in breeding has also left its mark, as the highly inbred Silver Fangs sometime manifest peculiarities of personality. Along with the Fianna and Get of Fenris, the Silver Fangs (though in smaller numbers) are among the early trailblazers in the West. After the Civil War, however, an even greater influx of these aristocrats makes its way into the new wilderness, bringing Southern families, uprooted from their privileged plantations. Although Silver Fangs swell the ranks of Union and Confederate soldiers looking for new wars to fight, others come as bearers of culture, attempting such unlikely feats as educating the roughshod residents of western cities to the delights of the opera and the ballet. Many come west with noble intentions, attempting to bring their isolated Uktena and Wendigo brethren into "civilized" Garou society. Needless to say, their presence only exacerbates tensions between native and newcomer Garou.

♥ **Stargazers** — These mystic wanderers hail from the Orient. Having watched the philosophies of the Far East develop, they possess unique martial skills that make them at once fierce warriors and gentle peacemakers. A few arrive with their Asian Kinfolk brought to work on the railroads. These Stargazers attune themselves to the awesome splendor of the western landscape. Mysterious and intriguing because of their rarity, some few gain acceptance among the Uktena and Wendigo — chiefly because they lack the arrogant attitudes so prevalent among European werewolves. Of the few Stargazers to come to the Savage West, most become explorers of desert wastelands, high mountains and deep evergreen forests, reveling in both the open barrenness and enclosed wilderness. They are almost never seen or encountered. Some others, who remain in cities such as San Francisco, bring the seeds of alternative, herbal medicine, astrological forecasting and mystic spiritualism that shape future perceptions of the "strange and innovative" West Coast cities. Rarely seen by any but fellow Asians, these mysterious wonderworkers aren't even known as Garou by their patients.

♥ **Uktena** — One of the two remaining Garou tribes native to the Pure Lands, the Uktena embody the fires that burn within Gaia's heart, concealing her deepest mysteries. Great seekers of knowledge, the Uktena concern themselves with uncovering the secrets of the Umbra, particularly those belonging to the

Wyrms. They labor in the Pure Lands to identify and destroy or bind creatures of the Wyrms, setting up an elaborate network of protective wards throughout the Umbral West.

These mystics and seers make their homes among the pueblo tribes such as the Zuni and Hopi, as well as the Utes, Navaho and other peoples of the Southwest and California. Exposed to Spanish conquistadors and missionaries who established outposts in California and Mexico, Uktena regard the increasing number of European werewolves and settlers with uneasy suspicion. The ranks of the Uktena grow with the arrival of tribemates from the East and Southeast in the 1830s, driven westward by a government determined to claim their lands. Many displaced natives are forced into the territories of the fierce Plains tribes and their Wendigo protectors, sparking violent confrontations over new territories, hunting rights and protectorates. Initially unwilling to resort to warfare against the Europeans, the Uktena soon realize the futility of treaties and truces. They also recognize the coming of the Storm Eater as the release of a great Bane their ancestors bound long ago, and they heartily resent those who have unwittingly loosed its chains. Their hidden fires are being fueled, and are ready to explode into a great conflagration.

♥ **Wendigo** — The Wendigo reflect both the icy fury of their totem spirit and the hot passion of the tortuous and exhilarating Sun Dance practiced by their native Kinfolk. Making their homes among the Native Americans of the Northwest and the wandering tribes of the Great Plains, these warriors resist European encroachment almost from the first. Although their initial encounters with French and Russian trappers and explorers weren't always hostile, the Wendigo were quick to perceive the threat that the white-skinned invaders pose to their lands and their Kinfolk. Some of the fiercest battles against white expansion take place in the lands of Geronimo and Crazy Horse. At once noble and furious, bloody-minded to their enemies and surprisingly compassionate to those Europeans willing to forsake their corrupt ways and adopt native ideals, the Wendigo, perhaps more than any other Garou, represent the doomed struggle to preserve the pristine glory of the Pure Lands.

The Lost Tribes

Long ago the Garou had more than 13 tribes, but battles with the Wyrms caused the disappearance of entire bloodlines. Three of the greatest tribes either traveled the road to extinction or stand on the verge of annihilation.

White Howlers

The proud tribe of White Howlers that once served as Gaia's fiercest guardian in the highlands of Scotland and northern England now exists only in the form of its twisted descendants, the Black Spiral Dancers. Legends tell how the White Howlers faced the Wyrms in its own territory, and emerged from the foul pit that was their last battleground as warped versions of what they once were. Although all Garou know of the White Howlers, few speak of their lost cousins lest they bring their curse upon themselves.

Croatan

One of the three original Garou tribes to settle in the Pure Lands, the Croatan flourished along the eastern seaboard. When the Wyrmspirit known as Eater-of-Souls arrived in North America in the company of the Roanoke colonists, the Croatan sacrificed themselves and all their Kinfolk in a great rite that banished the creature from the physical world. Their sacrifice serves as both inspiration and warning to all Garou. Their Uktena and Wendigo sisters and brothers continue to mourn their passing, and fear that the ongoing encroachment of Wyrmtainted humans into the once-Pure Lands bodes similar disaster for them.

Bunyip

The Bunyip are never seen outside their native Australia, tied as they are to their Kinfolk, the Tasmanian wolves. As more Europeans (and their Garou protectors) establish their hold in the Land Down Under, the Bunyip numbers diminish as their lands are taken from them and their Kinfolk are hunted to extinction. Before the end of the 19th century, they will vanish forever, as was the fate of the Croatan and White Howlers. Their tragedy, however, is that unlike the Howlers, who fell to the Wyrms, or the Croatans, who willingly sacrificed themselves, the Bunyip's extermination comes at the hands of other Garou.

Lone Wolves

Although they are social creatures by nature, werewolves have their misfits as well — individuals who scorn or are scorned by their tribes. Various called Lone Wolves, Outlaws, Renegades, Ronin or Outcasts, these solitary Garou walk their own path on the fringes of Garou society or else turn their backs on it altogether. Lone Wolves possess no official Rank among Garou, although they may acquire Gifts from mentors (if they can find any and convince them to share their knowledge). Most Garou sneer at Lone Wolves, considering them useless deviants who serve no real purpose in the war against the Wyrms. In fact, some Lone Wolves do fall under the influence of the Wyrms or else succumb to madness.

Few Lone Wolves originate from the Uktena or Wendigo prior to the Europeans' arrival, but as the century progresses, Lone Wolves become more common. Many whose views are too extreme (either advocating unstinting violence or appearing as toadying weaklings addicted to the Europeans' fancy goods and liquor) are cast out. Further, a number of otherwise blameless Garou find themselves alone when their septmates fall to the claws of the invaders who steal their caerns, or to supernatural sickness, starvation or other ills brought by the European settlers.

On the other hand, a significant number of European Garou who travel west fit into this category. Like many human pioneers, these Lone Wolves deliberately set out to get away from societal constraints — either because they have been banished from their tribes or because they simply desire to go it alone. Many of them ride the range as gunfighters, bounty hunters, scouts or solitary prospectors.

Kinfolk

Garou need to mate with humans or wolves in order to perpetuate their species. Only one in 10 such unions results in the birth of a true Garou. The majority of children born with one werewolf parent are indistinguishable from normal humans or wolves except for the fact that the Delirium does not affect them. This immunity gives them the ability to interact with their Garou relatives, serving them as allies, companions, friends and liaisons. These are the Kinfolk of the Garou.

Kinfolk form the vital connections between werewolf society and the outside world. Some tribes rely on their kin more heavily than others do. The Iron Riders, Shadow Lords and Bone Gnawers, in particular, make use of their Kinfolk as go-betweens in their political, business and underworld dealings. Attitudes toward Kinfolk differ from tribe to tribe. While Shadow Lords may hold themselves distant from their human or wolf kin, seeing them as necessary for breeding but too frail for more important tasks, the Fianna and Children of Gaia enjoy close relationships with their extended families, including them in many aspects of their lives. The Silver Fangs point with pride to the aristocratic blood from which they come, while the Bone Gnawers take a similar (though reversed) satisfaction in mating with those who are otherwise considered outcast, unwanted or outlawed. Among the Uktena, Kinfolk are valued and respected for their wise counsel and cherished as little brothers and sisters. The Wendigo realize that both humans and wolves are predators by nature and encourage their Kinfolk to develop as hunters and warriors.

Although they hail from the same stock as Garou, Kinfolk do not share in the abilities unique to Garou. Tales exist of rare exceptions in which extraordinary Kinfolk display evidence of Rage or Gnosis. Indeed, some Kinfolk are capable of becoming mages, shamans or psychics, although the Garou know little about these prodigies.

Moots

A blend of socializing, politicking and religious observances, moots are gatherings in which Garou bond, discuss business, honor heroes, revile breakers of the Litany and recharge the caern with their passions and Gnosis. Used to reaffirm their loyalty and reverence for Gaia, moots are always held at caerns, most often during the full moon. Werewolves summon spirits and open Moon Bridges during some moots, inviting visitors from other caerns. Songs, dances, tales and feasts play large roles in moots.

Types of Moots

Moots may vary by size, purpose and attendance. Each tribe has its own customs, making each tribal moot somewhat different than any other tribe's. The following are the most common sorts of moots.

▼ **Sept Moot:** Most common of the different moots, sept moots are usually held once a month at the caern of a particular sept. Though outsiders may attend, they are sometimes viewed with suspicion. Sept moots recharge the caern.



▼ **Grand Moot:** Grand moots are reserved for discussing weighty issues that affect a whole tribe. All tribe members near enough to attend are expected to do so.

▼ **Concolation:** Concolations are the largest and rarest type of moot. Called by five elder Garou from five different tribes during regular moots, concolations are scheduled to occur three months after being called. Word is sent out and all Garou, regardless of pack, sept or tribe, are expected to attend. Concolations are only called to address the most critical matters, ones that may affect all Garou — such as the building threat of the Storm Eater.

Revel

When the business of the moot is concluded, Garou celebrate by changing to Crinos form and rampaging out into the night to clear away any threats in the area. The activities are so frenetic that some elderly Garou have died while attempting to keep pace with youngsters. Revels sometimes send Garou into frenzy, making them a danger to everything in their path. Once the revel begins, it continues until dawn or until all are too exhausted to go on.

Garou Cosmology

Let your soul stand cool and composed before a million universes.
— Walt Whitman, "Song of Myself"

At the heart of Garou beliefs is the concept of the Triat, or the three-fold being of Wyld, Weaver and Wyrn from which all things come and to which all things go. The Wyld represents unbridled creation — the formless, raw, ebullient manifestation of chaos. The Weaver stands for order and symmetry — the principle that gives substance to shadow and imposes form and shape on that which has none. The Wyrn embodies inevitable decay — the destruction of existing forms to make way for the coming of new ones.

Once, these three elements existed in a harmonious dynamic, forming a continuous cycle in which chaos gave way to pattern, which in turn decayed into chaos once again. No one knows what brought about a change in this relationship, but change it did, and disharmony, evil and corruption entered the mix, transforming the world forever. Some lorekeepers among the Garou claim that madness seized the Weaver and that, in succumbing to the compulsion to spin a pattern around all of creation, she trapped the Wyrn in one of her webs. Injured in its escape, the Wyrn, in turn, fell prey to an insane desire to destroy everything and to corrupt the stuff of the Wyld so that nothing could ever be made again. Others maintain that the seeds of perversity lay dormant within the Wyrn from the beginning, only awaiting a chance to grow, thus infecting the Weaver through her creations.

The Wyrn stands as the foremost opponent of everything the Garou have sworn to protect. Humanity, as perfect tools for the Weaver, has given it unfair advantage over the Wyld, and so the Garou dedicate themselves to limiting the Weaver's

manifestations. As protectors of the Wyld, the Garou are poised as buffers against two fearsome and powerful antagonists, destined to fight what seems to be a losing battle.

Beneath the Triat, there exist beings known as Celestines, potent godlike spirits such as Luna, Helios and Gaia. Certain septs devote themselves to one of these powerful beings, though all Garou, as Earthly creatures, are the children of Gaia.

Under these are the Incarna or demigods, who are given reverence, but are rarely worshipped. Tribal totems such as Grandfather Thunder and Unicorn are Incarna. Lesser spirits also exist, known as Jagglings or Gafflings. Elementals belong to this category as well. Wyrn-corrupted spirits are known as Banes (see the section on the Wyrn).

Umbral War

The Umbra that surrounds the Pure Lands resonates with the chaotic confusion of a spirit battleground, echoing (or perhaps causing) the violent clashes that arise as the Weaver takes that part of the spirit world by storm. Where the Pure Lands once found their most pristine reflection in the surrounding Umbra, now (unlike other parts of the Umbra) Luna's light shines only dimly, obscured by oddly-tinted clouds in the overcast sky. Wyld spirits range freely in this turbulent realm, but where once the Wyld held complete sway, it now finds itself pressed by the newly arrived forces of Weaver and Wyrn.

Although the native human populations of the West employ the tools of the Weaver in crafting their societies, they have not completely given themselves over to the idea of constant "making." Thus, Weaver-spirits exist in relatively small numbers, but pose little challenge to the Wyld-spirits, which consider this part of the Umbra their playground. The vast network of Uktena and, to some extent, Wendigo caerns holds in check the destructive spirits spawned by the Wyrn. In particular, one great, bloated Wyrn-spirit, a gluttonous Bane who sated his hunger on the spirit energies of the Wyld, was bound beneath the earth by a chain of potent caerns. Prevented from loosing their powers of corruption upon either the physical or Umbral realms, Wyrn-spirits managed only occasional forays — until the arrival of Europeans.

With the coming of Europeans and their Garou allies, both Wyrn and Weaver receive sudden and overpowering reinforcements. Wyld spirits everywhere react with outraged panic, and their emergency is reflected across the Gauntlet. In addition, as European Garou claim Uktena and Wendigo caerns, they unknowingly disrupt the bindings that hold the Wyrn's minions in check, allowing the foul beings to assume an active role in both the Umbra and the physical world. Eventually, they release the great Bane — the Storm Eater. This horrid manifestation of the Wyrn exudes its poisonous presence throughout the remainder of the century, combining its essence with the Weaver's newly gained powerful energies to befoul the lands once called pure.

Geography

Brother, I would tell you, in a most soft, loving and friendly manner, to go back over the mountain and stay there.

— Chief Beaver (Delaware)

Often thought of as one large area of land, the West actually consists of several distinct topographical regions. Between 1830 and 1890, most of this vast expanse of mountains, deserts, plains and prairies becomes incorporated into the United States as territories and, eventually, as states. The Garou influence in these areas changes throughout the 19th century as the influx of immigrant Garou tribes displaces the native Uktena and Wendigo, mimicking the patterns of the human settlers and native humans.

The Great Plains

The vast, open prairies that stretch west from the Mississippi to the Rockies hold little initial attraction for settlers drawn by the promise of fertile land or instant wealth in California and Oregon. Comprising most of the land included in the Louisiana Purchase, this region includes Missouri and what will eventually become the states of Arkansas, Iowa, Minnesota, North and South Dakota, Nebraska and Kansas. The Wendigo, in the northern plains, and the Uktena, farther south, gradually find their lands "claimed," first by the Fianna and Get of Fenris, who accompany their homesteading Irish and German Kinfolk, and later by other European tribes such as the Silver Fangs and Iron Riders, who move west in greater numbers after the Civil War.

Rockies

The towering peaks of the Rocky Mountains form a formidable barrier to western expansion. Until the coming of the transcontinental railroad, they limit travel through passes to certain times of the year and discourage many hopeful settlers. Wendigo comprise the bulk of native Garou in the land that will become the states of Idaho, Montana, Wyoming and Colorado, although a few Uktena claim lands in the southern Rockies.

European Garou arrived in the region as early as the 18th century, when French and English trappers and soldiers established trading posts and forts to secure the valuable furs in the region. Later, these same outposts become stopping places (and, occasionally, settlements) for westward-bound settlers.



Great Salt Desert and Surroundings

The region that will become Utah and Nevada consists of mountains, desert, sagebrush and the Great Salt Lake Valley. This land is stark and beautiful, but forbidding to all but the hardest of people — both native and newcomer. This region is the crossroads for both Wendigo and Uktena; a few European Garou settle here until the middle of the century. The discovery of silver in the Comstock Lode and the coming of the railroad bring the Bone Gnawers, Iron Riders, Silent Striders and Shadow Lords, along with some Children of Gaia who accompany the Mormons in their search for a place to call their own.

Southwest

The home of the Grand Canyon, the Painted Desert and other spectacular geological formations, the hot and dry lands that will become Arizona and New Mexico are among the first regions that European newcomers encounter. As early as the 1600s, the Uktena, along with their human Kinfolk among the pueblo tribes, struggled against Spanish attempts to establish connections between their settlements in Mexico and along the California coast. Although only a few European Garou accompanied the Spanish, other tribes soon follow as American claims to those lands intensify. By the

time of the Mexican-American War in 1846, the Fianna and Silver Fangs, along with most of the other European tribes, constitute a significant presence in this hotly contested region.

Indian Territory

The panhandle-shaped region north of Texas stands as a holding-ground for Native Americans driven westward from their homes in the eastern United States. Here, uprooted Uktena compete for land against their native cousins. Throughout the 19th century, the eastern part of what will eventually become the state of Oklahoma retains the status of "Indian Territory."

Texas

Part of Mexico until its rocky road to independence and eventual assimilation into the United States, Texas and its sprawling, varied landscape represents one of the earliest meeting places for native and European Garou. Here the Uktena, already beleaguered by their dealings with the Spanish, find their territory claimed by incoming Fianna and Get of Fenris, who arrive with their Kinfolk.

California

By 1830, most of the Uktena have already seen the decimation of their Kinfolk due to the depredations of the Spanish. The fertile valleys and redwood forests of California, the objects of early westward expansion, attract European Garou. Nearly all the tribes are represented along the Pacific Coast, although the cities of San Francisco and Los Angeles are the special province of the Iron Riders, Shadow Lords and Bone Gnawers.



Pacific Northwest

The short-lived but lucrative fur trade brings French, English and Russian trappers to the dense forests of the Oregon Territory, and early settlers traverse the Oregon Trail in search of new homes far from the crowded eastern seaboard. Along with them come the Garou — Fianna, Silver Fangs, Bone Gnawers and Red Talons — all eager to claim part of this wilderness for themselves. The native Wendigo, jealous of both their human and wolf Kinfolk, react to the presence of strangers with wariness and, often, hostility.

The Wyrms

*I am the pebble in your very own eye
I am the sword and your enemy dies.
I am the storm and the hurricane wind
I am the thorn of unkind friend
I am desire what color my eyes?
I am Loki wizard of lies
Catch me, find me, see me if you can
I am the guilt of an honest man
— Incredible String Band, "Creation"*

Personification of corruption and decay, god-demon and spawner of monstrosities, the Wyrms haunt the Garou. They hate and fear it like no other enemy. Though they have battled its minions since the dawn of time, no werewolf (except some of the Black Spiral Dancers) has directly interacted with it. Its destructive manifestations are caused by Banes, fomori and other Wyrms servants, though all are apparently guided by the malevolent entity's will. Eater-of-Souls, who devoured all in its path and who was driven from the shores of the Pure Lands by the Croatan's sacrifice, is rumored to be one of several aspects of the Wyrms itself. Regardless of what aspect it assumes, the Wyrms spews forth violence, destruction, corruption and horror wherever it goes.

Banes

Though the Wyrms has mortal agents, corrupt and evil spirits called Banes also act as its servants. Some Garou believe Banes are smaller parts of the Wyrms itself, spun off as Avatars of different aspects of that dread creature. Most think these horrid spirits possess their own intelligence and therefore work for the Wyrms rather than as an integral part of it.

Almost unlimited in their variety, Banes personify negative and malevolent forces. Banes of hatred, terror, corruption, pollution and disease are all known, as are myriad other types. Banes are most often encountered in the Umbra, which is their home, and these foul spirits have knowledge of spirit Charms that they use to corrupt those they meet. Some possess Garou and humans, corrupting them from within as they urge their victims to commit horrible acts of destruction and evil. When they manifest in the physical world, they assume horrific forms to disgust and sicken their opponents.

Wyrms Caerns

*But see, amid the mimic rout
A crawling shape intrude!
A blood-red thing that writhes from out
The scenic solitude!
It writhes! — it writhes! — with mortal pangs
The mimes become its food,
And seraphs sob at vermin fangs
In human gore imbued.
— Edgar Allan Poe, "The Conqueror Worm"*

Places similar to caerns exist — tunneled deep beneath the earth, like poison mines — that generate power and exalt the fetid corruption of the Wyrms. In these festering cesspools, foul toxins and destructive energies accumulate and spread corrosive poisons, even into the corresponding Umbra. Minions of the Wyrms congregate here, like vultures drawn to an eternally decaying corpse, feeding on the luminescence of the unearthly fires that burn with a sickly, green glow. These are the unholy temples where the Wyrms's agents, human and otherwise, conduct unspeakable rites and garner power for their vile schemes. The original Black Spiral Dancers arose from one of these ancient sites of evil and their descendants still seek out such places.

In those parts of the world where the Wyrms has been able to gain a secure foothold through the pollution caused by unchecked industrialization and by the wanton destruction of nature, such as in Europe and the American Northeast, Wyrms caerns sometimes encroach upon the surface of the Earth. These exposed places did not exist in the Pure Lands until the 19th century. The arrival of settlers in the West, however, provides the Wyrms with just the opportunity it has been seeking. Where merciless wars between indigenous and newcomer Garou result in the abandonment or destruction of caerns, the minions of the Wyrms seek to befoul these once-sacred spots, warping them to their master's service. Formerly pristine glades, waterfalls, canyons and forests soon become festering morasses where normal people fear to go and where Garou sense the Wyrms-taint that saturates the environs. Where the armies of progress carve away great chunks of mountain to make way for their roadway of iron rails or dig mines deep into the bosom of the Earth in search of mineral wealth, they unlock some of the heretofore hidden places of the Wyrms, freeing the trapped poisons within and hastening the forces of destruction and spiritual decay.

People who dwell near these infested areas either fall prey to the unseen horrors spawned in them or else succumb to an inner sickness that twists them into despicable parodies of human beings. The Wyrms wallows in its ability to warp that which is pure and clean into something utterly filthy and depraved, almost as much as it craves sheer destruction.



Wurm Corruption

It begins with something small — assistance in a time of need, a snippet of vital information or secret knowledge, a sudden chance to turn certain defeat into victory. These and similar temptations offered by the Wurm through its minions result in the slow and inexorable corruption of individuals — both human and Garou — into servants of the Wurm.

The Wild West provides ample latitude for the Wurm to do its work. Lone Wolves are particular targets for the Wurm's attacks since they are cut off from most channels of power and often accept offers to increase their knowledge of Gifts or replenish their diminishing Gnosis without looking too closely at the sources of these boons. In addition, some Uktena and Wendigo, desperate in their losing battle against European Garou, seek aid wherever they can get it, even if such assistance involves compromising themselves by trafficking with minions of the Tunneler (one of their names for the Wurm). European Garou are not exempt either, since Urge-Wyrms of Greed, Envy and Anger find fertile ground in the hearts of Bone Gnawers and Silver Fangs alike, preying on their desires to claim the Pure Lands and blinding them to the methods by which they assert those claims.

Once a werewolf takes an initial pact, his downward spiral into corruption is inevitable. The shadowy forces with which he deals offer him more power, or provide sanctuary from those who discover the Garou's traitorous dealings with the Wurm. These Wurm-seduced Garou are some of the greatest threats to their race, for their knowledge of caern locations and tribal secrets is soon offered to the Wurm. Former companions, fearful of attack and suspicious of strangers who might be agents of the Wurm, become ever more insular and xenophobic, refusing to trust other Garou who might be allies. Distrust becomes fear, which in turn breeds violence, and the Wurm has snared far more than a single victim in its manipulative coils.

Black Spiral Dancers

Mar it the more, and make it run to wildness.

— Dante, *Purgatorio*

Long ago a noble Garou tribe known as the White Howlers fell to the Wurm. Rather than being destroyed, the Howlers were horribly changed, driven deep into malodorous caverns, their bodies twisted and minds unhinged. When they emerged, they had become the Black Spiral Dancers, maddened werewolves who have been embraced by the coils of the Wurm itself and who had looked upon that dread god's face. Corrupt and depraved, they delight in inflicting torture and engage in cannibalism, gorging themselves on Garou flesh.

In many ways, this corrupt Garou tribe functions as the Wurm's most valuable tool, since its members mirror both the inner and outer madness of their creator. Born to suitably debauched Kinfolk, Dancers-to-be undergo abduction and initiation like other Garou, although the nature of their

experiences is tailored to produce warped creatures dedicated wholly to the Wurm. Within each Black Spiral hive (their word for caern) lie foul pits of darkness and a labyrinthine spiral whose pattern replicates the Wurm's tormented nature, or a pool in which the Wurm's reflection can be seen by those who gaze into its depths. Confined in these places of torment, forced to walk the spiral or stare into the pool, newly made Black Spiral Dancers suffer the breakdown of all sanity, discovering within themselves their own particular demons. Those who don't die from terror emerge as full members of the tribe, twisted in both spirit and body.

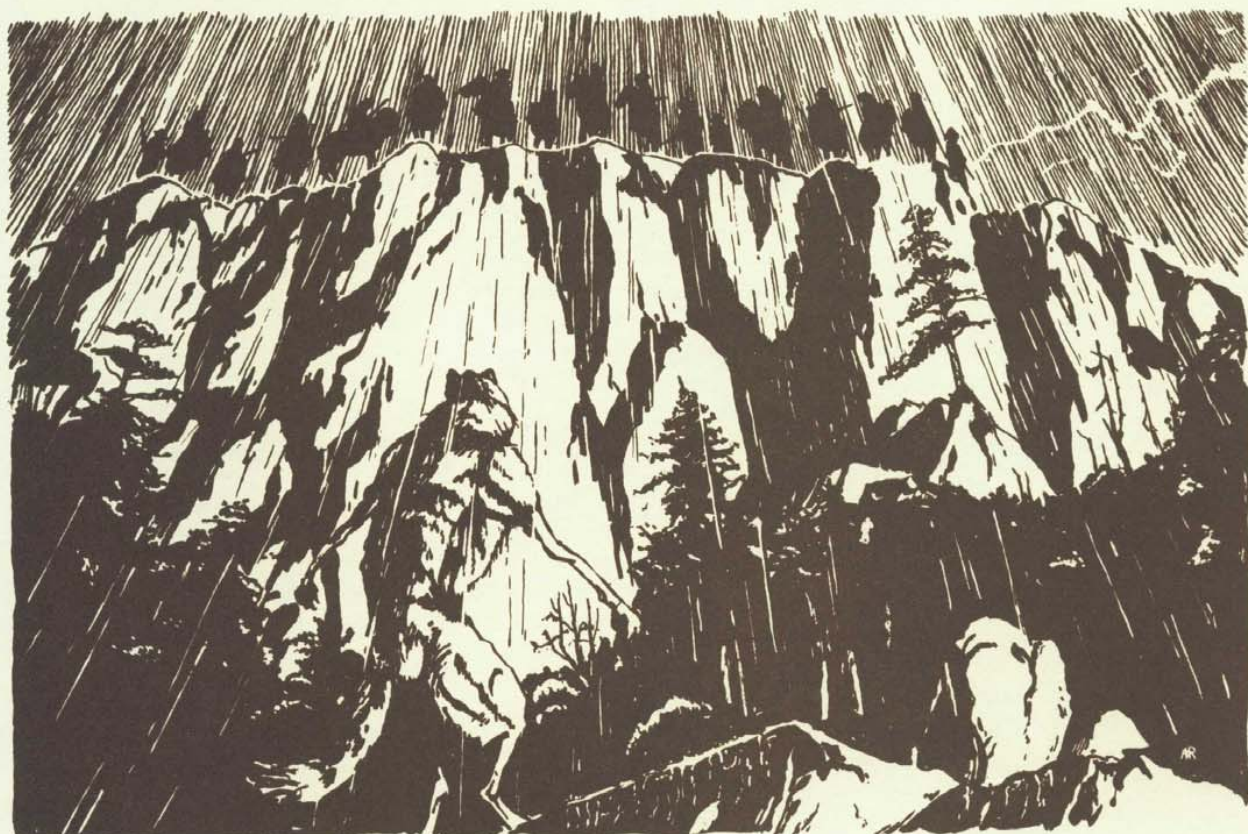
Granted both inherent strength and weakness by their madness, Black Spiral Dancers hurl themselves recklessly into battles, real and imaginary, howling their nerve-shattering war cries, heedless of the dangers they face. As agents of destruction, they have little to lose.

Like other Garou, Black Spiral Dancers employ Rage and Gnosis, gaining power and learning their own unique Gifts that allow them to travel the Umbra, summon Wurm-spirits or Banes, and channel the energies of their destructive maker into weapons against their enemies and toxins to pollute the land.

Dancers are marked physically as well as mentally. Their bodies are often hideously deformed or misshapen in all their forms, although they are most noticeable for what they are in Crinos form, in which inner and outer distortion are displayed for all to see.

Encounters between Garou and Black Spiral Dancers result in instant and mortal battle, almost without exception. Garou will attack and kill Dancers on sight, if possible, showing no mercy and accepting no surrender (not that one of these warped Garou would ever think of baring its throat in submission to anything). In fact, the Litany expressly forbids granting quarter to any Wurm-creature, and no stretch of the imagination can include Dancers in the list of honorable foes. On the other hand, Black Spiral Dancers delight in capturing Garou whenever they can, since such unfortunates present them with the opportunity for corruption. They bring them forcibly into the tribe as "adopted" members. When that fails and the conquered Garou proves too strong or stubborn to succumb to their torments, the Dancers can always look forward to the delights of a tortuous death, followed by a victory feast.

The Black Spiral Dancers arrived in the West as early as the 16th century, traveling in the company of conquistadors and egging on the enslavement and decimation of the native peoples, weakening their Garou protectors. Now the Dancers journey west with their Kinfolk, indulging in acts of violence and terror along the way. The harsh conditions of life in the early boom towns and primitive outposts and the general lack of law and order enable the Dancers to exert their insidious influence with little impediment. Their murderous rampages are all too easily mistaken for Indian massacres or cavalry "actions." Thus do the Dancers escalate the general trend toward brutality already evident in the struggle for dominance of the West.



The Storm Eater

'Mid the lightnings,
'Mid the lightning zigzag,
'Mid the lightning flashing,
Comes the rain,
Comes the rain with me

— Navaho, "Song of the Rain Chant"

Precious few Garou are aware of the existence of this potent Wyrmspirit. It is so powerful that the greatest forces of nature bow in the face of its rampant might and awesome capabilities. Fewer still remember precisely when the Storm Eater was first bound and its terror leashed by the spirit chains and powerful wards of its Uktena binders. Once a great Bane that fed upon the Wyld's spirit energies until it assumed massive size and enormous power, the Storm Eater lay dormant for countless centuries, locked away in its Umbral prison unable to summon any of its minions.

In the 1830s, a great tremor rocks the Umbra surrounding the Pure Lands as the European takeover of one too many Uktena and Wendigo caerns weakens the seals that secure the great Bane's prison. The creature makes good its escape and quietly begins feeding on Wyld energies once again, building back its strength.

Its half-sated rumbles resonate into the province of the Weaver, arousing one of her mighty spirits and attracting it by the sheer force of the Bane's magnitude.

Weaver and Wyrms combine into a cataclysmic new entity — the Storm Eater — and a new horror erupts into the world. Exploding into the High Umbra, it exults in its newfound freedom and thunders its triumph across all the realms. Minions of the transformed Storm Eater, bearing aspects of both spiritual parents, range throughout the Near Umbra and traverse the Gauntlet into the physical world, wreaking havoc upon creatures of Gaia — Garou in particular — and causing chaos and disruption.

Because so little is known about this entity, the Garou who encounter the Storm Eater's spawn are hard pressed to deal with them successfully. European Garou have alienated those among the Uktena and Wendigo who might retain some arcane knowledge of its precursor, the great Bane (including the secrets of its binding). Native Garou are too beleaguered by their battles to retain their homelands to turn their attention fully to its defeat. The shadow of this monstrous entity casts its pall over the whole of the Savage West, heightening its excesses and adding to the tribulations that face all Garou.

Mockeries

Humans and animals exposed to the corrupt influences of the Wyrms become transformed into horrible, frightening creatures known as mockeries. Also called "fomori" by the Fianna, these infested servants of the Wyrms act as agents of corruption and front-line soldiers in the battle against Gaia and the Wyld.

Mockeries are born from exposure to poisonous sites such as Wyrms caerns, from ingestion of substances corrupted by the Wyrms, and from possession by Banes. The result is a vile, though formidable creation capable of facing off against Garou. The Wyrms grants certain powers — similar to Gifts — to mockeries, making them almost invincible against mere humans or normal animals. Even Garou fear these foul creatures, for their powers enable them to severely hurt, cripple or even kill Garou. Defenses such as armored skin may enable mockeries to withstand the fangs and claws of Garou, while offensive powers like sharpened silver teeth, poisonous spittle or acidic blood allow them to inflict tremendous damage. Occasionally, entire families fall under the control of powerful Banes, forming twisted dynasties as succeeding generations are initiated into the service of the Wyrms.

Since the Wyrms embodies decay and destruction, mockeries, in return for their powers, show the inner rot that infects their bodies and souls. Bleeding pustules, snagged fangs set into oozing gums, weird gangrenous lumps and the reek of a five-day-old corpse are just a few of the ways their taint may outwardly manifest.

Many mockeries, especially those in the final stages of corruption (just before their deaths), are little more than mindless automatons bent on savage displays of aggression. Many more, however, retain some semblance of their former selves and insinuate themselves into human society, where they continue to work for the Wyrms as corruptors of the innocent and weak.

Mockeries often appear in the guises of bestial, barely civilized bounty hunters, trappers, bandits, prospectors, and various low-lives in the early boom-towns and whistle-stops along the western trails. Sometimes entire towns house fomori families, forming communities of terror that engulf strangers unfortunate enough to enter them. The Uktena and Wendigo tell stories of evil spirits that wander the land in the bodies of humans, driven by murderous desires and an insatiable hunger for human flesh. By far the most frightening fomori, however, are the ones who seem normal to the naked eye, for they can often hide their foul natures long enough to perform the most heinous acts of destruction and perversion, all while remaining in the guise of a local banker or sheriff.

Other Antagonists

Although the Wyrms and its minions serve as the primary opponents of the Garou, other groups of mortals and supernatural creatures have goals that conflict with the aims of Gaia's protectors and warriors.



Hunters

Occasionally the Delirium fails to do its work adequately and knowledge of the existence of shapechanging "demons" filters its way into the consciousness of certain humans who then dedicate themselves to ridding the world of these abominations. These self-styled "hunters" are often no more than suicides waiting to happen as mortal abilities present no real challenge to any Garou worth her salt. Some hunters, however, take the time and trouble to know their quarry. The Inquisition still exists and some of its agents wander the Americas searching for minions of evil to destroy. Others are unknowingly descended from Kinfolk and are thus immune to the Delirium. Unless they are aided by overwhelming numbers, equipped with special implements (such as silver bullets) or trained in the ways of Numina or magick, hunters can do little more than harry the Garou. Sometimes, during these troublesome decades, that is enough.

Enlightened Society of the Weeping Moon

This neo-Masonic order numbers among its members several prominent business people, influential cartlemen and political aspirants. With its practitioners of pseudo-spiritualist rites and fraternal initiations, the society traces its roots back over a century. Its stated goals include providing relief for widows and orphans, making loans to small businesses, providing start-up cash for farmers and ranchers, and funding missionaries to convert heathens. Members of the society lobby for reforms and laws that create greater opportunities for their entrepreneurial goals.

Most people see the Weeping Moon as a harmless charitable organization that functions somewhat like a men's club (though surprisingly, its members include several women). A few outsiders find the society's spiritualist trappings as suspect as those of the Masonic orders that they resemble. While most Garou lump members in with the majority of other Weaver-influenced business barons, some reserve judgment. The society does represent a powerful voting block and a coalition of land owners, and is therefore a potential antagonist.

Other Supernaturals

Supernatural antagonists pose an even greater threat to Garou. The powers and natural weaponry of vampires, the reality bending power of mages, the eerie abilities of wraiths and the unpredictable talents of changelings often make them serious contestants in battles of wits, weapons and wills.

Vampires

Much as folks would like to believe otherwise, the dead walk the Savage West. Centuries of hatred run between werewolf and vampire; the two are sworn to kill one another on sight. Corrupt and foul, the Wyrn-tainted undead unnaturally prolong their lives long past the time when Gaia intended them to return to dust. Werewolves see vampires as the embodiment of the principle of undying corruption. Their very existence constitutes a slap in the face of Gaia by denying the natural cycle of life and death.

The dependence of vampires on large populations of humans to slake their twofold thirst for blood and temporal power makes these walking cadavers stealthy supporters of the rise of cities and the development of urban centers of population. This angers the werewolves, who view the proliferation of towns as blights on the landscape.

The sparsely settled West, however, provides little in the way of hospitality for most vampires. Only in growing cities such as San Francisco, Houston, Santa Fe and other sizable human enclaves can more than a handful of these leeches find sufficient population to support them. In those places where vampires have managed to insinuate themselves, they bring human institutions under their control. Many of the fiercest battles between Iron Riders, Shadow Lords and Bone Gnawers against vampires take the form of power struggles over which group will exercise the greatest influence over unsuspecting mortals. Still, those cadavers who do walk the wild lands are usually crafty and powerful enough to give pause to most Garou.

Mages

Holdovers from an earlier mythic age, mages are mortals who try to impose their wills on reality and shape it to their own desires. Most Garou have little use for, or love of, the Namers. Generally speaking, werewolves quantify mages as working either magick or medicine — medicine being power used only for beneficial, Gaian purposes, while magick is rather more invasive. Magick workers are as rare as the legendary white buffalo in the West; medicine workers are a bit more common. Those known as Dreamspeakers share the Garou's close attunement with the spirit world and often ally with the Uktena and Wendigo in their mutual battle to preserve their homelands and peoples.

This is not to say that no European mages exist in the Savage West; one or two arrived with the Spanish, or later, in the company of various missionary or evangelical groups. A few mages help lead the charge in developing and "improving" the western lands, bringing the glories of civilization and scientific advancement to the backward wilderness. Some have picked up shadowy reputations as hired guns and hanging judges. Each claims a different perspective on the Art of magic, though the Garou see little distinction among them. While there is usually little contact between Garou of any kind and mages of European ancestry, most encounters are less than friendly.

Wraiths

Most Garou, European and native, have a healthy respect for the spirits of the dead known as ghosts, wraiths or ancestors. Seen as a natural part of Gaia's cycle of life and death, wraiths inhabit their own part of the spirit realm, the Dark Umbra, and rarely manifest in the physical world. When they do, they usually haunt the sites of their deaths or places or people who meant a lot to them. While the native tribes honor their dead ancestors, they fear the dark, twisted wraiths known as hungry ghosts. Uktena and Wendigo who encounter these angry spirits recognize the shadow of the Wyrn in them.

Massacres, famine, natural and man-made disasters, gun-fights, lynchings and range wars result in the untimely deaths of many mortals, whose restless spirits linger just beyond the world of the living, tied to it by a sense of

unfinished business. Boom towns where gold and silver lines have played out are called "ghost towns" with good reason; wraiths find solace in these abandoned and desolate places.

Garou rarely have dealings with wraiths, with a few notable exceptions. Occasionally, Uktena or Wendigo Theurges seek to lay an unhappy spirit to rest or banish a hungry ghost to protect their Kinfolk. Among European Garou, only the Silent Striders show an active and sometimes compulsive desire to communicate with the spirits of those who have passed on.

Fae

All Garou are wary of the tricks that the fae can pull when annoyed. European fae of any type are extremely rare, however. Finding more than one or two together is a task almost as difficult as locating the fabled city of El Dorado. Native Garou, especially the Uktena, occasionally involve themselves in the war between their allies, the native changelings known as Nunnehi, and these newcomers.

Native changelings, exist in many forms and are not usually hostile to Garou. The remnants of the once-proud faerie races, now reduced to housing themselves in mortal flesh, share with the Garou a profound hatred and distaste for the harsh reality of iron rails and spiritual barrenness. Unfortunately, the Nunnehi are also forced to compete with the Garou for the diminishing sites of available power that they, too, need to survive in their present forms. Among the Uktena and Wendigo, the Nunnehi more often find common ground and form alliances. In particular, the Uktena seek out contact with the Nunnehi, sharing lore and attempting to preserve ancient traditions. Nunnehi attitudes toward European Garou, however, reflect their general distrust of anyone who might endanger their tenuous hold on the few enchanted places left to them.

Suggested Books and Films

Books

The following selection of books may provide more detailed information on the West and its people, both native and newcomer. It is by no means an exhaustive list and more sources can be obtained at libraries and bookstores. Good picture books of the West are highly recommended, particularly to get a visual feel or even photo references for the game.

♥ *The Life and Death of Crazy Horse*, by Russell Freedman, drawings by Amos Bad Heart Bull. A wonderful portrait of the influential war leader.

♥ *The Disputed Lands: A History of the American West*, by Alexander B. Adams. This provides a thorough, though Eurocentric, overview.

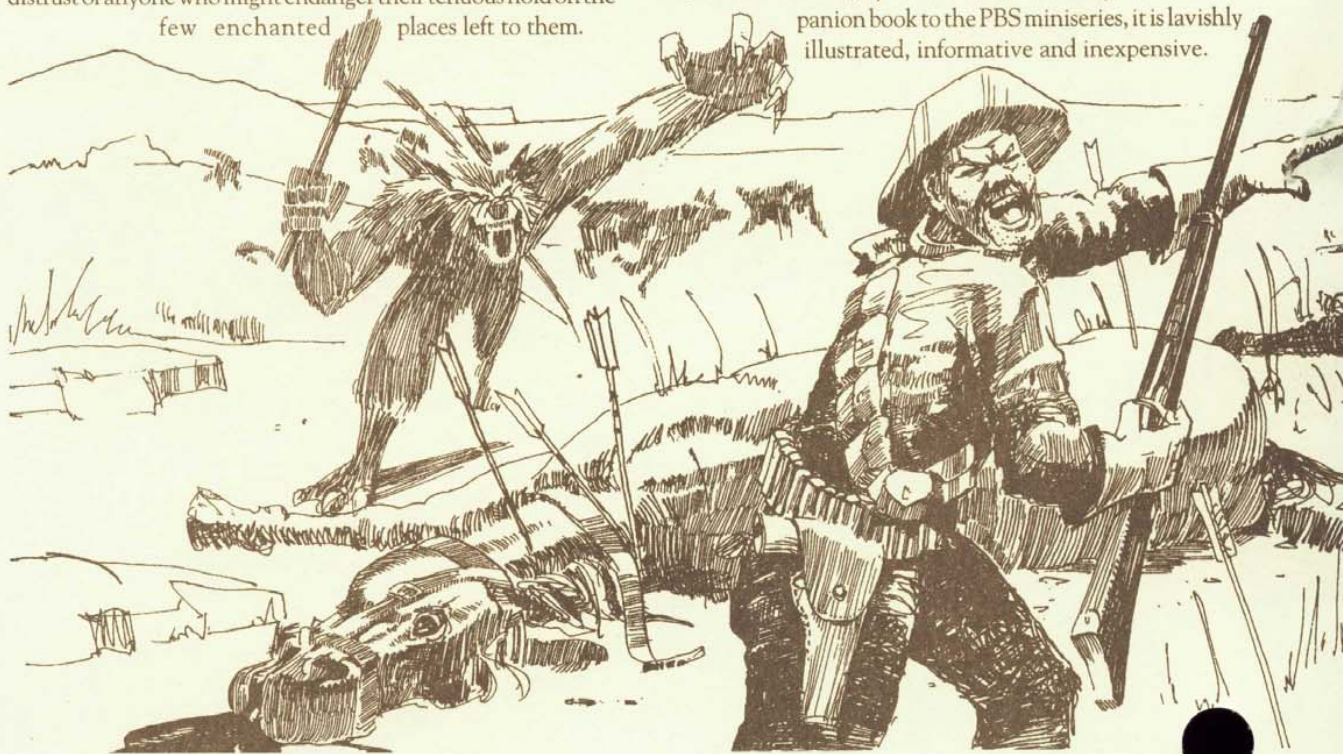
♥ *The Native Americans: An Illustrated History*, by Turner Publishing. This coffee-table book contains a wealth of information and illustrations.

♥ *The American West*, by Dee Brown. Recounts the power struggles between Native Americans, ranchers and settlers.

♥ *The American Heritage History of the Great West*, by David Lavender. Somewhat dated, but with good maps and photos.

♥ *The Oxford History of the American West*, edited by Clyde A. Milner II, Carol A. O'Connor and Martha A. Sandweiss. Comprehensive, academic sourcebook.

♥ *The Wild West*, by the editors of Time-Life Books. Companion book to the PBS miniseries, it is lavishly illustrated, informative and inexpensive.



♥ *In Their Own Words: Warriors and Pioneers*, collected and edited by T. J. Stiles. Collection of eyewitness accounts from and journals by the people who lived the stories.

♥ *Seven Trails West*, by Arthur King Peters. A look at westward expansion through the pioneering routes that linked the East to the West.

♥ *Insight Guides: Wild West*, ed. by John Gattuso. Though designed for modern tourists to the West, this contains historic essays, bits of trivia and lots of color photos.

Films

You can't spit in a video store without hitting a Western. Some of the better known or "classic" treatments are given below. All of these portray either the realities or bigger-than-life myths that have shaped modern perceptions of the Wild West.

♥ *The Magnificent Seven*. Hired good guys fight off banditos terrorizing a town.

♥ *Dances with Wolves*. Kevin Costner's paean to the wide-open spaces and the glories of the Lakota Sioux.

♥ *The West*. Excellent Time-Life video series focusing on all the factors that formed the drama of westward expansion.

♥ *Little Big Man*. Dustin Hoffman as the last "white"

survivor of the Battle of the Little Big Horn, though based on a composite of several real characters. Less realistic than ironic.

♥ *True Grit*. The Duke himself as ornery-cuss-good-guy. This is especially interesting for the period dialogue, more true to the actual speech of the times than most Westerns portray.

♥ *Unforgiven*. Retired bounty hunters take on one more job. Gritty, dirty and featuring a black character; far more representative than '50s squeaky-clean depiction of the Old West.

♥ *Silverado* and *Lonesome Dove*. Modern classics.

♥ *Wyatt Earp* and *Tombstone*. Different treatments of the story of Wyatt Earp and his brothers, with depictions of the famous gunfight at the O.K. Corral.

♥ *El Dorado*. Classic.

♥ *The Good, the Bad and the Ugly* and *Pale Rider*. Two Spaghetti Westerns; vehicles for Clint Eastwood's portrayals of resolute loners fighting against overwhelming odds.

♥ *Stagecoach*. Classic.

♥ *Geronimo*. Recent film supposedly about Geronimo, the Chiricahua Apache leader whom the whites could not defeat. In reality, it deals more with the whites involved in the story, relegating Geronimo to some half-mythical status that fails to explain much about him.

♥ *I Will Fight No More Forever*. Well-told story of Chief Joseph and the Nez Perce's valiant fight to remain independent and free in their own lands.

♥ *A Man Called Horse*. Probably most interesting for its depiction of the Sun Dance and other Plains Indian rituals.

♥ *Butch Cassidy and the Sundance Kid*. The quintessential "buddy film," interesting for the legendary outlaw personalities, train and bank robbery scenes and change of setting to South America.



FREAKISH...
WORM-BOY *!!



...



Helen *
st
Beautiful W



Under the
Big Top!
See...

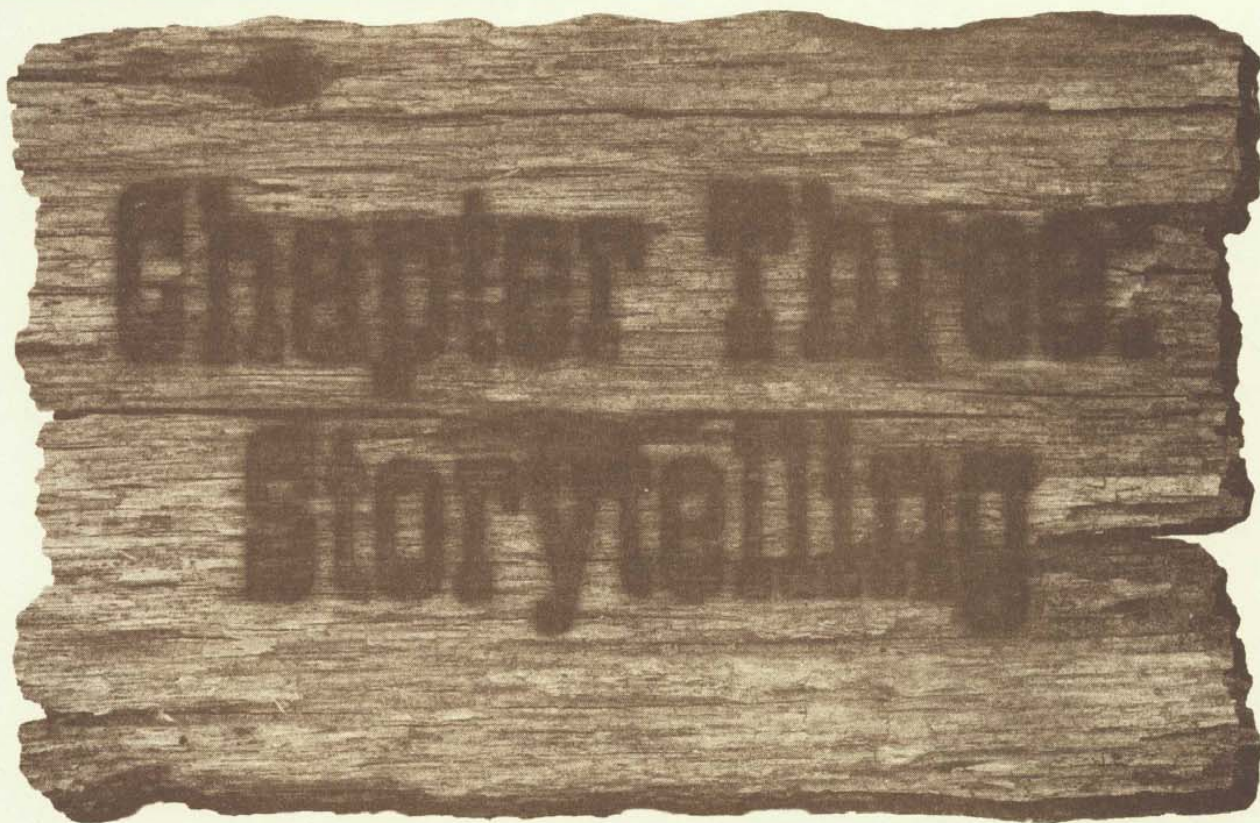
W The Largest Spider Known to
the....

* TEXAS TARANTULA *



Oh what a
horrible web
she weaves





Are you gonna do something or just stand there and bleed?
— Wyatt Earp, Tombstone

Whether you and your troupe are gathering for a one-shot game of **Werewolf: The Wild West** or playing the latest session in an epic, ongoing chronicle, the story is what brings the characters together. The characters' common goal is the glue that binds them, the reason why a motley crew of belligerent and disparate werewolves is riding together.

Unlike attending a movie, reading a book or watching television, the characters in this story are the audience, and their enjoyment is a direct reflection of their input. Every participant plays a vital role. Sure, you're not entertaining a playhouse full of guests or millions of television viewers, but you're not dependent on a script, either. The tale you and your troupe produce is part of the game. Ultimately, you and your troupe will find your stories are part of a living thing. The players are the breath of life. Once brought to life, the tale grows, sometimes unpredictably. The quality of the tale is dependent on what goes into it. A game is simply a pleasant diversion, while a well-told story, like a work of literature, is high art.

The Storyteller's Role

It's simple to be a player. Just show up with your character sheet and a fistful of dice and you're set. But your character's motivation, the people she meets and the resistance she encounters are all part of the responsibility of the Storyteller. No small job, that.

The first aspect of this responsibility is the story. It is part of the Storyteller's duty to create the tale in which the players' characters take part. This can be as simple as a five-word mental note or as complex as a vast storyboard flowchart. The Storyteller must know, however roughly, where she wishes the story to go and what the characters can expect to encounter along the way. This is the most important of the Storyteller's responsibilities, for without a story you only have a tableau.

The Storyteller is the sensory connection to the players, describing what they see, hear, feel, taste and smell. Is the street thin or wide? Does it have wooden sidewalks? What



do the tethered horses smell like? Is that the sound of a pistol being drawn? How gritty is the trail dust? This is the Storyteller's second most important responsibility; without a vivid scene, the players may as well be grubs digging blindly through dirt.

The Storyteller additionally plays the roles of the nonplayer characters that her players encounter. The world is full of individuals, and the Wild West is no exception, especially when there are werewolves about. These nonplayer characters should be as dynamic and vivid as the sensory detail.

The last responsibility of the Storyteller is to interpret the rules. She decides how hard it is for the characters to carry out their actions, based on the mechanical systems detailed elsewhere in this book. The most important thing to remember is what the rules are designed to do: help tell a story. If the rules become cumbersome or anticlimactic, it's the Storyteller's duty to scale them back or forget them entirely. After all, it is more fun and dramatic to have a character leap from a train into some brambles as it flies from its rails over a bridge than to have her die a stupid and ignominious death because she didn't have enough dots in Dexterity.

The Players

So as the Storyteller, you have a vast job before you, but luckily you don't go it alone. One thing you should do is look at the characters your players create and adapt the story to them. Do the characters have extensive combat skills? Are they stealthy? Do they seem inclined toward politics? Moderation is important here, because all characters are rarely geared toward the same thing. Most stories are complex combinations of different types of conflict, giving every player an opportunity to contribute to the tale.

Keep in mind that the players want to enjoy the story as well. Don't let them become mere vehicles for exercising your godlike powers of storytelling. Don't be a jerk; a Storyteller who fails to consider the needs of her players is soon without them.

On the other side of the coin, don't feel compelled to buckle under every player's whim. Struggle and conflict in the face of unfavorable odds are what **Werewolf: The Wild West** is all about. The best Storytellers subtly guide the story where the players wish to go, while giving them enough resistance within the context of the story to give them a sense of accomplishment. If the characters feel that they easily overcome what is thrown at them, the inherent tension and excitement of the game is lost, at which point it turns into a soulless hack-and-slash.

Storytelling is a tough job, but someone has to do it. The Storyteller is the focus and inspiration for the excitement of the players. It's also the most potentially rewarding of the game responsibilities. Make sure the players have fun, and their excitement pays off for you as well. You're the one who creates that situations that give them such enjoyment, and you deserve the satisfaction of a job well-done.

The Chronicle

Keeping the relationship between players and Storyteller in mind, it's time to get to work on creating your story. The chronicle is the whole enchilada, the big picture, and it can be as long or as short as you and your players wish. Each individual session is a small piece of the greater tale, and can last as long as the Storyteller and players want to keep the story rolling.

What in Tarnation's Going On?

The first step in beginning a story is deciding on a theme and mood. More than just English-class buzzwords, these two ideas are the core concepts that give a story meaning and depth. If the Storyteller gives no forethought to the type of story he wishes to tell, the plot and the characters suffer; they have no common thread to unite them in their travails.

Theme

Theme is a difficult to grasp as a concept but easy to implement in a game. It is the greater meaning, the moral to the story and the big picture all in one. It doesn't have to be heavy-handed or preachy, but it should remark upon or reinforce some simple truth. Use subtlety; the players will more often than not illustrate your theme without knowing it.

Some common themes in **Werewolf: The Wild West** include:

▼ Strangers in a Strange Land

The vast majority of Garou tribes aren't indigenous to America. This country is a very new and different place from continental Europe, from which most of the tribes originally hail. The Wild West lacks the refinement and culture of the Old World, but it doesn't have any shortage of its own customs. In addition, werewolves, even Theurges, unfamiliar with the Storm Umbra have difficulty acclimating to the strange workings of this new land. They are also probably unaware of the subtleties of the Storm Eater, and may likely do more harm than good.

The other side of the coin is the perspective of the Native American people and Garou. Recent years have seen a prodigious influx of cast-offs from other nations, and they come in sufficient numbers to irreparably damage these once-pure lands. The Europeans force the Native American onto reservations and police their activities. European settlers, termed Wymcomers by the indigenous Garou, bring with them a host of unpleasanties, including disease, Weaver-spawned technology, and demon alcohol. Even the natives' European brethren are problematic and bellicose, as well as responsible for awakening the Storm Eater itself.

▼ Spirituality

At its heart, **Werewolf** is as much a game about spirituality as about horror, violence or anything else. One of the most common conflicts between the Pure Ones and the Wymcomers is the disparity of traditions dealing with the Storm Umbra and its native spirits. Native American tribes of Garou live in symbiosis with the Velvet Shadow, respecting its spirits and often giving in return for what they ask. The European Garou have a less harmonious relationship with the spirit world; most of them usually just stomp into the unfamiliar Umbra of the West and demand service from its residents. The spirits become angry and indignant. It is precisely this European defensiveness and arrogance that awakens the Storm Eater.





▼ Opportunity

More so than in any other time in history, people now have the opportunity to make their own fortunes and stake claims to their legacies. Manifest Destiny is a powerful motivating force, urging people westward in the face of adversity. The will of the western pioneer is indomitable, and this reflects in his urge to survive and his determination to make a better life for himself. The Garou are similar, as they see the West as either an opportunity to renew their power bases (in the case of exiled Shadow Lords and disenfranchised Silver Fangs) or to finally establish sovereignty for themselves (in the case of the Bone Gnawers and the growing Iron Riders).

Mood

Mood is the "feel" or tone of the story, and should be consistent throughout or players may become confused. Mood is accentuated by carefully selected settings and nonplayer characters. Mood doesn't concern the greater meaning of the story, as theme does, but details the emotional aspect of the story and how players should react when confronted with a situation. To create an enjoyable experience, the Storyteller is free to adjust the mood to her and her players' satisfaction.

Some moods common to **Werewolf: The Wild West** are:

▼ Horror

At its core, **Wild West** is a game about the horror of being a werewolf. Neither fully human nor fully wolf, the Garou walks between two worlds. Numerous terrible and unnatural things walk between these worlds as well, and it is the werewolf's fate to confront them. The unknown lurks in every shadow and death is inevitable. Dreadful Wyrn-creatures, the vast infinity of the Umbra, and the inability to reason with other fanatical Garou are all good bases for horrific mood. More than that, the possibility of running human characters in the Savage West can really get the goose-pimples rising. Even if they're lucky enough to have a handful of silver bullets, death can still come quickly — and who's to say they even know that werewolves are real? Horror is arguably the single most important mood of **Werewolf: The Wild West**.

▼ Tragedy

The European immigrants press inexorably westward, displacing and murdering the Native Americans as they go. Indian counterattacks massacre villages of men, women and children. The Storm Eater destroys without bias. The Garou are slaves to their shapeshifting nature, and their alienation from both the human world and the animal often proves their damnation as they slip into Harano.

▼ Violence

Garou are inherently creatures of rage, and they attract violence like a saloon draws drifters. They are also passionate, and often resort to physical means when their ire is aroused. Their opponents, both mortal and supernatural, are also quite adept at violence because they have to be. More often than not, conflicts explode into catastrophic levels of violence, sometimes catching people who have nothing to do with a situation. It's tough out there on the frontier, and you'd better be prepared to take your licks.

Setting

Considering a location for the story is one of the most important decisions a Storyteller makes. The characters can only interact with their environment and with nonplayer characters, so they better be both convincing and entertaining. As **Werewolf: The Wild West** is based in a certain historical time period, a large part of this decision is made for you. The second aspect of setting upon which you must decide is history.

If you want to, go ahead and cast history to the four winds. The Savage West is a huge place, and who's going to notice if a mythical city pops up overnight? Creating a completely fictitious location accomplishes multiple ends. First and most importantly, everyone playing the game can shape their environment, as it will likely enter the game *tabula rasa*. You can make up a Savage West "dream town" and stock it with the people, background and political structure of your choice, as well as sow a few plot seeds among the citizens. The disadvantage to creating a completely new location is that players won't know a great deal about it (and can't even go to the library to find out more), which may cause some frustration, especially early in the game.

Remember that if you wing it altogether, you must cover all aspects of the new location in as much detail as possible to avoid later contradiction. You must also work out where it fits in with the rest of the country and its populace.

Another option is to select a real historical location, and cast its history to the four winds. Who cares who the mayor of Dodge was in 1853? If you choose to do this, make sure the players know about it, or they will make assumptions that may or may not be true in the story. The main benefit of setting the story in a "historical fiction" milieu is that most players will at least be somewhat knowledgeable of the location (unless you pick somewhere strange, in which case you have only yourself to blame).

The "historical fiction" route is arguably the best type of setting for **Werewolf: The Wild West** due to the design of the game. This book is essentially designed from a historical standpoint with werewolves and spirits included; Custer still dies at Little Big Horn, and Geronimo still surrenders in 1886. The true test is how the Storyteller and players use these assembled guidelines; if your troupe finds it more fun to play it another way, more power to you.

Lastly, a purely historical campaign is an option. If you choose to go this route, a great deal of your work is done for you, and you must only integrate the characters into the story. Players are familiar with the area, and may know a few of the local figureheads, while the Storyteller needs only do a bit of research to get her facts in order. The disadvantage to playing in a truly historical setting is that the results of the characters' actions are fairly closed-ended, or you end up changing history. Not that this is a bad thing....

Ideally, some combination of these settings is probably best. Players will appreciate the flexibility offered by an open-ended plot, while the Storyteller can make use of established historical locations to add a sense of realism to the game. As always, err on the side of enjoyment. We are not going to send the setting brigade to whip you into compliance.



Keeping the type of setting in mind, it is best to begin detailing the area in which the characters spend most of their time. This may be a city or town; it may be a farm well off the beaten path, or a glade in a dwindling forest. Heck, it may even be in the middle of the Storm Umbra! Wherever the action takes place is the logical starting point for fleshing out details. Either research or invent the pertinent information.

As you outline your locations, think about which aspects prove most useful. Where will the characters visit frequently? Where's the best place to get gossip or other information? Where's a safe place to make camp? Are the hotels reputable — and is that a plus or minus? Coming up with specifics will help establish your setting in two ways. First, if the players go somewhere for which you have already created details, you don't have to make anything up as you go. Second, if you do find yourself making things up, you can use what you have already established as a frame of reference so that you can at least improvise with consistency.

A Hardy Environment

One thing that all characters in *Werewolf: The Wild West* have in common is harsh surroundings. This makes a good theme, mood modifier, and applies to any setting; the fact that it's a tough world is a universal truth.

Medical science in a *Savage West* setting may be as primitive as "aspirin or opium." Unless you're playing very late in the period, there's no electricity. People bathe rarely — if ever — and sometimes you have to eat hardtack for a week straight (though a werewolf can probably bring down some game). You have to go outside to a little shed to go to the bathroom, and there are times when the seat is *really* cold.

Law also gets a bit sketchy the further west you travel. In some towns, the sheriff is actually the most recent thug to wander in and proclaim himself deputized. News travels as fast as a horse or telegraph signal, and you can bet Black Bart keeps his eye on the latter. Shootings in the streets are common, as are lynchings afterward. Those with enough money or connections are untouchable.

Highlighting the outstanding differences between what we take for granted in the modern day helps make a *Wild West* story all the more realistic. Make subtle references to the differences between our world and the world of the *Wild West*, and the story will benefit greatly. At the same time, sharpen those differences by grounding them in reality: Life can be quite brutal (especially when there are werewolves waiting just beyond the door), and it is frequently so in these wild and frightening times.

Building the Chronicle

After hammering out a theme, setting and mood that the Storyteller and the players all enjoy, other specifics of the story need attention. At this stage, the Storyteller decides how long the chronicle will last, as well as its foundational events. Player input is important during this stage of the game's formation; if the players don't enjoy themselves, they won't come back.

▼ Scope

What is the focus of the chronicle and how grand are its schemes? Will the characters protect a band of Hopi from forced residence on a reservation, or aim to prevent California from falling into the sea? Does the fate of the entire continent hang in the balance or are they just trying to save their own hides? Define how great a scale you want to work on and some of the other blanks will fill themselves in.

▼ Establish Intent

Hand in hand with theme and mood, intent defines a great deal about the nature of the conflicts in the chronicle. How will the players go about resolving their issues? Player input is vital at this point; if you envision a secretive plot involving tribal schemes and politicking, and the pack just wants to go out and whup some paleface ass, there are going to be problems. Like mood, you can mix and match your conflicts for a captivating combination of wild action and varied intercharacter relations.

▼ Work in the Characters

Werewolves, being the socially disparate folk they are, need some kind of common motivating force to keep them working together. Perhaps they all know the marshal who mysteriously turns up dead, or they grew up around the city that the railroad commission plans to destroy. Give the characters a bond. It keeps the players interested in the story's resolution, and holds characters and players together as a group. If the only thing the characters have in common is the fact that their players want to play *Werewolf*, the pack will soon degenerate into petty squabbling and a mess of pointless combat. That's no good.

▼ Plan the Specifics

This is the really cool part. At this stage, the Storyteller takes all of her half-baked ideas and puts them back in the oven. Planning the specifics involves actually creating the plot events of a story and chronicle, including who the characters are after (or who's after them), what they're trying to accomplish and where they're going, along with myriad other things. Suffice it to say that here is where the Storyteller makes up everything that the characters will encounter.

A key part of planning the specifics is creating a powerful opening scene, as the first scene helps to set the tone and mood for the whole chronicle. If the opening scene is dull or uninspired ("An old man walks up to you in the saloon and gives you a map"), players will be unimpressed and unlikely to give the game their all. Players react more favorably and with greater excitement if the opening scene is riveting and eventful. You may even wish to throw the players headfirst into the action without any back story: "The moon rides high in the dark Montana sky as the train approaches the bridge just outside Evansville. The rhythmic clacking of the wheels on the track lulls you all into half-awareness as the cups of water on the table in front of you ripple with the motion, dripping condensation from their sides. A lone trickle of sweat rolls down your back and is strangely cold. Suddenly, the smell of black powder fills the air. A tremendous flash of light blinds all of you and you are deafened by a thunderous explosion. The bridge has been blown! This train is going to hurtle into the Evansville chasm. Unless you do something, it's going to take you with it!"



Tools for Storytelling

Once the story is established and the game begins, the players look to the Storyteller to bring them fully into the experience of the game. As the Storyteller arbitrates everything the characters do, this is a reasonable expectation and the Storyteller has her hands full making the game memorable.

There are numerous methods and tools that the Storyteller may use to increase the excitement of her story. One of these tools is an integral part of the tale itself, the mood. Maintaining mood helps players decide their characters' courses of action and fleshes out the world in the dark corners that the Storyteller does not illuminate. Imaginative players fully visualize their environments with their mind's eyes, including items and people that have not even been mentioned. For instance, in a game with a mood of terror, the shadows on the main street loom long and black as the town clock chimes midnight. Shutters and curtains hastily close, drawn by dwellers who have unknown business in the late hour. By comparison, in a chronicle with a mood of loss and yearning, citizens languish in the streets, without hope to motivate them. The clock in the center of town doesn't even tell the real time; it has been broken so long that it only occasionally gives out a pathetic metal creak instead of chiming the hour.

Skilled Storytellers also consider the following tools:

▼ Pacing

The pace of the game helps build a sense of tension for the players, especially if the pace changes according to the environment. Days in Dry Gulch may pass slowly, but when a beautiful traveling singer comes to town, there doesn't seem to be enough hours in the day to appreciate her voice, or the characters may be saving the schoolmarm from the old mine shaft that could collapse at any minute.

Pacing is also particularly useful when dealing with a chase or fight scene. The trees of the forest blur by as the lupus Garou charge after the scent of Wurm-tainted blood on the wind. The monstrous opponents move so quickly that the characters are struck numerous times before they can deliver a single strike of their own.

But be careful of too many pace changes; what you believe is a good series of transitions might feel like a jerky roller-coaster ride to the players.

▼ Voice

The manner in which the Storyteller varies her voice is another opportunity to bring diversity and quality to a game. Moments of awe may find the Storyteller speaking in loud and ominous bass tones, while times of secrecy may require barely audible whispers. A shrill, high tone is appropriate for times of frenzied and fast-paced action. Monotonous travel and endless labor can be portrayed in a dull and droning voice.

The numerous characters that the pack encounters also have their own distinct voices if the Storyteller has an adequately wide range. Too much range can make characters seem ridiculous and comical, though, and this technique should be used without resorting to extremes.

▼ Detailed Supporting Cast

As the world is full of individuals, no two characters that the pack encounters should be alike. Each of these people is a thinking, breathing entity with her own likes and dislikes, enemies, contacts and motivations. Storytellers may select at least one attribute of any given nonplayer character and accentuate it, adopting it as the character's master gesture. The mayor of Rock Canyon might constantly fidget with a pocket watch while the Uktena shaman speaks condescendingly and contemptuously to non-native characters. The town drunk may hum in his stupors, while the old blind man moves with surprising speed. These mannerisms aren't a perfect substitute for a fully developed personality, but they make a character recognizable. The more the Storyteller plays up these "keys" and the more fleshed out the characters' backgrounds are, the more vivid and realistic these individuals become.

▼ Use All Five Senses

Garou are both human and wolf, and one of the inherent boons of the latter is acutely heightened senses. When detailing any event or circumstance during the course of a game, give outstanding reference to these sensory perceptions. Feel the fragile lightness of the ancient Wendigo fetish and its soft feathers in your hand. See the astounding array of shimmering colors of the Lunes as they flicker around you and warn you of the Storm Eater's passing. Hear the high whine of the steam brakes on the locomotive and the heavy rumbling as it lurches into the train depot. Smell the sweat and vile stench of the Kinfolk turned fomori as he flees into the fresh pine forest. Taste the subtle hint of salty metallic blood in the otherwise refreshing cool stream.

Storytellers may wish to emphasize taste, smell and sound in their stories to increase the alien experience of the Garou; their senses exist on a level most humans never know. Storytellers may also wish to focus on these senses with lupus characters, giving them points of view that are distinctive and different from those of their homid counterparts.

▼ Use Music

This one's optional. A few CDs of western trailsongs, Native American chants or movie scores go a long way toward enriching the experience. In a sense, the game itself is like a movie, and you may wish to key certain music to certain scenes for the purposes of making them more dramatic. For example, you can have a particular piece of music in mind for the big fight between the characters and the Black Spiral Dancer marauders, or you can have a Storyteller character sing "Red River Valley" when the characters are just bedding down after a hard day's ride.

You may also wish to use ambient music instead of a preprogrammed play list. Put a few soundtracks in the stereo, hit "random" and go! If you do this, though, keep the volume low as everyone tends to get distracted if any vocals come up, and an altogether inappropriate piece of music may surface at an inopportune time. Music should be used subtly in this regard, so as not to divert any of the focus away from the game.

Conflict

Does this mean we're not friends anymore?

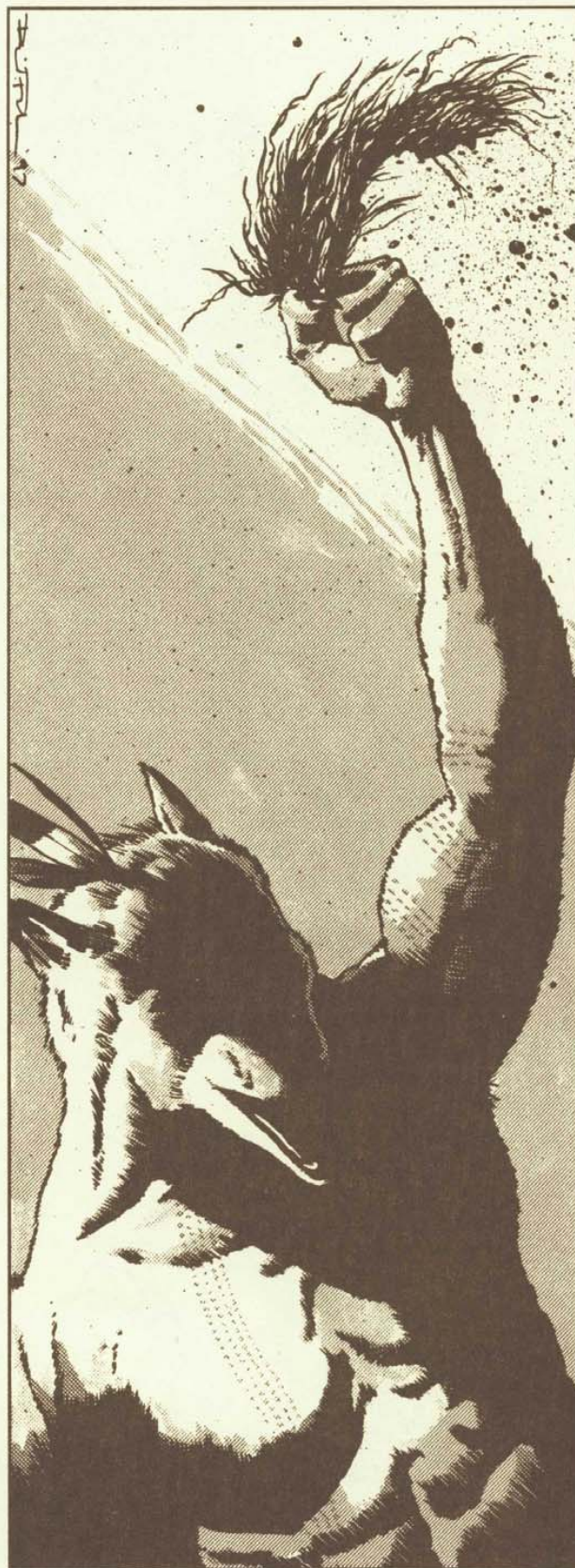
— Doc Holliday, *Tombstone*

Conflict creates intensity in a story. It is what keeps the game interesting, gives the characters motivation and an agenda to pursue. It should be remembered that although **Werewolf: The Wild West** is a proactive game, if the characters don't take any initiative, something will come looking for them.

Conflict takes many forms; it doesn't always have to be combat. Tribal politics often cause Garou to butt heads over numerous issues, and few characters are willing to fight an elder. Property-development corporations acquire deeds to entire towns and aim to demolish them in pursuit of oil or precious metals; it is foolish and counterproductive to actually assault a company or its employees, and characters have to find a more peaceable alternative. Perhaps a character aims to create a fetish that requires that a spirit be bound into the item. What if the spirit doesn't want to become part of the fetish? There are infinite varieties of conflict that occur outside the realm of physical confrontation; indeed, there are more situations that call for a thoughtful and civilized approach than can be remedied by brute force.

This is not to say that combat does not have its place. This is, after all, a game about werewolves, savage and atavistic creatures designed to be sentient fighting machines by their mother, Gaia. These creatures have every right to want to solve problems with violence, because it's the way they are best suited to operate. Combat is one of the most dynamic experiences in the game, and it's one of the most effective tools — as long as it's used with skill. Anyone can come up with a bunch of statistics for monstrous opponents and throw wave after wave at the players; this harkens back to some of the earliest days of roleplaying. The story and its value become infinitely richer, however, when there is meaning to the combat or there are twists that make the players think about why their characters are fighting. The simplest of these is, of course, the archenemy. The moment of conflict has greater impact if said enemy has eluded the characters for a long time, and they have finally tracked him to his lair with a great deal of effort. The resulting showdown can be the climax of the chronicle, or the close of one "act" that sets the scene for another.

Storytellers find as they progress that complications with combat add layers of depth to their stories. What if the characters come face to face with a gang of fomori, the leader of which is the brother of one of the characters? What if they chase a Black Spiral Dancer from one end of town to the other and she holes up in a schoolhouse, which just happens to have class in session? What if one of the characters comes under the control of the enemy and is forced to fight her own packmates? These and numerous other plot-based devices help make the combat experience more outstanding — heap them on! Players appreciate everything the Storyteller does to alleviate just another fight scene.





Establishing Conflict

What follows is a series of suggestions intended to illustrate the myriad options at a Storyteller's disposal for creating conflict. Many of these conflicts combine and intermingle with each other, providing greater depth, detail and meaning to a story. Naturally, this list is not all-encompassing; it is merely a collection of stock conflicts. No list can ever compare to the creativity of a gifted Storyteller.

▼ Garou vs. the Wyrn

This is the classic struggle of good versus evil and right versus wrong. The Wyrn is the embodiment of all evil, corruption and decay, destroying everything it touches. The Garou are bound into service by Gaia to oppose the its depredations, and the vast majority of their conflicts are against the servants and influence of the Wyrn.

At its simplest, the Wyrn is a catch-all for every bad guy the Storyteller wants to throw at the players, but the Wyrn can be a great deal more. In addition to wanton destruction and mindless rampage, the Wyrn works very subtly, corrupting those who otherwise have good intentions or who have already begun to embrace its tenets unknowingly. In fact, the Wyrn often corrupts Garou themselves, offering them power or other benefits in return for service or other gratitude. The Wyrn commonly comes in the guise of a sheep among wolves in this regard, in order to hide its true malevolence and vile ulterior motives. A Garou who succumbs to the wiles of the Wyrn is a wretched individual, one who has ultimately turned her back on everything she once held dear.

The Wyrn is taking a new shape in the form of the Society of the Weeping Moon. This pseudo fraternal mystical order subtly spreads corruption and quietly taints everything it touches. The society's gradual growth and spread and increase from the 1830s through the 1890s provides a worrisome threat to Garou in these nights of impending apocalypse.

▼ Garou vs. Garou

The Garou Nation is fractured at best and suicidal at worst. The agendas and goals of the numerous tribes and their members come into conflict with frightening frequency. This type of conflict covers everything from intertribal warfare to interpersonal rivalries between individual Garou. This is one of the broadest areas of conflict — there are just so many possibilities.

This type of conflict is particularly powerful when it affects members of the same pack. Perhaps one member of the group has a grim reputation or is the suspicious sole survivor of another fallen pack; can she be trusted? It is quite possible that members of mutually hostile tribes end up in the same pack, as well, and the antagonisms that occur are the stuff tragic heroes and antiheroes are made of.





♥ Garou vs. Human

Werewolves often find themselves at odds with the whims of a short-sighted and self-serving humanity. The Wild West is now seeing the formation of large cities, which some Garou perceive to be blights on the face of Gaia. Many Garou rabidly oppose humanity, wishing to reinstate the Impergium and cull the ranks of men. Other Garou act on a smaller scale, working to foil the plots of those who would rape the land for their own benefit.

The tribes may also run into conflict with members of certain nationalities or ethnic groups, especially during this time of mass exodus and immigration. It is quite conceivable to have a Nordic Get of Fenris vehemently opposed to the influx of Irish and Italians regularly arriving on the eastern shores — or a Fianna who's bigoted in just the other direction. Neither is likely to call a Pure One "brother." This kind of prejudice frequently raises its ugly head and contributes to the ethnic ghettos that arise in cities.

This conflict is one of the strongest underlying themes pervading **Werewolf: The Wild West**. The Garou, though they share some ties with humanity, are not humans themselves and never see eye-to-eye with mankind on all things. In the end, the Garou are monsters: horrific shapechanging stalkers of the midnight hour. Only their allegiance to Gaia prevents them from becoming mindless beasts. Yet it is this same allegiance to Gaia that puts them at such great odds with their human cousins.

♥ Garou vs. Storm Eater

The Storm Eater's recent release is a point of concern for all Garou, whether native or immigrant. Its sheer destructive capacity worries elders and cubs alike, and the wreckage it leaves in the Umbra is seeping into the physical world.

The problem arises of how to confront the Storm Eater. A direct physical assault would be sheer folly and doubtless suicide. Stealthy minor strikes are futile as the Storm Eater is not a thing that can be slowly whittled down to death. Is there a way to contain or banish the thing?

This particular conflict is also a direct link to other conflict: Garou vs. Garou. As the coming of the European tribes contribute to the release of the Storm Eater, the indigenous Garou of the Uktena and Wendigo are loath to cooperate with any of the European Garou, even with regard to uniting against a common enemy. This clash of cultures is one of the central themes of **Werewolf: The Wild West**, and the groundwork for many stories can be laid here.

♥ Garou vs. Vampires

The warriors of Gaia eternally clash with the walking dead, believing them to be servants of the Wyrms as gruesome as any fomori. The vampires prolong their existence in defiance of Gaia's will, rising from the grave in gross mockery of all that is natural. In addition, vampires who often pull the strings of human society take cover in the cancerous cities that dot the landscape; the fact that any of these bloodsucking freaks exist at all is an insult to the Garou and Gaia herself.

Some vampires, most notably Gangrel and Ravnos, possess qualities shared by the Garou, and very few werewolves have the exact same opinion of these clans. Some Garou welcome them, seeing the desire for redemption in their motives while others perceive them to be up to the usual vampire trickery and deception. Either way, a vampire consorting with a Garou is not safe from antagonism. What's more, the dead possess their own array of supernatural powers that rivals the Gifts and rites of the Garou, making them foes as fierce as any.

♥ Garou vs. Mages

Mages are a peculiar and diverse lot, and very few generalities can be made about them. Sometimes, as with the workers of true medicine among the native tribes, mages can exist harmoniously with the Garou. Other times, mages are just as bad as humans or worse, as they plunder Gaia's resources to further their own arcane ends.

Many Garou hesitate to have any truck with these bizarre mortals, as the magick they wield is powerful and incomprehensible. Some Garou actively oppose mages, forming raiding parties to overwhelm their targets with sheer numbers. All Garou know that mages are dangerous quarry, and anyone who finds himself at odds with one had better devise a sober plan of action and know what he's getting into.

♥ Garou vs. Wraiths

Most werewolves have little interaction with the Restless Dead, as ghosts seem to be trapped in an inaccessible part of the Umbra. Some wraiths do manage to cross the line between the realms of the living and the dead, though, and manage to encounter the Garou. What they seek to accomplish is unknown and often of a very personal nature. Sometimes, however, deranged and dangerous ghosts find passage across the Gauntlet; these phantoms wreak as much havoc as any Bane.

Some Garou find themselves haunted by the lingering ghosts of people they have bested in combat. Many Theurges and Silent Striders come in contact with wraiths who are for some reason fettered to particular places or objects, and who enlist the aid of the Garou in resolving business to which they could not attend before they died.

♥ Garou vs. the Fae

Werewolves regard faeries as an inscrutable lot, rife with inherent insanity, and who live out bizarre recreations of the "days of yore." Though the fae are not frequently involved in the affairs of the Garou, sometimes the interests of the two cross. During lucid moments, faeries seem to believe that the Garou are a part of themselves, perhaps lost to the ravages of time through miscommunication.

Much more frequent, however, are the Native American changelings, or Nunnehi. While not as capricious as the increasing quantities of European fae, these dangerous "small folk" have relations with the Garou that are spotty at best.

Most werewolves feel that the best policy when dealing with these living embodiments of the Wyld is to let the fae be, lest they be dragged into some newfangled rendition of *A Midsummer Night's Dream* and be surreptitiously turned into bunnies. Forsooth.



▼ Native vs. Wyrmlcomer

Hand in hand with one of the main themes of *Werewolf: The Wild West* is the struggle between the indigenous people of the land and those who arrive from foreign countries and lay claim to the West. The sheer, overwhelming numbers of immigrants, combined with their advanced technologies, makes the resistance of the Native Americans ultimately futile.

Garou relations proceed along the same lines, and the native Uktena and Wendigo bear deep and justified grudges against European Garou, whose very presence unleashes one of the most monumental Wym entities ever known. Profound relationships can and must be explored between these Garou of different origin; there will certainly be conflicts between characters if both native and Wyrmlcomer Garou are in the same pack.

Shades of Gray

Ultimately, the Garou are only human. Okay, they're not really, but they are just as prone to personal foibles and flawed vision as anyone during these wild times. As such, not every conflict needs to be an issue of black and white. What if the Storm Eater's passing has opened a vein of gold, bringing newfound prosperity to an otherwise destitute town? Or if a cabal of mages is trying to solve the puzzle of the riotous happenings in the Umbra? Twisting an existing conflict by making none of the parties in question fully "in the right" is an excellent way to add drama to a story, and gives the players an opportunity to explore their characters' conscience.

Storyteller Hints

Always leave 'em wantin' more. Then shoot 'em.

— "Texas" Pete Barleycorn, Bone Gnawer Galliard

The more involved you get with storytelling, the more you find yourself developing your own style. During the course of a game, every Storyteller makes decisions based on her own personal preferences for how the game should run. Key principles to keep in mind include the needs of the story, the desires of the players and how smoothly you can integrate snap decisions.

Listed below are a few gentle reminders and helpful tips to guide your judgment when running a game. After a few sessions in the Storyteller's seat, you will doubtlessly come up with tenets of your own, but for now, these are a start.

▼ Wing It

Given an average group of players, things will typically deviate from their original course. When this happens, don't panic; it shows that the players are thinking things through and are examining new ways of accomplishing their goals. You should encourage this, as it reinforces the active role of the player and also keeps them from feeling constrained by the story, which can easily become a script in the hands of an unskilled Storyteller. When the players come up with something off the wall but viable, run with it, and improvise the story on the fly. With a little practice and a good poker face, they will never know you are making it up.

▼ Don't Take Any Guff

Don't kowtow to the players. It's fine and good for them to come up with creative ideas, but sometimes those ideas simply don't work. As Storyteller, they must accept you as the world-maker, and what you say is law. Some boulders just can't be lifted, nor should they be.

▼ Keep an Ace up Your Sleeve

Go ahead and cheat. As the Storyteller, part of your job is interpreting the rules. You must know when to break them in the players' favor, when to break them in the antagonists' favor, and when to throw them out altogether. Temper your use of the rules with the drama required by the story; that way the players enjoy the experience more. For example, if your players spend several sessions foiling the plots of the powerful and corrupt Bane Bonetaker and they finally have him in their grasp, it's ludicrous to have one player roll well on a single attack and utterly obliterate the spirit. This lets down both the players and the Storyteller, while being anticlimactic. A little tampering can fix that situation; nothing makes players blanch like saying, "He looks faintly confused, rubs at the wound a little bit, then snickers in contempt."

▼ Make It Real

When delivering narrative, select your words carefully. Use language that evokes a vivid sense of reality rather than bland and lifeless verbiage. See? There's a contrast right there. One of the easiest methods for this technique is avoiding game terms unless they're truly necessary. Players and Storytellers alike rather hear, "In a remarkable display of dexterousness, the Fianna leaps from the stagecoach, grabbing the luggage rack on the way out and somersaulting onto the roof," than, "You succeed with your Dexterity roll and are on the roof."

Camp

Some people deserve to die.

— Ellen, *The Quick and the Dead*

Though *Werewolf: The Wild West* is designed with mature roleplaying, dynamic relationships and problem-solving in mind, it is quite possible to play strictly for laughs. Known by the same epithet as the film genre, camp is a combination of mood, theme and tone that emphasizes comedy and a tongue-in-cheek style. Just think of any B-grade horror movie spliced with *Zane Grey Theater*. Stir in the World of Darkness and you're ready to go.

Adding a little melodrama to any of the elements of a *Werewolf: The Wild West* story results in camp. So can gratuitous use of western stereotypes and inflated "pioneer gibberish." Any group of players looking for a light one-shot game or a change of pace from "serious" roleplaying can always look to camp for an opportunity.

Style

Camp need not be slapstick, though it certainly can be. Campiness is easily achieved by assuming a schlock Hollywood attitude and by making every character a caricature. Pick a character trait and blow it way out of proportion; the squint-eyed town sheriff's voice becomes a perpetual gravelly grate, the preacher lectures against "evil" (really a scapegoat term for anything he doesn't like) and the crazy miner carries around a dust cloud like Pig Pen from *Peanuts*.

Likewise, the good guys are ultimately good and the bad guys are ultimately bad (and they only wear black). Play revolves heavily around the characters' diatribe, er, dialogue, and the ridiculously pulpy situations in which they find themselves. Lay it on thick, pardner.



Them's Fightin' Words

Camp is a great venue for extremely cinematic combat. Players and Storytellers alike may wish to consult **World of Darkness: Combat** for some particularly extraordinary fighting maneuvers. Camp combat is a clearinghouse for every western bar brawl you have ever seen and then some. Imagine nine-foot-tall, seven-hundred-pound werewolves in serapes sliding each other down a bar while a deadeye Get of Fenris shoots the chandelier cord, bringing the fixture down and pinning the Black Spiral Dancer's arms to his sides. Two fomori grab a Child of Gaia and pitch him through the plate-glass windows at the front. The Kinfolk bartender goes under the liquor cabinet for his shotgun and the Silent Strider showgirl at the top of the stairs cracks the heads of two ornery cusses together. Suddenly everything grows quiet as the saloon doors swing open and the Silver Fang lawman strides in, white hat and silver badge (how does he do that?) gleaming in the moonlight. A tumbleweed follows him.

Camp as a Tool

Camp may also be used to break up periods of ongoing chronicle. If combined with a "straight" chronicle, camp should only appear in moderation, and certainly not when the dramatic or climactic needs of a scene make it inappropriate.

The old adage states that truth is stranger than fiction, and that is precisely what injecting a bit of camp into an otherwise dramatic campaign represents. It bears mentioning that this is, after all, a game, and sometimes a brief bit of wit gets a languishing chronicle back on its feet.

Conclusion

As every movie, book, television show, play and song ends, so must every story. Though there may be loose ends that must still be tied, villains and Wyrmspawn to fight, and secrets to uncover, the governing plot must be resolved at some point.

This is not to say that every chronicle must end; the series of games you play is as infinite as the enjoyment you glean from them and the creativity of the players and Storyteller.

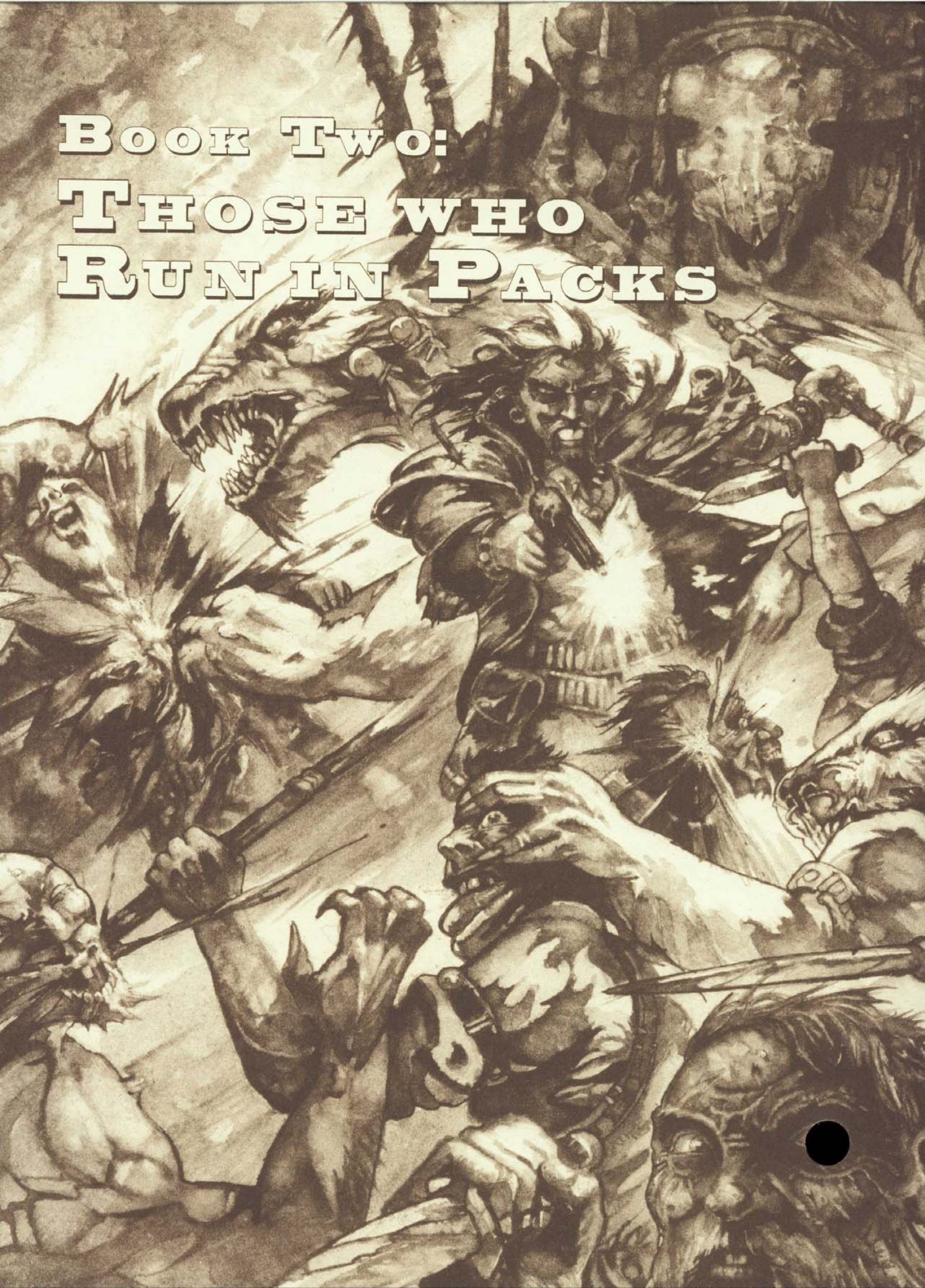
Concluding a particular story, however, gives everyone a sense of completion and of a job well-done. Granted, some new friendships and enmities are made along the way, and some secrets revealed, but these are best left resolved in other stories. The best stories unfold slowly, leaving clues to further mysteries and opportunities for future adventures. Characters met in one story may be key villains or surprise allies in others. In this sense, the story is but a small part of the ongoing chronicle, whether the chronicle itself is finite or epic and boundless.

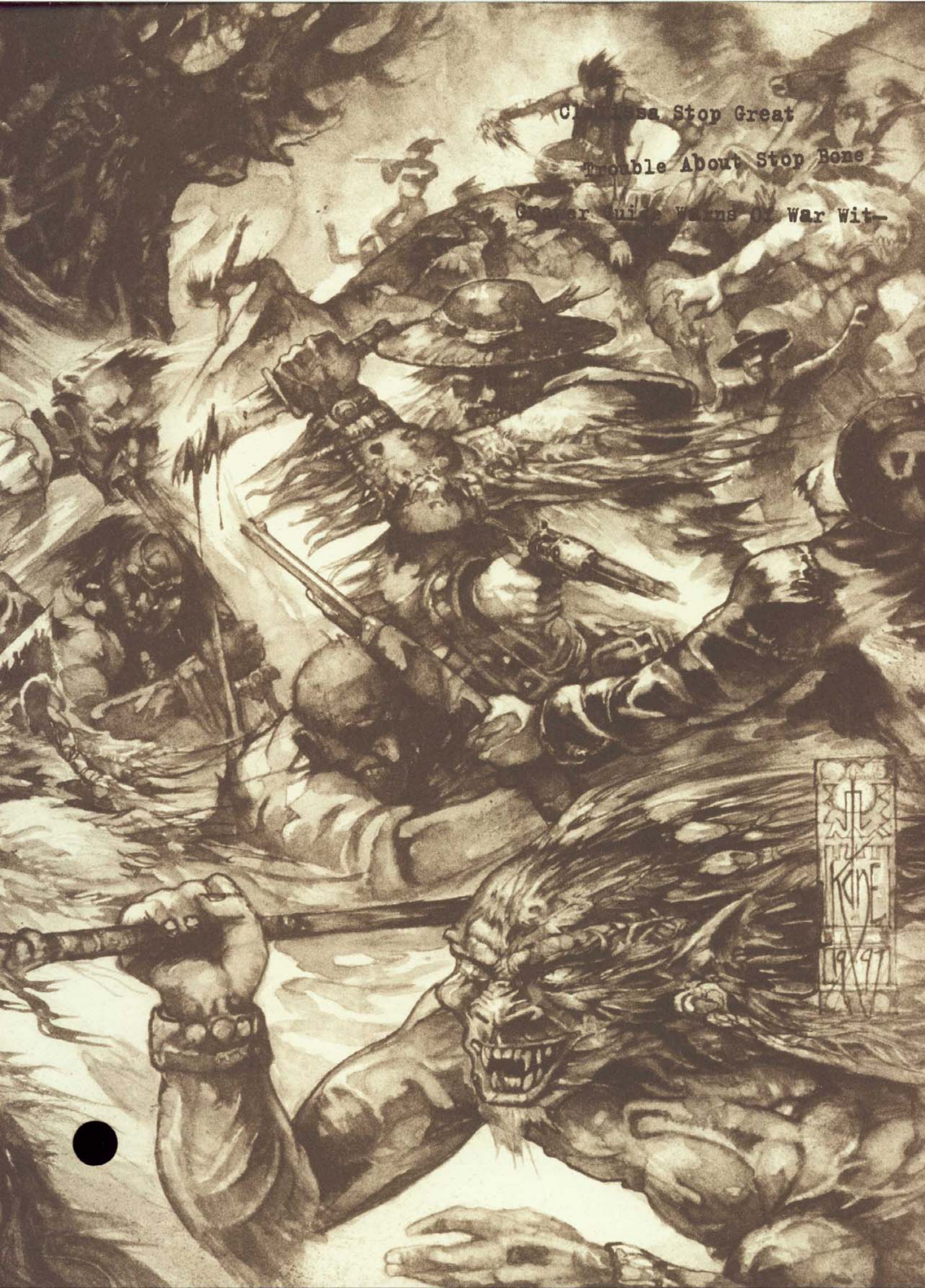
It also bears mentioning that a chronicle need not be infinite. The chronicle and story may be one and the same, a one-shot created and played for simple enjoyment without any long-term obligations. In the end, it's all up to the Storyteller and the players, for only they can give each other exactly what they want, and each participant will get exactly as much as she puts into the process.

Remember that characters are vital to the success of the story. Without characters, the story goes nowhere because there is no one to solve its puzzles.

In closing, the whole process of storytelling can be described with a few simple phrases that should always be kept in mind: Have fun. Live vicariously. Participate with reckless abandon, and rotate the responsibility of bringing whisky and cigars.

BOOK TWO:
THOSE WHO
RUN IN PACKS





Clanless Stop Great

Trouble About Stop Bone

Graver Guide Warns Of War Wit-

KINE
19/97





*You gotta know when to hold 'em,
Know when to fold 'em;
Know when to walk away
And know when to run.
You never count your money
While your sitting at the table;
There'll be time enough for counting
When the deal is done.*

— Kenny Rogers, "The Gambler"

All games have rules. Knowing and bending the rules are the mark of a winner; riding roughshod over them — breaking them — that's the mark of a loser. Some games are easy, like a duel. Some games, like poker, are tough because there's more to know and strategy is required (what with outsmarting the toothy dude at the table and his greasy, pale, drooling accomplice sitting behind you trying to spy on your hand). **Werewolf: The Wild West** is no different — there are simple rules, but the more you think about them, the more shades of gray you see. You only need the basics, though; your imagination will fill in the gaps and color the story, making things seem real.

This chapter lays down the basics. This chapter takes you out West like a rail line, to plains thick with cattle and buffalo, towns full of frightened and untrusting folk, and dark woods smelling of musty, rotten timber and home to chattering, rustling things that no one has seen and lived to speak of. These rules are like signposts telling you what you need to know — like how far to water or a town. Learn them and you might just live to see daylight. The facts that are laid out here might seem odd at first, but they're simple and will become second nature in time. Learn them and you'll know how to play the only game in town.

Time

Playing a game and staging action scenes requires that you measure time in certain increments. There are five ways to measure time in **Werewolf: The Wild West**.

♥ **Turn** — This is a portion of time in a scene, about three seconds to three minutes. A turn is enough time to do something (like taking a shot at a jackrabbit).

♥ **Scene** — This is a period of roleplaying and action that takes place at a particular locale. A scene has a bunch of turns in it (as many as you need to finish the scene), but you can just roleplay a scene as well; you don't have to use turns to measure it.

♥ **Chapter** — A big chunk of story, played out in one game session. It results from connecting scenes with periods of downtime and rest.

♥ **Story** — A whole tale with a beginning, a middle and a lot of hoopla and shouting at the end. Naturally enough, the story is the basic principle of the game.

♥ **Chronicle** — A whole bunch of stories and adventures about the lives of your characters and usually centered on an overriding plot or theme. A chronicle is the ongoing story you all tell together.

Hooting and Hollering

"You wanna fight?"

"Hey! Them's fightin' words!!"

— Two hicks from Spittleville, *The Simpsons*

You can roleplay many of your character's actions, but roleplaying can only go so far. Sooner or later you'll want your character to take actions, do things — or try to do things — that you can't act out, but must describe to the Storyteller. An action can be anything from jumping a fire-belching crack in the earth to checking your shadow to make sure it doesn't have company. You tell the Storyteller what your character is up to and describe the *hows* and *whats*. Some things come easily, like crossing a street, minding the ruts and horseshit, to get to the barber; the Storyteller simply needs to know where the character is and what she's doing. However, resolving some actions means rolling dice to see if the character wins or loses, succeeds or fails.



Rolling Dice

Life is about taking risks, from staking a claim to pan for gold to facing a blister-oozing cougar mad with Wyrn-fever. It's only natural that Lady Luck plays her hand in **Werewolf: The Wild West**. Players roll dice (or throw bones) to represent chance; events aren't guaranteed in this type of storytelling. This game calls for 10-sided dice, which you can buy at any game store worth a damn. If you're the Storyteller, get a lot of dice, like 10. Players can share.

Whenever your character is performing an action and there is the possibility of failure, or if events are complicated, the Storyteller will tell you to roll dice to determine success. Such rolls are based on your character's strengths and weaknesses, and display what he's good or bad at.

Ratings

Your character is described by her Traits — the things she knows or has learned. Traits are defined with numbers ranging from 1 to 5. They represent a character's competence and ability. For regular folks, Traits are around 1 to 3; the average is 2. Exceptional folks can have Traits of 4 (Honorable) or 5 (Biblical), or even 0 (Tetched; mighty rare for Attributes, but not unheard of).

- x Tetched; it's as if you wanted to shoot yourself
- Sissy; you shoot like a little girl
- Fine; you shoot like my kid brother
- Respectable; you shoot like Ma when she's mad at Pa
- Honorable; you shoot like you were suckled on black powder
- Biblical; only the Lord himself could beat that shot

You throw one bone for each dot your character has in a Trait. That's four dice for four dots in Strength, or one die for one dot in Perception. Yet you almost never roll based on the dots in an Attribute alone. Attributes represent intrinsic ability. You usually add a number of dice equal to the number of dots your character has in an Ability — the stuff that he has learned — to your Attribute total. So if the Storyteller wants you to roll to see if your character

notices the spider-legged
rattlesnake
crawling



up behind her, you roll her Perception + Alertness (an Attribute plus an Ability) as a total number of dice. You roll as many dice as you have dots in Perception and Alertness combined.

A character's Dice Pool (or "Fist"; "throwing a Fist" sounds more authentic than "rolling a Dice Pool") is the total number of dice that you can roll in a single turn — usually for a single action. You can split a Dice Pool if your character attempts more than one action in a single turn (or your character can get extra actions and Dice Pools if you spend a Rage point). You almost always roll a number of dice equal to your character's permanent Trait ratings (the circles on your character sheet), not his current scores (the squares).

Some actions don't require Ability modifiers, such as when a character soaks damage from an attack. You use only an Attribute in such circumstances, rolling dice equal to the Trait's rating. Stamina is rolled in the case of soaking damage.

Never get caught using more than two Traits to make up a Dice Pool. Furthermore, you can only use one Trait in a single roll if the Trait can be rated as high as 10 (such as Willpower). That Trait can never be combined with another one. It's generally impossible for a normal soul to have more than 10 bones in a Dice Pool.

Life's Tough All Over

Now that you know how to roll dice, you need to know what you're shooting for. The Storyteller sets each task a difficulty rating that the player rolls against — like a target to shoot for. Difficulty is between 2 and 10 (see below for the meaning of the numbers).

Example: Your character wants to shoot a no-good, bloated critter covered in festering boils. The Storyteller rates that action difficulty 6. You roll your Dice Pool and get 2, 3, 5, 6 and 9. Each number that is equal to or higher than the difficulty number is called a "success." In the example, you get two successes, though you need only one to get the job done. Still, the more successes rolled, the better the result.

Difficulties

- 3 Easy; you can do it sleepwalking
- 4 Routine; you can do it blindfolded
- 5 Straightforward; you can do it with one eye closed
- 6 Standard; a light wind's blowing dust in your eyes, but you can see well enough
- 7 Challenging; your fever's making you feel a little dizzy and is blurring your vision
- 8 Difficult; you're facing the sun, have blood in your eyes, and your hog's hot in your hand
- 9 Extremely Difficult; like shooting black ducks at night during a lunar eclipse

Degrees of Success

- | | |
|-----------------|--|
| One Success | Marginal; you made it to the right town |
| Two Successes | Moderate; you're in the right neighborhood |
| Three Successes | Complete; you have the right address |
| Four Successes | Exceptional; you know the innkeeper |
| Five Successes | Phenomenal; the innkeeper sends his full-grown firstborn to keep you company during that long, cold winter night |

The lower the difficulty, the easier it is to succeed. The higher the difficulty, the harder it is to succeed. But you know that. The Storyteller sets high difficulties when your character's action is complicated, but either sets a low difficulty if the task is easy, or lets your character succeed automatically. The standard difficulty is 6 and can be assumed when no other difficulty is stated.

So what about difficulties of 2 and 10? Why bother? A 2 means something's so easy that an infant could do it on an empty stomach. And a 10! That's so tough that you have an equal chance of succeeding or botching (see below) — no matter how many dice are in your pool! If you're a Storyteller and you set a difficulty 10, understand how tough you're making the task. But if the player gets a 10 on a roll, it's an automatic success, no matter what. Of course, sometimes even that isn't enough....

The Snake's Eye

If you have luck like the Donner Party and roll a 1 (or snake eye) on one of your dice, it takes away a success. Take a success die and the snake-eye die right off the table. Worse, you can roll enough 1s to eliminate all of your successes, meaning that your character fails at his action. Worse still, if you roll more 1s than successes, something awful happens to your character — you botch (or misfire). The number of 1s rolled in excess of your successes doesn't matter — one or five means the same thing. It's up to the Storyteller to decide if the circumstances call for a minor mishap (your character's last good match falls into a puddle) or a total disaster (your character should have set a longer fuse).

Bullseyes

Throwing bones all the time can become dull and can gum up the works of a story. If there is an action that your character constantly repeats or if it's simple, assume an automatic success to keep things moving.

There's a slick way of measuring automatic successes. If the number of dice in your pool is the same as or higher than the difficulty of the action, your character succeeds, no ifs, ands or buts. This kind of success is marginal though, like achieving only one success. If you want a more spectacular effect (more than one success), you have to roll normally.

Telling your story or putting on a show is important. Hang the rules. But keep something in mind: Don't allow automatic successes for certain kinds of events, like fighting. Some events are problematic and characters must be cautious.

Sometimes it's possible to achieve an automatic success even when a roll is required. You can spend a Willpower point (go read the chapter on Traits if you don't know what Willpower is all about) for your character to get an automatic success. As a player, you don't want to do this all the time; your character will run out of Willpower points before long and you won't have any left when she really needs them. Also remember that a Willpower point only counts for one success; buying an automatic success is worthless if you need *more* than one success.



Dice rolls and automatic successes are used best when they're combined. In intense or powerful scenes, you might not want to roll dice because you want to roleplay without interruptions. When you want to play a game or determine how luck affects an action, grab a fistful of bones and have at it.

Complications

You already know that by rolling only one or two dice you get a three-out-of-four shot at scoring a marginal success when the difficulty is 6. Sounds easy, huh? There are ways to complicate things, though. Strict roleplaying, simple dice rolls, and automatic successes are invaluable for telling a story. But complications are useful when you want to leave an outcome more to chance than roleplaying, or when you want to create a realistic simulation.

Extended Actions

Actions that need only one success are called simple actions, and they're resolved quickly. There are some things that your character will want to do that take time, though, like climbing out of a gorge. Those are called extended actions. To succeed at an extended action, you need to roll more than one success — you need four or eight or even as many as 20! You roll repeatedly over subsequent turns until you've accumulated enough successes.

For example, your Storyteller might say, "Well, Runs-Swiftly, climbing out of that deep gorge is going to take you nine successes." You start rolling. You know that your character can climb out if your rolls are successes, but the more rolls you make, the more chances you have of rolling failures or botches. And if there's an emergency — say, if a poison-spitting Wym-creature is climbing after your character — your character can't dally.

During an extended action, you roll to accumulate successes every turn for as long as you want or until you fail to get even one success. If you don't get any successes, your character might fail at her action or might not get any headway for a turn. If you botch, your character has to go back to her starting point; all your accumulated successes are eliminated, you have to start rolling again from scratch, and your character might get hurt to boot!

Extended actions are more complicated than simple actions, so watch out for them during intense roleplaying. They tend to slow things down a touch.

Resisted Actions

Sometimes your character does something that conflicts directly with what someone else is doing, like two robbers struggling for a payroll sack. Both players roll against a difficulty number that is usually based on a Trait of the opponent, and the character who gets the most successes wins. After both players roll their appropriate Dice Pools and account for botches, the players' successes cancel each other out on a one-by-one basis. The player with successes remaining is victorious.

If you roll four successes and another player rolls three, you win the resisted roll because you have one more success. If both players roll the same

number of successes in the same turn, neither character wins and the struggle continues into the next turn unless one character breaks it off.

Obviously it's difficult to achieve an outstanding number of successes on a resisted roll. Even if your opponent can't whip you, he can at least take the logs out of your fire.

Actions can also call for resisted *and* extended rolls. One of the opponents must accumulate a certain number of successes in order to succeed completely. Each success above the opponent's total number of successes rolled in a single turn is added to a success total. The first opponent to collect the designated number of successes wins the contest.

Teamwork

Some or all of the characters in a pack can work together to collect successes. Teamwork is commonly used for extended actions, but the Storyteller has final say about when characters can effectively work together. The players roll separately and the group accumulates all its successes. (Characters' separate Traits can't be combined for one roll.) Teamwork is useful when there's a ruckus at a saloon or when fixing a stagecoach wheel before the Indians arrive.

At other times, a character is better off on his own, like when he's making eyes at that high-stepping, sweet young thing from The Review, or when visiting the outhouse. No need for friends there.

Second Chances

Failure is worse than flea bites and saddle sores. Sometimes failure is the only hand Lady Luck deals you. Of course, a character can always try an action again, but each attempt can make the action more difficult. Whenever your character tries to do something he's already failed at or botched on, the Storyteller has the choice of increasing the difficulty by one.

For example, say your character tries to put the fear of God in a drunk. If she fails, the drunk isn't going to be too impressed by her the next time, so the difficulty is one greater. If you're so pigheaded-stubborn that you just have to try a third time, the Storyteller again adds another one to the difficulty rating.

The Storyteller always has the option to put a limit on the number of attempts that are allowed; two attempts are common. How can your character frighten a man who's busy laughing at her?

Other examples of when to impose a limit on the retry rule are when a character attempts to spring himself from the hoosegow by picking the lock with a hat pin (Repair), when a character tries climbing a tree (Athletics) or when he tries to remember the Apache phrase for "I'd like just a little off the top, thank-you-kindly" (Linguistics).

There are times, however, when the Storyteller shouldn't impose limits on successive attempts, such as in combat. It isn't too frustrating to shoot at and miss someone — happens all the time. But if a character is running out of bullets or keeps missing when she's standing only a few yards from the target, well... More examples of when to suspend the limit on retries might be when a character sees something out of the corner of his eye and he has some advance warning of trouble (Alertness) or when he dodges (Dodge).



Strap on Your Sixguns

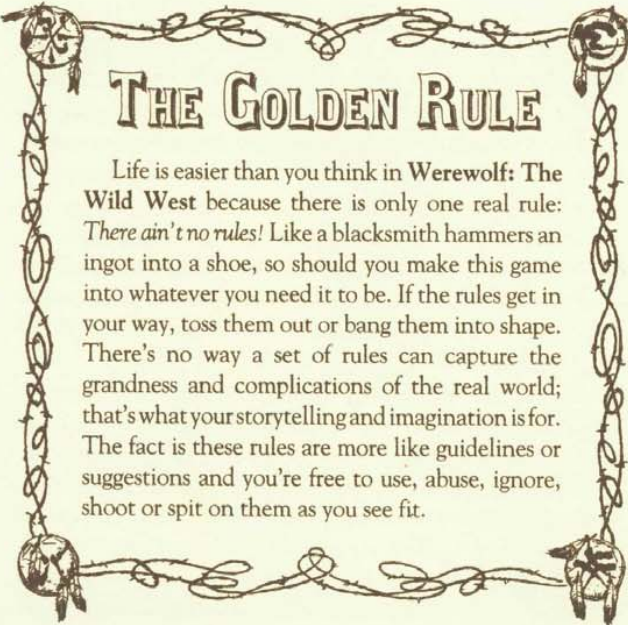
Well, that's done. Those are the rules. This system for rolling dice is all you really need to know to venture into the Savage West. All the other rules in this book are the exceptions or they help you complicate actions as you like. As long as you understand the mechanics presented here, you won't have any trouble understanding any of the complications that follow.

You think you need some practice? Use the sample character in Chapter 5. Megan Forrest is looking to put down a freakish Bane she thinks has slinked into the physical world from the Umbra. The Storyteller decides that finding the creature has a difficulty of 6. Grab two dice because Megan's Perception is 2, and two more dice because her Alertness is 2.

You now have four dice — not bad, but not stellar, either. There's not too much danger of failing; if you had two more dice, you could even settle for an automatic success because a Dice Pool of six would match your difficulty number. Go ahead and throw the bones. Tally up your number of successes, making sure to take away a success for each 1 you roll. Did you make it or botch? The more successes you get, the sooner Megan spots the Bane.

However, one success might mean that while Megan senses the Bane close by, she isn't in position to get a good slash with her klaive. Three or four could give her a real edge, maybe even let her look it straight into its one watery good eye and know it for what it really is.

Fun, huh? Try it again, this time doing an extended and resisted action. An example would be a stare down, where two werewolves (or hell, even gunfighters) glare into each other's eyes until one breaks. Victory requires an indefinite number of rolls, each requiring different difficulties. You need to collect five successes more than your opponent to win. Don't forget: A botch cancels all of your accumulated successes, assuming you don't lose the match automatically.



THE GOLDEN RULE

Life is easier than you think in *Werewolf: The Wild West* because there is only one real rule: *There ain't no rules!* Like a blacksmith hammers an ingot into a shoe, so should you make this game into whatever you need it to be. If the rules get in your way, toss them out or bang them into shape. There's no way a set of rules can capture the grandness and complications of the real world; that's what your storytelling and imagination is for. The fact is these rules are more like guidelines or suggestions and you're free to use, abuse, ignore, shoot or spit on them as you see fit.

Each player rolls Charisma + Intimidation; the difficulty is the opponent's Willpower. With three dots in Charisma and none in Intimidation, the stare down is hardly Megan's forte; thankfully, her Willpower of six doesn't make it easy on her opponent. And if these numbers seem a little stingy, don't worry; that's what time and experience are for. Megan'll get better as she goes along, which is one of the best reasons for continuing to play the game — watching your fledgling cub evolve into a truly heroic individual.

Examples of Rolls

Here are some ideas and examples on how to use the rules presented in this chapter. Each Attribute works with each Ability described in the Traits chapter. That makes over 200 different kinds of simple rolls that can be made. Some combinations won't come up often (Appearance + Dodge springs to mind as one example), but you never know.

♥ Rattlers offer a gentlemanly warning, but scorpions are a lot less noisy. Roll Perception + Alertness (difficulty 9) to see if you notice the bug crawling into your packmate's bedroll.

♥ You've been riding for hours on end, but you have to keep going if you're to reach the caern before the cavalrymen come through. Roll Stamina + Ride (difficulty 6) to keep going.

♥ The lynch mob's one of the ugliest collections of humanity you've ever seen, and you've got to calm them down. Roll Charisma + Leadership (difficulty 7) as you pontificate on the value of law and order. You need four successes to convince them.

♥ You try to shame the ugly drunk for the temerity of standing close to you. Roll Appearance + Intimidation (difficulty 8).

♥ You're keeping watch while your packmates catch some shut-eye. Make a Stamina + Alertness roll (difficulty 7) to see how awake and alert you are when bushwhackers approach your camp in the predawn gloom.

♥ After you've been interrogated for hours, roll Stamina + Acting (difficulty 8) to see if you can keep your story straight. Five successes and you finally convince them.

♥ What the hell kinda lingo is that?! Roll Intelligence + Linguistics (difficulty 6) to figure it out.

♥ That traveling salesman talks a pretty smooth pitch. Roll Perception + Subterfuge (difficulty 8) to see just how much of it's bunk. If you get five successes, you can call him on his lies in broad daylight.

♥ It's going to take a little muscle to get that wagon wheel back on the axle. Roll Strength + Crafts (difficulty 6).

♥ You have to get the children to stop crying before the mockeries hear you. Roll Wits + Empathy (difficulty 6) to gently quiet them in time.

♥ Was that a veiled threat or just a slip of the tongue? Roll Perception + Intimidation (difficulty 6) to see if the fool's just tongue-tied or truly asking to be killed.

♥ Reining in the runaway horse team takes a lot of force and expertise. Roll Strength + Animal Ken (difficulty 9).



♥ A man throws a crate off the coach that you're chasing. Roll Wits + Animal Ride to see if you can avoid the obstacle while keeping your horse under control (difficulty 6).

♥ You need to cut exactly the right amount of sulfur into your gunpowder. Roll Dexterity + Science (difficulty 5).

♥ How long can you sit still in the bushes outside the stockade as the two guards chat hour after hour? Roll Stamina + Stealth (difficulty 7). Each success buys 30 minutes.

♥ You need to treat the snakebite, and you need to treat it now. Roll Wits + Medicine (difficulty 7).

♥ You foolishly try to break into a Pinkerton-protected vault. Roll Intelligence + Larceny (difficulty 3) to realize that you can't possibly open the thing.

♥ You try to convince the Pinkertons that you're not part of the band of outlaws that broke into the vault. Roll Manipulation + Subterfuge (difficulty 10). (Damned Pinkertons will probably confiscate all your gear anyway.)

♥ Is the clerk in the general store lying about what happened? Roll Perception + Investigation (difficulty 7).

♥ The best way to impress these Fianna roughnecks is to prove you're as talented as you say you are. Roll Charisma + Melee (difficulty 8) to give them a fancy display of bladesmanship.

♥ The Sun Dance is grueling, to put it mildly, but you've got to keep going to attract the spirits' attention. Roll Stamina + Rituals (difficulty 7).

♥ Incarcerated, you try to squeeze out of your leg-irons. Roll Dexterity + Athletics (difficulty 10). You need three successes.

♥ Can you sway the hanging judge toward being lenient? Not likely, but you have to try. Roll Charisma + Law (difficulty 9).

♥ Which berries are edible and which ones are poisonous? Roll Intelligence + Survival (difficulty 5).

♥ Better hope you're as fast on the draw as you say you are. Roll Wits + Firearms (difficulty 4).

Game Lingo

Ability: A Trait that indicates what a character has learned. Abilities are Traits such as Intimidation, Firearms and Rituals.

Action: An action is the execution of a consciously willed physical, social or mental action. When a player says that his character does something, the character takes an action.

Advantages: This is a catch-all category that describes the Gifts and Backgrounds of a character.

Attribute: A Trait that describes a character's natural-born aptitudes. Attributes are such things as Strength, Charisma and Intelligence.

Auspice: The phase of the moon that a Garou was born under, determining her place and station in werewolf society.

Botch: A miserable failure indicated by rolling more 1s than successes. Also called a *Misfire*.

Character: Each player creates a character, an individual to roleplay over the course of the chronicle. Though "character" could imply just about any individual, it usually refers to a player's character in *Werewolf: The Wild West*.

Dice Pool: This describes the dice that you roll after you combine your character's Traits. It is usually the maximum number of dice that you can roll in one turn, although you can divide these dice between (or even among) different actions. (Extra actions and Dice Pools can also be gained by spending Rage points — see the Traits chapter.) Also *Fist* for the less formal.

Difficulty: A number from 2 to 10 that determines how tough it is for your character to perform an action. You need

to get that number or higher on at least one of your dice.

Downtime: The time spent between scenes when no roleplaying occurs and turns aren't used. Your character can still do things, and the Storyteller might flesh events out for you, but time typically races past.

Extended Action: An action that requires a certain number of successes to succeed.

Fist: See *Dice Pool*.

Gifts: The mystical powers of a werewolf.

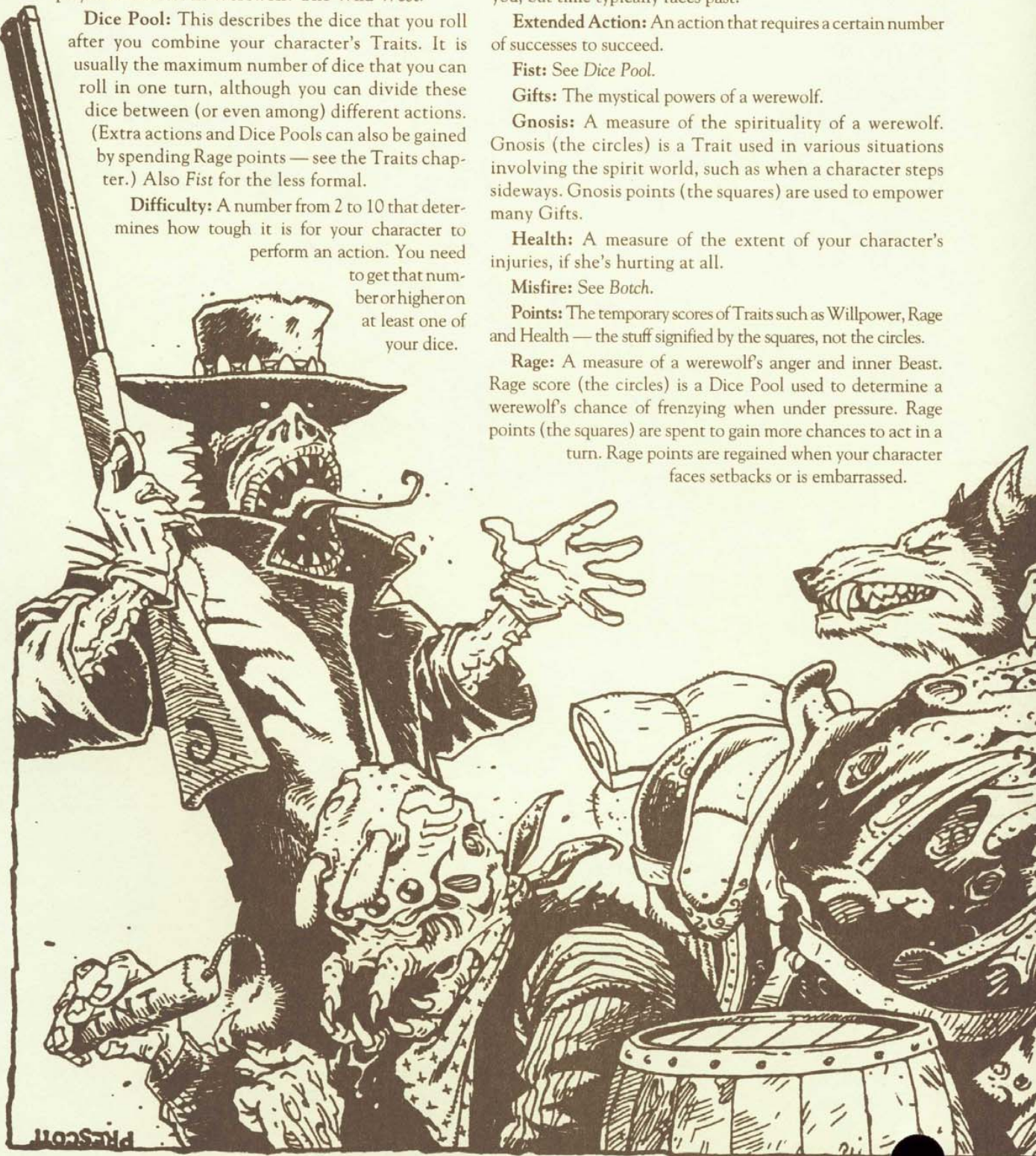
Gnosis: A measure of the spirituality of a werewolf. Gnosis (the circles) is a Trait used in various situations involving the spirit world, such as when a character steps sideways. Gnosis points (the squares) are used to empower many Gifts.

Health: A measure of the extent of your character's injuries, if she's hurting at all.

Misfire: See *Botch*.

Points: The temporary scores of Traits such as Willpower, Rage and Health — the stuff signified by the squares, not the circles.

Rage: A measure of a werewolf's anger and inner Beast. Rage score (the circles) is a Dice Pool used to determine a werewolf's chance of frenzying when under pressure. Rage points (the squares) are spent to gain more chances to act in a turn. Rage points are regained when your character faces setbacks or is embarrassed.



Rating: The permanent value of a Trait, usually a number between 1 and 5, but sometimes between 1 and 10.

Renown: A rating of a Garou's worth in werewolf society. Renown is critical for Garou; they are very concerned with how they are perceived within their tribes and by their people. Renown is divided into three different types: Glory, Honor and Wisdom. These totals can be raised by doing proper things in the eyes of the tribe and lowered by being a dirty, yellow-bellied lick-spittle.

Resisted Action: Any action that two different characters take against each other. Both players compare their numbers of successes; the character with the most wins.

Scene: An episode in a story; a time and place where actions take place moment by moment. A scene is usually a highly dramatic point in a story.

Simple Action: An action that requires the player to roll only one success for the character to accomplish the act, but more successes get better results.

Storyteller: The person that creates the foundation of a *Werewolf: The Wild West* story. The Storyteller guides the story, and takes on the roles of all characters not roleplayed by players, and determines all events that are beyond the control of the players.

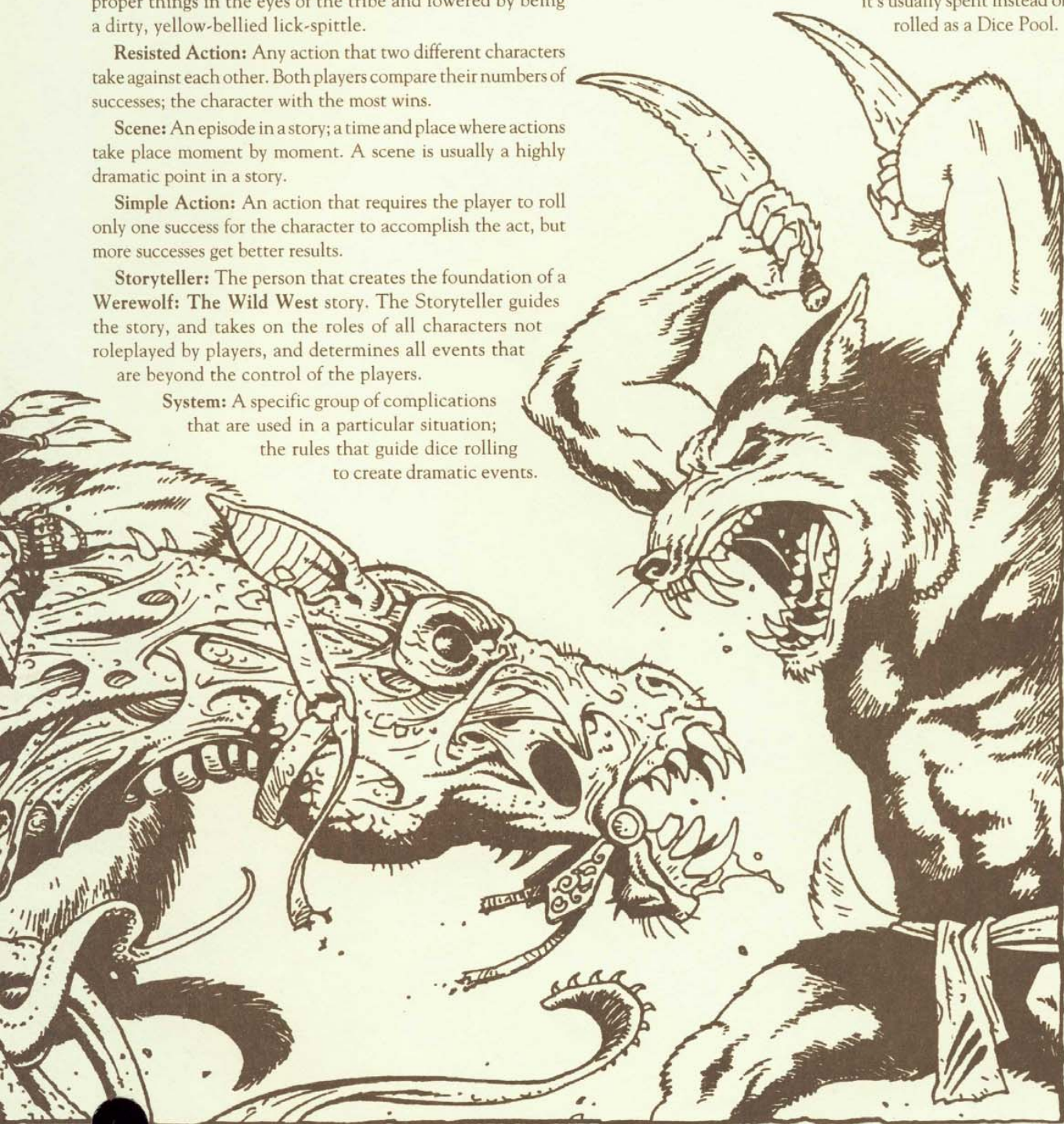
System: A specific group of complications that are used in a particular situation; the rules that guide dice rolling to create dramatic events.

Trait: Any Attribute, Ability, Advantage or other character index that is described by a number (in terms of dots).

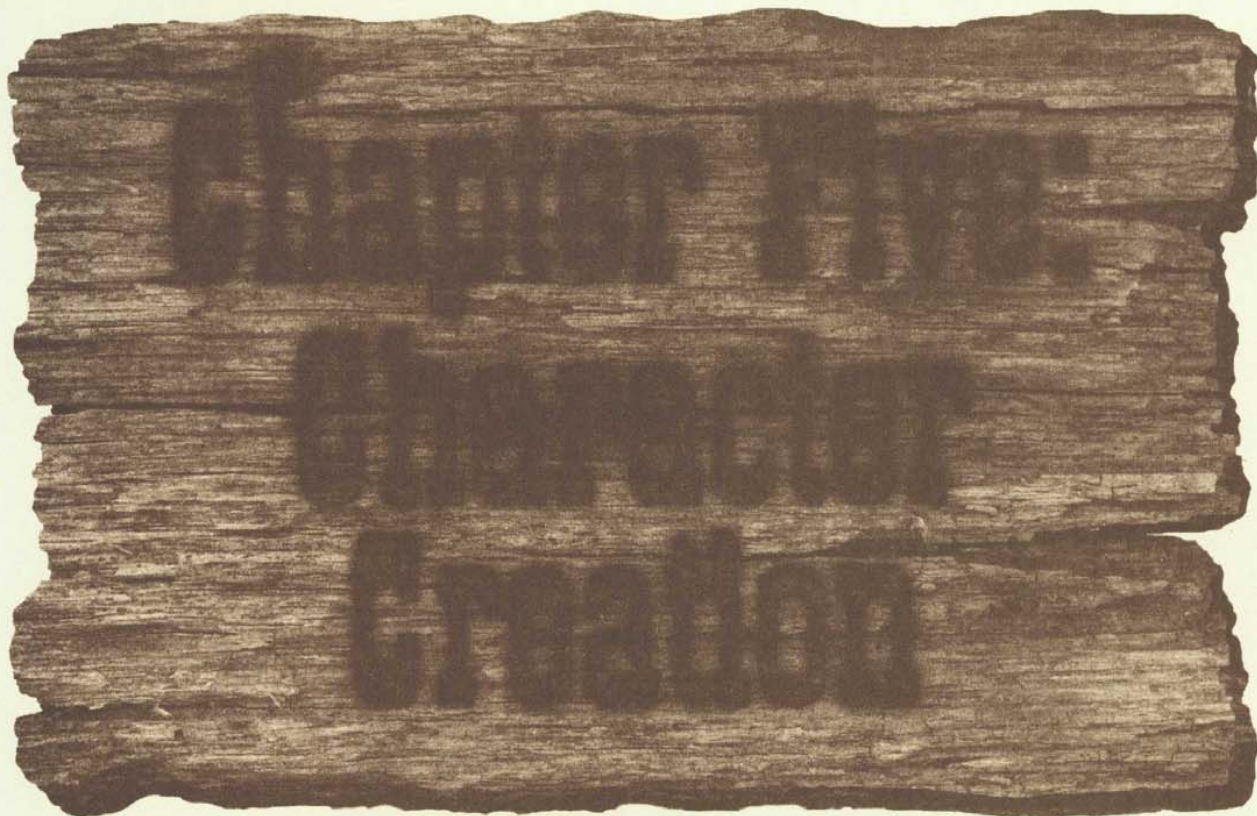
Troupe: The group of players, including the Storyteller, that is playing *Werewolf: The Wild West* — usually on a regular basis.

Willpower: One of the most important Traits is Willpower, a measure of a character's self-confidence and self-control.

Willpower is used differently than most Traits because it's usually spent instead of rolled as a Dice Pool.







Eastward I go only by force; but Westward I go free.

— Henry David Thoreau, *Walking*

In **Werewolf: The Wild West**, you have the opportunity to create the hero of a chronicle, infuse him with personality and decide his actions. Your character can fight ancient evils, work to cleanse the land of corruption, or hurl himself against rival tribes and do his best to strike it rich. He can struggle to save the dignity of his people, or help settlers tame the American frontier. Your character's motives shape whatever goal you strive for. Along with the characters of your fellow players, your character is the main focus for the Storyteller's chronicle, and has an accordingly suitable amount of control over a game's direction.

Unlike the usually one-dimensional personae of childhood games of make-believe, a player character should be a fleshed-out creation, like the main character in a novel or movie. Good characters create their own stories, making the game more enjoyable for everyone. The more you put into a character, generally, the more fun you get out of this game.

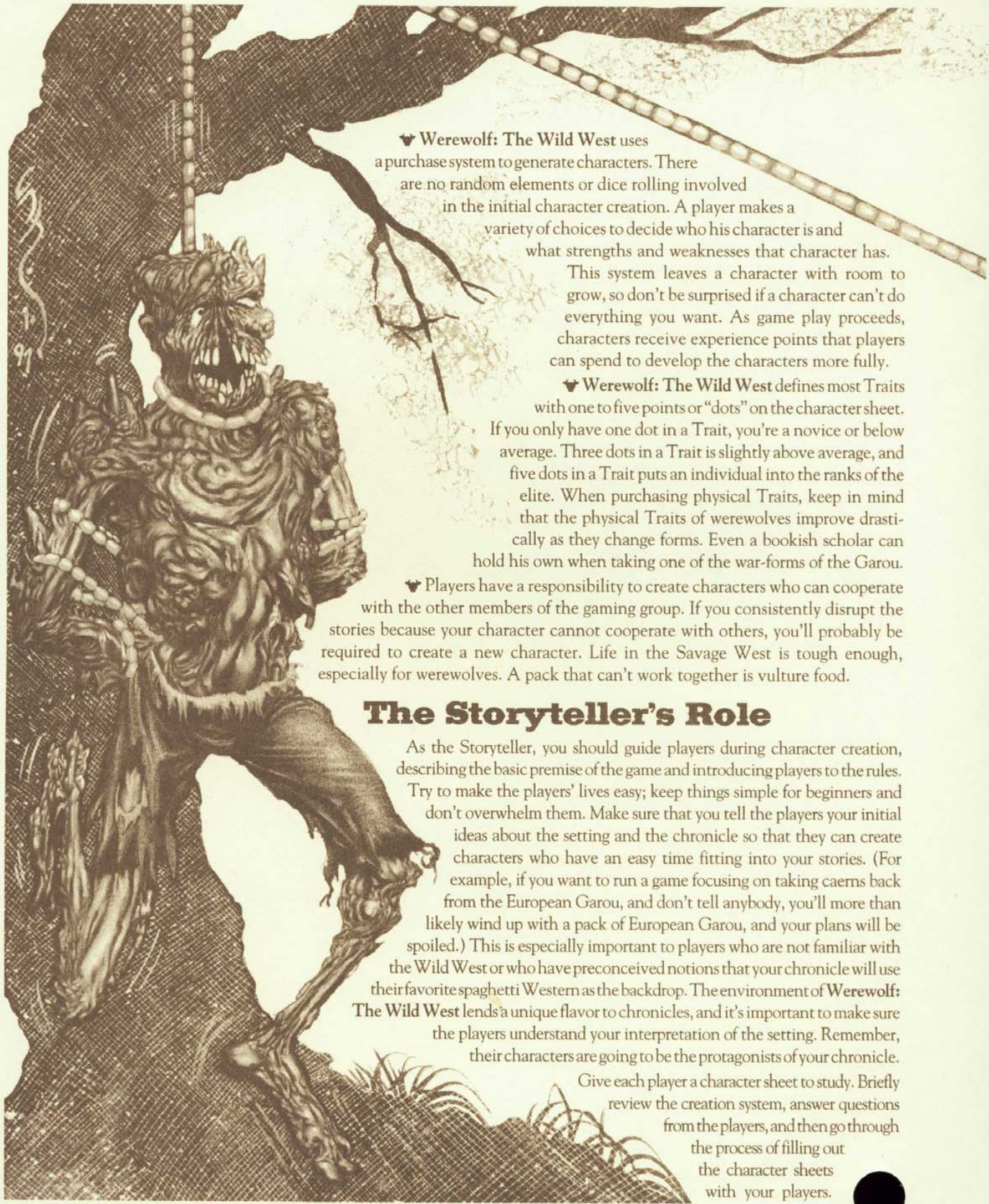
This chapter details how to design your own individual character, from choosing a broad concept to calculating numbers for the character sheet and on to developing a picture of the character's personality and past. By the time you're done, your character will be more than a simple jury-rigged pile of statistics — she'll be a person.

Getting Started

The character creation system for **Werewolf: The Wild West** has five main concepts that players should understand before they start designing characters. They're pretty simple, really.

♥ Characters can be of any age from any culture or region, depending on the type of chronicle your Storyteller creates; however, all beginning characters start as inexperienced and unsophisticated werewolves, fresh from experiencing their First Change. Most chronicles take place in the Savage West, and players should give their characters a reason to be in the American frontier. Apart from that, you can play a Chinese character who came over to help work the rails, a touring French actress, a Tlingit who's come south for a spell — whatever you and your Storyteller agree is interesting and appropriate.

♥ This creation process should help you define your character's capabilities as well as produce a persona to interact with others during the game. The numbers on a character sheet can't fully capture a character's essence, but they should provide a framework for the player to infuse personality. By the time you're finished, the integration of Traits and personality should be pretty unified.



♥ **Werewolf: The Wild West** uses a purchase system to generate characters. There are no random elements or dice rolling involved in the initial character creation. A player makes a variety of choices to decide who his character is and what strengths and weaknesses that character has.

This system leaves a character with room to grow, so don't be surprised if a character can't do everything you want. As game play proceeds, characters receive experience points that players can spend to develop the characters more fully.

♥ **Werewolf: The Wild West** defines most Traits with one to five points or "dots" on the character sheet. If you only have one dot in a Trait, you're a novice or below average. Three dots in a Trait is slightly above average, and five dots in a Trait puts an individual into the ranks of the elite. When purchasing physical Traits, keep in mind that the physical Traits of werewolves improve drastically as they change forms. Even a bookish scholar can hold his own when taking one of the war-forms of the Garou.

♥ Players have a responsibility to create characters who can cooperate with the other members of the gaming group. If you consistently disrupt the stories because your character cannot cooperate with others, you'll probably be required to create a new character. Life in the Savage West is tough enough, especially for werewolves. A pack that can't work together is vulture food.

The Storyteller's Role

As the Storyteller, you should guide players during character creation, describing the basic premise of the game and introducing players to the rules.

Try to make the players' lives easy; keep things simple for beginners and don't overwhelm them. Make sure that you tell the players your initial ideas about the setting and the chronicle so that they can create characters who have an easy time fitting into your stories. (For example, if you want to run a game focusing on taking caerns back from the European Garou, and don't tell anybody, you'll more than likely wind up with a pack of European Garou, and your plans will be spoiled.) This is especially important to players who are not familiar with the Wild West or who have preconceived notions that your chronicle will use their favorite spaghetti Western as the backdrop. The environment of **Werewolf: The Wild West** lends a unique flavor to chronicles, and it's important to make sure the players understand your interpretation of the setting. Remember, their characters are going to be the protagonists of your chronicle.

Give each player a character sheet to study. Briefly review the creation system, answer questions from the players, and then go through the process of filling out the character sheets with your players.

Don't be afraid to ask the players questions about their decisions or to offer recommendations. It's important to make sure that three dots in a Trait mean the same thing to you as to your player. By the same token, offer them as much leeway as you can. Even if you can't guess at first why the burlesque dancer has Survival, her player may offer an explanation that kicks your imagination into overdrive.

Most Storytellers find it's a good idea to spend an entire game session on creating characters. You can spend this first session running your players through preludes, a type of abbreviated storytelling to flesh out their backstories and help develop stronger character conceptions. Preludes are covered at the end of this chapter.

Step One: Character Concept

Obviously, each player needs to develop a character concept before anything else. Like framing a picture, a character concept helps a player focus on his design. A concept can be a personality type, an occupation, a stereotype, or anything else that helps a player define his choice of character. A concept can be as detailed as a player likes, but the best concepts are flexible so as to incorporate changes. Storytellers should approve all concepts; an "Indian-killer" concept may not be appropriate for a chronicle that focuses on making peace with the Pure Ones. (It may make things a little more interesting, mind, but maybe a little *too* interesting for novice groups!)

There are any number of possible concepts, even as seemingly limited a setting as the Savage West. Some examples include: avenger of the wolves, gunfighter, rancher, shaman, railroad worker, doctor, prospector, missionary, stage-coach driver, cavalry officer, cavalry deserter, Civil War veteran, escaped slave, gambler, snake-oil salesman, warrior, lost soul, naive romantic, hunter, scholar, businessman from the East, outlaw, young tough, mountain man, and so on. These are all possible starting places, but you should embellish and personalize them even further. For example, you can create a young prospector who ran away from his rich New York family to search for gold, romance and adventure because he never could fit into high society. Somewhere on his way to do his panning, he undergoes his First Change and discovers that he is more than a little different from those society types.

Among the werewolves, particularly the lupus, skin color and gender can often mean much less than they do to humans. Sexism is rare in sept politics, and typically only homid Garou fall prey to the racism prevalent throughout the Savage West. Of course, intolerance among werewolves has led to the current wars over caerns and the like, but the Storyteller should be wary of overly punishing a player for the crime of roleplaying an outsider.

Once you have a general concept in mind, choose your character's breed (his subspecies), auspice (role in Garou society), and tribe (the group that claims him as a member). These choices help further define the character in terms of Traits and available options.

Carefully consider how your basic concept works with the choice of breed, auspice, and tribe. Remember that the purpose of this decision process is to help you fully develop a





character, not to limit your options. You may wish to choose an auspice that does not fit with the basic concept for the character. As long as you can rationalize any conflicts and enjoy playing the character, such decisions tend to make the character more interesting. Storytellers and fellow players may wish to steer beginning roleplayers away from characters that are difficult to play, such as an Ahroun with no fighting skills. Again, this can be interesting (see the reluctant Ahroun in the Prologue), but you might want to try out the stereotypes before you break them.

Everyone also needs to bear in mind what sort of characters their fellow players intend to create. Generally a player should avoid making a character with abilities or concepts that overshadow or duplicate those of another player character without discussing with both the other player and the Storyteller how the characters will interact and their differences.

♥ **Breed:** Werewolves are torn between wolves and men, sharing aspects of both, but truly belonging to neither. When werewolves reproduce, they breed with either wolves or humans. Garou born of humans are called homids; those with wolf parents are lupus. Although it is possible for two Garou to mate, such liaisons are taboo; the offspring, the metis, are sterile and deformed.

The children of werewolves aren't usually Garou. For some unknown reason, the blood often remains latent among Kinfolk for generations. Therefore, werewolves try to keep careful track of their bloodlines so that any werewolves born into these families may be found and raised among fellow Garou. In the course of westward expansion, many European tribes have lost track of Kinfolk who were pioneers. Werewolves who are not watched by their tribes are called lost cubs. When a lost cub discovers his true nature, he is alone. He does not have others to guide and comfort him. Many lost cubs go insane or become outcasts.

Decide whether your character is homid, lupus, or metis. The choice of a breed colors a character's entire point of view. Metis characters must select a deformity (see pg. xx for suggestions). There are very few metis in the Savage West, and the breed is looked down on by almost all werewolves.

♥ **Auspice:** The phase of the moon a character was born under determines his auspice. The auspice indicates his strengths, weaknesses and profession among the Garou. There are five different auspices, each one with its own unique role from trickster to warrior. For a complete description of each auspice, see the Traits chapter.

♥ **Tribe:** In ancient days, packs of Garou were all composed of members from one tribe. In the Savage West, packs form with members from many different tribes. Some enlightened packs try to maintain a mix of native and European members in an attempt to avoid conflicts; others only allow members from one group or the other. Young Garou have found that a mix of different tribes makes a stronger pack. Garou from different tribes unite for a variety of reasons. Some share spiritual beliefs; others have a common goal, such as vengeance

against a corrupt cavalry officer, or driving settlers away from a caern. The Savage West is an unforgiving, mysterious place where death can hit with the lightning speed of an outlaw's bullet. Those who travel alone only get to make one mistake.

Each tribe has its own traditions, bloodlines, and markings. These tribes guard their own Kinfolk and have their own protective totem-spirits and secret Gifts. A full description of each tribe is in the Traits chapter.

Step Two: Choosing Attributes

Now you determine your character's basic Attributes. Attributes measure a character's natural prowess. They provide a measure of his raw potential, although with time and effort, a character can increase his potential. Attributes answer questions such as: How accurate a memory does my character have? How much can he lift? How attractive is he?

You start by prioritizing the three categories of your character's Attributes: Physical, Mental and Social. Think about which category is most important for your character and which is least important. There isn't any particular hard-and-fast rule to assigning Attributes; just try to stay true to your original concept.

Physical Attributes cover your character's capacity for physical feats; they include her speed, toughness, and pure might. For action-oriented characters, physical Attributes are often primary. They concern all the strengths and weaknesses of the body, both trained and instinctive.

Social Attributes involve the character's natural ability to interact with others. They determine making first impressions, speaking well, inspiring others and charming members of the opposite sex.

Mental Attributes involve your character's intellectual prowess. They include her awareness of her world, how well she thinks on her feet, her talent for logic and reason, and her memory.

All characters start with one dot in each Attribute. Your priority selection determines how many dots you get to spend in each category. You may divide seven dots among your character's primary Attributes, five dots among her secondary Attributes, and three among her tertiary Attributes. Thus, you may choose to add seven dots to your character's Physical Attributes, five to her Mental Attributes, and only three dots to her Social Attributes. The dots may be divided among the Attributes of a category as you see fit; you can assign all three of your Social Attribute dots to Charisma, one dot to each of the three Social Attributes, or two dots to one and one dot to another.

Don't spend too much time agonizing over how to assign the last few dots in any category. You'll get freebie points to spend later in the character creation process, and with time, you'll gain experience points. Remember, your character needs room to grow.

NAMES

Many players spend as much time searching for a character name as purchasing Traits. Homid werewolves are born with typical names for their culture, although a few may have naturalistic sounding last names such as Morningkill, Dawnlight, or Teardrop. These names are often inherited from a Garou parent rather than from human families. Players who have characters with a Native American background should research the tribe that their character comes from and choose names appropriate for that culture.

Most Garou take a descriptive name upon their Rite of Passage. Swiftbite, Eyes-like-the-Sky, and Serpent Stalker are all examples. Descriptive names should relate to the character's Traits or deeds. Garou who maintain a normal identity may keep more than one name. The important part of choosing a name is to make sure that the name adds to the character. A player may enjoy the dichotomy of having a Shadow Lord Ahroun named John Jones, but if other players snicker each time the character introduces himself as Mr. Jones in Crinos form, then perhaps a name like Razor-Teeth would make the game sessions more enjoyable. With the tensions between European and Native American Garou, most septs with mixed members prefer descriptive names instead of cultural ones. Baby name books and phone directories make good sources for normal human names. For sample descriptive, "Garou-sounding" names, just check the examples in this book, and stir in a dash of your imagination. Just remember that a character may need to interact with the human residents of the Savage West, and always going by an outlandish name tends to draw some notice.

Step Three: Choosing Abilities

Abilities are the, well, abilities that a character has learned or developed, rather than his natural Traits. They're the difference between having a natural charisma and developing a true forked tongue. There are three categories of Abilities: Talents, Skills, and Knowledges.

You assign a rating in each Ability your character possesses to determine how many dice you roll when she uses that Ability. This section of the rules guides you in determining what Abilities to choose and how high or low to rate each Ability.

You must prioritize Talents, Skills, and Knowledges, just as you did with Physical, Social, and Mental Attributes. Make certain that you read over the list of Abilities and understand what each Ability is used for and how it affects the game. If you have any questions, ask your Storyteller.

♥ Talents describe all the intuitive Abilities. Talents do not need to be practiced per se and cannot be studied or learned from a book; they are most often gained through direct experience. Does your character possess a lot of common sense? Has he been in fights often enough to know when to duck?

♥ Skills are the Abilities learned through rigorous training. This category includes any Ability that must be learned step by step through actual practice, but that can also be taught and studied (unlike most Talents). Is your character good at learning things through practice? (Note that lupus characters have restrictions on the specific Skills they may select.)

♥ Knowledges include all the Abilities requiring the rigorous application of the mind. These Abilities are generally learned through school, classes, books, and teachers, but can also be acquired through experience. Is your character educated; does he have a good memory? (Note: Lupus characters have restrictions on the specific Knowledges they may select.)

You prioritize Abilities in the same way as Attributes. However, unlike Attributes, characters do not start with a free dot in any of their Abilities. Also, a player may only raise an Ability up to a maximum of three (although freebie points may be used later to raise Abilities up to 5). The primary choice has 13 dots, the secondary category receives 9, and the final category gains five.

It's strongly advised that all homid characters in *Werewolf: The Wild West* have at least a single point in Ride. It's just the most reliable way to get around.

Step Four: Advantages

You do not prioritize or rank the different categories of Advantages. You instead have a designated number of dots to assign within each one. Though this number is fixed, you can purchase additional dots later with freebie points.



Backgrounds

Every character gets five points to allocate among the 10 Background Traits. You have only five points to allot, and some tribes restrict access to certain Backgrounds. Your Background Traits should fit into the general scheme of the original concept. Backgrounds are Advantages based on the character's past; essentially, they reflect where you come from and what you bring with you.

Gifts

Beginning Werewolf characters may also choose three Gifts: the special secrets and abilities of the Garou. You begin with one Gift each from your breed, auspice, and tribe (three total). You may purchase more Gifts with freebie points, but they must be Level One Gifts.

Renown

Renown is fundamental to werewolves, for it describes how famous they are among their own society. You begin with a certain amount (determined by auspice) of permanent Renown in three different categories: Glory, Honor and Wisdom. Characters begin with no temporary points; they must earn these during play.

Rank

A character's Rank is determined by the amount of permanent Renown possessed. Rank determines the character's station and trustworthiness in Garou society, as well as her adherence to the virtues thereof. All characters begin at Rank One.

Step Five: Finishing Touches

Often the most important stage of character creation is applying the final touches, the little details and flourishes that complete the character. In this step, you gain your 15 "freebie" points enabling you to add more dots to any of the Traits on the character sheet. Before you spend these points, however, you must record the base scores for your character's Rage, Gnosis and Willpower.

Rage

Rage quantifies the inner fury of a werewolf. It is the fuel of the warrior. Rage lets Garou react more often in combat, shift forms at will, and heal crippling or even lethal wounds. However, a high Rage makes a werewolf more likely to frenzy and lose control of her bestial side. Your auspice determines your initial Rage.

Gnosis

Gnosis measures how attuned a character is to the spirit world and her own spiritual self. Gnosis provides the key to using many Gifts and conducting Rites. Breed determines starting Gnosis.

Willpower

Willpower measures how much control a character has over herself and her actions. It also provides a measure of inner strength and self-confidence, allowing a character to succeed in situations that she otherwise may have failed. Willpower is determined by tribe.

Freebie Points

Finally, you have 15 freebie points that you can spend to improve your Traits. The Character Creation Chart shows the freebie costs involved to improve a Trait. You can also raise Abilities over three dots with freebie points.

Spark of Life

So much for rules; now for the fun part. Once all the dots are filled in on the character sheet, it's time to polish up the concept. By adding more details, you create a more complete picture of your character.

Appearance

So, what sort of first impressions will your character make? A strong description makes it easier for other players to envision the character. When creating your character's appearance, keep her Traits in mind. A Garou with a high Dexterity may have a graceful walk. A character with a high Intelligence may have strong gaze, a bored look, or a strange self-confidence. A werewolf with a strong Perception may constantly seem edgy, as if listening to things ordinary folks can't hear. By evoking Traits to guide a description, a player creates a stronger image and a more interesting character.

Also consider how the character dresses and grooms herself. In the 19th century, most people wear hats. What sort of hat does your character wear? Does she prefer wearing dresses or is she the type of woman who puts on a pair of pants (sure to draw attention and scandal)? If she's a Wendigo or Uktena, does she wear traditional clothing, European styles or a mixture of both? Is there a particular color, style or item that the character always likes to wear?

Specialties

You can also assign specialties to any extraordinary Attributes or Abilities (scores of 4 or higher). These specialties help describe and define the character, adding qualities to bare numbers. In some circumstances, the Storyteller may give you a lower difficulty, rerolls or an extra die if a specialty seems particularly appropriate. For example, a player may choose to give her Firearms Ability the specialty: Quick Draw. Another player may have the specialty: Rifles or Trick Shooting. If you want, you shouldn't hesitate to add specialties to lower scores; if a specialty adds to a story, the Storyteller may reward you with a bonus of some nature. But whether you get a rules advantage or not, a specialty allows you and your fellow group members to better envision the character. That's justification enough.

Equipment

If your character has any special equipment or possessions, you should take some time to work out the details of these items. Fetishes should certainly be defined, but even mundane equipment deserves mention. A favorite rifle or shotgun could have a name, a piece of clothing could hold special significance, or a locket worn by your character could be her last tie to a family left behind in the East. Items are very precious in the Wild West, and not easily replaced. Werewolves rely less on material objects to get by, but even they can't afford to keep buying equipment to replace the things they leave behind them.

Horses

In *Werewolf: The Wild West*, almost every man, woman, and child know how to ride a horse, regardless of whether they own one or not. If your character owns a horse, you should name the animal, describe it, and give it a few special personality traits. A good horse is worth his weight in gold out on the frontier.

Quirks

Quirks make a character unique. Think about any personal stories a character may have, particular sayings she's overly fond of or habits that she can't give up. Don't go overboard with quirks and make her silly or unplayable, but give her as much personality as possible. Maybe she always sits at the bar in a saloon. Does she have a favorite color that she wears? Does she always swear by the ghost of her grandmother? Does she like to watch the stagecoaches come into town? Does she refuse to let anyone else touch her horse? Does she always grunt when she means yes? You get the idea.

Motivations

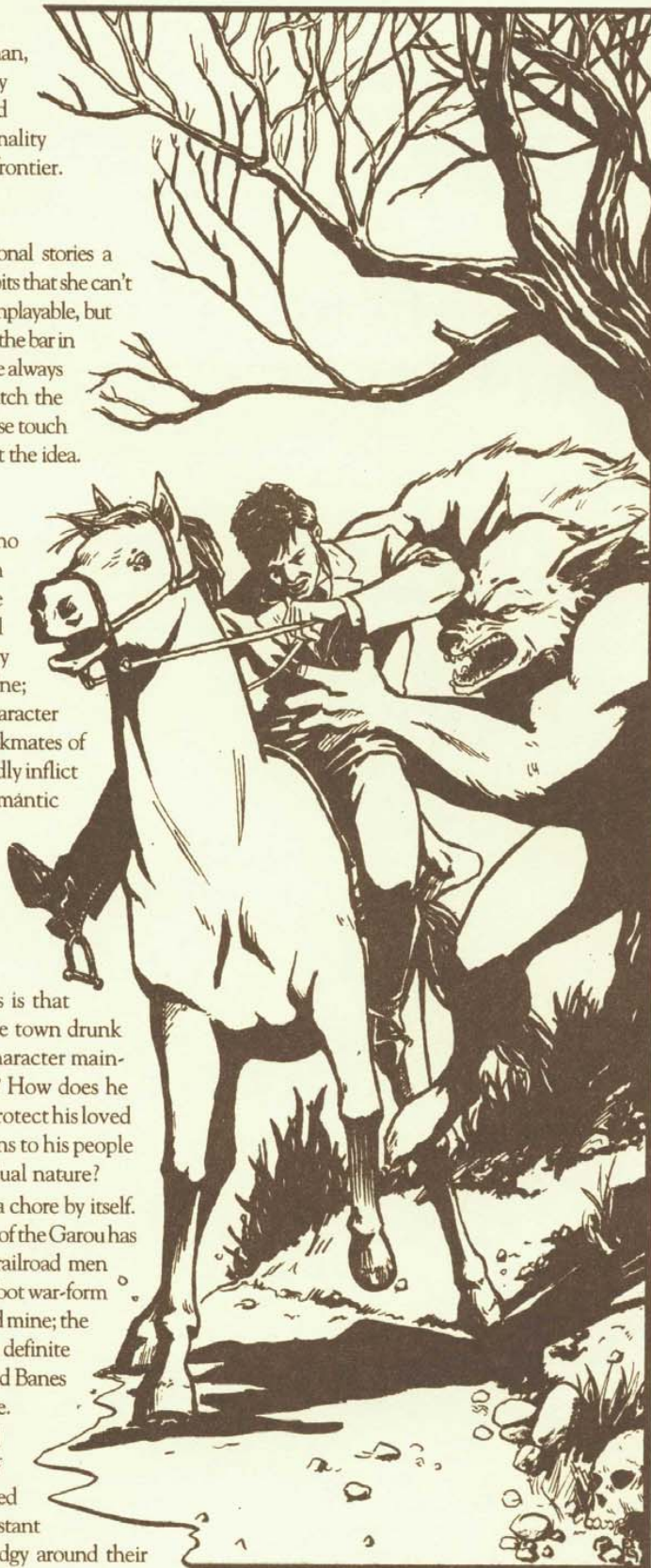
Everyone has their own goals and beliefs; characters are no different. In *Werewolf: The Wild West* chronicles, each character has his own story to tell. Sure, there's the war for the West, but does your character have any more-personal motivations for what she does? Each character's personal story can be woven into a subplot connected with the main plotline; everyone has their own conflicts to resolve. Perhaps one character is unable to cope with the conflict between aiding his packmates of different European tribes and the suffering that pioneers blindly inflict on his native tribe. Another character may have a romantic subplot, such as a Kinfolk lover or (Litany forbid) feelings for another Garou. And a common theme of Westerns is the character who's looking for revenge; this hook works just as well, if not better, for an easily angered werewolf.

Double Life

One of the most frightening things about werewolves is that they look just like ordinary people. Who knows, even the town drunk could be a supernatural killer after sundown. Does your character maintain a normal identity, separate from his life as a Garou? How does he maintain his masquerade? What measures does he take to protect his loved ones? How does he resolve conflicts between the obligations to his people and his duties as a Garou? Does anyone know about his dual nature?

As everyone knows, handling a normal life can be quite a chore by itself. Adding the trials of life on the western frontier to the conflicts of the Garou has advantages and disadvantages. On one hand, if a mob of railroad men decides to move you off your property, the power of the nine-foot war-form can be very useful. It's the same if you get trapped in a collapsed mine; the strength of a mad bull and claws to dig out the rubble are a definite bonus. On the other hand, if you are trying to hunt buffalo and Banes keep driving them away, you may cause your people to starve.

The worst part of being Garou is not being able to control yourself. In a single moment of unchecked anger, a werewolf can savage her lover, ripping him into blood-flecked chunks of meat and bone. Werewolves are a constant threat to those around them. Wolves are very edgy around their





Garou kin, even if they've been packmates for years. Humans, too, can make a difference in Manipulation, giving her scores of 3, werewolves with a high Rage. The hairs on the back of their necks rise when they subconsciously know that there's a threat nearby. In the Savage West, a town is hard pressed to stop a rampaging Garou. A simple barfight can result in a werewolf killing 10 to 20 of his old friends in a single frenzied moment. However, most Garou don't want to give up friendship or love for loneliness or isolation. Some cling desperately to their old lives, but most attempts to lead normal lives ultimately result in tragedy.

Example of Character Creation

The game's afoot! More specifically, Tashia has been invited to join in a **Werewolf: The Wild West** game, and it's time for her to put a character together. With a copy of the character sheet and the assistance of her Storyteller, Mark, she starts designing.

Step One: Concept

Mark explains his ideas for the setting to Tashia and reviews the character sheet with her. She starts thinking immediately of possible concepts. Tashia decides that she wants to play a woman who has lost her family and who is trying to hold on to her family ranch by herself, maybe with the help of a small number of ranch hands. For starters, Tashia comes up with a name for her character, Megan Forrest.

Tashia's pretty much already decided on a homid character. She figures it will be difficult enough getting used to the Savage West, and she can't figure out what a lupus would do with a ranch. She then chooses Ahroun as Megan's auspice, because she likes the idea of playing a character who's a fighter, tough enough to protect her ranch from all sorts of enemies.

Finally, Tashia chooses Fianna as her tribe, although she almost chooses the Black Furies. She decides that being Fianna gives her character a bit of history, and she makes a note that her family had lost their traditional home overseas and moved to the American West.

Step Two: Attributes

Tashia decides that Megan is primarily a physical person. She works her ranch, loves getting into fights, and can outdraw most of the men in the nearby town of Dry Rock. Tashia wants Megan to be able to ride well in addition to being a good shot, so Dexterity is very important to her. She places three dots in Dexterity, giving Megan a starting score of 4. She then spends two points in Stamina and two in Strength, giving her a total of three dots in each: above average.

Tashia then makes Social Attributes her second priority. Tashia wants Megan to be able to hold her own against the prejudice and ridicule that a single woman running a ranch on the frontier would suffer. Tashia imagines Megan having an almost intuitive understanding of the animals on her ranch, especially her horse. She spends two points in Charisma, two points in Appear-

ance, and a single point in Manipulation, giving her scores of 3, 3, and 2 respectively. Megan does okay until she runs her mouth. She has a tendency to say a bit more than she ought. Megan also has a bit of an honest streak, the sort that compels her to give her true opinions on a matter even when it gets her into trouble.

Finally, Tashia places her three points in Mental Attributes. She wants Megan to have a decent amount of Wits and Perception, but she doesn't have the points to raise her dots. She puts one dot in each. Mark advises Tashia that she will have some freebie points later on, and Megan will earn experience and can always improve.

Step Three: Abilities

Tashia spends her time looking over the list of Abilities. Although several are self-explanatory, she has a few questions about how Cultures, Enigmas, Primal-Urge, and Rituals come into play. Mark gives examples of how the different Abilities work in his chronicle. He promises to let Tashia move some points around at the end of the first game session if she doesn't like her Abilities. (A note for Storytellers: This is an *excellent* idea. In many cases, any changes a player makes after getting a feel for the character are almost always for the better.) In the end, Tashia decides to make Skills Megan's primary choice, Talents secondary, Knowledges tertiary.

She has 13 points to fill in her Skills; however, she's limited to a maximum score of three dots in any single Skill. She spends three dots in Firearms, two in Melee, three in Ride, two in Animal Ken, one in Leadership, one in Crafts and one dot in Survival. Tashia feels that the combat skills fit in with her idea of Megan as a tough lady holding her own ranch and with her Ahroun auspice. Animal Ken, Crafts and Survival are simply appropriate for anyone trying to get by on the frontier.

Tashia has nine points to use in purchasing Talents. After groaning about all the Abilities she wants and briefly considering changing Talents to primary, she spends her points: two points each in Alertness, Athletics, and Dodge; a single point each in Brawl and Empathy.

For her Knowledges, she spends a single point in Enigmas, because she wants Megan to be able to look at problems from different sides. She places a point each in Linguistics and Culture so she can start developing a friendly relationship with local Apaches (who happen to be the Kinfolk of a fellow player character). She places a point in Medicine, because Tashia decides Megan doesn't trust doctors. She puts a final point in Law so Megan can defend her claim to her land.

Step Four: Advantages

Tashia then moves on to Megan's Advantages and what she can do as a werewolf. First, Megan has five points for her Backgrounds. She buys a Kinfolk (the one ranch hand who hasn't run out on her) for a single point. Tashia wants someone who isn't going to abandon Megan no matter what may happen. She spends two points on Resources for her ranch, and two points on Fetish, a heirloom

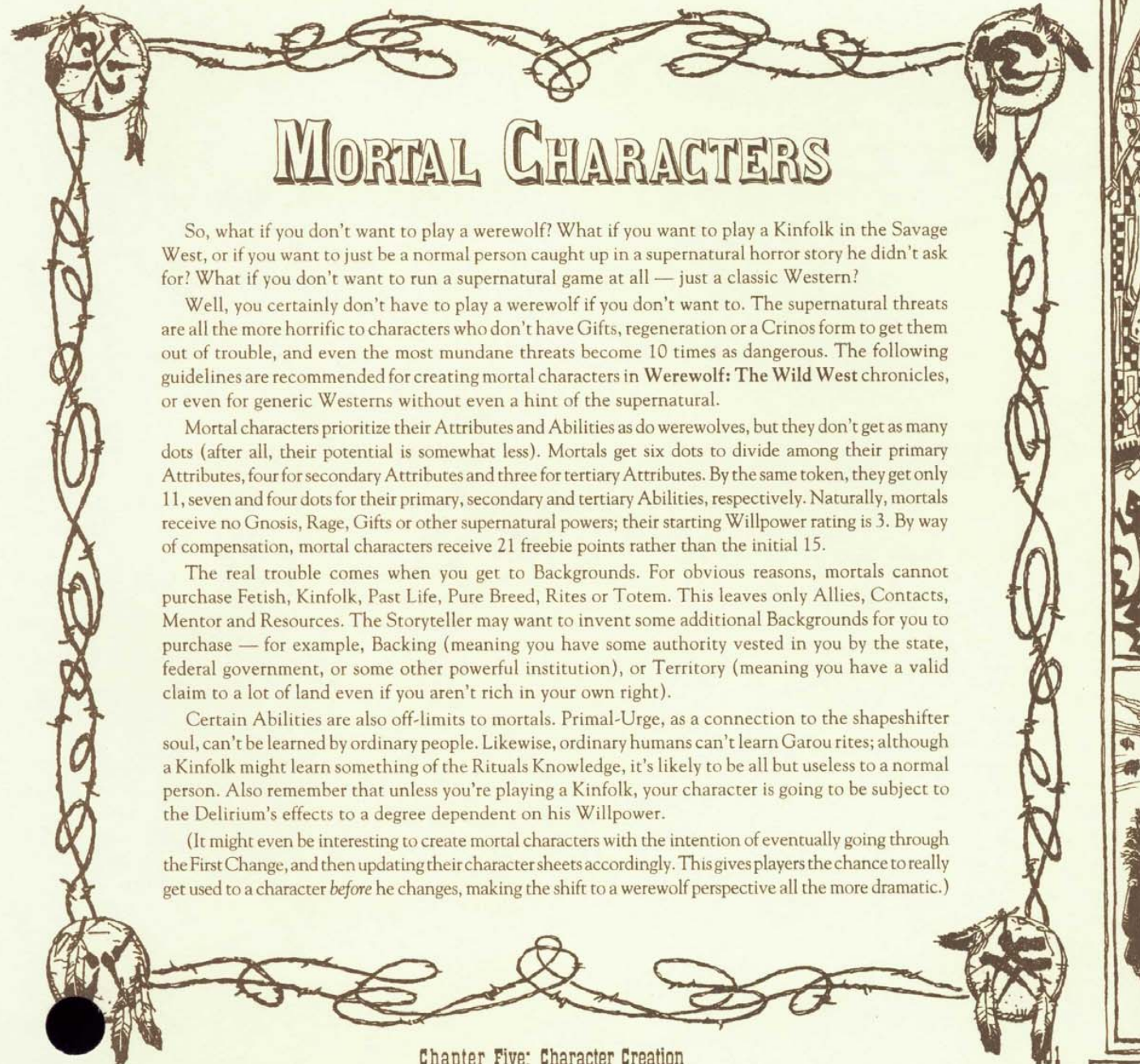


passed down from her Celtic ancestors. Tashia decides not to define the heirloom completely (she wants to write a good history for it), but she and Mark agree that it is a knife of some nature, something like a Fang Dagger or klaive. Mark reminds her that she'll have freebie points to raise her Background to a point where she can buy either of those.

For Gifts, Tashia looks over the ones open to Megan. Comparing her choices for breed Gifts with her choices for tribal Gifts, she notices that Persuasion is listed under both categories. Tashia decides Megan needs Persuasion (to make up for her lousy speaking ability in important situations) for her breed Gift and decides on Resist Toxin as her tribal Gift. Her other choice as a Breed Gift, Jam Gun, might prove useful, but

Tashia decides Megan would rather use Resist Toxin, her tribal choice, to drink people under the table. She briefly considers dropping Persuasion and taking Jam Gun instead, but Tashia likes talking and is sure Megan will need Persuasion to get out of trouble at some point in the chronicle. If there's physical trouble, an Ahroun like Megan ought to be able to handle it without Gifts. For her auspice Gift, she chooses Inspiration. Tashia feels Megan will be capable enough in combat with the klaive she wants as a fetish, so she thinks Inspiration will give her future packmates an extra reason to like her character.

The next step is to assign beginning Renown. She checks the list for an Ahroun and marks down 3 Glory. She is now a Rank One Garou.



MORTAL CHARACTERS

So, what if you don't want to play a werewolf? What if you want to play a Kinfolk in the Savage West, or if you want to just be a normal person caught up in a supernatural horror story he didn't ask for? What if you don't want to run a supernatural game at all — just a classic Western?

Well, you certainly don't have to play a werewolf if you don't want to. The supernatural threats are all the more horrific to characters who don't have Gifts, regeneration or a Crinos form to get them out of trouble, and even the most mundane threats become 10 times as dangerous. The following guidelines are recommended for creating mortal characters in *Werewolf: The Wild West* chronicles, or even for generic Westerns without even a hint of the supernatural.

Mortal characters prioritize their Attributes and Abilities as do werewolves, but they don't get as many dots (after all, their potential is somewhat less). Mortals get six dots to divide among their primary Attributes, four for secondary Attributes and three for tertiary Attributes. By the same token, they get only 11, seven and four dots for their primary, secondary and tertiary Abilities, respectively. Naturally, mortals receive no Gnosis, Rage, Gifts or other supernatural powers; their starting Willpower rating is 3. By way of compensation, mortal characters receive 21 freebie points rather than the initial 15.

The real trouble comes when you get to Backgrounds. For obvious reasons, mortals cannot purchase Fetish, Kinfolk, Past Life, Pure Breed, Rites or Totem. This leaves only Allies, Contacts, Mentor and Resources. The Storyteller may want to invent some additional Backgrounds for you to purchase — for example, Backing (meaning you have some authority vested in you by the state, federal government, or some other powerful institution), or Territory (meaning you have a valid claim to a lot of land even if you aren't rich in your own right).

Certain Abilities are also off-limits to mortals. Primal-Urge, as a connection to the shapeshifter soul, can't be learned by ordinary people. Likewise, ordinary humans can't learn Garou rites; although a Kinfolk might learn something of the Rituals Knowledge, it's likely to be all but useless to a normal person. Also remember that unless you're playing a Kinfolk, your character is going to be subject to the Delirium's effects to a degree dependent on his Willpower.

(It might even be interesting to create mortal characters with the intention of eventually going through the First Change, and then updating their character sheets accordingly. This gives players the chance to really get used to a character *before* he changes, making the shift to a werewolf perspective all the more dramatic.)

Step Five: Finishing Touches

Tashia records Megan's initial Rage of 5 (because she's an Ahroun), her initial Gnosis of 1 (because she's a homid), and her starting Willpower of 3 (because she's a Fianna).

Tashia finally gets to spend Megan's 15 freebie points. She spends two points on her Fetish Background (raising it to 4) so she can have her klaive. She spends a point and raises her Resources to three, giving Megan a small stash of money to keep her little ranch going for a while longer. Tashia also spends a point on the Totem Background as a way of showing other players that she cares about their pack. Now she has 11 points left to spend.

She wants to have a higher score in Wits and Perception, which are Attributes and cost five points per dot. She also wants a higher Gnosis score (two points per dot) and a higher Willpower (only one point per dot). Tashia knows that she wants more Abilities as well, but she decides not to look at her Abilities because she already isn't sure what to buy. Tashia finally purchases four points of Gnosis for eight points, giving her a score of five so she can feel fairly certain of activating her klaive. She spends her final three points on Willpower, giving her a headstrong score of six.

Now for the finishing touches. Tashia decides that Megan likes to wear blue. She gives Megan dark auburn hair and gray eyes. Tashia considers trying to speak with a bit of an Irish brogue during game sessions, but after practicing gives up the voice for a future character. Tashia thinks about a Garou name for Megan, but she decides to wait for a Rite of Passage or a significant event to create a name. Finally, Tashia calls Megan's favorite horse Wildfire, after an old song, and makes him a roan. The other details will wait for Megan's prelude and further development during the chronicle. Tashia is pleased, because she feels that she has a good character and Megan definitely has room to grow.

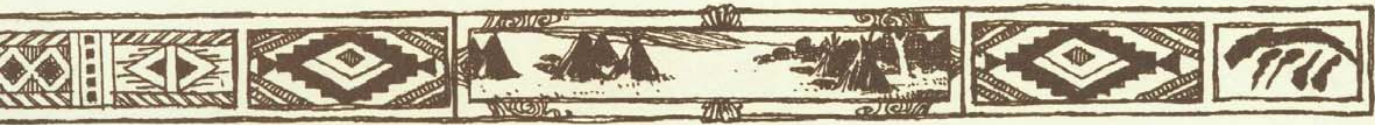
The Long Run

As you play a character, you will add to the character's personality. A good character takes on a life of her own; she develops habits, nuances and a distinct voice. A memorable character crafts her own stories, inspiring the Storyteller and fellow characters.

Expanding your character's capabilities with experience points is only one of the ways in which she'll grow. Spend her experience wisely; don't give her Abilities she shouldn't logically have, but rather expand on what she should be logically learning. If you want to increase her Stamina, have her undergo some sort of hardships or heavy work that would properly increase her endurance. If you want to purchase more Gnosis, perhaps a series of visionquests is in order, all the better to put your character in touch with her spiritual side. Sometimes you'll even be struck by the fact that your character "won't let" you spend her experience points any other way than on what she's been working on. This just means she's becoming a more vivid personality, and will be all the more fun to play.



ROBINSON
1997



As your character develops, try to look at the world through her eyes. Character creation is an ongoing process. As time goes by, characters change, mature and become more capable. As they become more developed, they become more complex. A character is a work of art. The more work you put into your character, the better the finished product will be.

The Prelude

The purpose of a prelude is to give each character a past. By having a history to draw on, you give your character a sense of reality that you can draw on during game sessions. You don't have to worry about figuring out who your character is during the first game session. Instead, you can concentrate on the story.

In addition, a prelude provides an opportunity for a Storyteller and a player to grow accustomed to each other's interpretations of the rules. As a player, you can ask questions that would normally interrupt a game session. The Storyteller can learn about your character and find out what sort of motivations and strengths she has.

Questions and Answers

Here are some question and answers that players and Storytellers should at least consider during a prelude.

▼ How old are you?

Age is the cornerstone of a character's experience and potential. Age changes a character's outlook. Are you young, inexperienced and naive? Are you a grizzled gunslinger tired of the challenges of the frontier, just looking for a way to settle down? The only real limitations imposed on age in **Werewolf: The Wild West** are those brought on by the First Change. You probably experienced your First Change just after puberty or early in your adult life. Few characters Change in middle age, and none should transform as children. Most lost cubs undergo the First Change alone and live in ignorance of their true nature for many years until encountering a fellow Garou — if ever.

▼ What was your family life like?

The first relationships you form are with the members of your family. The family teaches a character how to interact with others. Did you have a difficult family life? (You probably did — the stresses of the frontier test a family's endurance, and when your relatives started noticing that you're somehow different, you may have been treated rather harshly.) Who were the members of your family? Remember that a family doesn't have to be made up of blood relations. Are any members of your family still alive? If so, how do they see you. Are you the favorite son or the family embarrassment? Are any of your family kin, and if so, do they know what's really going on?

▼ When did you have your First Change?

The First Change is one of the defining moments of a young Garou's life. With it comes the absolute certainty that you're someone different and special. Once you've experienced the First Change, your life is forever changed. What were the circumstances of the First Change — what stresses drove you to shift forms? What were your first actions as a full-fledged

werewolf? Did you kill someone? How did you come to terms with the knowledge that you were a shapechanger? Was your first reaction driven by superstition, logic, religion or something else?

▼ When did you meet the others in the pack?

Players may want to roleplay through first meetings together in their preludes. A Storyteller may want to have other group members very briefly make cameo appearances in a player's prelude. The pack members should work out the details of the meeting with the help of the Storyteller. In many cases, it's best if you've met and formed relationships before the start of the chronicle. Have you had your Rite of Passage yet?

▼ Where do you live now?

What sort of culture do you come from? Although the chronicle determines geographically where you live, you need to decide what kind of home or den you keep. Do you live as a human, a wolf, or do you stay separate from other beings? Do you dwell in an abandoned mine, an old cave, a house on the prairie or behind a waterfall? What sort of home do you keep? Is it dirty or neat? What sort of features make your lair special?

▼ Do you try to lead a normal life?

Do you still interact with people (or wolves) you knew before your Rite of Passage? Do any non-Garou or Kinfolk friends know that you're a werewolf? Do other Garou know about your moonlighting in a normal life?

Details of your normal life can be very important to the chronicle. Countless stories can be based on events in your mundane life, like the problems created by juggling more than one identity. Remember, a high Rage score makes sustaining a normal life almost impossible. Relationships become increasingly difficult as you have to protect your loved ones from yourself.

▼ What motivates you?

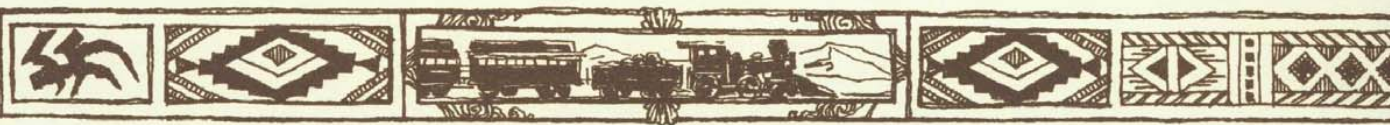
This is a big one. Every character should have several personal motivations. Once a prelude is complete, you may gain some new goals and desires. These may range from being recognized as a better man than your father or preserving a dying way of life.

Your primary motivations are central to understanding who and what you are. Once you've Changed, your priorities probably change drastically. Things that were once important no longer are, and new values dominate your life. If you want to have a real and complete character, you must have an understanding of what keeps you from depression and total aimlessness (which can also be interesting to play; just decide that your character has no motivations at all).

The Pack

You have come so far, changed skins for furs, and still you do not understand. You are no longer Shoshoni, Ute, red, white, black. You are not even men and women. You are now Garou, and should not squabble like noisy birds. You must no longer be many, but now must be one. There is no time for such fighting when the sky is on fire! Come look at your brothers and sisters. You are now a family. You must now become a pack. Here, I will show you the way.

— Torn-Two-Hands, Uktena Philodox

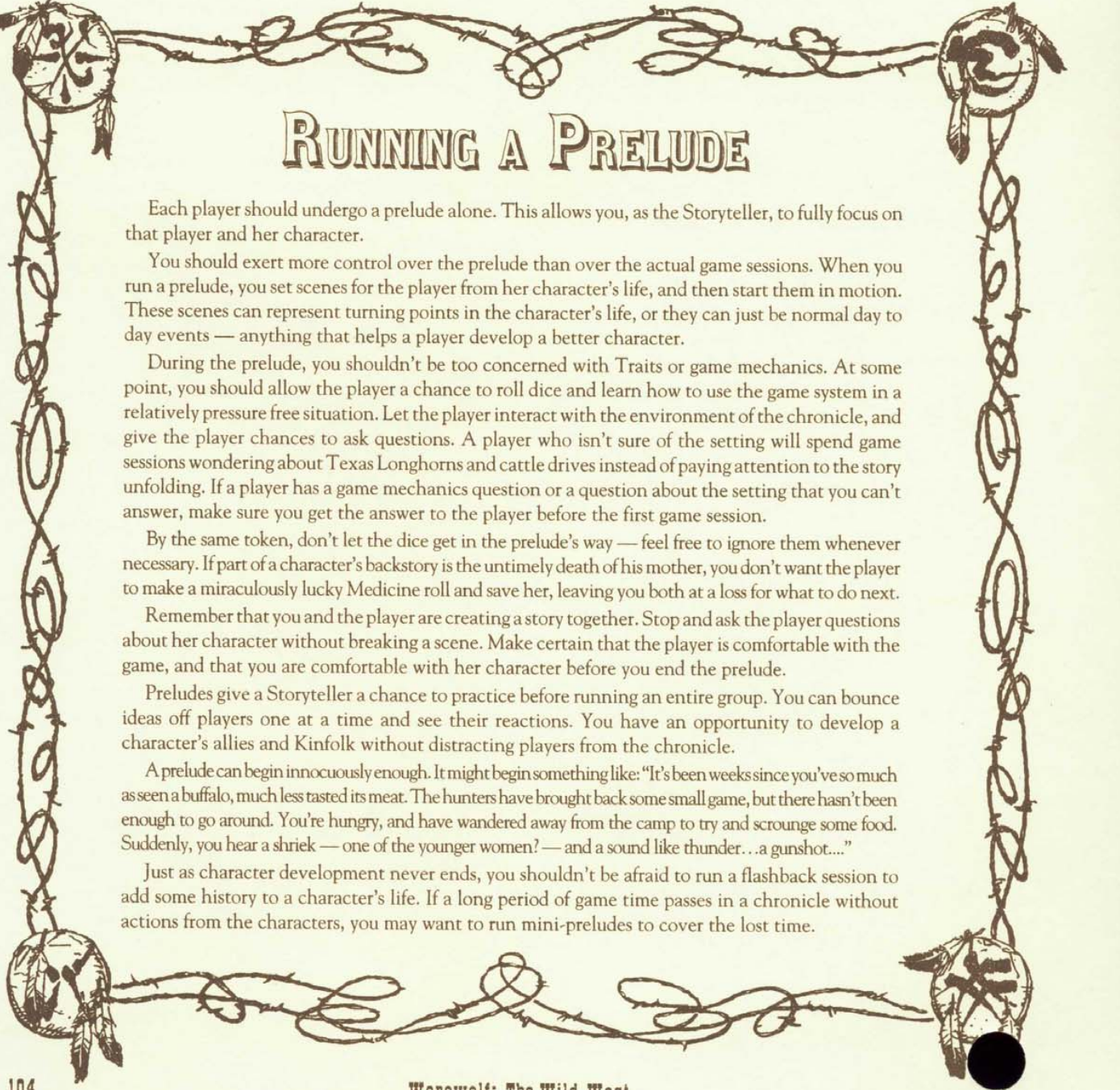


Werewolf: The Wild West is not a game with any winners or hopefully, any losers. The object of **Werewolf: The Wild West** is to tell a good story and have fun. A well-played character rewards his player far more than any token of victory. Players who spend their time competing with other group members miss out on the real excitement of **Werewolf** stories.

The most important thing to a werewolf is her pack. The pack is the core unit of Garou society. Packmates share a bond stronger than blood; a strong, unified pack seems to think and work as one. The members have complete trust in one another,

even if they are at odds. Packmates are tied together with a single spirit. For werewolves (beings who live their lives separated from man and wolf), the pack offers a point of stability. In many ways, the pack is the only true home a werewolf has. The pack is a family that chooses its members.

A pack is more than just a group of close-knit Garou. Packs have their own identity. A pack develops its own personality and builds its own legends. The spirit of the pack gains power and prestige as the pack performs greater and greater deeds. A powerful pack can outlive its founders and weave itself into the songs of the Galliards, inspiring future generations.



RUNNING A PRELUDE

Each player should undergo a prelude alone. This allows you, as the Storyteller, to fully focus on that player and her character.

You should exert more control over the prelude than over the actual game sessions. When you run a prelude, you set scenes for the player from her character's life, and then start them in motion. These scenes can represent turning points in the character's life, or they can just be normal day to day events — anything that helps a player develop a better character.

During the prelude, you shouldn't be too concerned with Traits or game mechanics. At some point, you should allow the player a chance to roll dice and learn how to use the game system in a relatively pressure free situation. Let the player interact with the environment of the chronicle, and give the player chances to ask questions. A player who isn't sure of the setting will spend game sessions wondering about Texas Longhorns and cattle drives instead of paying attention to the story unfolding. If a player has a game mechanics question or a question about the setting that you can't answer, make sure you get the answer to the player before the first game session.

By the same token, don't let the dice get in the prelude's way — feel free to ignore them whenever necessary. If part of a character's backstory is the untimely death of his mother, you don't want the player to make a miraculously lucky Medicine roll and save her, leaving you both at a loss for what to do next.

Remember that you and the player are creating a story together. Stop and ask the player questions about her character without breaking a scene. Make certain that the player is comfortable with the game, and that you are comfortable with her character before you end the prelude.

Preludes give a Storyteller a chance to practice before running an entire group. You can bounce ideas off players one at a time and see their reactions. You have an opportunity to develop a character's allies and Kinfolk without distracting players from the chronicle.

A prelude can begin innocuously enough. It might begin something like: "It's been weeks since you've so much as seen a buffalo, much less tasted its meat. The hunters have brought back some small game, but there hasn't been enough to go around. You're hungry, and have wandered away from the camp to try and scrounge some food. Suddenly, you hear a shriek — one of the younger women? — and a sound like thunder... a gunshot..."

Just as character development never ends, you shouldn't be afraid to run a flashback session to add some history to a character's life. If a long period of game time passes in a chronicle without actions from the characters, you may want to run mini-preludes to cover the lost time.

Creating a Pack

One of the most important tasks when creating a chronicle is to define the pack to which the characters belong. This isn't an idle task, for you must think ahead and prepare for the type of stories you want to tell.

It's very important for the players and the Storyteller to work together on the pack. The pack can become the central character of the chronicle, the thing that unites the players over the long haul. The players should all agree on what kind of pack they would like to join, and thus what sorts of stories they would enjoy telling. Anything the Storyteller can do to empower the players and involve them in the story is good. For example, even the basic concept of "misfits even among Garou" can spark a wild and boisterous motley of Bone Gnawers, Ragabash and exiles.

When cubs undergo their first Rite of Passage, they often form packs. The Rite of Passage provides a good opportunity for characters to join together and pledge one another support for the first time. Naturally, most packs are formed from a single tribe, but the growing menace of the Storm Eater's scions inspire cooperation from tribes that would normally be rivals. Besides, the players' characters are expected to be the exception to the norm — that's why the story is about *them*, isn't it?

The following are a few questions that ought to be answered by all players after all characters have completed their preludes.

▼ Where is the pack based?

The pack should have a home base or territory, whether it be an abandoned mining camp, a bustling prairie town or even a mesa miles from human territory. Usually the territory revolves around a caern, but it doesn't have to. Many packs set up a secret meeting or gathering site to base themselves, and sometimes to store supplies. A pack may even base itself in the Storm Umbra instead of the physical world — but this is so dangerous it's hardly worth mentioning.

▼ How do the pack members interact?

The internal politics of a pack add excitement to the game. Do some members of the pack have a friendly rivalry? Maybe the Ahrouns compare kills. Are there close friendships? Are any of the characters related? Do two of the pack's members secretly wish they could be lovers? Do the pack members dislike each other? Do some pack members have secrets that they hold back from the others? Which members do packmates trust with their problems?

▼ What are the pack's missions?

Every pack has its own unique selection of skills and abilities. Some packs are better at scouting enemies and guerrilla warfare, while others prefer intimidation and direct assaults. A pack may choose an area to protect, or it may range across the western territories, doing its best to fight the Wurm wherever it hides.

Some packs interact with humans and struggle against the encroaching tides of humanity, while others spend their times staving off the corruption of spirit realms.

▼ Is there a pack leader?

Every pack has a way of making decisions. Do you choose the strongest or wisest as alpha in the manner of wolves? This choice could be made by voting or by ritual combat. Have you settled on a permanent leader, or are you quick to battle among yourselves for the position whenever you hit a lull? A few packs *never* settle on a leader. They just let the most experienced or knowledgeable Garou take command when the situation warrants.

▼ Who is the pack's totem?

A vital part of any pack is its totem. The spirit represents the pack and binds all members of the pack together. All players should work together in choosing a totem-spirit that embodies the pack. They should also work out why the spirit chose them. Although there are many totems suggested in this book, groups should not be afraid to design their own.

▼ What is their sept like?

How does sept affiliation affect the pack? Is the sept at war, or does it enjoy peace with its neighbors? Is it multiracial, xenophobic, or somewhere between the two? Are the sept Garou demanding? Do they order or lord over the pack? Does the pack belong to any sept? Is the sept involved in its own crises? Does the sept have an active interest in the pack or could it care less?

▼ Who are the pack's friends and allies?

This includes any Kinfolk or Allies listed in a character's backgrounds. Who are these individuals? What are their different relationships with the members of the pack? How much do they know about the pack's activities? How actively involved are they in the pack's activities? What are their motivations and goals? Why are they friends of the pack? How far are they willing to go to help their allies? What do they get out of the relationship?

▼ Who are the enemies of the pack?

Do the Garou know who these enemies are? Is the enmity a strong rivalry or a full-blown hatred? Is the hostility based on fact or a misunderstanding? Perhaps the enemies aren't directly opposed to the pack, but serving cross purposes. Do any recurring villains pop up to harass the heroes?

▼ What is the pack's purpose?

Why was the pack formed? The pack is a concept lodged deeply in Garou thought. Garou society understands its members only in terms of the pack; those without packs are either pitied or cursed. Only the tribe elders live without packs, and they dissolve their sacred groups only after they have discovered, and hopefully fulfilled, their true purpose.

According to Garou tradition, each and every pack has a purpose given to it by Gaia, a purpose for which its members are brought together, a purpose they are meant to serve. Indeed, packs sometimes share the same dreams when they sleep, and are guided by the same spirits; only when the purpose is fulfilled can they peacefully retire from active life.

Character Creation Chart

Character Creation Process

▼ Step One: Character Concept

Choose concept, breed, auspice, and tribe

▼ Step Two: Select Attributes

Prioritize the three categories: Physical, Social, Mental (7/5/3)

Choose Physical Traits: Strength, Stamina, Dexterity

Choose Social Traits: Charisma, Manipulation, Appearance

Choose Mental Traits: Perception, Intelligence, Wits

▼ Step Three: Select Abilities

Prioritize the three categories: Talents, Skills, Knowledges

Choose Talents, Skills, Knowledges (13/9/5)

▼ Step Four: Select Advantages

Choose Backgrounds (5; restricted by tribe), Gifts (1 each from breed, auspice, and tribe), Renown (by auspice)

▼ Step Five: Finishing Touches

Record Rage (by auspice), Gnosis (by breed), Willpower (by tribe), Rank (1)

Spend "Freebie Points" (15)

Breed

See also *Breeds*, pgs. 109-112.

▼ **Homid:** You were born to human parents and raised in their society. You didn't know you were a werewolf until you underwent your First Change.

Initial Gnosis: 1

Beginning Gifts: Jam Gun, Persuasion

▼ **Metis:** Your parents are both Garou, but you are malformed and sterile. You grew up with your tribe, and thus understand Garou culture more deeply than others.

Initial Gnosis: 3

Beginning Gifts: Create Element, Sense Wyrms

Lupus: You were raised in the wilds as a wolf. Until you were nearly grown, you didn't know you were a werewolf.

Initial Gnosis: 5

Beginning Gifts: Heightened Senses, Jackrabbit Jump

Auspice

See also *Auspices*, pgs. 112-114.

▼ **Ragabash:** New Moon — The Trickster: questioner of the ways

Initial Rage: 1

Beginning Gifts: Scent of Running Water, Spider's Song, Walk Under the New Moon

Beginning Renown: 3 in any combination

▼ **Theurge:** Crescent Moon — The Seer: searcher of the ways

Initial Rage: 2

Beginning Gifts: Mother's Touch, Sense Wyrms, Spirit Speech

Beginning Renown: 3 Wisdom

▼ **Philodox:** Half Moon — The Judge: keeper of the ways

Initial Rage: 3

Beginning Gifts: Resist Pain, Scent of the True Form, Truth of Gaia

Beginning Renown: 3 Honor

▼ **Galliard:** Gibbous Moon — The Moon Dancer: lover of the ways

Initial Rage: 4

Beginning Gifts: Beast Speech, Call of the Wyld, Mindspeak

Beginning Renown: 2 Glory, 1 Wisdom

▼ **Ahroun:** Full Moon — The Warrior: protector of the ways

Initial Rage: 5

Beginning Gifts: Inspiration, Razor Claws, Trick Shot

Beginning Renown: 2 Glory, 1 Honor

Tribe

See also *Tribes*, pgs. 114-125.

▼ **Black Furies:** An almost all-female tribe, the Furies are the servants of the Wyld and defenders of women.

Initial Willpower: 3

Backgrounds: No restrictions.

Beginning Gifts: Sense Wyrms, Song of the Seasons

▼ **Bone Gnawers:** Drifters, vagrants and the salt of the earth, Bone Gnawers are survivors who see everything but garner little respect.

Initial Willpower: 4

Backgrounds: Bone Gnawers may not buy Past Life, Pure Breed or Resources.

Beginning Gifts: Odious Aroma, Stone Soup

▼ **Children of Gaia:** The Children of Gaia seek unity among all the tribes, and consider themselves the defenders of humanity. Theirs is the choice to heal before harming.

Initial Willpower: 4

Backgrounds: No restrictions.

Beginning Gifts: Mother's Touch, Resist Pain

▼ **Fianna:** Immigrants from the British Isles, they violently protect the land settled by their Kinfolk and believe that they are the only ones who can fix the Storm Umbra.

Initial Willpower: 3

Backgrounds: No restrictions.

Beginning Gifts: Persuasion, Resist Toxin

▼ **Get of Fenris:** Honorable but ferocious berserkers, the Get still preserve their Norse tribal culture. They have great courage and are willing to battle the Wyrms no matter how small their chances.

Initial Willpower: 3

Backgrounds: Get of Fenris may not buy Contacts or Mentor.

Beginning Gifts: Razor Claws, Safe Haven

▼ **Iron Riders:** The least trusted among other Garou, this tribe has embraced human technology. They live in large settlements and speak out in favor of "civilization."

Initial Willpower: 3

Backgrounds: Iron Riders may not buy Mentor, Past Life or Pure Breed.

Beginning Gifts: Control Simple Machine, Sense Weaver

♥ **Red Talons:** Composed entirely of lupus, the Red Talons have come to the New World to protect it from the human pioneers who would destroy it.

Initial Willpower: 3

Backgrounds: Red Talons may not buy Allies, Contacts or Resources. Their only Kinfolk are wolves.

Beginning Gifts: Beast Speech, Eye of the Hunter

♥ **Shadow Lords:** Domineering and demanding, the Shadow Lords seek to wrest the position of leadership from the Silver Fangs. They care nothing for the unfit or ignorant.

Initial Willpower: 3

Backgrounds: Shadow Lords may not buy Allies or Mentor.

Beginning Gifts: Aura of Confidence, Fatal Flaw

♥ **Silent Striders:** Mysterious travelers, the Silent Striders spend little time in one place. They have secret knowledge of the mortal and spirit worlds.

Initial Willpower: 3

Backgrounds: Silent Striders may not buy Past Life or Resources.

Beginning Gifts: Sense Wyrms, Speed of Thought

♥ **Silver Fangs:** The most prestigious of the tribes, the Fangs only mate with the noblest of humans and wolves. Though they are badly inbred, they still seek to unite all Garou under their leadership. The Silver Fangs are often blinded by pride.

Initial Willpower: 3

Backgrounds: Silver Fangs must spend at least three Background points on Pure Breed.

Beginning Gifts: Eminent Domain, Sense Wyrms

♥ **Stargazers:** The rarest of Garou, the Stargazers search the world for enlightenment and truth, staunchly opposing the Wyrms wherever they encounter it.

Initial Willpower: 5

Backgrounds: Stargazers may not buy Allies, Fetish or Resources.

Beginning Gifts: Balance, Threads of the Weaver

♥ **Uktena:** The Uktena are one of the two surviving American tribes. They are the most capable mystics of the Garou, and are mistrusted and feared by European werewolves.

Initial Willpower: 3

Backgrounds: No restrictions.

Beginning Gifts: Cloud of Night, Sense Medicine

♥ **Wendigo:** The Wendigo are fiercely independent and wage war to drive the European invaders from North America. Only the threats of the Weaver, Wyrms, and the Storm Eater take precedence.

Initial Willpower: 4

Backgrounds: Wendigo may not buy Contacts or Resources.

Beginning Gifts: Call the Breeze, Song of the Seasons

Backgrounds

See also *Backgrounds*, pg. 134.

♥ **Allies:** Your friends among normal humans and wolves.

♥ **Contacts:** The contacts you possess in human society.

♥ **Fetish:** A magical object containing a bound spirit. See the Appendix for examples.

♥ **Kinfolk:** Your Delirium-free human or wolf relatives and friends.

♥ **Mentor:** A strong elder who guides and watches out for you.

♥ **Past Life:** Your connection to your Garou ancestors and the past.

♥ **Pure Breed:** Your lineage and pedigree among the Garou.

♥ **Resources:** The amount of wealth or belongings that you possess.

♥ **Rites:** The number and/or potency of the rites you have learned. See *Rites*, pg. 166.

♥ **Totem:** The amount of power you have invested into your pack totem. The greater the total number of points spent by the pack, the more powerful the totem. See *Totem*, pg. 137, for point costs and the Appendix for sample totems.

Gifts

See *Breed*, *Auspice*, and *Tribe* above for beginning Gifts; choose one from each list. See also *Gifts*, pg. 137.

Renown

See *Auspice* for beginning Renown. See also *Renown*, pg. 178.

Rank

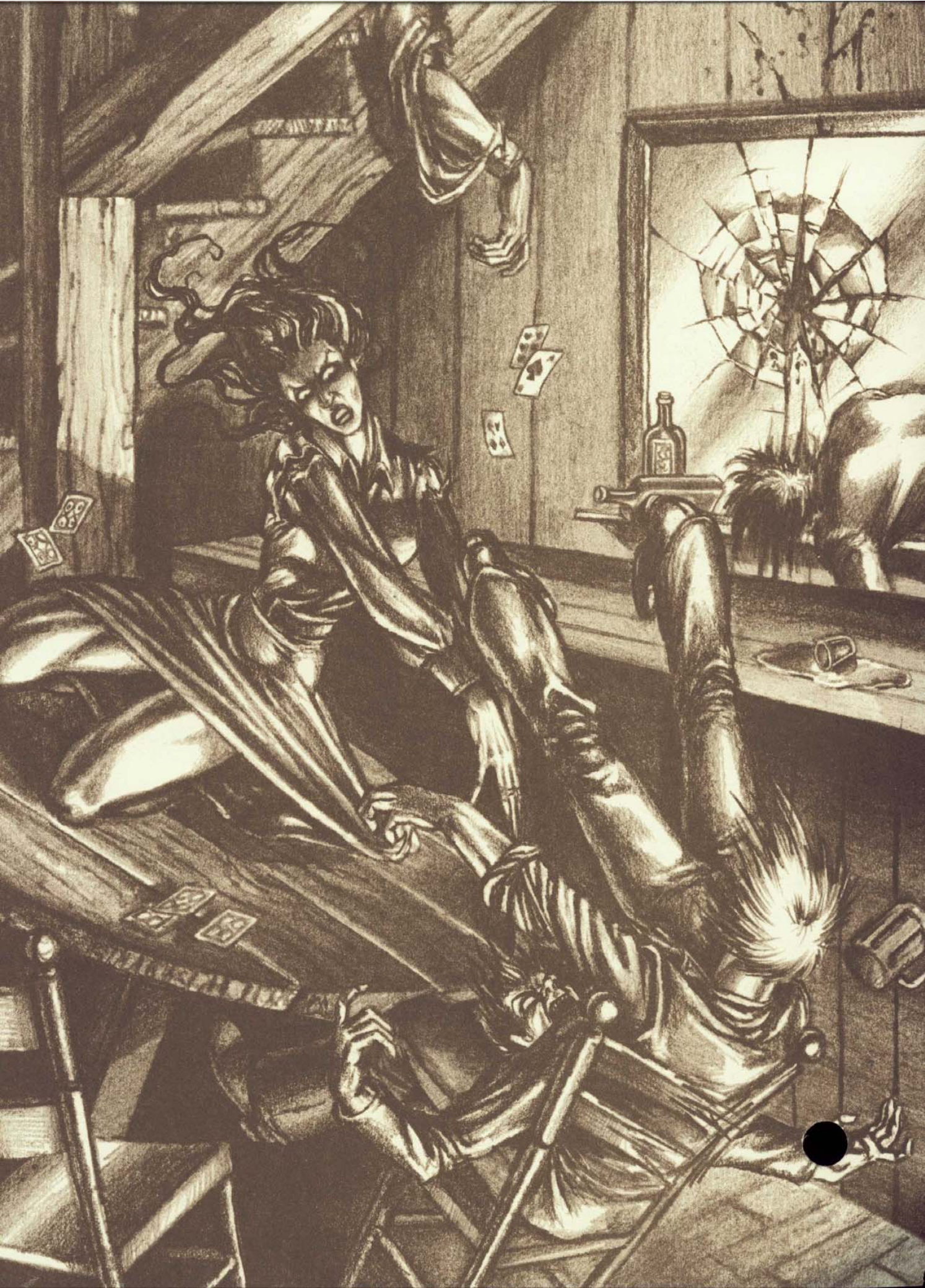
All characters begin as Rank One.

Rage, Gnosis, and Willpower

See *auspice* for *Rage*, *breed* for *Gnosis*, and *tribe* for *Willpower*. See also *Rage*, pg. 180; *Gnosis*, pg. 182; and *Willpower*, pg. 183.

Freebie Points

Trait	Cost
Attributes	5 per dot
Abilities	2 per dot
Backgrounds	1 per dot
Gifts	7 per Gift (Level One only)
Rage	1 per dot
Gnosis	2 per dot
Willpower	1 per dot



Homid

Those born of humanity are the most common of all the Garou. Their relative numbers have been increasing ever since humans invented agriculture and began to despoil the natural world. There are many advantages to being a homid, and the human-born haven't hesitated to make use of these advantages and their superior numbers to emerge as the dominant Garou breed.

Although their natural form is physically inferior to the wolf, homids have access to all kinds of abilities and attitudes of which the lupus are ignorant. Though much technology is the realm of the Weaver and the Wyrn, the homids can master such sciences and devices and use them for Gaia. What's more, as humans and wolves come into greater competition, the humans almost universally win out; there are simply more human Kinfolk than wolves these days.

Though their initial connection to Gaia is more tenuous than that of the lupus, and their understanding of Garou society is less developed than that of the metis, homids can overcome these deficiencies and bring their

natural strengths to bear. Although

humans are almost enemies of the Garou, homids have managed to mostly avoid responsibility for their human kin's deeds.

Homid werewolves almost never have any idea of their true heritage until the First Change. The stress of this change often destroys any hope of living as they once did in their childhood homes. Some homids, though not many, maintain contact with their human families and friends, though this is never a simple enterprise. Humans don't take well to supernatural relatives.

The best chance a human has for something approximating a normal family is a family of Kinfolk. Unaffected by the Delirium and often aware of how things "really are," Kinfolk have the best chance of accepting a werewolf, Rage and all. Sometimes these Kinfolks trust is horribly misplaced, and sometimes it's replaced by jealousy — but even so, a homid's chances of happiness with human kin are far better than with the rank-and-file of humanity.

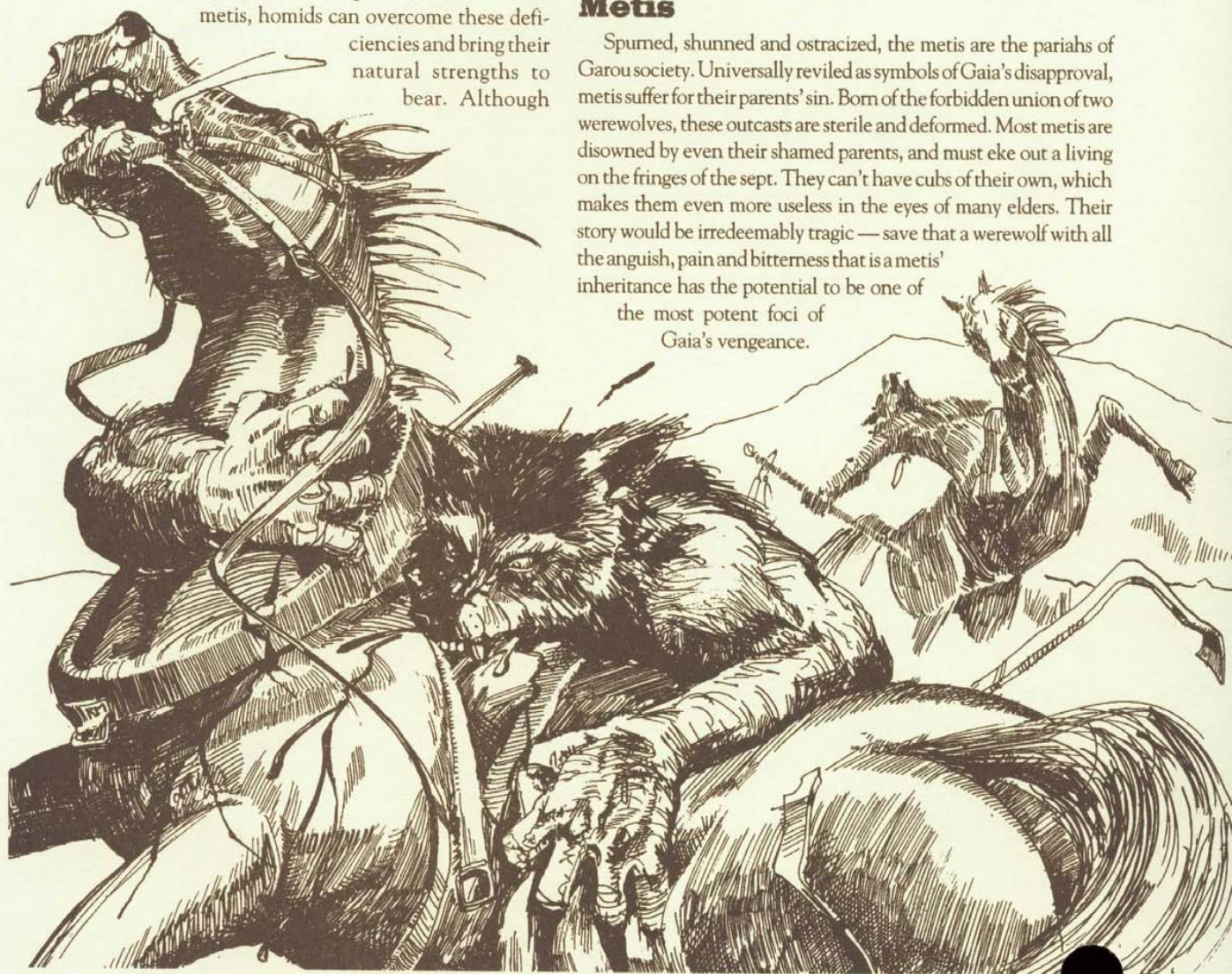
Initial Gnosis: 1

Beginning Gifts: Jam Gun, Persuasion

Metis

Spurned, shunned and ostracized, the metis are the pariahs of Garou society. Universally reviled as symbols of Gaia's disapproval, metis suffer for their parents' sin. Born of the forbidden union of two werewolves, these outcasts are sterile and deformed. Most metis are disowned by even their shamed parents, and must eke out a living on the fringes of the sept. They can't have cubs of their own, which makes them even more useless in the eyes of many elders. Their story would be irredeemably tragic — save that a werewolf with all the anguish, pain and bitterness that is a metis' inheritance has the potential to be one of

the most potent foci of
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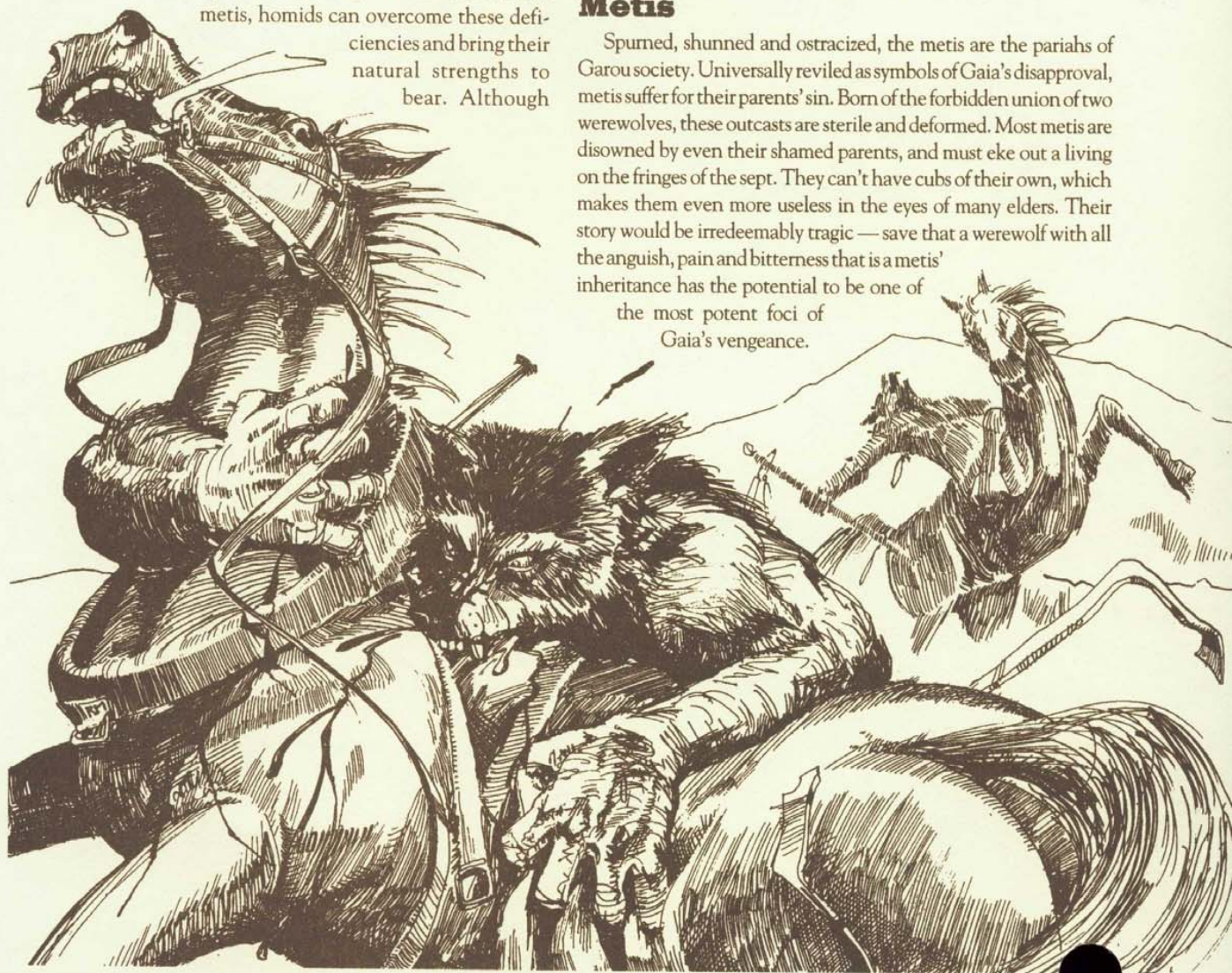
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Gaia's vengeance.



The metis, always rare, though some say their numbers are on the rise, have not always been allowed to survive. For all memory they were often killed at birth, and this practice rarely continues among the more severe tribes. At the first sign of a metis deformity a newborn cub might have its head dashed against a rock. More horribly, the child is sometimes allowed to grow to adolescence so the severity of its disability may be judged and its fate decided on. There's no real reason why a metis could not be part of a sept, and many are just that. Sadly though, prejudice and pride bar them from ever truly feeling part of the pack. Metis themselves are physical manifestations of the imperfections that plague the Garou. Perhaps their violent treatment is a symptom of the guilt within all Garou. There are those who hope that one day metis will be accepted and treated with understanding.

In some ways the metis most truly represent the balance between wolf and man. Unlike homids and lupus, metis have never been human or wolf. Their anger is twice as potent as that of other shapechangers. Born in the Crinos war-form, they may shift to it with no effort. Having grown up among werewolves, metis suffer no restrictions on initial skills, and understand the complex ways of Garou society.

Some say that the purity of werewolf blood, distilled from the grace of Gaia, is far too potent unless alloyed with that of humans or wolves. Perhaps it is this, or maybe it is the disapproval of Gaia herself that marks the metis. Whatever the reason, the metis are branded. Each metis bears a deformity from birth, a result of the inbreeding which produced it. These disabilities vary and few are completely crippling, but each brings its own inconveniences as well as ridicule and hatred from other Garou. A list of possible deformities is provided below, along with their effects. Players and Storytellers should use these as a guide for creating individual metis, with unique deformities.

The final insult that a metis must bear is that the twisted Wyrms-tribe, the Black Spiral Dancers, are largely metis; many other Garou thus wrongly and maliciously associate all metis with the Wyrms. The Dancers care nothing for Gaia's Litany, and produce metis with abandon. Unfortunately, this makes them an even stronger tribe, as every generation sees a new influx of powerful, furious warriors.

Initial Gnosis: 3

Beginning Gifts: Create Element, Sense Wyrms

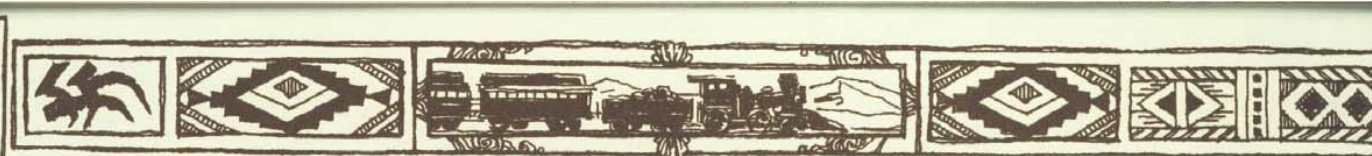
Deformity: Every metis begins with at least one deformity chosen by the player during character generation. Below are some suggestions. This list is by no means meant to be definitive or limiting.

▼ **Albino:** Your eyes are red and you have no pigment in your fur or skin, in any of your forms. You sunburn easily and have an intolerance for bright lights; unless your eyes are somehow protected (by smoked glasses or the like), you suffer a +2 difficulty on all Perception-based rolls under such conditions.

▼ **Facial Feature Drift:** Your features are asymmetrical, misaligned and unappealing. This can vary from a crooked nose to truly bizarre rearrangements. Your Appearance can never be higher than 2, and the difficulty of all Social rolls is increased by one.

▼ **Fits:** You suffer from periodic lapses of consciousness and loss of muscular control. Often when you roll a botch in a stressful situation, you enter one of these fits and must make a Willpower roll (difficulty 8) each turn to regain control. Until you succeed on one of these rolls, you can do nothing but writhe on the ground.





♥ **Hairless:** Your body, in all forms, lacks hair and fur. Your Homid form is as bald as your Lupus. This is not only downright ugly, but might be dangerously cold in some situations. Your Social Dice Pools are reduced by one die (save intimidation attempts), and you may not purchase the Pure Breed Background.

♥ **Hard of Hearing:** You have a weak sense of hearing and must use your other senses to experience the world. Although you've learned to live with this, it's obviously difficult for you to communicate, at least in Homid form. You suffer a +2 difficulty to all hearing-based Perception rolls, and may have a similar penalty in certain social situations.

♥ **Horns or Hooves:** You have either cloven feet in Crinos form, or a horn or horns in all forms. Hooves add no modifiers to your movement. Horns may take the shape of goat's or ram's horns, or possibly even small antlers (which may earn some respect from Fianna) or a single unicorn's spiral horn (which may impress some Children of Gaia). However, you are at +1 difficulty to all Social rolls among Garou (or anyone else, in the case of horns) — horns and hooves are the mark of prey, not a predator.

♥ **Hunchback:** Your spine, crimped and twisted, is bent over, resulting in an unsightly lump. Your mobility is impaired, and the difficulty of all Dexterity rolls (and most Social rolls) is increased by one. Many hunchbacks are physically strong, almost by way of compensation.

♥ **Madness:** The sin of your parents has infected your mind and you are unstable. Each mad metis is different, but your insanity might take the form of hallucinations, paranoia or a split personality. When under stress you must make a Will-power roll (difficulty 5) or succumb to your insanity.

♥ **Malformed Limb:** One of your limbs is twisted, gnarled or withered. All Dexterity rolls involving that limb are at +2 difficulty, and your movement speed is halved in Hispo and Lupus (and possibly the other forms as well, if your leg is malformed).

♥ **Tailless:** The laughingstock of your pack, you have no tail in any of your forms. Although there is no effect on Homid or Glabro form, your Dexterity difficulties are at +1 in all other forms due to your problems balancing. Botches tend to be embarrassing lapses of balance, and other werewolves probably consider you pathetic.

Lupus

Arguably closest to Gaia, those born of wolf are not as populous as they once were. Though there are still many lupus among both the invaders and the native Garou, no more than one in five are from this breed. The lupus has the advantages of extraordinary senses, natural grace and physical poise, which homids must strive to match. However, rational thought and many other "human" abilities are strange to the lupus. Some don't want to learn and others can't.

The lupus spends the first years of its life as a wolf, living and running with a pack and facing the trials of the wild. Then the wolf discovers she is Garou and is confronted with a homid-

dominated society where she must find her place. Coming from a demanding world of hierarchy, natural laws and instinct, the lupus is suddenly confronted with logical thought, technology and complex human social interaction. It is perhaps no wonder that a good many lupus are separatists.

Initial Gnosis: 5

Beginning Gifts: Heightened Senses, Jackrabbit Jump

There are a number of abilities which aren't available to lupus characters at the time of character generation, except through the expenditure of freebie points. They can be learned later through experience, though many lupus never bother. The following Abilities are restricted for lupus:

Skills: Crafts, Etiquette, Firearms, Ride, Melee

Knowledges: Law, Linguistics, Medicine, Politics, Science

Auspices

Though life is drawn from Mother Gaia, our life-paths, the tracks we tread come from another: Luna, the Moon. Each of her five faces brings a different spirit to those born beneath her gaze. I am Galliard, Gibbous Moon, so I am storyteller, bard, wanderer and pathfinder. So it is that your auspice will determine your path — if you have the wisdom to follow it.

— Dawnsong, Uktena Galliard

As Gaia is the womb from which all werewolves are delivered, so is Luna their cradle. The path that a Garou's life follows, whether long or short, is to a large extent defined by what moon-phase he is born under. This auspice determines the role he is destined to play in Garou culture.

Auspice flows deep in the blood of the Garou, running throughout the social rituals and responsibilities of tribe and sept. The threads of the five auspices together twine the rope that is Garou society, each adding its own strengths, the whole stronger than the individual strands. Each and every werewolf has a role to play and each his place. Though a significant part of these tendencies are almost biological, tradition and society in no small way reinforce and strengthen these natural leanings. To a werewolf it is only right that to some extent her character is determined by the circumstances of her birth — as with breed, so with auspice.

Though the Garou accept these character trends, remember that they are only trends. It's possible to resist or break them. One may encounter a curious Ragabash or a laughing Ahroun. Indeed, some of the greatest Garou have been those who have come to terms with both their birth sign and an individual personality which transgresses and transcends these limits. Furthermore, through the Rite of Renunciation, a Garou may abandon her auspice, name and Renown and begin anew under the moon of her choice. Such individuals are not widely trusted or respected, though again, there are notable exceptions.

More than social class, auspices are something to hold dear during difficult times. To the Pure Ones, fighting desperately against the relentless encroachment of

colonization by the invaders, it is important to know one's place in society. It is no less significant to the European tribes, warily struggling to push back the mysterious frontier.

Five Moons and five shades have the Garou

Each has its place in the Old World and the new

In this land of uncertainty, auspice is our hitching post...

— Verse of the Five Moons, Speaks-With-the-All-Voice,
Fianna bard

Ragabash: The New Moon

Any fool knows that attracting someone's attention by throwing a mule-muffin at the back of his head is better than letting him get trampled by a stagecoach. You're that fool. Every court needs a jester and in Gaia's kingdom the Ragabash holds this honor. You whip away the veil of pretension, throw it in the mud and dance cackling out of reach of retribution's claws. If it weren't for your singular insight and irreverent way with exposition, those who call themselves leaders would be forever marching blindly into disaster.

Should Garou leaders be permitted to lead their people into calamity, merely because might makes right? Hell no! Is the way to warn them through quiet words and considered counsel? Hell no! If that were the way, then Gaia would have made Theurges more interesting. No, the best way is through humor and ridicule. Every Garou appreciates a good joke, even if at the time the Ahroun flies into a frenzy which necessitates your hiding for a while. Is it your fault that most other Garou see you as an annoyance, a self-indulgent trickster to be tolerated...to a point? Of course it isn't. The solution? Attract more attention, be ever louder and more insightful, withering but never willfully cruel, of course. Unless it would prove a point.

Though you are tolerated, you are less often trusted. Ragabash usually don't lead. Your insight is a lonely one and you are liable to make few friends. Although all Garou agree that you're a necessary part of the pack, few personally appreciate you pointing out their failings. Fewer still understand you. Nevertheless, they treat you with care lest you focus your attentions on a particular individual, and the freedom you have is enviable. Whilst every other auspice has a strict role to follow in society, the New Moon can go where she pleases, attending to none but her whim.

Initial Rage: 1

Beginning Gifts: Scent of Running Water, Spider's Song, Walk Under the New Moon

Verse of the Five Moons:

I am Ragabash

I am laughing, not with you

I am always out of reach

I can see what is hidden but hide from sight

I say truth and seek not for respect

I tell it like it is

I am Ragabash

Theurge: Crescent Moon

The Theurge is a seer, a mystic, a shaman. Born under the crescent moon which casts little light, you are the most closely connected to the spirit world. You have wisdom gained from dark dreaming and long study, insight into your own black depths, and the mysteries of the spirit realm. No other knows the Umbra as you do; the paths you have trod, no other can follow. You've made a friend of horror and fear rides shotgun by your side.

The Garou are nothing without their connection to Gaia and Her spirits. You, the Theurge, maintain that link; therefore the Garou are nothing without you. You are their spirit-guide, their shadow tracker and Umbral pioneer. The Garou look to you in all spiritual matters. You stand aloof, removed from others and marked by your wisdom — wisdom gained from hellish insight. You have no time for sitting around fires and chewing tobacco; you're always occupied talking with that spirit, meditating on this lore.

If the Garou need a riddle answered they come to you; if they need comfort they turn to others. Your position makes others nervous; even great Ahroun fear the Theurge. Who knows what allies you have? Though unquestioned and feared, you must learn what it is like to possess something others cannot, to have your packmates avoid your gaze. Without you the tribe is doomed, and there would be none to foretell this doom. You can both heal and harm. Yours is a grave responsibility, but you would accept nothing less.

Initial Rage: 2

Beginning Gifts: Mother's Touch, Sense Wyrn, Spirit Speech

Verse of the Five Moons:

I am Theurge

I walk hidden paths

I speak lost language

I am the spirit world's voice

I know the future and the past

I make new paths through the frontiers of the Umbra

I am Theurge

Philodox: The Half Moon

The Philodox is judge. Balanced as is the half moon, between light and darkness, wolf and man, Rage and Willpower — you are balanced in all things. Negotiator, mediator, adviser and resolver of disputes, you must also be enforcer and swift pursuer of justice. If any Garou would wear a tin star on his breast, it would be you, the Half Moon. You bear a great responsibility for keeping justice within the pack, the sept and the tribe. Many gatherings of Garou are led by Philodox, a responsibility truly shared only with the Ahroun.

You have boundless potential for patience and wisdom. Taking the middle course, you are seldom a creature of extremes, but rather a solid, dependable foundation upon which the pack is founded. Garou come to you for judgment, guid-

ance, strength and comfort. It is your responsibility to reconcile the extremes of Ragabash and Ahroun, to balance the emotional Galliard and Theurge and forge an effective and deadly pack. If you fail in your task then no matter what the strength of the individual members, the pack will surely fail.

Such responsibility can weigh heavily on your shoulders, and many Philodox find they can't be effective in their roles without removing themselves from the everyday life of the pack. You may find you must be aloof and untouchable; but such strength can be brittle. You must balance yourself and all things around you. One slip could be fatal — not only for you, but for your entire pack.

Initial Rage: 3

Beginning Gifts: Resist Pain, Scent of the True Form, Truth of Gaia

Verse of the Five Moons:

*I am Philodox
I am light as I am dark
I am Rage as I am calm
I am speed as I am patience
I walk the path that is prepared for me
I am justice raw
I am Philodox*

Galliard: Gibbous Moon

Singer, poet, Storyteller and dancer — these are faces of the Galliard. Werewolves don't rely on books and writings to recall their history, to retell their tales; instead the memories of the great Galliards hold all their lore, and the voices of these bards sing the stories of their proud past. Around every European caern-fire can be found a Galliard with a guitar, and the Pure One silhouetted against the moon, howling on the mesa — she too is Galliard.

You are a howler, a singer of praise and battle, and an intoner of dirges and dire odes. More than that, you are the entertainer; while Ragabash pranks and jests, your music soothes, calms, inspires and rejuvenates. You are the lorekeeper, teacher and historian of the whole Garou race. As an artist, you see beauty and truth in everything you do. Born under the moon of passion and Rage, you are also a fearsome foe.

You are a creature of inspiration, capable of true brilliance. If you were born under the waxing gibbous moon, your songs and art may tend toward life-affirming themes of joyful creation. If you were marked by the waning gibbous, however, your songs grow dark and your artistic soul pours forth beautiful ashes. Although others rely upon you to remember the stories of the Garou, you don't feel the weight of responsibility that plagues some other auspices. A valued packmate, you never want for companionship, though not all appreciate your glib tongue and chilling howl.

Initial Rage: 4

Beginning Gifts: Beast Speech, Call of the Wyld, Mindspeak

Verse of the Five Moons:

*I am Galliard
The moon is reflected in my eye
The songs well up from the earth at my feet
My howl is heard by friend and foe
My life is as bold as the stories I tell
It is I who will sing the ballad of your life
I am Galliard*

Ahroun: The Full Moon

Warrior prince of a warrior race, the Ahroun knows nothing but battle. To her, there is but one solution to all problems. Fiercest among the savage, filled with more hate than any other, the Ahroun has deadly claws too often steeped in gore. She is the gunslinger in the dusty street, the brave with the fresh scalp in her hand, the wolf with the blood-coated muzzle. The teeth and fangs of Gaia in truth, the Ahroun need not be unsubtle, but all her plans have but one end — death for her or her foe.

You are often the leader, most frequently when war looms on the borders of the caern. You might even lead in peace as few dare challenge you. Your survival through such turbulent times speaks well for your battle skill, and you bear the scars to prove your courage. Many of your brothers under the full moon have died already, and your death can't be far away. Perhaps you have learned a little guile. Your anger is great, however, and death in battle is a glorious end.

You are feared and respected by all. Though few come to an Ahroun for advice, yours is the first name they call when fear grips them. Your iron will and steadfast courage inspire the pack and protect them. No other is better suited to withstand the deadly attacks of the Wym's scions. Strength is your birthright and your tool, used to defeat your enemies and control your friends. Any who cross you had best be able to account for themselves with tooth and claw.

Initial Rage: 5

Beginning Gifts: Inspiration, Razor Claws, Trick Shot

Verse of the Five Moons:

*I am Ahroun
I am the teeth of the wolf
I am the hunter and the slayer
I am pain of the earth
I am he whom you fear
My name is death
I am Ahroun*

Tribes

The tribe is the basis for all of Garou society. The social instincts of both wolf and human are bred into the Garou, and the tribes provide a sense of identity the werewolves can get from nowhere else. Most werewolves are not truly at home among their human or lupine kin, and only with their tribes can they find that missing sense of a

larger community. The Garou need the support of their tribes, without which most would go mad during the First Change. The fierce loyalty most werewolves feel for their tribes is rivaled only by the loyalty they feel for their packs. In ancient times, when packs were comprised of Garou of the same tribe, this did not pose any problems. As more werewolves form mixed-tribe packs, these potentially conflicting loyalties could pose problems.

Each tribe has its own creation story, in which the tribe plays a prominent part in the protection of Gaia and the salvation or guidance of the other tribes. Most of these legends agree that in the beginning, all Garou were of one tribe. The stories diverge from there, but the Galliards generally agree that the tribal divisions were the result of fighting between different factions of werewolves. Ever since these first divisions, the Garou have fought each other with almost the same fervor with which they fight the Wyrms. Some among the Garou claim that this divisiveness is the Wyrms' greatest trick; keeping the skinchangers fighting amongst themselves leaves them less time, energy and resources to fight the Wyrms. The split between the Pure Ones and the immigrant werewolves is just the latest symptom of a hostility that keeps Gaia's greatest warriors from uniting and destroying the Wyrms' forces once and for all.

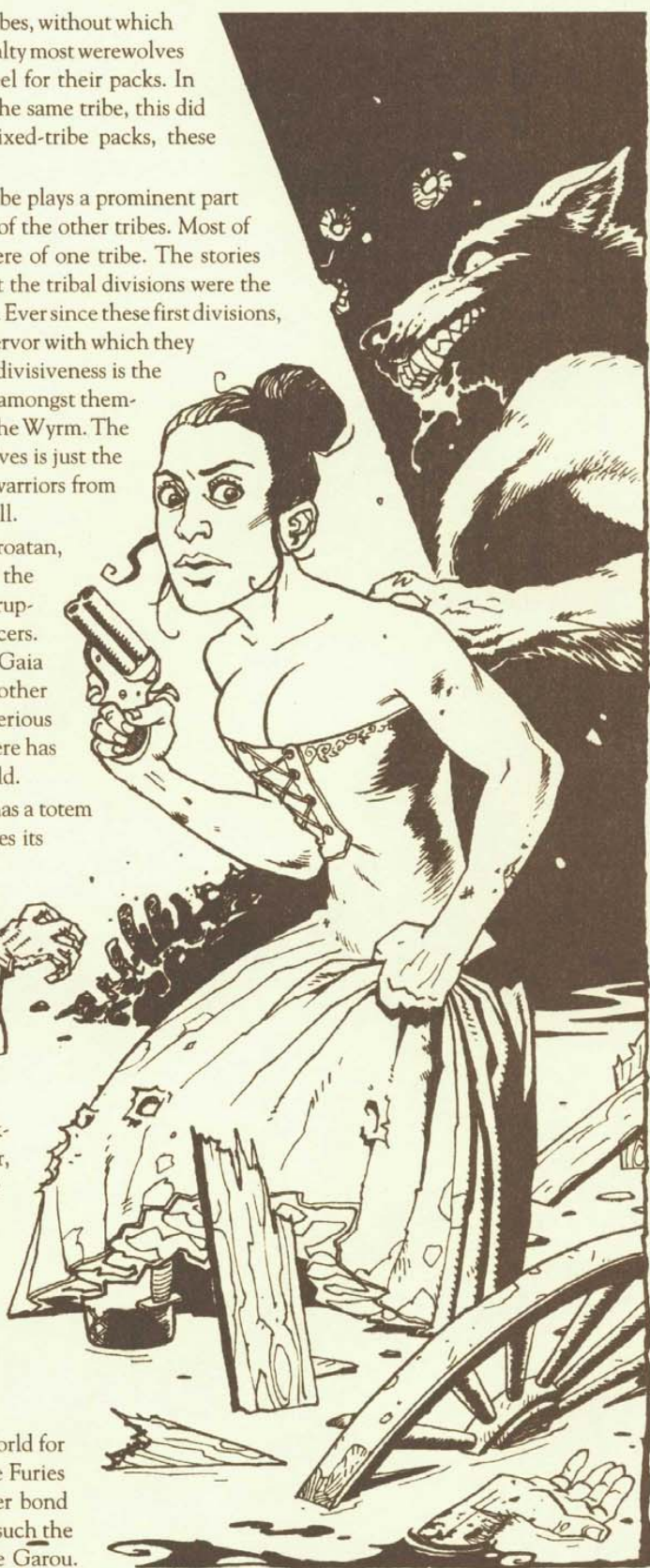
In times past, Gaia had other tribes of defenders. The Croatan, one of the three Pure Tribes, sacrificed itself to destroy the Eater-of-Souls. The White Howlers were lost to the corruption of the Wyrms, becoming the hated Black Spiral Dancers. The remaining tribes see these vile creatures as traitors to Gaia and all Garou. The European werewolves also speak of another tribe, the Bunyip, who live in far-off Australia. The mysterious Bunyip are said to never venture out of Australia, and there has been no sign that they have ever come to the New World.

The 13 tribes of Garou are described below. Each tribe has a totem spirit which guides the tribe as a whole. This totem teaches its children Gifts and may grant them other abilities as well. Unlike pack totems, tribal totems are not bought with background points; each Garou has a connection to her tribal totem. Each tribe also defends certain areas and people, its territories and protectorates. These are very serious obligations of each tribe member.

Backgrounds: Some tribes have Background restrictions, which are listed with each tribe. A character with such restrictions may not begin play with these Backgrounds, nor may she buy them with freebie points. However, the Storyteller may choose to grant them to the character through roleplaying. For example, if a Bone Gnawer character befriended an eccentric millionaire, the Storyteller could choose to have the Bone Gnawer discover, upon the millionaire's death, that she is his sole heir. The Storyteller could then decide to grant the Bone Gnawer points in Resources.

Black Furies

Greek by origin, the Black Furies look to the New World for a place to defend Gaia and fight for women's rights. The Furies believe that women have an inherently stronger bond with Mother Gaia than a man ever can, and as such the tribe is comprised nearly exclusively of female Garou.



The few males that the Furies do tolerate in the tribe are their own metis cubs. Though once known for killing their male children, the Furies now usually give their sons to other tribes to raise in recognition of the need for more Garou.

Women in the Savage West demand more of a voice and more of an opportunity to enjoy the same rights and privileges as men do, as the United States grows economically more prosperous and more people expand westward. The Black Furies actively encourage and support this growing movement. The Furies often work for several activist goals, including abolition and especially women's suffrage. Though many live on the more populous East Coast, where more reforms are possible, the Furies have begun moving West. The rigors of frontier life and the open land provide a fertile ground for the Furies' ambitions. What's more, the frontier is a direct link to their second responsibility — the Wyld.

To the Furies, the Wyld embodies the Mother. Every acre of untouched land, every pure stream resounds with the essence of Gaia. Protecting and nurturing these places is the sacred duty of every Black Fury. The Furies' rites and Gifts reflect this understanding of the Wyld, and are as captivating and complex as the Wyld they mirror. The Black Furies also place a high value on honor; their duty to the Mother demands it. Even those Garou who hate the Furies know they can be trusted.

The Black Furies often have strained relations with the other tribes. The male-dominated tribes tend to see their rejection

of male Furies as a weakness and a crime against Garou. Even the more moderate tribes don't understand the Furies' reasons for their practices, and many wrongly believe that the Furies simply hate men. The Children of Gaia often work with the Black Furies in abolitionist and women's rights movements, and frequently volunteer to accept their male children. The Furies have a special distaste for the Get of Fenris, Garou the Furies feel are without honor or understanding of the Goddess.

Tribal Totem: Pegasus

Initial Willpower: 3

Backgrounds: No restrictions.

Beginning Gifts: Sense Wyrn, Song of the Seasons

Physical: The Black Furies live up to their name with coats of deep black fur, sometimes with lighter markings of silver, white or gray. While many still show traces of their ancient Greek origins, the Furies now encompass women of all ethnic groups.

Territory: Most Black Furies avoid the male-dominated cities, choosing instead to live in secluded wilderness; this often leads to minor conflicts with the Pure Ones and Red Talons who also claim such territories. Some live in the cities and towns to better promote women's rights and support the abolitionist movement.

Protectorate: The Black Furies hope to prevent the same taming of the Wyld that occurred in Europe. The conflict between Weaver and Wyld energies have roused the anger of the Furies, who therefore try to drive the Weaver and Wyrn from the Storm Umbra.





The Black Furies also assume the protection of women, and are likely to practice their combat skills by sinking their claws and fangs into those who would commit crimes against women.

Quote: *You have all of 10 seconds to set that strap down before I open your skull. You read me?*

Bone Gnawers

Every society has its downtrodden poor, and the Garou are no exception. The Bone Gnawers have survived centuries of oppression and hardship, living on the streets of human cities, getting by through wits and determination. The Gnawers get little help from most other werewolves; in fact, they get little of anything but contempt and derision. They are survivors, though, and thrive where others fear to tread.

Bone Gnawers do have a strong passion for one thing — freedom. The Gnawers see the United States as their own. It's their Promised Land, a great experiment in democracy, where even the poorest (theoretically) have a say. They see one great rain cloud over their parade, though, and that's slavery. The New World was supposed to be their chance to prevent the sort of oppression they were accustomed to, and they're doing everything in their power to stop it. The Bone Gnawers, along with the Black Furies and the Children of Gaia, are one of the most active tribes in the abolitionist movement.

The Bone Gnawers have spread throughout the world from their origins in Africa and India, breeding with humans of all races and ethnic backgrounds. Once possibly related to jackals, the Gnawers' lupus blood is now thinning a touch. Centuries of living in cities have diluted their wolf heritage, though the Bone Gnawers among the mountain men and scavengers on the frontier have been helping to reintroduce wolf blood to the tribe.

The Bone Gnawers often find more than food while scavenging. Gnawers usually know the tidbits of gossip, the latest rumors on riches to be found, or when a new wagon train is due in town. The Bone Gnawers who live in the cities and large towns help supply the Iron Riders with rumors of inventions and experiments. Many pure-bred werewolves dislike dealing with the low-born Gnawers, but reluctantly swallow their pride and negotiate with the mongrel tribe when they need to learn something that can't be discovered in the wild.

Though Bone Gnawers usually wear dirty, tattered clothes and eat whatever they can scrape together, they do know how to take care of themselves and others. Gnawers measure their status by what possessions they've accumulated and how generously they share their treasures with others of their tribe. They often extend this munificence to the down-and-outs of human society as well.

Tribal Totem: Rat

Initial Willpower: 4

Backgrounds: Bone Gnawers may not buy Past Life, Pure Breed or Resources.

Beginning Gifts: Odious Aroma, Stone Soup

Physical: Bone Gnawers in Lupus form often look like large stray wolf-dogs, mangy and disheveled from

their scavenging, their coats rough and mottled. Though small for Garou, they are remarkably resilient. Bone Gnawers can now be found in any ethnic or racial background, and so represent the full spectrum of human types.

Territory: The Gnawers claim boom towns, railroad ghettos, hermits' shacks and all sorts of not-quite-rich communities for their own. Considering the number of less than well-to-do towns in the frontier, it's not surprising that the Bone Gnawers have quite a bit of influence west of the Mississippi.

Protectorate: The Bone Gnawers have appointed themselves guardians of all those everyone else would like to forget. They watch out for all those who have nothing, and consider themselves champions of the true salt of the earth.

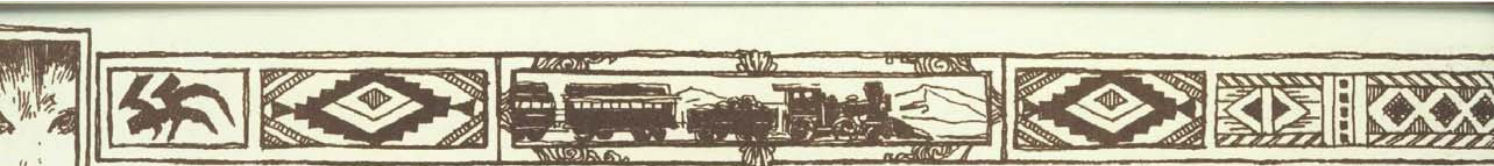
Quote: *Well, maybe the law we serve 'round here ain't quite what you expected. But we're good folk in a good town, and we really don't 'preciate your comin' round and tryin' to oust us just 'cause we ain't got enough money to bring in solicitors to speak for us. Maybe you'll understand this by way of negotiation....*

Children of Gaia

Through all the bloody conflicts that have divided the Garou, one tribe has called for unity. Through all the hatred that fires the Rage of the wolf-changers, one tribe has called for understanding and compromise. The Children of Gaia believe that violence is not the only means by which the Garou must defend the Mother.

While they concede that it is not always possible, or even desirable, to avoid a fight, the Children know that the Wyrms find an open gateway for corruption in every heart tainted by hatred, in every act of vengeance and malice, in every moment of cruelty. When they do fight, the Children of Gaia fight with honor. They strive to never strike out of anger or hatred, but rather because physical conflict has become the only option. The Children also believe that the division of the Garou into tribes was a trick of the Wyrms, meant to weaken Gaia's defenders. They believe that all werewolves are of one tribe, that all are Children of Gaia. Unicorn, their totem spirit, will often aid Garou of other tribes for this reason. Many Children feel that this unity must be extended beyond werewolves. These Children believe that other beings have an interest in Gaia's well-being, and that Kinfolk, humans and even some other supernatural creatures can be valuable allies in fighting the Wyrms. Most other tribes look on this expansiveness as soft-headedness, but the Children press their point none the weaker.

The Children of Gaia feel well at home in the United States, a nation whose ideals and very Constitution they influenced. The Children encourage everyone, even their cubs, to express their opinions and to act on their beliefs. The Children of Gaia hold peculiar beliefs for werewolves; they feel that even elders can learn from cubs. Dissenting opinions are not only permitted, but encouraged. This respect for the right to disagree allows the Children to avoid the power struggles some of the other tribes experience, and permits them to rapidly put aside their personal differences in the face of a threat that requires immediate action.



Tribal lore tells that in the early days of the New World, a Child of Gaia aided the Croatan in their fight against the Wyrms, and the tribe is now encouraging the Uktena and the Wendigo to join with the European Garou they so resent. The Children are faced with a great dilemma. Most want to actively work against slavery, relocation and murder of the Pure Ones, as well as the lack of women's rights. They are also aware that pushing these issues too much could plunge the nation into war. The Children of Gaia have been polarized on this issue. Through a grand moot, the Children decided to compromise by speaking against these things, while working against them subtly and secretly by aiding such works as the Underground Railroad. The majority have accepted this compromise, and also work through their extensive network of Kinfolk and human allies.

Some renegades feel that not actively fighting against these issues allows the Wyrms to gain too much of a foothold in the Pure Land. These Children take the fight into their own claws, despite opposition from the rest of their tribe. Because the Children of Gaia have never believed in reprisals against those following their conscience, the tribe as a whole has not yet taken action to stop them.

Some other tribes think the Children of Gaia are weak, and see their calls for unity and compassion as a sign of cowardice. Some think them arrogant fools whose self-righteous condemnation of the other tribes will only serve the Wyrms. Most Garou recognize that the Children are honorable and have been able to keep peace at times when others thought it impossible. Some few even know that a Child of Gaia who has decided the time has come for violent action should not be crossed. Having reached that point, their dedication to Gaia and knowledge that they have exhausted other means of resolution strengthens their resolve and allows them to put the full force of their convictions behind every claw.

Tribal Totem: Unicorn

Initial Willpower: 4

Backgrounds: No restrictions.

Beginning Gifts: Mother's Touch, Resist Pain

Physical: Everything about the Children of Gaia's forms echoes their connection to Gaia. Their fur tends toward earthy colors of brown and grey, often with white markings. Majestic and powerful, they radiate calm and inner confidence rather than the savage ferocity of other Garou.

Territory: The Children of Gaia can be found almost everywhere. In the new cities and towns, on reservations with the Pure Ones, acting as wilderness guides, the Children range across the whole of the new territories, trying to ease the tensions and growing pains of the nation.

Protectorate: All of humanity. The Children of Gaia try to act as the conscience both of werewolves and humans. The Children have been working for millennia to enlighten the human population about Gaia's gifts, and continue to try to influence the actions of humanity and Garou, primarily by example.

Quote: *Put down those guns, damn both your hides! A Hive boils up under the land's skin not half a mile from here, and all you can think of is avenging little lapses of courtesy? If you want a real fight, one that's worth your time, you'll follow me — NOW!*

Fianna

The Garou hold their history and legends dear. No tribe is more aware of the need to remember the old tales than the Fianna. The Fianna claim to have devised the Garou language, and point to similar words in ancient Gaelic by way of proof. The Fianna are the keepers of Garou history, well-versed in the knowledge of the Silver Record. Even the Silver Fangs consult with the Fianna when they need to know some fine point of legend, or want to trace a werewolf's lineage back to ancient times.

Descended from the ancient Celts, the Fianna came to America with the influx of Irish, Scottish and Welsh immigrants. Though the Fianna are well-known for their Galliard bards and loremasters, there are few who want to rouse the ire of an angry Celt. Their Ahroun are fierce fighters, and the tribe's savage ferocity and will to fight is renowned among the Garou. What's more, the Fianna have always been notorious for keeping allies among the fae — although that's starting to change.

The Fianna love their Kinfolk, and crossed the ocean with their kin who began fleeing oppression in Britain and famine in Ireland. The Fianna have spread across the country, seeking the land and security that was unavailable to them in their native homes. This desire to grab land has brought them into conflict with the Uktena and Wendigo, as it is often the Pure Ones who suffer from the expansion of the Fianna and their kin. Some Fianna have become fanatical defenders of their lands, often killing any unexpected visitors. Moving to the Savage West with their human Kinfolk has meant leaving their fae heritage behind. Some among the Fianna speculate that their tribe is slowly being driven mad, having been cut off from the faeries that remain in Europe. Galliards gather the cubs around campfires, spinning tales of Fianna so desperate to contact their fae allies that they have been found inscribing ancient Celtic symbols into the ground in their own blood. Some even claim to have proof that their tales are based in fact.

The Fianna easily succumb to their passions, and get themselves in trouble that way more often than any other. They are quick to laugh, quick to love and quick to anger. Traditionally, Fianna enjoy the company of others, and can often be found around a campfire telling stories, or in a saloon singing along with the piano player, or playing the piano themselves. In the Savage West, some Fianna lose themselves in booze, gambling, and fighting, occasionally resorting to thievery and banditry to gain a bit more of what they feel is owed to them. Loyal to their friends, the Fianna swiftly and ruthlessly deal with those who cross them. Many Fianna ballads recount the tales of loves and fights lost and won.

Tribal Totem: Stag

Initial Willpower: 3

Backgrounds: No restrictions.

Beginning Gifts: Persuasion, Resist Toxin

Physical: The Fianna have coats of deep black or red fur. Their wolf forms are large, even for Garou, often looking like Irish wolfhounds in Lupus form. The human stock is generally Celtic; the Fianna tend to mate with their Kinfolk and with immigrants from Ireland, Scotland and Wales.

Territory: Fianna prefer to live in rural, picturesque areas. They can be found anywhere they might be able to get some land. Rovers and adventurers, the Fianna also trek into the mountains looking for gold, and live on the outskirts of towns with good saloons.

Protectorate: The Fianna watch after their immigrant kin whom they came to protect. They travel along the railroads with the Irish laborers. By the nature of their circumstances, they have found aid from the Bone Gnawers and the Children of Gaia, and help keep an eye on their protectorates as well.

Quote: *Lad, there's land aplenty out here, and I was content to get along, you on one side of that stream and me on the other. But then you had to be saying that stuff about me sister, and I'll be asking you to apologize, and then perhaps slink along to the next territory.*

No? Faith, I was hoping you'd say something like that.

Get of Fenris

To the Get of Fenris, strength and hard work are power. Nothing is more important than the battle except victory. Only the strongest deserve to survive, because only the strongest and finest will be able to best the Wyrms. If the Pure Ones were really so pure, if they were truly worthy, they would have the strength and ability to prevent the Get from taking their lands. While the Uktena and Wendigo blame the Europeans for bringing the Wyrms to taint their pure land, the Get blame the Uktena and Wendigo for allowing themselves to grow weak and lose their ability to fight the Wyrms.

The Get constantly challenge themselves, their packmates and others of their tribe. For them, life is a cold, harsh struggle, and nobody deserves any special consideration. The Get have no patience for the abolitionists and women's suffrage advocates, or for the complaints of the Pure Ones who whine about the loss of their land. The Get believe the only rights you have are the ones you earn for yourself. When the slaves free themselves, when the women win the right to vote, then they'll truly be worthy of their new rights.

The Get of Fenris, like most of the other tribes, have spread across the land with their Kinfolk. Some are recent immigrants, some the descendants of families who have lived in the Northeast for decades. The Get prefer the northern lands, as they find the cold, harsh life reminiscent of their homelands. This has brought them into direct territorial conflict with the Wendigo. The Get can be found as homesteaders and





farmers, working the land and staking their claims. Few Get go after rumored gold or grand business plans, shunning "get-rich-quick" schemes and political games in favor of hard, honest work.

Little is more sacred to a Get than his word. A Get of Fenris would sooner die keeping his word than live and break an oath. Though they have little tolerance for complaints of unfairness, they also have little for those who get their way through deceit and trickery. Their need for constant struggle and continuous improvement has also given the Get great courage. They know that few things can strike such fear into their hearts as the Wyrms, and so strive to overcome fear of any sort. Only through constant testing of their abilities and wits can they hope to be strong enough to defeat the Wyrms.

Tribal Totem: Fenris

Initial Willpower: 3

Backgrounds: Get of Fenris may not purchase Contacts or Mentor.

Beginning Gifts: Razor Claws, Safe Haven

Physical: The Get of Fenris are usually huge, grey-coated wolves, their huge, muscled forms monuments to savagery and ferocity. Most have battle scars of some sort, and many bear ritual scars and mystical runes they have carved into their flesh. Most Get are of Germanic and Nordic origin, descended from the Vikings, Angles, Saxons and Jutes.

Territory: The Get have any territory they can take. Most prefer northern lands, close to their Kinfolk. Although they are among the worst land-grabbers, they won't press for a territory if the inhabitants put up a strong enough fight.

Protectorate: The Get of Fenris are extremely protective of their Kinfolk, and become even more savage than usual when their relatives are threatened. The Get have also taken some caerns they felt were not being adequately protected; this has infuriated many other tribes, including many Europeans. Any place they feel is in real danger of being corrupted by the Wyrms is open to them.

Quote: *Hah! That was well-fought, pup! Oh, don't scowl like that — I haven't been beaten yet, and frankly, you aren't the one to beat me. What matters is that you tried. Here, pup, have something to drink. It may not take the sting away, but it'll put you in a better mood about it.*

Iron Riders

New towns are popping up everywhere, and the Iron Riders are right there with them. Technology is developing rapidly, telegraphs and railroads are becoming more widely used, and the Iron Riders are there, encouraging this development and learning as much as they can. The Iron Riders claim to have found spirits of money and metal that they understand and learn from.

The Iron Riders are unique among the Garou in that they don't dread the spread of humanity. They see human civilization and culture, not untamed wilderness, as the future of the world. They claim that the Technology-spirits are proof that Gaia

encourages human achievements, and are a sign that the Garou must adapt to the changing world. Most of the other tribes think the Iron Riders are at best crazy, and at worst aiding the Wyrms. The rapid spread of human civilization has required that werewolves learn better to walk among humans and their settlements. The Iron Riders have been of great assistance to the rural kin of other tribes who have been forced to deal with encroaching human towns, so most are unwilling to accuse them openly of aiding the Wyrms. To the amazement of the other tribes, the Iron Riders have even been able to establish caerns in towns and cities, which the Iron Riders use as further proof that they have neither abandoned nor been abandoned by Gaia. However, many Theurges point to the upheaval in the Storm Umbra as evidence that the Weaver-energies pouring into the region are far from completely benign. The Riders themselves agree that the Wyrms is indeed working its ways on many of the local Weaver-spirits, but refuse to blame technology and its associated influences for the way that some might abuse them.

The Iron Riders in the Savage West ally themselves with human visionaries investing in new technology, laying the foundation of the telegraph system, and extending the railroad from coast to coast. While this has earned them the enmity of some other tribes, especially the Wendigo, Uktena and Red Talons, they do have support from the Bone Gnawers and interested tolerance from the Children of Gaia.

Tribal Totem: Cockroach

Initial Willpower: 3

Backgrounds: Iron Riders may not buy Pure Breed, Mentor or Past Life.

Beginning Gifts: Control Simple Machine, Persuasion

Physical: The Iron Riders are small- to medium-sized wolves in Lupus form. They tend to have well-groomed mottled, multicolored coats. Their human forms encompass ethnic groups of all the cities of the world. They favor the latest fashions, even Parisian when possible, and will use their contacts among the wealthy and powerful to be sure they are always in style.

Territory: The tribe has found a place in all of the new cities and major towns being founded in the West. They prefer the company of the innovators and wealthy power brokers to that of the common folk. They have also helped found many of the new universities being established. Some Iron Riders have become useful as surveyors for the railroad, as they are well-suited to crossing the often hostile land to plan the next track.

Protectorate: Iron Riders protect inventors, wealthy investors, mechanics and the like. They aid all those who want to advance human knowledge of the sciences and technology, and do their damndest to keep the cities clean of the Wyrms' blight.

Quote: *Relax, friend! I know that iron horse seems unsettling at first, but believe me, it's no worse than a horse of flesh and blood. Listen to that whistle — just like the call of a songbird. It's the new breed of creature, with steam for blood and iron for bones. Ain't it grand?*

Red Talons

The spread of humanity has often left young cubs with the mistaken impression that all werewolves are born as humans. Not so. In particular, the Red Talons are born only to the wolves of the wild, and these Garou feel that Gaia would be better off if humanity stopped crawling around on Her skin entirely.

The first Red Talons came through the Umbra to the Pure Land around the same time the Europeans began colonizing it. They found a land that had yet to be despoiled by the humans who had claimed all of the wilderness in Europe. The humans there, if still cruel, fallible apes, had learned some respect for the sacred Earth. The Talons established fair relations with the native werewolves, and traveled throughout the Pure Land. Though fighting began almost immediately between the Pure Ones and the European immigrants, the Red Talons paid little attention to these human affairs.

The Red Talons quickly mingled with the large American wolf population, and began to establish dominance over the wolf packs and find suitable territory. As the humans have continued to encroach on the lands of the Pure Ones, the influence of the Weaver and the awakening of the Storm Eater have become too powerful for the Red Talons to ignore. Some of the Talons have suggested an alliance with the Pure Ones to drive out the offending Europeans, Garou and human alike.

Tribal Totem: Griffin

Initial Willpower: 3

Backgrounds: Red Talons may not buy human Allies, Contacts or Resources. Their only Kinfolk are wolves.

Beginning Gifts: Beast Speech, Eye of the Hunter

Physical: The Red Talons are large wolves, with red to ruddy brown fur. They prefer to stay in Lupus or Hispo form as much as possible, and many try to live their entire lives without changing to the hated human form. When they do change, the Talons are often awkward, stumbling and slouching in their unaccustomed stance. They tend to be very hairy, almost brutish and primitive humans. No matter the form, a Talon always has a patch of red fur on his body.

Territory: The Red Talons live among the native wolf population, staying as far away from the encroaching human civilization as possible. They still have great freedom and space in the former Pure Land, but the growing taint of the Weaver and the tumult of the Umbra have disturbed them.

Protectorate: The Red Talons have appointed themselves protectors of the unspoiled wilderness. They are determined not to let the old poison take this new land. They have adopted the native wolves as their packs and protect them as well. Many Talons feel a duty to teach the lupus of the Wendigo and Uktena of the evils of humans, but for the most part it is not succeeding. The lupus of these tribes are too accustomed to dealing with humans who understand the role of the Garou and who respect Gaia.

Quote: *You are neither welcome nor safe here, ape. A pity you have no time remaining to regret your mistake.*

Shadow Lords

Gaia made some to serve and some to be served, and those who don't know or won't assume their place must be eliminated. Ruthless and cold, the Shadow Lords believe absolutely in submission and dominance. They are dominant; all else are subordinate. Those who don't submit serve no purpose. In their haughty arrogance, the Shadow Lords know they are the only ones fit for leadership of the Garou.

The Shadow Lords seek power endlessly, and will stop at nothing to get it. They show no mercy and expect none in return. They are formidable physical fighters, but are also renowned for their political skill. Most Garou prefer the honesty of a straight-up brawl, but the Shadow Lords are well aware that some fights are better won with guile and cunning.

The Lords' quest for leadership and authority serves them well in the Savage West. The wild, untamed land cries out for the Shadow Lords to take control and claim it for their own. This domination takes many forms. Some Lords have formed outlaw gangs, while others have become sheriffs and deputies who rule their towns with an iron fist, dictating law and order. The Shadow Lords see their chance to gain true power and authority in America. A land that has cast off the authority of royalty may not be so eager for the rule of the Silver Fangs. Of course, the democratic ideals may cause problems, but the Lords are certain they can work around that. For now, they are content to be the councilors and executors of Garou law, bringing the other tribes in line with a steel hand.

Rumors of the Storm Eater have also roused the interest of the Shadow Lords. They see the creature as a direct insult to Grandfather Thunder's supremacy and a challenge to their dominance. Some among them wonder if the Storm Eater is a ploy of the Silver Fangs to destroy their influence, and perhaps their very tribe. Evidence so far seems to deny this, but the Lords are slow to let go of their suspicions.

Tribal Totem: Grandfather Thunder

Initial Willpower: 3

Backgrounds: Shadow Lords may not buy Allies or Mentor.

Beginning Gifts: Aura of Confidence, Fatal Flaw

Physical: In their wolf forms, Shadow Lords are large, dark and savage, with a menacing but oddly commanding aura. All human types are represented among the Shadow Lords, who will breed with the best specimens of humanity they can find. They often command the attention of the humans around them.

Territory: Shadow Lords enjoy places where they can enjoy being masters of all they survey. Mountain passes, thick forests, and deep, cold lakes are all pleasant retreats or hideouts for outlaws. However, many Shadow Lords find little to be gained in dominance over air, trees and water alone, and so will add wolf packs or human settlements to their domains.

Protectorate: The Shadow Lords feel responsible for themselves, their pack, their tribe and their territory. All others are there to be conquered. Some Lords don't take it even that far;

they feel responsible only for themselves, and if any of the others are so weak that they are not able to protect themselves, they deserve to die for the good of the world. Some Shadow Lords, most notably a camp within the tribe called the Judges of Doom, appoint themselves keepers of Garou law. These travel from town to town, appropriating whatever seems best-suited for the tribe and passing judgment on local violators of the Litany. In this, they've earned a fearful respect from many tribes, who see a visit from a Shadow Lord as kin to a visit from Death himself.

Quote: *If you were capable of handling this affair yourself, Sheriff, I never would have come here. Now I recommend you shut up and have a seat in the shade, because I'm not inclined to tolerate you getting in my way. Are we crystal-clear on this?*

Silent Striders

Some say that the enigmatic Silent Striders maintained contact with the Pure Ones after they'd crossed to the Pure Land. Others claim that the New World was the one place the Striders were unable to penetrate. The Silent Striders themselves remain true to their name and say nothing on the subject. Whatever the truth, the Striders now travel the wagon paths and the moon paths of America as eagerly as they travel the rest of the world. They're notorious for appearing from nowhere and vanishing as suddenly as they came, leaving nothing behind but a riddle, warning or even slain Wyrmbest to mark their passing.

The Striders find great pleasure in scouting uncharted territory. They journey across the whole of the land, learning the great secrets and mysteries this new territory has to reveal.

They frequently travel

the Umbra and speak with the spirits, learning all they can about the workings of the Wyrmbest in this new land. The Silent Striders have recently begun conferring with the Uktena over the Storm Eater, which the Striders learned of in their Umbral travels.

Many of the other tribes do not trust the Silent Striders. The Striders have a long history of appearing with portents of some great evil, and they refuse to discuss how and why they know what they do. Many Garou do not even like to talk to the Silent Striders, for fear of giving away tribal secrets only to get nothing in return. The Striders accept this isolation, feeling it a fair price to pay for the knowledge and wisdom they gain. Even so, the road can get lonely; occasionally Striders join mixed-tribe packs, to which they become fiercely loyal.

Tribal Totem: Owl

Initial Willpower: 3

Backgrounds: Silent Striders may not buy Past Life or Resources.

Beginning Gifts: Sense Wyrmbest, Speed of Thought

Physical: The physical forms of the Silent Striders reflect their origins in North Africa. In their wolf forms, they resemble Egyptian jackals, looking like they strode out of legends of the Egyptian god Anubis. Their human forms are usually lean but tough from their travels, and interbreeding





has introduced ethnic and racial types from all over the world. Most Striders maintain an air of quiet nobility and wisdom well beyond their years.

Territory: Most Silent Striders claim no territory, preferring to wander wherever their quest for knowledge takes them.

Protectorate: The Silent Striders protect those who venture forth in search of enlightenment. They watch out for the explorers and wanderers of the world, often looking after entertainment troupes or traveling sideshows.

Quote: *Those squirrel guns won't do you no good if you're planning to go into those mines. If what's down there is anything like the residents of Cueva Veneno — and I'll bet you they are — you'd better make other preparations. Trust me on this one.*

Silver Fangs

Every group must have its leaders, and the Silver Fangs have long been the leaders of the Garou. They are widely believed to have been the first tribe, and this tradition has given them the respect of most of the other tribes.

At first glance, the Silver Fangs embody the werewolf ideal. Their regal bearing and magnificent coats still awe even cynical Garou, their generosity and loyalty are legendary, their martial prowess formidable and their leadership strong and just. But some of their rivals whisper of the weakness of age and the frailty of their inbred line.

The Silver Fangs claim the Russian Empire as their homeland, and for centuries have bred among the nobles of Europe. Just as the human nobility is widely inbred among the monarchies of Europe, so too is the nobility of the Garou. Some among the Silver Fangs saw the journey to the Pure Land not only as their duty to the Garou there, but also as a chance to infuse their tribe with new blood. Very few of these were able to both shed their habits of breeding with the wealthy, powerful elite, and gain the trust of the Pure Ones and their kin. Those who did were able to breed with the chiefs of the native tribes, but most simply continued breeding with the rich and powerful among the immigrant Europeans.

The Silver Fangs have taken it upon themselves to reunite the Uktena and Wendigo with their brethren. The Silver Fangs do not understand the reluctance of their newest subjects to follow; they can't imagine that the Pure Ones want nothing to do with the Fangs' *noblesse oblige*. The Silver Fangs also have difficulty with the Garou born in the States, who don't have the proper respect for nobility or the courts of leaders. These Garou, born into a democratic system, have resisted the Silver Fangs' attempts to impose the courtly, regal hierarchy of the European courts.

Tribal Totem: Falcon

Initial Willpower: 3

Backgrounds: Silver Fangs must spend at least three of their Background points on Pure Breed.

Beginning Gifts: Eminent Domain, Sense Wurm

Physical: The Silver Fangs have sleek white or silver coats, and most have blue or green eyes. Their majestic forms radiate a powerful grace. In Homid form, the Silver Fangs represent the full range of world nobility, though the majority of the tribe descends from European courts.

Territory: The Silver Fangs choose places that reflect the majesty of their tribe as their own. A breathtaking panorama of mountains and forests or a cliff overlooking the Pacific Ocean would be ideal.

Protectorate: The Silver Fangs are the leaders of the Garou, and as such feel the traditional obligation of a lord to protect his vassals. The Garou as a whole are the protectorate of the Silver Fangs, though the other tribes are expected to return the favor with their loyalty and respect.

Quote: *Get the young ones to safety. It's me they're really after, and I'm damned if I won't make them sorry for it. If I don't follow after you, tell the others that a Silver Fang died here tonight — in a river of his foes' blood!*

Stargazers

Few Stargazers roam Gaia, and even fewer have crossed the oceans to America. The story of their tribe's formation has been nearly lost, and many Garou of other tribes know only that the Stargazers exist — nothing else. The Stargazers themselves cite their origin, an old, old story, as taking place in the dim past, almost before the end of the Impergium. Despairing of the Wurm-spawned hatred that had crept into the souls of the Garou, some turned from their tribes to another path. These werewolves purged the Wurm-taint from themselves and found a center of balance and peace within their own hearts. The Stargazers prefer their own company to that of other Garou. In this, their great strength has become their greatest weakness. By rejecting others of their kind, they have lost the desire to be part of a pack, a great legacy from their wolf heritage. Their desire for solitude has greatly diminished their numbers; they are easily the rarest of the 13 tribes. Many of them are not even born to the tribe, but are converted from those who seek a path outside what their birth tribe provides.

Despite these difficulties, the Stargazers are quite formidable when they act. They are masters of a complicated fighting technique they call *kailindo*, designed to use the special abilities of each of the five forms and harness the Rage of the Garou. Like the Children of Gaia, the Stargazers seek peace, but will resort to violence when called for. The Stargazers see combat as a necessary reality more often than the Children, and are quicker to fight. They do not see all opponents as irredeemably evil; if they fight an opponent whom they believe can be helped, they will try to stop him without permanently harming him. But when a Stargazer is convinced that a foe is without hope, that foe doesn't have long to live.

Most Stargazers come from Asia, and the few Stargazers in the Savage West primarily came with their kin who were brought in to lay the railroads. Many came in hopes of reaching

the Uktena and the Wendigo with the messages of internal truth that have been rejected by the European Garou. However, their numbers make them all but invisible in the Savage West, a thirteenth tribe that is rarely mentioned or recognized, much less represented in local septs.

Tribal Totem: Chimera

Initial Willpower: 5

Backgrounds: Stargazers may not buy Allies, Fetish or Resources.

Beginning Gifts: Balance, Threads of the Weaver

Physical: Stargazers have a wide range of fur colors, reflecting their diverse origins. The majority have gray to black coats, often with markings of other colors. The few Stargazers born to the tribe come largely from Far Eastern lands, though some have European and African roots.

Territory: Stargazers wander the unexplored and little-known regions of the Earth. They seek seclusion in which to discover more paths to harmony, and enlightened Garou to teach their wisdom.

Protectorate: Stargazers favor rovers and seekers, solitary philosophers and any who seek wisdom and awareness of Gaia. Many watch over Chinese ghettos and isolated, introspective tribes of Native Americans. Stargazers sometimes teach their truths to humans whom they trust as well as Garou, but are careful to veil much of their arcane speak in metaphor — there are some things that humans are safer not knowing.

Quote: *The superior warrior is as the wind — invisible in motion, perceptible only by the way his targets shift and fall. He needs not move at all — he has become motion. Weapons of all sorts are mere childhood toys to him, to be put aside. As long as you rely on these foolish firearms, you will always be an inferior warrior.*

Uktena

When the Pure Ones came to the Pure Land, the Uktena spread their charges across the southern parts of North America, and even farther south where appropriate. There the Uktena began exploring the strange spirits of the land, and learned the ways of the other Changing Breeds. They soon discovered that there was Wyrms-corruption even here. Though the Uktena destroyed what Banes and other Wyrms-spirits they could, some were too powerful; so the Uktena called on the Wendigo and Croatan to bind them instead. The three tribes joined to create a net of power in the Pure Land, drawing on this power to seal the Banes below the Earth in their slumber. With the destruction of the Croatan and the arrival of European Garou, these seals have been broken, and the Uktena fear that the ancient Banes may soon be free.

With the aid of the Silent Striders, the Uktena have discovered that one ancient spirit, the Storm Eater, has already torn itself free. The Uktena do not know what effect the Storm Eater will have on the already disturbed Umbra or on the physical world, but they fear that its wrath may help free other Wyrms-creatures as well.

The Wyrmbearers have destroyed many of the sacred sites, and are decimating the Uktena's Kinfolk through disease and forced removal from their lands. As a result, the Uktena have adopted the other victims of the Wyrmbearers: the





slaves they brought to work the land. The tribe is still primarily comprised of the Pure Ones, but is incorporating more and more refugees of the Wyrmbearers' oppression. As the physical world becomes less hospitable to the Uktena, they spend more time searching the Umbra for answers and guidance. In the process, they have begun to learn many secrets of the Wyrms, which disturbs the other tribes, who fear the Uktena may take their search for a way to fight the Wyrms' predations a bit too far.

The Uktena trust few of the European Garou. Too many of the Wyrmbearers have preyed on the Pure Ones. Too many caerns have fallen, and too many Banes have been unwittingly freed. The Uktena deal with the Silent Striders only because of the great threat from the Banes and the Storm Eater. They entertain the occasional Child of Gaia missionary, but are loath to completely accept the Children's policy of forgiveness and tolerance. They respect the Children of Gaia for their acceptance of the Pure Ones, but are mildly dubious of any Europeans who bring talk of compromise and peace.

Tribal Totem: Uktena (a Native American water spirit combining the features of serpent, deer and cougar)

Initial Willpower: 3

Backgrounds: No restrictions.

Beginning Gifts: Cloud of Night, Sense Medicine

Physical: In their wolf forms, the Uktena usually have reddish-brown coats and dark eyes. They are medium-sized wolves, but tougher than their appearance might suggest. Their human stock is still primarily of the Pure Ones, but is starting to include descendants of African slaves and Asian laborers.

Territory: The Uktena try to continue tending the ancient sites and watching the sleeping Banes. The expansion of the Wyrmbearers often makes this a difficult task, but the Uktena try to remain as close as possible to the sites they tend. Many live in the Indian territories, particularly in what will eventually become Oklahoma, with their human cousins.

Protectorate: The Uktena care for the Pure Ones they have tended for millennia. They have also adopted the displaced natives formerly protected by the slain Croatan and the former slaves who have joined them. Almost above all else, the tribe tends the old sacred sites and guards the locations of the sleeping Banes, trying to keep the old seals empowered.

Quote: Foolish ones! Don't you see what it is you do? Your clumsy footsteps tear webs, break cocoons. Every step frees another spirit, and every spirit feeds our great enemy. Why must you be sightless and deaf?

Wendigo

When the three Pure Tribes parted ways, the Wendigo chose the northern parts of the continent. They participated in creating the great spiritual net that bound the sleeping Wyrmspawn in the Pure Land, and then they lived in peace, growing with their Kinfolk and enjoying the bounty Gaia provided for them.

When the net began tearing, all that changed. The Wendigo have now spread south in an effort to fight the Wyrmbearers and protect the Pure Land.

The Wendigo disliked the Wyrmbearers from the time they arrived, and the loss of the Croatan strengthened their resolve to chase the Wyrmbearers out of the Pure Land. The Wendigo now fight a valiant and desperate, but losing, battle. The Wyrmbearers claim all of the ancient places, leaving the Pure Ones to eke out their survival from land that is foreign to and often incompatible with their customs. The Wyrmbearers claim the land as their own, denying the bounty of Gaia to all others, as if they have some right to keep a piece of Her for their own. The Wyrmbearers have even started to corrupt Older Brother Uktena, who has adopted some of the newcomers as his own. To the Wendigo, the fight against the Wyrmbearers and the taint they bring, both of Wyrms and Weaver, is for nothing less than the very survival of themselves and their kin. They can see that the land they protect for Gaia will soon be yet another conquest for the Weaver and the Wyrms if they don't stop the spread of the Wyrmbearers now.

The Wendigo refuse to deal with most other Garou. Of the newcomers, the Wendigo associate most freely with the Red Talons, sympathizing with their desire to kill invading humans — as long as the natives are spared. They sometimes speak with the Children of Gaia, as Middle Brother Croatan would have wanted. Otherwise, the Wendigo generally associate solely with the Uktena, who are the only other Garou they consider pure enough. The Wendigo harbor a particular hatred for the Get of Fenris and Fianna, who compete for their ancient territory and are among the first to ruthlessly turn them out of their lands.

Tribal Totem: Wendigo (the cannibal spirit of winter)

Initial Willpower: 4

Backgrounds: Wendigo may not buy Contacts or Resources.

Beginning Gifts: Call the Breeze, Song of the Seasons

Physical: The wolf blood of the Wendigo comes from the great northern timber wolves. Their coats are gray, brown, or a mixture of the two. They have stout, powerful muscles and deadly fangs. Their human blood is exclusively of the Pure Ones, as they have refused to breed with any of the Wyrmbearers.

Territory: The Wendigo prefer the deep forests of the northern territories, though some have ventured south, either traveling with the Pure Ones or aiding the Uktena in fighting the Wyrmbearers.

Protectorate: All of the land. Surveyors, expeditions, and pioneer trains are all fair game for their Rage. They are often among the more warlike tribes of Native Americans, and feel close to the Apache and Sioux. Any of the Wyrmbearers who would try to claim another bit of land are legitimate targets to the Wendigo — who don't limit themselves to humans, either. Any intruding werewolf is likely to find her entrails sacrificed to the noble Rage of the Wendigo.

Quote: Your filth will not spread any further across this land, pale cousins. If you mean to cross this plain, you will nourish it with your blood.



Attributes

Specialties

For each Attribute and Ability Trait rated 4 or higher, a player can select a specialty. A specialty is some area of expertise where a body can lay legitimate claim to some bragging rights — a character may be an able horseman, but might be more a long-distance traveler than a swift rider. A specialty allows the player to reroll 10s scored on actions directly involving the specialty. The player gets to keep the success indicated by the 10, and may subsequently try again for another success, rolling another die for each 10 obtained.

Physical

These Traits tell how tough, nimble and brawny a character is, and are the primary Traits of action-oriented characters. Physical Traits concern only your body's strengths and weaknesses.

Strength

This Trait measures your brute strength — how large a bale you can lift, how long a barge you can tote, how much punishment you can dish out. Folks with high Strength ratings tend to be big fellows or strapping wenches, rather than punier types of people. 'Course, you can probably think of a tough-as-nails hombre or a brave cut from stone who barely comes to your shoulder, but every rule has its exceptions.

Strength comes in when you want to haul, heave or bust something. In melee combat, your Strength Trait is added to your damage Dice Pool. Strength is also used when you take a hack at any kind of leap or jump.

Specialties: Burly, Bearish, Barrel-Chested, Rugged, Grip Like a Vise, Vigorous, Solid, Potent, Imposing, Full of Snap

- Poor: You can lift yourself onto your horse, barely.
- Average: You can lift somebody else onto your horse.
- Good: You can lift somebody else onto your horse while you're sitting on it.
- Exceptional: You can lift a laden barrel onto your horse (not advisable).
- Outstanding: You can lift a pony.

Dexterity

This Trait rates how well you move — speed, spryness and surety of step. It also tells how well you can move other things around, the care and calculation you bring to handling all sorts of stuff. Dexterity includes sleight-of-hand trickery, fancy footwork, ducking, darting and dancing.

Specialties: Limber, Snaky, Lithesome, Agile, Supple, Featly, Quick-as-a-Wink, Like the Wind, Expeditious, Greased Lightning

- Poor: Better let somebody else load your six-shooter for you, partner.
- Average: You get around okay.
- Good: You're a hoop dancer without peer.
- Exceptional: You can logroll with the best.
- Outstanding: You can logroll your way through river rapids.

Stamina

Stamina gauges your fitness and stolidity. It rates how long and how far you'll push yourself, and how much distress or discomfort you can endure. Stamina is the toughness of your mind and your body. The strength of your will to live is at its heart.

Specialties: Stubborn, Unbending, Relentless, Unbeatable, Sturdy, Flinty, Leathery, Bull-Headed, Iron-Plated, Built Like a Brick Outpost

- Poor: You are spindly, even consumptive.
- Average: You are in the pink.
- Good: You are fiddle-fit and ever-ready.
- Exceptional: You could cross a desert afoot.
- Outstanding: Nails could take pointers from you.

Social

These Traits describe your comeliness (or lack of it), social graces (or lack of them) and your understanding of why folks are the way they are. Social Traits determine whether your dealings with people will lead you to windfalls or pratfalls, whether you're likelier to wind up a general or a foot soldier.

Charisma

Charisma reckons how well you attract others and command their attention. You use it to gain folks' trust and to earn their tender feelings. This Trait is not about wiliness, but about how genuinely winning a person you are. Charisma is a matter of your comportment, of how much loyalty you inspire in others, of how much people want to do what you want them to do.

Specialties: Dashing, Debonair, Inspirational, Lordly, Cultured, Down-to-Earth, Sweet-Natured, Amiable, Trustworthy, Vivacious, Enchanting

- Poor: Folks say they'd take a rattler's company over yours.
- Average: You're liked, but not well-liked.
- Good: You're everybody's huckleberry.
- Exceptional: Your friends call you their beacon in the night.
- Outstanding: You could bring together all the tribes in the West.

Manipulation

This Trait comes in handy if you ever need to hornswoggle a body. Manipulation is laying down palaver, keeping a poker face or pulling the wool over someone's eyes. 'Course, it's not something that wins you friends. Folks who know you know you walk on your belly and speak with forked tongue. This art is best practiced on greenhorns and total strangers.

Manipulation comes into play whenever you try to cozen or cajole anybody. How charming they think you are doesn't matter a whit (what you're trying to do can become more or less tricky, though, depending).

If you bollix up a Manipulation attempt, and if your target tumbles to your aims, she's likely to turn hot on you. Folks get manipulated day in and day out, and usually don't squawk about it. If they get their noses rubbed in it though, it can be trouble. Manipulation can get things done, but if you earn a reputation as an inveigler, your name is pretty much mud. Characters with high Manipulation ratings are not much trusted by the folks who know them best.

Specialties: Subtle, Guileful, Irrefutable, Foxy, Talkative, Histrionic, Fine-Spoken, Blandiloquent, Soft Soap, Gift of Gab

- Poor: You couldn't lie on the ground.
- Average: You are sometimes thought a fibber.
- Good: You should be named "Walking Firewater."
- Exceptional: You could sell snake oil.
- Outstanding: You could sell snake oil to snake oil salesmen.

Appearance

Appearance is a measure of how handsome a buck or how pretty a filly you may be. It also rates that quality even some homely folks have that just draws people to them. Appearance tells what kind of figure you cut in the great, wide world, and whether people find you magnetic or pathetic.

Appearance is key anytime you can't fall back on flattery. It counts a lot more than most folks think. You might tell yourself looks don't matter to you, but it's human nature to be put off by gruesome features.

Be aware that the Old West's laws and attitudes about "miscegenation" and "half-breeds" are very different. Persons obviously of mixed racial heritage are usually trusted by no one and persecuted by anyone who takes notice. Bigotry is rampant, so consider any visible ethnicity a disadvantage, unless a character is surrounded by her own kind.





Appearance lets the Storyteller determine how people respond to you on first sight. It can affect all your Social rolls with respect to a particular person (sometimes your rating limits the number of successes from a Social endeavor that can actually take effect; this restriction can make it impossible for an unsightly person to get much more than a foot in the door, so to speak).

Specialties: Well-Made, Luscious, Spruce, Beauteous, Dapper, Fair, Sleek, Blessed, Spirited, Snipitious

- Poor: Folks usually throw things at you to get your attention.
- Average: You're a plain-looking jasper (or jane).
- Good: You're nice to look at, and folks let you know it.
- Exceptional: You need a big stick to fend off your many admirers.
- Outstanding: You are fresh-sprung from the brow of some god.

Mental

These Traits indicate your character's braininess. Included here are what goes on between your ears and how attentive you are to what comes in through your ears (and eyes and nose, too).

Perception

This Trait tells how aware you are of the world around you. Sometimes you do concentrate on what your senses are telling you, say if you're hunting. More often, it happens that you just notice something. Perception is essential on the frontier, where noticing the temperature of the air can matter to your survival. Folks insensitive to the different kinds of signs don't stay that way too long — chances are, they end up bad hurt or plain dead.

Perception comes into play when you need to make sense of some detail or to be aware of some change (or its absence) in your surroundings. It reckons how alert you are to being bushwhacked, to the mood around the card table or to the news carried by the local flora and fauna.

Specialties: Eagle-Eyed, Perspicacious, Heedful, Cognizant, Wary, Watchful, Circumspect, Vigilant, Cautious, A Regular Bloodhound

- Poor: You've been known to miss your hand in front of your face.
- Average: You miss things that don't much matter to your day-to-day.
- Good: You miss little, and can distinguish one horse from another at great distances.
- Exceptional: You miss nothing, and are regarded with some awe.
- Outstanding: You can tell what's over yonder by tasting the wind.

Intelligence

Intelligence is how well you can remember stuff, how easy you soak up learning and what you can do with the stuff you remember. It's important when you use Abilities that depend on working with your noggin. Some folks say Intelligence is having a steel-trap mind or being able to make snap decisions, but there's more to it — think of it as the difference betwixt man and beast.

Common sense, frontier savvy and wisdom don't fall under Intelligence; a character has as much of this stuff as a player brings to the table. Low Intelligence, though, earmarks a character who cannot contemplate the meaning of life or similar notions. A character of this sort never mastered book-learning, and is a simple soul at heart.

Characters with high Intelligence are another kettle of fish. These folks can use twenty-dollar words without embarrassing themselves, and have a grasp of rhetoric, logic, history, philosophy and all the rest. They have enjoyed the full benefits of education. They know who's posing and who ain't. Intelligence produces thoughtfully considered conclusions, not hastily made choices (which derive from the Wits Attribute).

Specialties: Shrewd, Sagacious, Sapien, Whip-Smart, Sharp as a Tack, Adept, Profound, Learned, Solon, Mental Wizard

- Poor: You have trouble telling right from left.
- Average: You have the three R's down.
- Good: Your mastery of the winter count is legendary.
- Exceptional: You could teach Pasteur a thing or two.
- Outstanding: You could teach all there is to know, because you know it.

Wits

The Wits Attribute rates how fast you can adjust to new things as they come your way. It's also a measure of how keen and constructive a mind you have. Put simply, it tells how speedy a thinker you are. Deeper minds think of Wits as your handiness in applying Ockham's Razor to a predicament.

Characters possessing low Wits sometimes can't act on account of being surprised. Low Wits can mark you as someone easily duped. You tend to accept any old gobbledygook as gospel. High Wits, on the other hand, lets you soak up stuff lickety-split. Only rarely do you get caught with your trousers down, and even then you manage to keep a level head.

Specialties: Acute, Sensible, Ingenious, Canny, Rational, Pragmatic, Cool

- Poor: You're a favored client of snake-oil peddlers.
- Average: You know when to bet and when to fold at the card table.
- Good: You know when to leave the card table to avoid a shoot-out.
- Exceptional: You know when to start a shoot-out at the card table.
- Outstanding: You invented card-counting.

Talents

Talents are those untrained Abilities a body takes to naturally. Talents can't be come by from book learning, mostly; the school of hard knocks is usually their only teacher. 'Course, for a character that means experience comes during play. If your character does something that calls for a Talent he lacks, your roll doesn't change, but there's no penalty. You'd roll a number of dice equal to the base Attribute in question. Since Talents are such ingrained activities, it's assumed a character has some facility for each one, however tiny that facility may be.

Alertness

Frontier life has taught you the value of circumspection, whatever may be going on around you. You are a good scout, one who can keep keen straight through a night watch. Alertness is the notice you give to the goings-on around you. It tells how resistant you are to distractions, weariness and the like when paying attention is what matters.

- Novice: You notice changes more than the average cowpoke.
- Practiced: You keep an eye out and know your territory.
- Competent: You're like a hawk.
- Expert: You're always ready for whatever life throws at you.
- Master: You're an all-seeing eye.

Possessed by: Scouts, Trackers, Hunters, Pinkertons, Look-outs, Lawmen

Specialties: Bushwhacking, Trailblazing, Counting Coup, Prairies, Woods, Saloons, Prisons

Athletics

The West is no place for wallflowers. This Ability deals with your basic physicality. It comes into play to judge whether you can leap a gulch, fire a bow, swim through rapids, bean somebody with a rock, scramble up a slope or climb a tree.

Athletics includes those activities that call for some unity of movement. Anything needing only one sort of motion, like lifting, doesn't use the Athletics rating. Neither does athletic stuff covered by another Ability.

- Novice: Wagonmaster
- Practiced: Mule Skinner
- Competent: Cow Puncher
- Expert: Bull Whacker
- Master: Bear Wrestler

Possessed by: Ranch Hands, Native Tribes, Sodbusters, Teamsters, Miners, Railway Workers

Specialties: Swimming, Climbing, Archery, Herding, Thrown Weapons, Farming, most professions

Brawl

You've done this. This Ability covers stuff like punching, kicking, grappling, throttling, throwing, gouging, clawing and biting. Brawling can be low-down and dirty, but generally won't kill anybody — unless you happen to be biting and clawing with fangs and claws instead of fingers and teeth. Werewolves with Brawl have learned particularly effective, if feral, methods of fighting, and may choose certain special maneuvers with which to maul their foes (see pgs. 242-244).

- Novice: You've used your fists, but not often.
- Practiced: You can make a body know he's been in a fight.
- Competent: You can hold your own in a free-for-all.
- Expert: You're plenty dangerous without a six-shooter.
- Master: You can kill with your bare hands.

Possessed by: Ahroun, Freebooters, Guttertrash, Enforcers, Soldiers, Tribal Warriors

Specialties: Fisticuffs, Wrestling, Scrapping, Sockdollager Blows, Throws, Bear Hugs, Bullying

Dodge

Him that's hit least hits longest. Dodge is a vital Talent, which is another way of saying it'll keep you alive and kicking. Your rating here tells how well you can steer clear of both melee and missile attacks. It includes diving for cover and ducking punches.

- Novice: You dive for the dirt if somebody hollers, "Duck!"
- Practiced: You can avoid flying barstools like a champ.
- Competent: It's a rare tomahawk that's tasted your blood.
- Expert: A lucky blow might land once in a month of Sundays.
- Master: You make sharpshooting hard work.

Possessed by: Bandits, Toughs, Soldiers, Pugilists, Braves

Specialties: Scuttle, Weave, Dart, Bob, Zigzag

Empathy

You have a ken for folks' feelings, and know what moves them and why. You can often peep someone's cards, so to speak, just by giving him a hearing. You also have a nose for prevarication. Empathy's drawback is that, like as not, you get yanked into whatever is the mood of the folks around you.

- Novice: Folks treat you like their father confessor.
- Practiced: You can tell at a glance when somebody's caught in a funk.
- Competent: You often know what folks are feeling before they do.
- Expert: You are inoculated against untruths.
- Master: You often finish other folk's sentences.

Possessed by: Ministers, Actors, Swamis, Snake Oil Peddlers, Confidence Men

Specialties: Tender Feelings, Confidences, Camaraderie, Brotherly/Sisterly Love, Truth-Telling



Expression

Expression is making yourself understood, whether through correspondence or utterance. Characters with high Expression touch your soul, but don't necessarily engage your mind; intelligent or meaningful expression falls under other Traits. Expression at its best can be art.

- Novice: Dime Novelist
- Practiced: Magazine Scribe
- Competent: Dedicated Correspondent
- Expert: Naturalist Poet
- Master: Chief Joseph

Possessed by: Chiefs, Orators, Politickers, Scribes, Ministers, Caudillos

Specialties: Poetry, Gossip, Inspiration, Meetings

Intimidation

Intimidation can be anything from a hint to a hit. You know when to drop one and when to throw the other to get what you want. People with high Intimidation sort of ooze authority.

- Novice: Young 'uns mind you.
- Practiced: You win staredowns in regular fashion.
- Competent: Your gaze strikes fear into folks' souls.
- Expert: You can stop riots with a look.
- Master: You can stop bears in their tracks.

Possessed by: Captains of Industry, Bouncers, Army Officers, War Chiefs, Schoolteachers

Specialties: Veiled Threats, Political, Military, Social, Out-and-Out Brutality

Larceny

Larceny is the talent for living on the lawless side. You make your way by crooked means, and you're comfortable around folks who do likewise. You know where outlaws are to be found, you know the lingo once you get there, and you know who's safe to cross and who ain't.

- Novice: You can pick locks.
- Practiced: You can pick pockets.
- Competent: You can crack safes.
- Expert: You're a criminal genius.
- Master: You're the Geronimo of crime.

Possessed by: Bandits, Grifters, Corrupt Lawmen

Specialties: Forgery, Pickpocketing, Lockpicking, Swindle-games

Primal-Urge

This tells how close you are to your roots, in more beast ways than human. Primal-Urge is a rating of how well you get along as a wolf and as a half-wolf. Garou with Primal-Urge skills tap the bestial part of their being. Primal-Urge is raw instinct, not rational thought. With practice, the Primal-Urge Talent allows a shapechanger more control over the assorted werewolf forms. Primal-Urge often gets added to Perception rolls when you take on wolf or Crinos form; plus, it's used for tracking, overland navigation, and rooting out hazards whose signs most two-legs forgot ages ago (like the scent of a predator or the unique feel of thin ice).

- Novice: Wolf pup
- Practiced: If you strain for it, you can tell which way is north.
- Competent: A wolf of the woods.
- Expert: You can read the landscape like folks read the newspaper.
- Master: Pack leaders.

Possessed by: Predators, Garou Warriors, Lupus, Banes, Sundry Wild Critters

Specialties: Shape-Changing, Homing, Hunting, Tracking, Combat

Subterfuge

You can stay poker-faced indefinitely; what's more, you can see through other folks' poker faces to your own advantage. Dirty little secrets fascinate you, and you can sniff out weakness. Mastery of this skill makes you the perfect interlocutor, or the perfect spy.

- Novice: A few fibs won't kill you.
- Practiced: You can speak with forked tongue.
- Competent: You could be an attorney.
- Expert: You're the envy of snake oil peddlers everywhere.
- Master: Daniel Webster in the flesh.

Possessed by: Pettifoggers, Confidence Men, Casanovas, Political Bosses, Shadow Lords

Specialties: Finding Weaknesses, Seduction, Blandishment, Dealing off the Bottom of the Deck

Other Talents

Guile, Instruction, Intrigue, Mimicry, Search, Swimming

Skills

Skills are those Abilities that you usually learn from some old hand, or through the liberal application of your own elbow grease. Anytime you take a hack at some feat needing a Skill you have no rating in, your difficulty increases by one. You are simply unschooled in the methods behind that Skill, so you have a harder time accomplishing the task than does a body who has at least some notion of what he's up to.

Animal Ken

Animals and humans don't behave in the same ways, even when facing the same situation. Being able to understand animal behavior can prove right handy, as a consequence. Characters skilled in Animal Ken can read critters' brutish thoughts. Additionally, they can rile or soothe their savage breasts. Animal Ken is also the Skill needed to train animals.

- Novice: You can pet a stray dog and not get bit.
- Practiced: You can bring dogs to heel.
- Competent: You can make mongrels into hunting dogs.
- Expert: You can teach critters tricks.

- Master: You could make a pet of a wildcat.

Possessed by: Teamsters, Trappers, Shepherds, Nature Lovers

Specialties: Horses, Dogs, Cats, Farm Animals, Varmints, Bears

Crafts

You're great at tinkering with things of all sorts, from wagon wheels to log-cabin walls. Mastery of this Skill means that you're a jack-of-all-trades. This Skill covers everything from simple carpentry to mechanics. You always need the right tool to get a job done, but given a knife and a dead buffalo, the prairie is your oyster.

- Novice: You can tan a hide.
- Practiced: You can build a wagon.
- Competent: You can build a good house.
- Expert: You can build a locomotive.
- Master: Tom Edison's lost twin.

Possessed by: Tinkers, Carpenters, Engineers, Mechanics, Smiths, Tanners

Specialties: Wood, Metal, Forges, Mills, Leatherworking

Etiquette

You grasp the little details of social life, and can comport yourself with gentility. You know the rules for easing your way in human society. Your specialty is the culture you know best. Etiquette comes into play during activities like dancing, dickering and seduction. Etiquette is also used in diplomacy.

- Novice: You know not to break wind at a fancy dinner.
- Practiced: You know when to bridle your tongue.
- Competent: You always know which innards to offer to which elder.
- Expert: You can move in any circles.
- Master: You could be ambassador to England.

Possessed by: Diplomats, Bankers, Charm School Principals

Specialties: Finance, High Society, Outlaw Circles, Native Tribes

Firearms

Skill in Firearms means you have broad knowledge of all guns, from six-shooters to Gatling guns. Firearms Skill does not include the know-how to operate artillery weapons. However, skill in Firearms does include the ability to fix them.

- Novice: Your Pa let you squeeze off a few rounds with his Colt.
- Practiced: You can kill your dinner.
- Competent: You can plug nickels in mid-air.
- Expert: You can knock wings off flies.
- Master: "Wyatt Earp? Doc Holliday? Pikers."

Possessed by: Lawmen, Outlaws, Freebooters, Soldiers, Hunters

Specialties: Rifles, Six-Shooters, Gatling Guns, Shotguns, Derringers, Fanning, Trick Shots



Leadership

Folks do as you say because of your authoritative ways and confident demeanor. Leadership is more being a person who attracts followers than it is trying to conscript folks to follow you. Leadership often comes into play yoked with Charisma.

- Novice: You could round up a posse.
- Practiced: You can quiet your pack with a twitch of the tail.
- Competent: Folks look to you when the going gets tough.
- Expert: You could start your own religion.
- Master: You could found your own country.

Possessed by: Political Bosses, Army Officers, Riverboat Captains, Sheriffs, Tribal Chiefs

Specialties: Commands, Oratory, Admirable, Honorable, Noble, Disciplined

Melee

Being able to scrap with weapons is essential on the frontier. Polish in this Skill lets you use hand-held weapons. Melee covers knives, clubs, lances and swords, to name a few items. Indians tend to outstrip all others in this area.

- Novice: You can draw blood besides your own.
- Practiced: You've trod the warpath.
- Competent: You can deal most folks a drubbing.
- Expert: Any weapon is deadly in your grasp.
- Master: You've been the last one standing on many a battlefield.

Possessed by: Braves, Lance Bearers, Freebooters, Bandits, Soldiers

Specialties: Swords, Tomahawks, Knives, War Clubs, Broken Bottles, Klaives

Performance

Your repertoire includes a range of crowd-pleasers like singing, banjo plucking and acting. You know the ins and outs of what to do on stage. Your specialty is the type of performance on which you concentrate, more than likely the first type of artistic expression you ever pursued.

- Novice: You can do your piece without attracting tomatoes.
- Practiced: You could make a career in the music hall.
- Competent: John Wilkes Booth envies you.
- Expert: Harpers Weekly put you on its cover.
- Master: Just a few lines from the Bard, and you can leave those uneducated roughnecks in tears.

Possessed by: Actors, Musicians, Clowns, Storytellers, Galliards

Specialties: Melodrama, Banjo Plucking, Howls, Yodeling, Tales

Ride

You can ride a horse, and may be able to handle some wagons and buggies, too. Having a Ride rating doesn't make you expert on all animals, or with all conveyances. Your difficulty may be raised or lowered depending on the extent of your experience with one breed or one kind of contraption.

- Novice: You can saddle up.
- Practiced: Wagontrain master.
- Competent: If it has hooves, you can ride it.
- Expert: A draw in the Wild West Show.
- Master: Pony Express Rider

Possessed by: Cowboys, Trailbusters, Show Riders

Specialties: Bronco Busting, Racing, Long-Distance Riding

Stealth

Stealth is how well you skulk around or conceal yourself without raising an alarm. It's often rolled against another character's Perception.

- Novice: You can hide in the woods.
- Practiced: You can hide on the prairie.
- Competent: You can count coup on a grizzly.
- Expert: You can shadow a deer for miles.
- Master: You could hoodwink the Grim Reaper.

Possessed by: Horse Raiders, Rustlers, Scouts, Hunters

Specialties: Prowling, Hiding, Lurking, Back Alleys, Crowds, Rough Terrain, Barefoot

Survival

The wilderness can be a great school or an open grave for greenhorns. The Skill of Survival includes seeking shelter, finding your way in the wilderness, and tracking. When you use Stealth in the wilderness, you can't roll more dice for your Stealth Dice Pool than you have in Survival.

- Novice: You know your way from town to town.
- Practiced: You know the lay of the land.
- Competent: You could live off roots and berries.
- Expert: You could dwell in the wilderness.
- Master: You could prosper in the desert.

Possessed by: Indians, Hunters, Scouts, Trailblazers, Anchorites

Specialties: Tracking, Hunting, Prairie, Desert

Other Skills

Archery, Boating, Cooking, Disguise, Meditation, Tracking

Knowledges

Knowledges are those Abilities that make you don your thinking cap. Mental Traits can therefore be used to boost Knowledge rolls. Many of these Abilities call for a mentor, but autodidacts are out there, too.

Without a Knowledge, you cannot even attempt a roll involving it. Exceptions are when the Storyteller decides that the roll relates to trivial information that anybody might've picked up.

Culture

You're versed in the tribal and ethnic ways and waywardnesses a frontier traveler may encounter. Culture includes how particular groups fit in the weave of society. You know the history of peoples in the West, especially how one group gets along (or not) with another. Culture's what a seasoned soul falls back on, both when she finds herself among kinds of folks she's met before, and when she meets some new bunch.

- Tenderfoot: You know some stuff from around the campfire.
- Practitioner: You know the do's and don'ts of folks like you.
- Professional: You know a little about most folks you cross trails with.
- Authority: You know loads about any bunch that's put down roots in the West.
- Expert: You're a walking treasure-trove of folklore.

Possessed by: Trailblazers, Folklorists, Autodidacts, Spies

Specialties: Religion, History, Taboo, Tribes, Particular Groups (Garou, Indians, Ethnic Persuasions, etc.)

Enigmas

You favor brain teasers and riddles. Your love of mental exercise makes you a natural at resolving all sorts of conundrums, from knots to secret plots. The Enigmas Knowledge helps players unknot the tangles presented by the Storyteller. It is invaluable for uncovering routes to lost Realms, solving puzzles posed by sphinxes and the like, or to divine the elaborate land schemes of railway barons.

- Tenderfoot: You know a password when you hear one.
- Practitioner: You've played "Who's that howling?" with your septmates.
- Professional: You've played at riddles with a spirit or two.
- Authority: You can read enemy smoke signals.
- Expert: Secret societies can't keep secrets from you.

Possessed by: Scouts, Spies, Zen Enthusiasts, Mystics

Specialties: Codes, Riddles, Mazes, Visual, Verbal

Investigation

You are a fastidious observer. High levels of this Knowledge make you a likely candidate for the Pinkerton Agency. This Knowledge allows you to find clues, cook up hunches and tail outlaws.

- Tenderfoot: Deputy
 - Practitioner: Sheriff
 - Professional: Pinkerton Man
 - Authority: Government Operative
 - Expert: Dime Novel Inspiration
- Possessed by:** Lawmen, "Pinkies," Reporters
- Specialties:** Search, Prowl, Tail, Clues

Law

The law may be a ass, but that ass has teeth. Folks with knowledge of the law get bit less, and some do a little chomping of their own. For a boost out of the clink, this Ability is a must.

- Tenderfoot: Lawman, Layman
- Practitioner: Justice of the Peace
- Professional: Attorney-at-Law
- Authority: Judge
- Expert: Supreme Court Justice

Possessed by: Lawyers, Judges, Lawmen, Outlaws, Legislators

Specialties: Courts, Contracts, Deeds, Criminal Proceedings

Linguistics

You're presumed to be versed in your natural language. Any languages beyond it that your character is fluent in must be bought. Werewolf characters know their native human tongue, the Garou language and "wolf words" without having to buy any Linguistics. Linguistics does make for greater fluency in these languages, though. Each level of Linguistics lets your character speak another language like a native. Linguistics also permits you to identify folks by their accents.

Lupus characters, it should be noted, cannot communicate in human tongues without at least one dot in Linguistics (these are bought with freebie points). Lupus are presumed to be illiterate, while homid and metis Garou may or may not be literate. The player can choose whatever suits his character's concept best; plenty of folks weren't literate in the Old West, but a surprising number were.

- Tenderfoot: One additional language
- Practitioner: Two additional languages
- Professional: Three additional languages
- Authority: Four additional languages
- Expert: Five additional languages

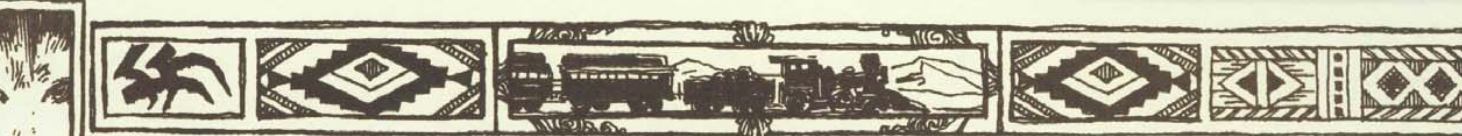
Possessed by: Translators, Professors, Diplomats, Ambassadors, Vagabonds

Specialties: Cussing, Engineering, Diplomacy, Politics

Medicine

Medicine is the study of folks' innards and ailments. While a werewolf is built different from a human, the knowledge of medicine carries over for treating werewolves' most serious (you know, aggravated) wounds. The Medicine Knowledge includes an understanding of the aggregation and workings of the body, the use of medicine, and the diagnosis and treatment of disease.

- Tenderfoot: You can soothe common aches.
- Practitioner: You can remove limbs ably.
- Professional: You can set fractures.
- Authority: You are a doctor who can recognize and treat symptoms.
- Expert: Doctors visit you after nightfall for your herbal cures.



Possessed by: Doctors, Healers, Medics, Surgeons, Medicine Folk, Grandmothers

Specialties: Apothecaries, Sanatoriums, General Practices, Disease, Curative Herbs

Occult

You are versed in all areas of the occult. Your understanding of the unseen world includes knowledge of curses, hoodoo, magic and mysticism. This Knowledge is of the utmost interest to many Theurges. Although not everything you know is out-and-out fact, you know enough interesting tales to be able to sift out a few gems.

- Tenderfoot: You've dabbled, but aren't in the know.
- Practitioner: You know the difference betwixt a star and a pentagram.
- Professional: You know there's things just as eerie as werewolves out there, and can hold forth about them.
- Authority: You can recite working spells.
- Expert: The supernatural seems natural to you.

Possessed by: Oddballs, Kabbalists, Eopots, Occultists, Medicine Folk, Seers

Specialties: Vampires, Witches, Mystical Powers

Politics

This Knowledge acquaints a body with the power structures of the era. It includes familiarity with the folks running the show and their political machines. It covers both human and Garou politics. It's much-needed stuff if you ever have to deal with the powers that be.

- Tenderfoot: Saloon Pundit
- Practitioner: Canvasser
- Professional: Vote Buyer
- Authority: Political Boss
- Expert: Thomas Nast would've found you an up-standing citizen.

Possessed by: Politickers, Attorneys, Suffragists, Abolitionists

Specialties: Legislatures, Campaigns, Oratory, Territories, States Rights

Rituals

Rituals are a werewolf's grasp of the traditions, history, myths and liturgies of the Garou. This Knowledge confers understanding of how werewolves in other tribes differ from your own, how to read Garou glyphs and proper honorifics for addressing your elders. You need the same number of dots (or more) as the level of any rite you're privy to.

- Tenderfoot: You are still wet behind the ears.
- Practitioner: You can attend a moot without seeming a dunce.
- Professional: You can attend another tribe's moot without shaming yourself.
- Authority: You can attend a Black Spiral Dancers moot and pass muster.
- Expert: You're as clued in as a shapechanger gets.

Possessed by: Garou

Specialties: Accord, Caern, Death, Frontier, Mystic, Punishment, Pure Ones, Renown, Seasonal

Science

You have at least a basic understanding of chemistry, botany, zoology, geology, astronomy and other sciences. Your Knowledge lends practical understanding of the physical world. Higher levels almost always point to a specialized field of endeavor.

- Tenderfoot: You can make your own black powder.
- Practitioner: You've built a working medicine wheel.
- Professional: You could have an element named after you.
- Authority: Some critters bear your name in Latin.
- Expert: You know how much more there is to know.

Possessed by: Engineers, Inventors, Chemists

Specialties: Taxonomy, Biology, Astronomy, Geology, Metallurgy, Chemistry

Other Knowledges

Bureaucracy, Finance, Art, Philosophy, Theater, Journalism, Military Science, Genealogy, Geography, History, Theology, specific area of knowledge/trivia

Backgrounds

These Traits describe your character's unique particulars. You must decide why and how you came by this set of Traits. How did you get ahold of your fetish? Who was your mentor? Once you make sense of your Backgrounds, fold them into your character mix.

A Background sometimes can be conjoined with an Attribute, like rolling Wits + Resources to get one more advance against your inheritance from Pa, or Charisma + Allies to spread your message across a town.

Backgrounds can't be increased with experience points. They can be raised only through what occurs in the course of the story. Excepted from this restriction is the Totem Background (see *Totem*, below).

Allies

Your Allies are folks who aid and abet you — they could be your kin, your chums or even some fraternal group you're partial to. Allies have lives of their own, so don't think you can treat them like property. You can on occasion, though, fall back on their good graces, hospitality or what have you. They can also be routes to Contacts or Resources. Allies are basically friends who give you an assist now and then out of mutual tenderness or because y'all have some area of accord.

Count each point of Allies you take as one Ally. This person has influence in her town or territory. An Ally might be a sheriff, an aide-de-camp to the mayor or even (if your rating is a 4 or 5) the mayor himself.

Allies typically are the salt of the earth. Alliances don't spring up overnight, though, and friends sometimes ask favors of their own. Chances are they likely don't know you're a werewolf, but they may be privy to some of your powers and so might ask that you use them. This can be the start of a story all by itself.

- One Ally, having modest influence and power.
- Two Allies, both of them having modest power.
- Three Allies, one of them being quite influential.
- Four Allies, one of them being very influential.
- Five Allies, one of them being extremely influential.

Contacts

You know folks of all sorts; together, they constitute a web connecting you to high society and low, and everything in betwixt.

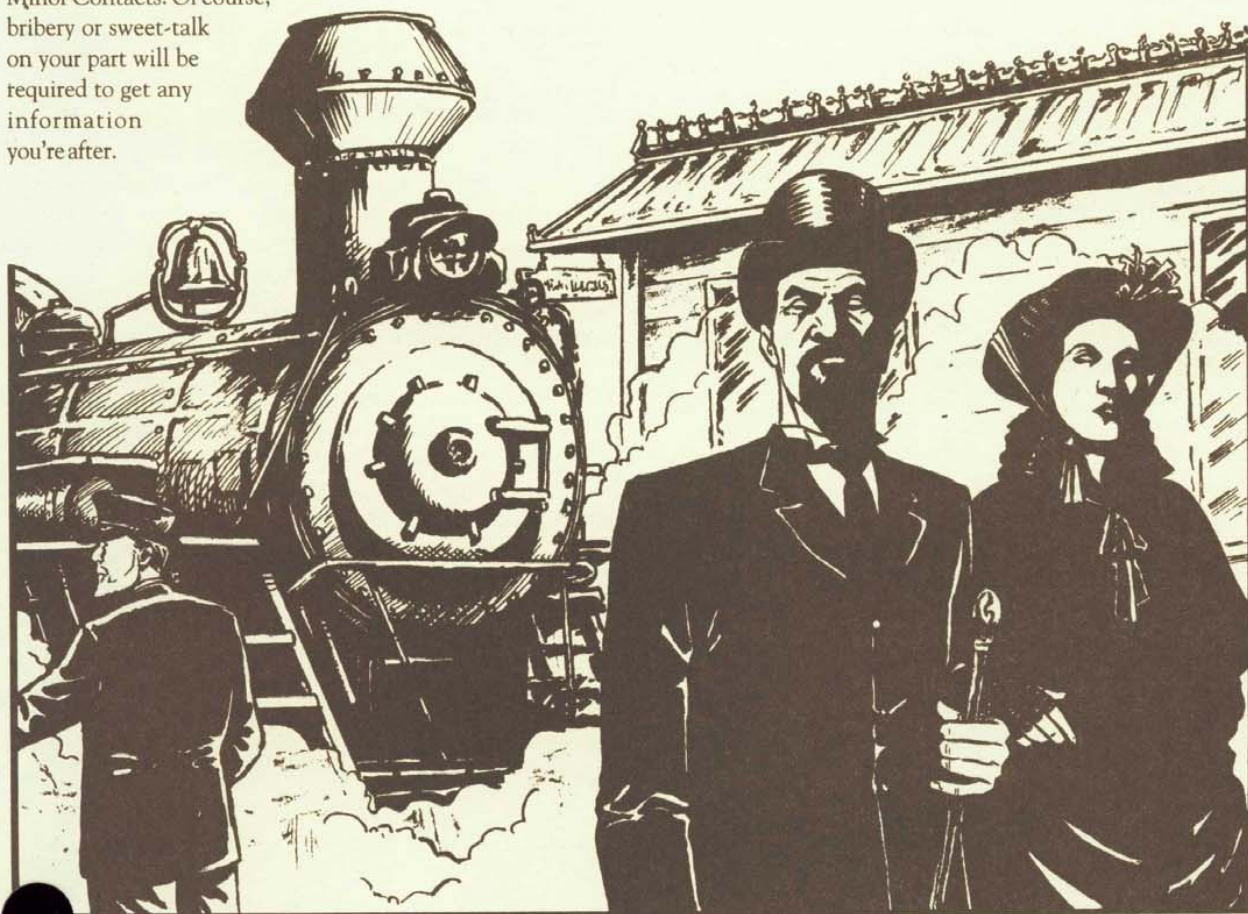
Contacts include not only folks you can manipulate or bribe for information, but also trustworthy friends who volunteer nuggets to you (in their areas of expertise). You should flesh out these Major Contacts as complete characters, either in the course of the chronicle or before it begins. You also have a handful of Minor Contacts spread throughout the vicinity. When you want to reach a Minor Contact, make a roll using your Contacts rating (difficulty 7). Each success means you have tracked down one of your Minor Contacts. Of course, bribery or sweet-talk on your part will be required to get any information you're after.

- One Major Contact
- Two Major Contacts
- Three Major Contacts
- Four Major Contacts
- Five Major Contacts

Fetish

You possess a spirit fetish, a physical object inhabited by a bound spirit. It is a highly valued object of legendary import to the Garou, and it has a number of powers bestowed by the invested spirit. The greater your score in this Background, the more potent the fetish. See the Appendix for a list of sample fetishes.

- You possess one Level 1 fetish.
- You possess one Level 2 fetish or two Level 1 fetishes.
- You possess one or more fetishes with a total of three levels.
- You possess one or more fetishes with a total of four levels.
- You possess one or more fetishes with a total of five levels.





Kinfolk

You are in contact with certain humans or wolves who, though descended from the Garou, are not full-blooded werewolves. They are, in fact, earthly creatures. They do withstand Delirium, though, and know your roots; they'll help you any way they can, though most are not high muckety-mucks by any reckoning (influential folks are classed as Allies). Bunches of Kinfolk can be a prime asset for Garou wanting to deal with the human world.

It should be stressed that you can pick your friends, but you can't pick your family. Most of your Kinfolk will probably feel some measure of filial affection toward you, but relatives have been known to grow jealous of Garou power now and again. Whether human or wolf, your kin are people, and should be treated as such. Kinfolk are the lifeblood of the werewolf race, and often your only chance at anything resembling romantic love or a partially normal life. Get to know them — it's usually worth the effort.

- Two Kinfolk
- Five Kinfolk
- 10 Kinfolk
- 20 Kinfolk
- 50 Kinfolk

Mentor

This Background indicates one or more elders who take an interest in you. Each rating point in Mentor you possess tells how powerful your Mentor is within the tribe, and what Rank he or she has risen to. Your Mentor can advise you, protect you, speak for you with other elders, teach you, steer you away from tribal transgressions, and clue you in to means of advancing your own Rank. A powerful Mentor might be a group instead of a lone wolf (so to speak). A pack, by that reckoning, could be a collective Mentor, as could a sept's ruling council.

Mentors may expect some boon in compensation for the aid they lend. It may be they just like the sight of your smiling face, but in a pinch they may call on their "apprentice." This can lead to some rousing good stories. Mostly, though, you are the beneficiary in such relationships.

- Mentor is Rank 2
- Mentor is Rank 3
- Mentor is Rank 4
- Mentor is Rank 5
- Mentor is Rank 6 (or even higher!)

Past Life

Ancestral memory, for the Garou, is like a live thing. Many werewolves can actually recall moments from the lives of their distant forebears. Some can even invite the spirits of their ancestors to take over their bodies. When a werewolf is possessed in this manner, she can sometimes do stuff way beyond her abilities.

A werewolf with this Background may, once per game session, roll his Past Life Background (difficulty 8; or difficulty 10 if he tries

to contact the spirit of a particular ancestor). Each success allows the character to add one die to the Dice Pool of any Ability, or to create a Dice Pool (of one die per success) for an Ability that the character does not even possess. Say a Garou with a Past Life of 4 is in a desperate battle; he's no Geronimo himself (Dex 2, Brawl 1), but he rolls his Past Life rating (difficulty 8) and scores three successes. Look out! He's just summoned Scares-the-Wind, his warrior ancestor, who guides him in battle, and so adds three to his Brawl score. Even if the character had no Brawling Talent whatsoever, he would now have an effective score of 3.

As noted, it's more difficult to contact specific ancestors, but success may bring on presentiments or advice at the Storyteller's whim. All effects of the Past Life bonus last for one scene only.

A botch on the Past Life roll may mean that the character becomes overwhelmed by the memories of thousands of lives (effectively making the character a vegetable for the rest of the scene). Worse still, the character may be possessed by the spirit of an ancestor who likes his new home and won't give it up. The ancestor will stick around for as long as the Storyteller says so.

- You get bits and pieces from the distant past.
- A few faces and places stand out in your mind.
- You know some of your distant ancestors by name.
- You chew the fat with your ancestors like they're standing next to you.
- You've earned a name among the Ancestor-spirits; they often come to you.

Pure Breed

This Background indicates your "pedigree" — your lineage and ancestry, your markings and carriage, and other features of birth. If you have a high Pure Breed score, other Garou see you as an incarnation of werewolf heroes of yore, and they expect you to behave accordingly. The higher your score, the greater your latitude in traversing the territory of other Garou unmolested or in gaining hospitality from a foreign tribe. It is the closest thing to status in Garou society — each point of Pure Breed adds an extra die to Social or challenge rolls involving other Garou (even Black Spiral Dancers!). Pure Breed is an almost mystical trait; eons of instinct tell other Garou who is Pure Bred and who isn't.

The migration of Europeans across the New World is diluting bloodlines, though, and the White Man's entry into Indian Lands is wiping out many native Pure Bred. Tribes expect more from those few who are pure of blood, and they frown upon those who don't accept this heritage.

- You carry yourself well.
 - Your distant cousin in the distant past was the sidekick of a great Garou warrior.
 - Other Garou part to allow you passage.
 - The bards of your sept blessed your birth as a sign from the spirits.
 - You are a legendary hero of the past in the flesh again.
- 

Resources

This Trait describes your monetary worth or your ability to tap such resources. Your Resources are not totally liquid assets, but you can often sell them to gain money. It may take weeks or even months to do so, depending on how much needs to be sold.

This Trait presumes that the character gets a monthly stipend appropriate to his level of Resources. The source of this income must be stated, though, as the well could easily run dry depending on a given chronicle's events.

- Small savings: You rent a room and may own a horse. If liquidated, you would have \$100 in cash. Allowance of \$10 a month.
- Middle class: You own a lean-to or sod house. If liquidated, you would have \$500 in cash. Allowance of \$20 a month.
- Large savings: You own a cabin. If liquidated, you would have \$4,000 in cash. Allowance of \$80 a month.
- Well off: You own a ranch or perhaps a country manor in fair repair. If liquidated, you would have \$50,000 in cash. Allowance of \$500 a month.
- Fantastically rich: You're a millionaire in a time when a million dollars is all but unimaginable. If liquidated, you would have at least \$1,000,000 in cash. Allowance of \$5,000 a month.

Rites

This Trait tells how many rites the character is privy to at the beginning of the game. This rating may represent one big rite or a number of lesser ones whose total levels equal the Rites rating; remember, though, that a character's Rituals Knowledge rating must at least equal the level of a given rite before the character can learn it at all. A list of rites is given later in this chapter. Note: Two Minor Rites can be purchased in place of one Level One rite; see *Minor Rites*, pg. 177.

- Character knows one level of rites
- Character knows two levels of rites
- Character knows three levels of rites
- Character knows four levels of rites
- Character knows five levels of rites

Totem

This Trait does not apply directly to the character, but to the pack's totem. The Background points invested in this Trait by all the characters in the pack are pooled to determine the power of the totem. Pack totems are avatars of the totem they represent. They cannot be destroyed or bound into fetishes unless a pack is disbanded. If a totem is reduced to zero Power, it will Reform elsewhere; during this period, the totem may not be reached by pack members.

Each totem has a Background Cost rating; the pack must spend that amount to ally with that totem. Some totems are willing to lend great powers to their devotees; these

totems are more costly than others. See *Pack Totems*, pg. 284, for a list of possible totems. The base totem spirit has seven points to divide betwixt Rage, Willpower and Gnosis, and a base Power of 20. The totem also has the Charms of Airt Sense and Reform. Unless a special relationship is purchased (see below), the totem is a bit snooty toward the pack and is of minor influence within the community of spirits. Some pack totems, however, have become the totems of whole septs or even tribes; such stories abound among the Galliards.

Totems lend special potencies to pack members, such as Gifts or Abilities. However, these powers may be used by only one pack member at a time (per turn). Each turn, the pack member "borrowing" the powers must declare upon whom he endows them next turn (or if he'll keep them). The exception is Renown, which is awarded to all pack members when they ally with the totem.

Any extra points spent (after the totem's Background Cost has been spent) can be added to the totem's powers as listed below:

Cost Power

- | | |
|---|---|
| 1 | Per three points to spend on Willpower, Rage and/or Gnosis |
| 1 | Per 10 points of Power |
| 1 | Totem can speak to the pack (the pack does not require the Spirit Speech Gift) |
| 1 | Totem can always find the pack members |
| 2 | Totem is nearly always with the pack members |
| 2 | Totem is respected by other spirits |
| 2 | Per Charm possessed |
| 3 | Per extra pack member who can use the totem's powers in the same turn |
| 4 | Totem is mystically connected to all pack members, allowing communication among them even at great distances (Storyteller's discretion) |
| 5 | Totem is feared by servants of the Wyrms |

The Totem Trait is the only Background that can be increased through experience (see *Spending Experience*, pg. 214); the cost is per the chart above. However, the Storyteller should only allow this in special situations, and only if the pack in some way achieves a revelation about their totem, or some new link to it during play. Such a special situation could be when a pack member gains a new Rank or when a new member joins the pack.

Gifts

Creatures as much spirit as flesh, werewolves have learned many secrets from long years of walking the Umbra and communing with its denizens. Most of all, the Garou have learned a variety of supernatural "tricks," shortcuts for doing things in a more magical way that they call Gifts. Gifts are the way in which werewolves can affect the world through Gnosis, using their spirit heritage to work magic. Gifts are divided by breed, auspice and tribe — each group of Garou has its own particular secrets.



Gifts are divided into levels, with Level One being the weakest Gifts, those taught to the raw cubs, and Level Five Gifts being the greatest secrets, only taught to those heroes who have proved themselves time and again. A beginning character may choose one Level One Gift from each of her breed, auspice and tribe Gift lists — three Gifts in all. There are far more Gifts in existence than those depicted here, and traditions of teaching vary from time to time and place to place. The following Gifts are simply those which are most commonly passed on in the Savage West.

Although Gifts are purchased with experience, no werewolf can buy a Gift of a level higher than her Rank. Garou may learn the Gifts of other breeds, auspices and tribes during play, provided they can find a spirit to teach them, but these have a higher cost (see the *Experience Chart*, pg. 214).

Learning Gifts

Gifts are normally taught only by spirits. A werewolf must either petition a particular spirit to teach him its powers (usually by offering chiminage) or ask an elder to summon that spirit and petition for him. Only spirits allied to Garou will teach Gifts, and they will not teach them to werewolves who have not attained the proper Rank.

Werewolves may learn Gifts outside their breed, auspice or tribe, but these cost extra experience points due to the lack of that primal insight into what it is to be, say, Ragabash. Besides, finding a spirit or elder willing to teach these secrets to an “outsider” is a real challenge.

In order to find a spirit teacher, a Garou must either travel to a caern equal in power to the Gift’s level (a Level Three caern for Level Three Gifts) to seek the spirit personally, or ask a Theurge to summon the particular spirit sought (such as a Night-spirit for the Uktena Gift: Cloud of Night). If neither option is viable, the Garou must quest through the Umbra in search of the desired spirit and then convince it to teach him. Spirits will often be wary of requests not put to them through the proper channels; they must often be appeased with chiminage of an appropriate fashion (cleaning a stream for a Water-spirit, an offering of prey to a Hawk-spirit and so on).

Each Gift lists either the type of spirit that first taught the Gift to the Garou, or a more accessible teacher in the Savage West (Tiger-spirits may be adept at teaching Gifts of ferocity, but they’re rather rare in the Storm Umbra). Some of these spirits are detailed in the Appendix. The spirits listed with each Gift are not necessarily the only ones capable of teaching the Gift; the Storyteller may decide whether or not to allow another spirit to teach the Gift. The Storyteller is free to create any spirits not detailed. Spirits encountered while learning a Gift are meant to be roleplaying opportunities, allowing a character to interact with another being and learn its ways. Almost anyone can figure out how to roleplay a Fire-spirit without the need of Traits.

Sometimes a Garou may teach another Garou a Gift he knows. Unlike spirit teaching, which only takes a short time (about an hour for the spirit to impart its wisdom),

this can take quite a while, during which the Garou tries to show the other how to perform the trick. The training takes a month, at the end of which time the student can spend experience points and acquire the Gift. However, acquisition in this manner costs one more experience point than normal.

There are other drawbacks to Garou-taught Gifts; for example, the Gift has to be practiced by the student before he can master it (this is not the case when spirits teach). Thus, it can be quite painful to learn a Gift such as Silver Claws. Certain Gifts, such as Call of the Wyrms, are forbidden to be taught except by spirits — no sept can afford to have wayward Wyrms creatures coming around just so a student can practice.

Systems

Gifts are highly variable in effect, depending largely on the whims of the spirits who grant them. If no set difficulty exists for a given use of the Gift, the Storyteller may assume difficulty 6, or pick anything more appropriate. The Storyteller is also encouraged to make botches interesting, embarrassing and unique.

There are rumors of Gifts beyond Level Five, but such Gifts, if they indeed exist, are known only to the wisest elders.

Breed Gifts

Breed Gifts are usually taught by spirits who owe the breed a favor in accordance with an ancient pact or deed. For instance, an ancient tale tells of a metis who helped a mole hide from predators. In return, the mole taught the metis how to burrow through the earth, and since that time, Mole-spirits will teach metis this Gift.

Homid

Humans have always been at odds with nature, in some way or another. What's more, as consummate tool-users, humans have always aimed to shape their surroundings to their own liking. As a result, homids are often much more distant from the primordial side of nature, and their Gifts usually reflect their natural inclinations toward controlling things and people. This spiritual dearth also means that all too often, the spirit most willing to instruct a homid is one of his own Ancestor-spirits; Nature-spirits just aren't as friendly to the human-born.

♥ **Jam Gun (Level One)** — The Garou can cause any type of gun to jam or misfire with the use of this Gift. This Gift is taught by certain Wyld-spirits by way of revenging themselves on the invading Weaver forces.

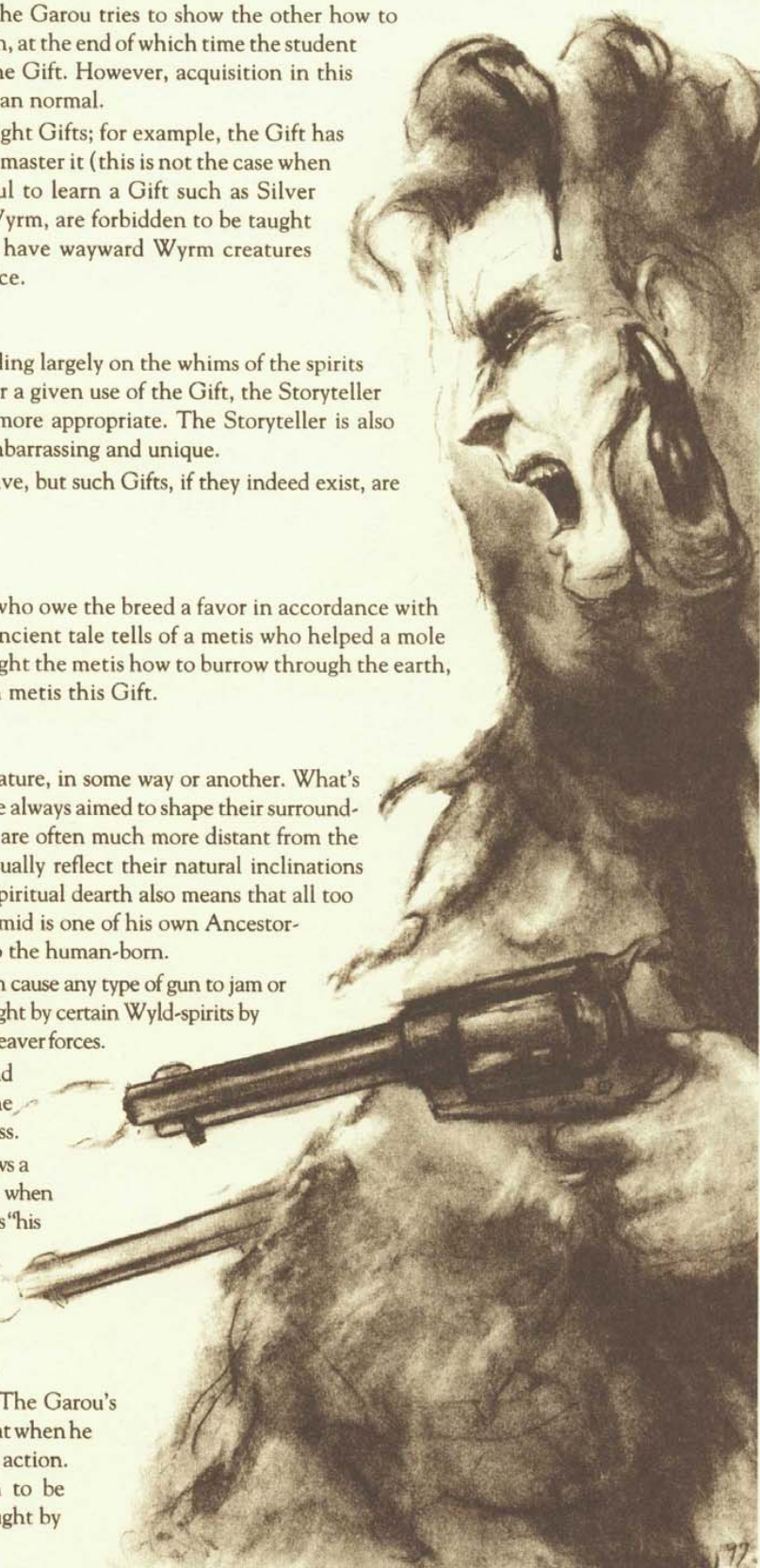
System: The Garou spends one Gnosis and rolls Manipulation + Crafts (difficulty 5). The gun becomes unusable for one turn per success.

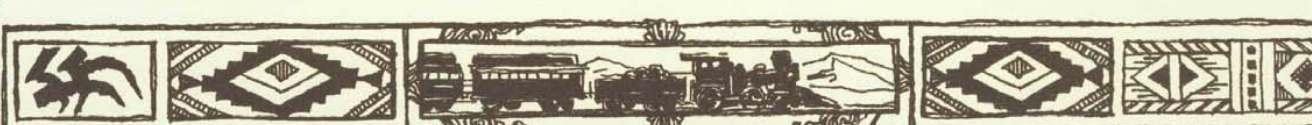
♥ **Persuasion (Level One)** — This Gift allows a homid to become more persuasive and credible when dealing with others; others simply start seeing things "his way." This Gift is taught by an Ancestor-spirit.

System: The Garou rolls Charisma + Subterfuge (difficulty 6). If successful, the difficulties of all Social rolls are reduced by one for the remainder of the scene.

♥ **Commanding Voice (Level Two)** — The Garou's presence and tone of speech are so powerful that when he tells people what to do, they listen and take action.

The Garou must speak loud enough to be heard by the targets. This Gift is taught by an Ancestor-spirit.





System: The werewolf rolls Manipulation + Intimidation against the target's Willpower. For every success scored, the Garou may give a target one command that he must follow. Extra successes allow the werewolf to affect more targets or issue multiple commands, whichever she prefers. These commands must be simple, and the target will never do anything that would cause harm to himself or others.

▼ **Staredown (Level Two)** — When in a Mexican standoff, the first person to look away or flinch is usually the first to die. Using this Gift not only allows the Garou to cause the target to flinch, but usually causes the target to drop his gun and run away in terror. All the werewolf has to do is look into the eyes of his target. The Gift can be used against Garou, but a Garou will freeze in place rather than flee. This Gift is taught by a Ram-spirit or a Snake-spirit.

System: The Garou rolls Charisma + Intimidation (difficulty 6). The victim flees for one turn per success. Should the Garou score five or more successes, the victim flees for the duration of the scene. Garou targets will not flee, but they cannot attack while this Gift is in effect unless attacked first.

▼ **Disquiet (Level Three)** — The Garou fills her target with inexplicable depression and ennui. The subject will find it hard to use his anger (Rage) or concentrate effectively on tasks. This Gift is taught by an Ancestor-spirit.

System: The Garou rolls Manipulation + Empathy against a difficulty equal to the opponent's Willpower. If successful, that opponent will not be able to recover Rage for the duration of the scene; furthermore, all difficulties for extended out-of-combat actions are increased by one.

▼ **Reshape Object (Level Three)** — Through the understanding of the Weaver, the Garou can reshape once-living material (but not undead) into a variety of objects. Thus tree branches become bows and arrows, animal hides become armor, and fallen trees become shelters. The item will in some way resemble the object from which it was created (the armor is a buffalo hide chestplate, not metal). This Gift is taught by a Weaver-spirit.

System: The Garou rolls Manipulation + Crafts against a variable difficulty (5 to turn a broken tree limb into a spear, 8 to turn a plank into a floatable raft). The created object is not necessarily permanent; it will last a length of time according to the chart below. Expendng a Gnosis point allows a created weapon to inflict aggravated damage (this effect is not permanent unless a permanent Gnosis point is spent).

Successes	Duration
One	5 minutes
Two	10 minutes
Three	One Scene
Four	One Story
Five	Permanent

▼ **Weave of Steel (Level Four)** — The homid can mystically reinforce any manmade structure or material, giving planks the strength of steel and steel the toughness of diamond. This Gift is taught by a Weaver-spirit.

System: The werewolf must concentrate for a turn to reweave the object's strength. The player spends one Gnosis and rolls Strength + Crafts, difficulty 7. The effects are largely up to the Storyteller to adjudicate; one success will make a shirt a lot more durable, while five successes will reinforce a rickety, half-rotted trestle enough to support an ore-laden train. Generally speaking, objects gain the equivalent of one Health Level per success, making them harder to destroy. If the homid chooses to affect his clothing with this Gift, he gains an extra die to his soak pool for every success; this clothing counts as armor (and can be used to soak silver damage), but is effectively weightless. However, such restrengthened armor is only effective versus cutting or piercing attacks, as it offers no rigid protection against heavy blows.

▼ **Spirit Ward (Level Four)** — This Gift allows a werewolf to protect himself from spirits by performing a quick warding rite. By drawing an invisible pictogram in the air, the Garou scares and unnerves nearby spirits. This sign travels with the werewolf wherever he goes for the duration of the Gift. This Gift is taught by an Ancestor-spirit.

System: The player spends one Gnosis point and rolls Manipulation + Rituals (difficulty 7); spirits within 100 feet of the Garou (save for his pack totem) must subtract one from their Dice Pools for each success. This Gift lasts for one scene.

▼ **Assimilation (Level Five)** — The homid can blend smoothly into any culture, no matter how peculiar or unfamiliar the culture is. A European Garou can hunt and gather with Indian tribes, or a Pure One can slip into the Europeans' towns without anyone noticing he doesn't belong. This Gift won't hide racial differences, but the behaviors and mannerisms of the natives are mimicked. This also allows the werewolf to speak and understand any language, although when the Gift wears off, he forgets any languages he doesn't normally know. This Gift is taught by an Ancestor-spirit.

System: The Garou rolls Manipulation + Empathy. If successful, he is able to interact with members of another culture as if he were from that culture. The difficulty depends on how alien the culture is; the difficulty would be 5 for another Garou sept, but it could be as high as 9 when trying to assimilate into a Black Spiral Hive. The Garou will not suffer Social roll penalties when interacting with members of the culture, although she won't receive any special benefits, either. The Gift lasts for one scene, plus one day per Willpower point spent when activating it.

▼ **Part the Veil (Level Five)** — The Garou may prevent any human from being affected by the Delirium for a scene; a frail banker can play cards with Crinos werewolves without getting any more terrified than logic might dictate. If the subject is later struck by the Delirium, he will forget most of what he learned while under this Gift's influence. This Gift is taught by an Ancestor-spirit.

System: The Garou spends a Gnosis point and rolls Charisma + Empathy (difficulty 6).

Metis

The shunned metis are actually able to draw strength from their miserable lot. Raised in Garou society, they have an uncanny insight into werewolf affairs; what's more, their too-potent blood fuels them with anger and pain that they can channel outward. Undiluted by human or wolf blood, they also are much more primal creatures, and enjoy a deep connection with Gaia's heart.

♥ **Create Element (Level One)** — The Garou can create a small amount of one of the four basic elements — fire, air, earth or water. In this way, a Garou can summon a breath of fresh air in a poisonous mine, make a stone to drop on someone, create a fire without flint or fuel, or call up water in the middle of Death Valley. The Gift can't create precious metals (especially silver), lethal gases or acid. This Gift is taught by an elemental.

System: The Garou spends one Gnosis point and rolls Gnosis (difficulty 6). One cubic foot of the desired element is created per success, to a maximum weight of 100 lbs. The element is now permanent until used up (breathed in the case of air, or burned up in the case of a fire without fuel).

♥ **Sense Wurm (Level One)** — The werewolf can sense manifestations of the Wurm in the nearby area. This Gift involves a mystical sense, not a visual or olfactory image, although Wurm-taint is distasteful and best compared to a rancid stench. This power isn't instinctive; it requires active concentration. This Gift is taught by any spirit servant of Gaia.

System: The Garou rolls Perception + Occult. The difficulty for this Gift is based on the concentration and strength of the Wurm's influence (sensing a single mockery in a room would have a difficulty of 6). This Gift can detect vampires, but only those with Humanity scores lower than 7.

♥ **Burrow (Level Two)** — The Garou can burrow a tunnel into the earth. The tunnel is relatively permanent, and others can follow the Garou through it, although space is cramped, allowing only one person at a time to go through. The Garou must be in Crinos, Hispo or Lupus form to use this Gift, but the tunnel will only be as large as the form he assumed while burrowing it (only wolf-sized or smaller beings can travel a tunnel burrowed by a Garou in Lupus form, and so on). The tunnel isn't structurally sound and will collapse over time. This Gift is taught by a Mole-spirit.

System: The Garou rolls Strength + Athletics against a difficulty depending on the substance to be excavated (4 for loose mud, 9 for solid rock). One yard per turn can be burrowed for each success.

♥ **Curse of Hatred (Level Two)** — The metis may spit a curse from the dark part of her heart, demoralizing her foes with her bilious hatred. This Gift is taught by a Hate-spirit.

System: The Garou spends a Gnosis point and rolls Manipulation + Expression (difficulty of the opponent's Willpower). If the Garou succeeds, her opponent loses two Willpower points and two Rage points. This may only be used on a foe once per scene.

♥ **Eyes of the Cat (Level Three)** — The werewolf may see clearly in pitch darkness; his eyes glow a lambent green while this power is in effect. This Gift is taught by a Cat-spirit.

System: The player need only state when this Gift is in effect; there's no roll or Gnosis cost. The Garou suffers no difficulty or Dice Pool penalties from darkness.

♥ **Rattler's Bite (Level Three)** — The metis' fangs lengthen when she learns this Gift; she can then secrete a deadly poison from her fangs. When the Garou bites, she can paralyze and even kill a victim. Some elder Garou look down upon this Gift as a deformity. Naturally, Snake-spirits teach this Gift.

System: By spending a Rage point, the werewolf can inject her target with a powerful snake poison. If the bite succeeds, any remaining damage after the soak roll is doubled. If the attack fails or causes no damage, the Rage point is still lost.

♥ **Gift of the Porcupine (Level Four)** — This Gift allows a metis' fur to become bristly and sharp like the quills of a porcupine. The Garou must be in Crinos, Hispo or Lupus form. This Gift is, of course, taught by a Porcupine-spirit.

System: The Garou spends a Gnosis point to sharpen his fur. Anyone whom the Garou body slams, grapples or immobilizes takes aggravated damage from the Garou's sharp fur (Strength + 1). Furthermore, anyone who hits the Garou with bare flesh and scores fewer than five successes takes damage based on the attacker's Strength, although the Garou still takes normal damage. This Gift lasts for one scene or until the werewolf deactivates it.

♥ **Wither Limb (Level Four)** — The metis can select a foe's arm or leg and force it to wither into uselessness. If the victim is a creature with regenerative properties, such as a shapechanger or vampire, the limb will regenerate whole after one scene. This Gift is taught by a venomous animal spirit or a spirit of Disease.

System: The Garou spends a Gnosis point and rolls Willpower (difficulty of the victim's Stamina + 4).

♥ **Madness (Level Five)** — The metis can break a target's mind, driving the hapless victim insane. This Gift is taught either by a Lune or by a spirit of Madness or Trickery.

System: The Garou spends a Gnosis point and rolls Manipulation + Intimidation (difficulty of the victim's Willpower). The number of successes determines the number of days that the insanity lasts. The Storyteller selects the form of insanity, but the supernatural madness should be plenty severe.

♥ **Totem Gift (Level Five)** — The metis can draw on her link with her tribe's totem, beseeching the totem to lend her some of its power. The effects of this Gift are up to the Storyteller, but should be in keeping with the totem; thus, Wendigo might send an ice storm against his child's foes, while Cockroach might grant a metis Iron Rider the strength and speed of a locomotive. This Gift is taught by the werewolf's tribal totem.

System: The Garou spends one Gnosis point and rolls Charisma + Rituals (difficulty 9).

Lupus

Lupus Gifts reflect the primal side of the wolf-born, drawing on the lupus' connections to the wild places and the creatures that live there.

♥ **Heightened Senses (Level One)** — The werewolf sharpens her senses beyond their normal reach; in Homid or Glabro form, her senses become as sharp as those of a wolf, while in her wolf forms, her senses become incredibly potent. This Gift is taught by a Wolf-spirit.

System: The Garou spends a Gnosis point. In Homid and Glabro forms, her Perception difficulties are reduced by two; she may also roll Perception + Primal-Urge (difficulty 6) to perform sensory feats impossible to humans. In all other forms, her Perception difficulties are reduced by three, and she gains an extra die to Primal-Urge Dice Pools. The effects last for one scene.

♥ **Jackrabbit Jump (Level One)** — The werewolf may leap incredible distances, well beyond the range of normal humans or wolves. This Gift is taught by Hare- or Cat-spirits.

System: The Garou rolls Stamina + Athletics (difficulty 7). If successful, she may double her normal jumping distance. See the Jumping Chart, pg. 249.

♥ **Scent of Sight (Level Two)** — The werewolf can rely on his sense of smell as well as if it were sight, or better; he can attack invisible creatures without penalty, or find his way in absolute darkness. This Gift is taught by a Wolf-spirit.

System: The Garou rolls Perception + Primal-Urge against a Storyteller-determined difficulty (dependent on the potency of local smells). The Storyteller should not require rolls every turn, but only when something could cause the Garou to lose his opponent's scent (it begins to rain, a wheelbarrow of dung overturns, etc.).

♥ **Sense the Unnatural (Level Two)** — The werewolf can pick out any unnatural presence, gauging its approximate strength and type. This can include magic, spirits, the fae, Wyrmbests, etc. This also detects vampires, but only those with Humanity scores below 7. This Gift is taught by any spirit servant of Gaia.

System: The Garou rolls Perception + Enigmas (difficulty 6). The more successes rolled, the more information is gained. However, deciphering the information might require an Intellect + Occult roll (Storyteller's option).

♥ **Catfeet (Level Three)** — This Gift gives the Garou the agility of a cat, allowing him to land on his feet after falls of less than 100 feet without harm. He also has perfect balance even on the most slippery surfaces, and the difficulties of all combat actions involving body slams and grappling are reduced by two. This Gift is taught by a Cat-spirit.

System: The Garou does not need to expend points or roll for this ability; it becomes innate to those who learn the Gift.

♥ **Healing Sleep (Level Three)** — The lupus can fall into a state of hibernation for a day, healing even the most severe wounds while he sleeps. This Gift is taught by a Bear-spirit.

System: The player spends a Gnosis point and rolls Stamina + Primal-Urge. The werewolf falls into hibernation, and is unaware of his surroundings while he rests. If injured, he will awaken, but

the healing sleep is spoiled. After a full day and night of rest, the lupus awakes with all Health Levels healed, even if they were aggravated damage. This Gift cannot heal battle scars, however.

♥ **Gnaw (Level Four)** — The Garou may strengthen her jaws to the point that, given time, she can chew through just about anything. In addition, her bite does grievous damage to any unlucky foes. This Gift is taught by a Wolf-spirit.

System: The player spends a Willpower point and rolls Stamina + 4 against a variable difficulty (3 for wood, 6 for iron bars, 8 for a heavy safe). The length of time it takes to gnaw through something is up to the Storyteller. When employing this power in combat, the werewolf's bite does an extra die of damage.

♥ **Lord of the Wilds (Level Four)** — The lupus can call the beasts of the wild to do her bidding, speaking with and commanding them as she likes. If there are no animals of the sort desired in the vicinity, none can be called. This Gift is taught by any Animal-spirit.

System: The player spends a Gnosis point and rolls Charisma + Animal Ken (difficulty 7). One success affects animals of the chosen type within a 10-mile radius; each additional success adds 10 miles to the radius. The effect lasts for one scene, but the time may be extended by spending one Gnosis point per extra scene.

♥ **Elemental Gift (Level Five)** — The lupus may tap Gaia's primal force, thereby commanding the spirits of the elements. The werewolf can cause the elements to rise up, undulate forward and even engulf foes. This Gift summons an elemental spirit, not merely the raw matter of the elements. This Gift is taught by an elemental.

System: The Garou spends one Gnosis point and rolls Charisma + Occult (difficulty 8). If successful, he may control a large volume of air, earth, water or fire — approximately 20 feet by 20 feet per success. The effect lasts for one scene.

♥ **Song of the Great Beast (Level Five)** — The Garou must be in the deep wilderness to employ this Gift. If so, his howl calls one of the Great Beasts — the ancient creatures that used to walk the Earth in ages past — to his aid. Such Beasts include the Sasquatch, the great lake-monsters, the Willawau (giant owl), the mastodons of yore, and other legendary creatures. This Gift is taught by a Nature-spirit.

System: The Garou spends one Gnosis point and rolls Charisma + Primal-Urge (difficulty 9). More successes improve the Beast's disposition.

Ragabash

Ragabash are the pranksters and deceitful among the Garou. Their tricks work best under cover of darkness, especially when the night is moonless. Luna allows New Moons to break the rules.

♥ **Scent of Running Water (Level One)** — The Garou can completely mask her scent, making herself virtually impossible to track. This Gift is taught by a Fox-spirit.

System: The difficulties of all rolls to track the character increase by two. This Gift is an innate ability to the Garou who learns it; she need not spend any points or make any rolls.

♥ **Spider's Song (Level One)** — The Ragabash can put her ear to a telegraph pole or wire and eavesdrop on any messages sent over the line. The Garou need not know Morse Code to understand the message; it is whispered to the werewolf by a Spider-spirit that tends the lines. This Gift is taught by a Spider-spirit.

System: The character puts her ear to a telegraph pole or wire. The player spends a Gnosis point and all messages sent along the line are translated to the Garou. The character can eavesdrop as long as he remains in contact with the line; he can't intercept or change the messages.

♥ **Walk under the New Moon (Level One)** — The Garou seems to disappear from sight, becoming little more than a shadow. This Gift allows him to pass virtually unseen. However, once the werewolf has been spotted, this Gift is negated unless the viewer is again distracted. This Gift is taught by a Moon-spirit.

System: The player rolls Manipulation + Stealth (difficulty 8). Each success increases the difficulties of rolls to detect him by one.

♥ **Carried on the Wind (Level Two)** — This Gift garbles communication between anyone within the Ragabash's vicinity, whether by the sound of the wind, ringing echoes or otherwise overwhelming background noises. Messages carried by wolf or Garou howls, even messages sent on telegraph lines are made incomprehensible. This Gift is taught by a Wind-spirit.

System: The player rolls Manipulation + Expression (difficulty depends on activity surrounding the conversation). Attempts at verbal communication are useless for the duration of one scene or until the Ragabash leaves the area. Visual communication is still possible, as is communication through scent. Conveying a message by means other than talking or writing requires a successful Intelligence + Expression roll (difficulty depends on the complexity of the message; "go over there" is 4, "take this gun and wait for my signal" is 6).

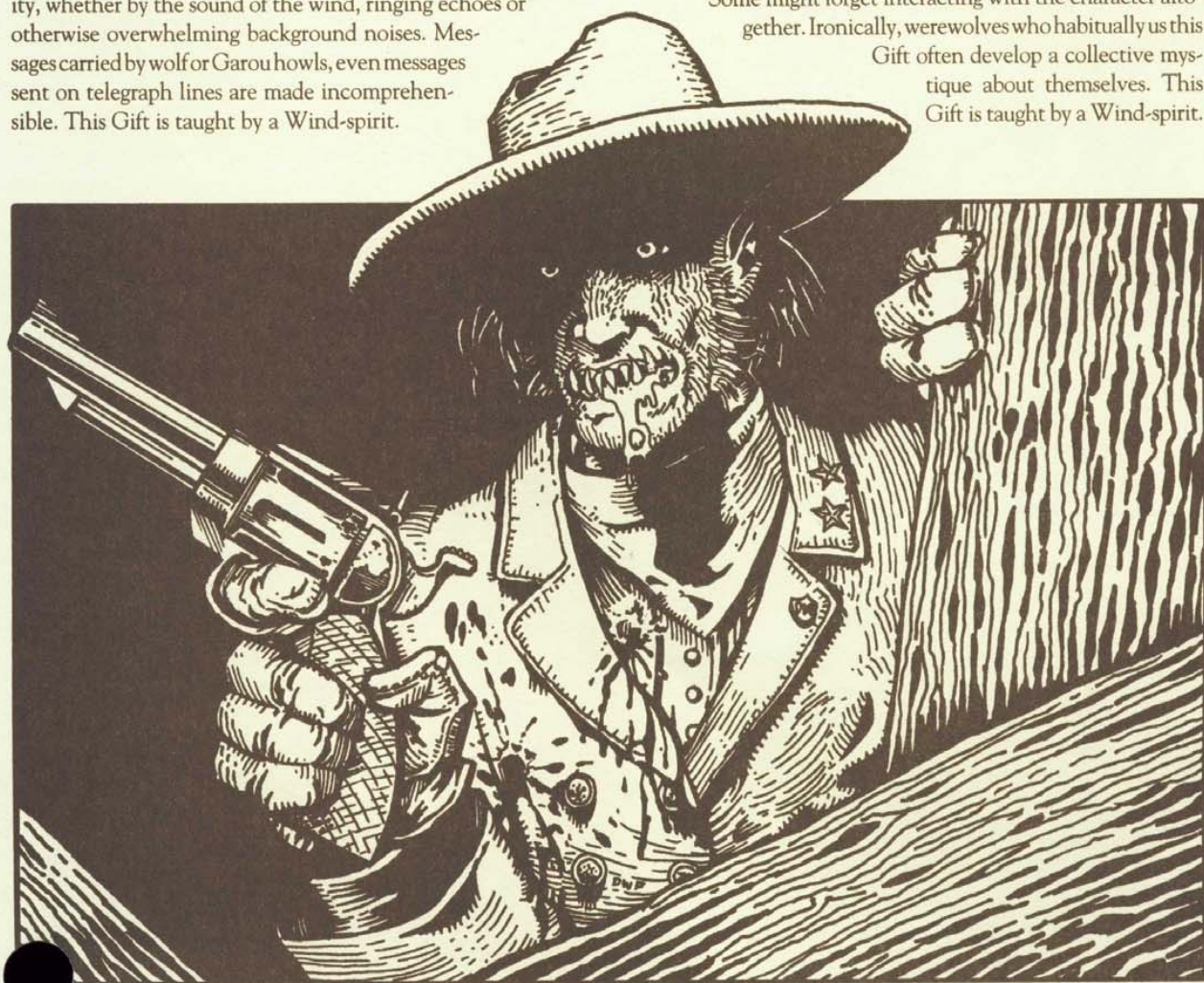
♥ **Hide in Plain Sight (Level Two)** — The werewolf becomes completely invisible to all senses and spirits when he stands still. This Gift is taught by a Lizard- or Snake-spirit.

System: The player rolls Dexterity + Stealth (difficulty 7). Each success subtracts one success from the Perception + Alertness rolls of those actively looking for the character. If no one is doing so, then one success indicates complete concealment. This Gift is canceled the minute the Garou moves.

♥ **Man With No Name (Level Two)** — The Garou can interact with people and even grow close to them, but they forget who he is or what he looks like shortly after he moves on.

Some might forget interacting with the character altogether. Ironically, werewolves who habitually use this

Gift often develop a collective mystique about themselves. This Gift is taught by a Wind-spirit.





System: The player rolls Charisma, Manipulation or Appearance + Enigmas (difficulty is the victim's Intelligence + Alertness, or the highest combination in a group of people). With three successes, the people that a character meets soon forget his name (if ever given), what he looks like or where he went. The character remains a mystery. Some may recall the Ragabash by spending a Willpower point, but even that memory fades after a day.

♥ **Bald-Faced Lie (Level Three)** — Those within earshot accept the Ragabash's most blatant lies as truth, at least for a little while. This power can also be used to cheat at a game before someone's very eyes and get away with it. This Gift is taught by a Fox-spirit.

System: The player utters the lie or describes the manner in which his character blatantly cheats at a game, and rolls Wits + Subterfuge, whichever combination is most appropriate (difficulty is the subject's Wits + Subterfuge, or the highest rating in a crowd). The roll is made against anyone who can hear the lie or who witnesses the character cheat. Two successes are required to overwhelm an individual; three are required to dupe two or more people.

The danger of using this Gift lies in not knowing if the marks will fall for it; the player rolls *after* his character lies or makes his play. If the roll succeeds, victims take the character's words or actions as legitimate, at least for the duration of the scene (they might come looking for him later). A failed roll raises questions and suspicion. A botched roll makes people downright aggressive.

♥ **Open Moon Bridge (Level Three)** — The Garou has the ability to open a Moon Bridge, with or without the permission of the caern's spirit. This Gift is taught by a Lune.

System: The player spends one Gnosis point. See the Rite of the Opened Bridge (pg. 170) for more information on opening Moon Bridges. The maximum distance that can be covered is 1,000 miles.

♥ **Luna's Blessing (Level Four)** — When the moon is visible in the night sky, silver does not cause the werewolf aggravated damage. Indeed, silver weapons may cause more harm to their wielders than to the Garou they're used on. This Gift is taught by a Lune.

System: For each strike against the Garou, the attacker must roll three extra dice on the attack; these dice are read to check for botches only. The Garou can soak and regenerate silver as if it inflicts normal damage, but only when the moon is visible.

♥ **Mark of Shame (Level Four)** — The Ragabash may invoke a terrible curse upon an opponent's body, causing it to weaken or wither, often in retribution for some act, as a reminder to be more alert to deception or as a frustrating reminder of embarrassment inflicted upon the target. This Gift is taught by a Pain-spirit or a spirit of Disease.

System: The player spends a Gnosis point and rolls Gnosis in a resisted roll against the target's permanent Gnosis. The Garou's difficulty is the victim's Willpower, while the victim's difficulty is the Ragabash's Willpower. (If the victim has no Gnosis, the Garou makes an uncontested roll against the

victim's Willpower.) Each success achieved by the Garou allows the player to remove one point from any of the victim's Physical Attributes. The effect is permanent, although the victim may restore these lost points through experience. The Gift may be used only once per scene against a given opponent.

♥ **Thieving Talons (Level Five)** — Often bitterly called "Broken Treaty" by the Pure Ones, this Gift lets the Ragabash steal what could never have been hers — the powers of others — and use them herself. These powers can be Garou Gifts, spirit Charms, vampiric Disciplines or even mage Spheres. This Gift is taught by a spirit of Vengeance or a Trickster-spirit.

System: The player must gain three successes on a Wits + Stealth roll (difficulty of the target's Willpower). If the roll is successful, the Garou can use the specified power for each successive turn that the player is willing to spend a Gnosis point.

♥ **Ghost Town (Level Five)** — The werewolf can make a whole town or other place appear to be abandoned or seem to disappear altogether. This Gift is taught by a Mirage-spirit.

System: The player spends two Willpower points and makes a Wits + Subterfuge roll (difficulty 8) as the character imposes an image of his own creation over the specified locale. The number of successes required depends on the size and activity of the town or place affected. If the roll botches, the character is thrown into the ghost town reality that he would have others perceive.

Inhabitants of the town, mine, reservation or whatever is affected perceive no changes. Newcomers, passersby or people who have been away for some time perceive the place to be abandoned or do not even acknowledge its existence, even on a map. Only people who actively investigate the ghost town may see through the ruse; Perception + Investigation rolls required (difficulty of the Ragabash's Wits + Subterfuge).

Inhabitants of a "ghost town" and newcomers do not recognize or even perceive each other's movements. Physical objects can be moved around by both parties, though, which reinforces the ghost town image or mystifies and aggravates citizens. The effect lasts for one story.

Theurge

The Crescent Moon holds a deep link to the Umbra and its denizens, and is possessed of spiritual wisdom few others could bear. The Theurge's Gifts allow him to affect spirits and the very stuff of the Umbra. Although many Theurges are finding their Gifts less effective in the shifting Storm Umbra, they nonetheless search for further insight into the changes that the Storm Eater has wrought.

♥ **Mother's Touch (Level One)** — The werewolf can heal the wounds of others (but not herself), aggravated or otherwise, simply by laying hands over the afflicted area. This Gift is taught by a Unicorn-spirit.

System: The Garou spends a Gnosis point and rolls Intelligence + Medicine (difficulty of the wounded individual's Rage, or 6 for non-Garou). Each success heals one Health Level. Even battle scars may be cured in this

manner, but only in the same scene that the scar was obtained and with the expenditure of an additional Gnosis point. There is no limit to how many times this may be used on a person, but each use requires a Gnosis point.

♥ **Sense Wyrm (Level One)** — As the Level One Metis Gift.

♥ **Spirit Speech (Level One)** — This Gift allows the Garou to speak with encountered spirits. This Gift doesn't compel the spirit to answer, or prevent it from leaving. This Gift can be taught by any spirit.

System: Once learned, this Gift allows the Garou to understand spirit-speech intuitively. Some spirits, such as Banes or Enigmatics, may not always be understood.

♥ **Command Spirit (Level Two)** — The werewolf can give simple commands to encountered spirits and be obeyed. This conveys no summoning power — the spirit must be present to be commanded. This Gift is taught by any Incarna avatar.

System: The player spends a Willpower point and rolls Charisma + Leadership (difficulty of the spirit's Gnosis). Each successive command requires the expenditure of another Willpower point. Note that the Theurge can't command spirits to leave areas to which they have been bound; that requires the Exorcism Gift (see below).

♥ **Name the Spirit (Level Two)** — The Theurge can sense the type and approximate Trait levels (Rage, Power, etc.) of a spirit. This Gift is taught by a spirit servant of the Uktena totem.

System: The player spends a Willpower point and rolls Perception + Occult (difficulty 8).

♥ **Sight from Beyond (Level Two)** — When danger stalks the Garou, or momentous events are in the offing, visions come to him without warning. When the Storm Eater was freed, Theurges across the land were struck by visions of the sky ripping open; even now, many Crescent Moons hope to gain clues of how to best the great Bane in their dreams. This Gift is taught by a Crow-spirit.

System: Interpreting these signs is best handled through roleplaying, but the Storyteller can require the Garou to roll Wits + Occult (difficulty 7) if appropriate. The visions cannot be called; they come only of their own accord.

♥ **Exorcism (Level Three)** — This is the Gift of ejecting spirits from places or objects, whether they are there voluntarily or are bound there. This Gift is taught by any Incarna avatar.

System: If a spirit doesn't feel like leaving, the player must roll Manipulation + Intimidation (difficulty of the spirit's Willpower). If the spirit has been bound to its lodging place (or into a fetish), then the Exorcist must make a Wits + Subterfuge roll (difficulty 8) and gain more successes than the binder did when tying the spirit to its location.

♥ **Pulse of the Invisible (Level Three)** — The Theurge need no longer focus to communicate with spirits upon mastering this Gift; she is now constantly aware of all that spirits do around her and can interact with them at will. While most spirit-business is hardly of note, she will notice any dramatic changes in the environment. This Gift is taught by any spirit.

System: If the Garou's Gnosis equals or exceeds the Gauntlet, she can automatically see into the Umbra. Otherwise, she must roll Perception + Occult (difficulty of the Gauntlet) to pierce the invisible wall. Only one success is required. The effect lasts for an entire scene or until the character enters an area with a higher Gauntlet.

♥ **Grasp the Beyond (Level Four)** — The Theurge may take things to and from the Umbra without having to dedicate them to herself (see *Rite of Talisman Dedication*, pg. 173). This includes humans and animals, both willing and unwilling. Garou often use this power to take loyal Kinfolk with them on Umbral quests or to heal injured kin — both body and soul — in mystic Glens. This Gift is taught by an Incarna avatar.

System: The werewolf must grasp the object or person he wishes to take to the spirit world. The player must then spend a number of Willpower points: one for small items, two for larger items (swords, etc.) and three for huge items (including people). He makes the usual Gnosis roll to pierce the Gauntlet and step sideways; if successful, both Theurge and the desired object or person pass into the Umbra. An unwilling target may resist with a Willpower roll; each success subtracts one from the Garou's successes. A Theurge attempting to abduct an unwilling victim must achieve at least three successes on his Gnosis roll.

Any person taken to the Umbra, unless she has the ability to step sideways, must rely on the Garou to escape, or else find an area with a very thin Gauntlet, such as a caern. The Gauntlet rating must be 3 or lower for a victim to exit of his own accord. If he does exit, he may not reenter the Umbra, no matter what the Gauntlet rating. Some people can manage to be spit out of the Umbra by passing Wyldlings, but this is as often as not fatal.

♥ **Spirit Drain (Level Four)** — The Theurge may drain power from a spirit to feed his own resolve. This Gift is taught by a spirit servant of the Uktena totem.

System: If the Garou succeeds in a resisted Gnosis vs. Gnosis roll while combating a spirit, the spirit loses one Power point per success for the rest of the scene. For every two points drained, the Garou gains a temporary Willpower point, but loses any points exceeding her maximum at the end of the scene.

♥ **Mold the Spirit (Level Five)** — The Garou can change a spirit's form or purpose. This Gift is taught by a Chimerling.

System: The Garou must best the spirit in a resisted Gnosis vs. Gnosis roll. The Theurge's difficulty is based on his goal (see below), while the spirit's difficulty is the werewolf's Gnosis.

Change	Difficulty
Characteristics (Willpower, Rage, Gnosis; one point changed per success)	6
Disposition (Friendly, Neutral, Hostile)	8
Type (Naturae, Elemental, Bane, etc.)	10

♥ **Savage the Mind (Level Five)** — With but a thought, the Theurge can shred an opponent's human reasoning, giving him the effective mind of a beast. This Gift is taught by a spirit servant of the Griffin totem.



System: The Garou spends Gnosis (see below) and rolls Wits + Empathy (difficulty of the target's Willpower + 3; maximum 10). If successful, the Garou can permanently destroy a target's Intelligence Attribute. Two Gnosis points must be spent for each point of Intelligence destroyed, and the werewolf cannot destroy more points than she rolls successes. Additionally, the more Intelligence the target loses, the more animalistic his behavior becomes.

Philodox

The Philodox are the arbitrators and judges of Garou society. They are chieftains and medicine workers among native tribes, and lawgivers (and takers) among Easterners and Europeans. Their Gifts allow them to perceive truths, call upon ancestral wisdom and make decrees. The Half Moons are trapped between the rage of their primal selves and the responsibility of their ordered selves.

♥ **Resist Pain (Level One)** — The Garou is able to resist the pain of his wounds and continue acting normally. This Gift is taught by a Bear-spirit.

System: The player spends one Willpower point; the character is not affected by wound penalties for the remainder of the scene.

♥ **Scent of the True Form (Level One)** — The Philodox can smell what a subject really is; she can supernaturally pick up the scent of her target's true nature. This Gift is taught by any spirit servant of Gaia.

System: The Garou can automatically tell when someone is a werewolf, and can detect vampires and faeries on a Perception + Primal-Urge roll (difficulty 8). Even mages can be detected (difficulty 9).

♥ **Truth of Gaia (Level One)** — Philodox, as judges of the Litany, can sense if others speak truth or lies. This Gift is taught by a Falcon Gaffling.

System: The player rolls Intelligence + Empathy (difficulty is the subject's Manipulation + Subterfuge). This Gift reveals only whether the subject speaks truth or falsehood; it doesn't reveal the actual truth, whatever that may be.

♥ **Call to Arms (Level Two)** — The Garou can summon low-powered spirits of a certain type — animal, air, water — and may give them one, and only one command. Once the spirits have fulfilled this request, they depart. This Gift is taught by an Incarna avatar.

System: The player spends one Gnosis point and rolls Charisma + Leadership (difficulty is the spirits' highest Willpower) for the character to summon low-powered spirits of the specified type. The Storyteller decides what spirits respond and what they are capable of doing.

♥ **King of the Beasts (Level Two)** — Animals within sight, scent and earshot of the Garou follow his orders willingly and unconditionally (assuming he does not order their suicide). They understand his orders and want to carry them out. This Gift is taught by a Lion- or Falcon-spirit.

System: The player rolls Charisma + Animal Ken (difficulty depends on the scarcity of animals in the character's vicinity). Even if animals are around, they might not be suitable for the task at hand; that doesn't mean they don't try to help, though, which can prove problematic in itself.

♥ **Mend the Forked Tongue (Level Two)** — The Garou can command a target to speak the truth, despite the victim's desires.

System: The Storyteller rolls Manipulation + Intimidation (difficulty is the victim's Intelligence + Subterfuge) on the player's behalf. On a successful roll, the werewolf forces a particular person to speak the truth about a specified subject. The subject has to spend two Willpower points to resist the command. If the Philodox's roll fails, the subject refuses the command. If the roll botches, the subject may lie to the character (thus the need for the Storyteller to make the roll for the player).

♥ **Balance Man and Beast (Level Three)** — A Philodox needs to keep a tight grip on his bestial side for fear of losing control and, perhaps worse still, allowing his passions to control his judgment. However, a Garou cannot deny his animal nature; rationality cannot reign alone. The Garou can calm or enrage himself in times of need. This Gift is taught by a Water-spirit.

System: The character concentrates and meditates on her role as arbitrator and fair judge among the Garou. The player makes a Gnosis roll (difficulty 8). For every success, one point of Willpower or Rage is gained, as needed. This self-control can only be used once per scene.

This Gift also allows a Philodox to avoid entering frenzy by putting the character in a profound state of calm. The player spends one Willpower point and the character won't frenzy for the duration of an entire scene, no matter what happens, unless the character seeks to make the change. Alternately, if a frenzy is ever necessary, the player can spend one point of Rage and the character automatically becomes a killing machine.

♥ **Wisdom of the Ancient Ways (Level Three)** — By tapping into the racial subconscious of the Garou, the Philodox dredges up ancient facts and lore. This Gift is taught by an Ancestor-spirit.

System: The Garou must meditate for a short time, concentrating on the past. The player rolls Gnosis (difficulty 8, -1 for each point of Past Life that the Garou possesses).

♥ **Rally to the Cause (Level Four)** — At times a Philodox needs to rally Garou to achieve a goal, but as events in the Savage West prove, Garou can rarely agree on anything, let alone work together. This Gift helps a Philodox inspire other Garou to follow his cause, despite tribal or personal differences. This power is most appropriate for inspiring Garou, but also affects humans. This Gift is taught by a Falcon-spirit.

System: The character makes a speech before his audience. The player then rolls Manipulation + Leadership (difficulty is the highest Willpower of any dissenting targets).

Individuals who willingly follow the Philodox automatically rally to him and gain the benefits conferred by the Gift. If the player's roll succeeds, Garou who

disagree with the character's plan feel compelled to aid him despite their differences of opinion (although the expenditure of a Willpower point may allow an individual to break from the pack). If the roll botches, even a Garou's dedicated followers may abandon him.

Rallied Garou each receive an extra point of Willpower to be used in achieving the Philodox's goal. They may also be quicker to frenzy if that suits the mission ahead (a call to battle, for example); only three successes on a Rage roll are required to frenzy. Rival Garou have better relations as well, and put their differences aside for the common goal; difficulties of Social rolls are reduced by two.

The effects of this Gift last until the Philodox's mission is complete or for the remainder of the scene, whichever comes first. The Gift can be used to inspire packs, members of a sept or attendants at a moot; even native and European tribes can be convinced to work together, assuming that the Philodox's goal is not anathema to any party.

♥ **Roll Over (Level Four)** — The Philodox's presence demands respect and submission. Should she succeed in a test of wills, she dominates her foe, causing humans to fall to their knees and wolves to roll onto their backs. This Gift is taught by a Wolf-spirit.

System: The player must score at least three successes more than the opponent in a resisted Willpower contest.

♥ **Honor Bound (Level Five)** — The Philodox compels an individual or pack of Garou to perform a mission that may not correspond to an individual's desires. Only a handful of subjects can be affected by this Gift at one time. The Philodox's order is so compelling that few can resist, assuming that it doesn't defy Garou basic instincts. The leader could make a pack of European Garou restore a caern to its native owners, but could not make werewolves eat human flesh. This Gift is taught by an Incarna avatar.

System: The player spends a Gnosis point and rolls Manipulation + Leadership (difficulty of the target's Willpower or the highest rating in a group). Three Willpower points must be expended to resist the order, and doing so results in the loss of three Honor Renown. The command is compelling until the act is accomplished to the best of the Garou's ability.

♥ **Wall of Granite (Level Five)** — The Philodox's word is so compelling that the earth, the very foundation upon which her people live, responds to her command. While in contact with earth or rock, the werewolf can summon a wall to move with her, defending her from all angles. This Gift is taught by an earth elemental.

System: The player spends a Gnosis point. The wall's dimensions are three yards high, two yards long and one yard thick; it can soak damage as if it has 10 dice, and 10 Health

Levels must be inflicted to penetrate it in any one spot. The wall lasts for one scene or until released back into the earth by the Garou.





Galliard

The Moon Dancers keep the lore and songs of the Garou alive, and their Gifts reflect their ability to sing someone's dreams and emotions into whatever form they choose. Passion is the Galliard's fuel, and the voice is his weapon.

♥ **Beast Speech (Level One)** — The werewolf may speak with his animal brethren, whether docile, domesticated sheep, furious catamounts or cold-blooded rattlers. This doesn't change the critter's basic reactions — an enraged buffalo isn't likely to spend time in conversation, and will probably attack regardless. This Gift is taught by a Nature-spirit.

System: The Garou rolls Charisma + Animal Ken (difficulty 6). This roll must be made for each type of animal and for each encounter.

♥ **Call of the Wyld (Level One)** — The Galliard can summon aid by howling; werewolves even beyond the range of hearing sense the call and may answer. This Gift can enhance the effect of any of the normal Garou howls (see *Howls*, pg. 50); it can also be sounded to summon specific Garou for a moot. Finally, Call of the Wyld is often used at the beginning of revels and other events, to invigorate the participants. This Gift is taught by a Wolf-spirit.

System: The Garou rolls Stamina + Empathy (difficulty 6). The number of successes determines how far away the call can be heard and how stirring it is to those who hear it. The actual effects are determined by the Storyteller, but they should be linked to the type of howl made and the intent of the Garou. Some examples are: every two successes gives those at a revel extra dice to their Pools; Wyrms agents are distracted by the call and their difficulties are temporarily raised; all Garou in the area do not hesitate to respond to the Garou's Call to Succor.

♥ **Mindspcak (Level One)** — The Galliard can call a waking dream into existence, sharing it with selected characters and thereby allowing them to silently communicate. This Gift is taught by a Chimerling.

System: The Garou spends one Willpower point per sentient being chosen; if a target is unwilling, the player rolls Manipulation + Expression (difficulty of the victim's Willpower). All those included in the dream may interact normally through the Mindspcak, though they can inflict no damage through it. Their real bodies can still act, though all Dice Pools are reduced by two. The Mindspcak ends when all the participants want it to, or on the turn the Galliard fails the roll against an unwilling member. The beings affected must be within line of sight.

♥ **Call of the Wyrms (Level Two)** — This frightening cry acts as a siren song to Wyrms-creatures, drawing them to the howler. Galliards use this Gift to create ambushes or to flush prey from hiding. This Gift is taught by any spirit servant of Gaia.

System: The Garou makes a resisted roll of Manipulation + Performance vs. the Wyrms-creature's Willpower (both rolls are difficulty 7). If the Wyrms-creature loses, it must come to the caller.

♥ **Distractions (Level Two)** — The Garou can make annoying yips, yelps and howls to divert the attention of his target. This Gift is taught by a Coyote-spirit.

System: The player rolls Wits + Performance (difficulty of the victim's Willpower). Each success subtracts one from the target's Dice Pool next turn.

♥ **Dreamspeak (Level Two)** — The Galliard enters another's dream and can thereby affect the course of that dream. The werewolf need not be close to the target; all she needs is to know or have seen the dreamer. This Gift is taught by a Chimerling.

System: The player rolls Wits + Empathy (difficulty 8). If the dreamer awakens while the werewolf is still within the dream, the Garou is thrown out of the dream world and loses a Gnosis point.

♥ **Come Hither (Level Three)** — The Galliard can draw anyone to his side with a mere glance. This Gift is taught by a Snake-spirit.

System: The player rolls Appearance + Enigmas (difficulty of the target's Willpower). The Garou needs three successes to bring the target to his side; fewer at least start the victim moving in the right direction.

♥ **Song of Rage (Level Three)** — The werewolf's cry lets out the animal in the target's heart, whipping him into a killing mood. This Gift forces shapechangers to take the war-form, sends vampires into frenzy and drives humans absolutely loco. This Gift is taught by a Wolverine- or Wolf-spirit.

System: The player rolls Manipulation + Leadership (difficulty of the target's Willpower). Each success drives the victim into a violent rage for one turn.

♥ **Bridge Walker (Level Four)** — The Galliard can create minor Moon Bridges through which he alone can travel. This allows him to cover short distances in one hundredth of normal travel time, even letting him vanish from a foe's sight to immediately reappear behind the luckless victim. These are never the safest of routes (particularly as Lunes don't guard these temporary bridges); the denizens of the Storm Umbra sometimes follow the Galliard's trail and spill out into the physical world. This Gift is taught by a Lune.

System: The player spends one Gnosis point to create the bridge. The Moon Bridge lasts for only one passage, unless the player spends a permanent Gnosis point during its creation, in which case it lasts until the next full moon. The maximum distance that can be traversed by the bridge is the Garou's Gnosis in miles.

♥ **Shadows by the Fire Light (Level Four)** — The Galliard can spin a tale and draw others into it, whether they're interested or not. This Gift is usually used at moots when telling old stories, allowing the participants to reenact the tales themselves. However, this Gift can also be used on the unwilling, forcing them to participate in a story of the Garou's choosing. This Gift is taught by an Ancestor-spirit.

System: When using this Gift on the unwilling, the player must spend a Gnosis point and score three successes on a Manipulation + Performance roll (difficulty of the target's Willpower). If successful, the player may tell a story and force the victim to perform exactly as the story's character does. This effect lasts one turn per Gnosis point spent.

♥ **Heart Twister (Level Five)** — The Galliard with this Gift becomes the ultimate manipulator, capable of playing a person's heartstrings like a fiddle just by talking to him. He could cause someone to fall in love with him (which won't last, and the victim's love may turn into justified resentment) or drive another to hate a target of his choosing (again, this won't last, but might develop into a full-scale feud). This Gift is taught by a Coyote-spirit.

System: The player rolls Manipulation + Empathy (difficulty of the target's Willpower). Success allows the werewolf to steer the emotions of any one individual. The more successes, the more quickly the emotions manifest and the more strongly they are felt. The Storyteller should give the Galliard extra dice for roleplaying this Gift especially well.

♥ **Song of the Storm (Level Five)** — The Galliard can tap the very fabric of the Storm Umbra with her song, drawing forth a chaotic flurry of Wyld-energies to work a change on her environment or those caught within it. This Gift is taught by a powerful Wyld-spirit.

System: The player spends two Gnosis points and rolls Wits + Expression (difficulty of the local Gauntlet). If she scores at least one success, the Wyld's force breaks through and washes over the general area she selects. The Galliard may specify her general desire for the change, but she can hardly control the randomness she calls forth. The extent of the change and the precision of the target depend on the roll; with only one success, the canyon walls surrounding the Black Spiral Dancers might sprout a coat of slippery blue moss, while five successes might change all the Dancers' weapons into silver-fanged sidewinders. The Storyteller is encouraged to be creative with whatever change results, but should remember that this Gift's power usually manifests in beneficial ways — for the Moon Dancers, that is.

Ahroun

The Ahroun is born to the warrior's path, and is expected to tear his way through anything that threatens Mother Earth. Full Moon Gifts offer combat power and an edge in battle — little else is necessary.

♥ **Inspiration (Level One)** — The Ahroun is usually the leader of the pack in combat, and this Gift strengthens that role. By channeling his courage and resolve, the Ahroun increases the resolve of his brethren. This Gift is taught by a Wolf-spirit.

System: The player spends one Gnosis point for his comrades to automatically receive one success on any Willpower rolls made during the scene. Note that this Gift does not affect its possessor.

♥ **Razor Claws (Level One)** — The werewolf may sharpen his claws into virtual straight-razors. This Gift is taught by a Cat- or Wolf-spirit.

System: The player spends a Rage point while the werewolf takes a turn to scratch his talons over a stone or similarly hard surface. His successive claw attacks then do an additional die of damage for the remainder of the scene.

♥ **Trick Shot (Level One)** — With this Gift, the Garou need not know the meaning of the word "impossible." Shooting an arrow through a two-spot at one hundred paces, ricocheting a bullet around a corner or even firing down the barrel of an opponent's gun — the Ahroun can do them all. However, this Gift can only indirectly do any harm to a living thing — by shooting out a rope holding a chandelier, for instance. More direct usage is considered unsporting by the spirits, who will not permit such vulgarity. This Gift is taught by an Air-spirit.

System: The player adds her character's permanent rating in Glory to her Dice Pool for the trick shot. The shot must be declared prior to rolling, and only for a truly bizarre attempt (simply saying "I shoot 'im in the head!" doesn't count).

♥ **Sense Silver (Level Two)** — The cagey fighter knows when his opponents are packing something truly dangerous, and the Ahroun have learned to scent out the most dangerous weapons of all. This Gift is taught by a Lune.

System: The Garou rolls Perception + Primal-Urge (difficulty 7). If successful, she can detect the general presence of silver; three successes allow her to pinpoint the silver's location.

♥ **Spirit of the Fray (Level Two)** — The werewolf can attack first in any given turn, no matter what his initiative roll may be. This Gift is taught by a Cat-spirit.

System: There is no mandatory point cost or roll for this Gift, but the player may spend Gnosis to ensure extra speed. If more than one Garou combatant has this Gift, the one who spends the most Gnosis goes first. If both (or all) spend the same amount, they take their first actions simultaneously.

♥ **True Fear (Level Two)** — The Ahroun can overwhelm a particular foe with the magnitude of his power, scaring the fool into inaction. This Gift is taught by a Fear-spirit.

System: The player rolls Strength + Intimidation (difficulty of the target's Willpower). Each success cows the enemy for one turn; the victim cannot attack and may try to retreat. He may defend himself and otherwise act normally (though he will be scared).

♥ **Heart of Fury (Level Three)** — The Ahroun can lock away his anger in order to maintain control, allowing him to freely fight and utilize Rage without as much chance of going into frenzy. However, once the floodgates are opened, his anger may well overpower him as it returns. This Gift is taught by a Bear- or Wolf-spirit.

System: The player rolls Willpower, difficulty of his own permanent Rage. Every two successes add one to the werewolf's frenzy difficulties for the scene. Once the scene has passed, the Ahroun's anger returns in force; he must spend one Willpower point or immediately make a frenzy check at regular difficulty.

♥ **Silver Claws (Level Three)** — Few Ahroun care to rely on silver bullets to put down renegade Garou; a more deadly option is to turn one's own claws into silver and let instinct take over. This Gift is taught by a Lune.



System: The player rolls Gnosis (difficulty 7). Success transmutes the werewolf's claws into silver, allowing her to inflict aggravated damage which can't be soaked by Garou. However, silver *hurts*. Each turn that her claws remain silver, she gains an automatic Rage point; furthermore, all noncombat difficulties are increased by one because of the distraction. When her Rage points exceed her Willpower, she must check for frenzy.

♥ **Clenched Jaw (Level Four)** — The Ahroun's jaws can become a virtual bear trap, almost impossible to pry loose without the Ahroun's consent. This Gift is taught by a Wolf-spirit.

System: The Ahroun must successfully bite his foe; after this, the player spends a Rage point to make his grip unbreakable. For each successive turn he opts to maintain the grip, he makes a bite attack roll (difficulty 3). While foes can make a resisted Strength roll to break the grip, the Garou may add half her Willpower to her Dice Pool.

♥ **Stoking Fury's Furnace (Level Four)** — The werewolf with this Gift has learned to use his Rage as efficiently as possible, and can draw an incredible amount of power from its reserves. This Gift is taught by a Wolverine-spirit.

System: The Garou regains one Rage point every turn in which he takes a Health Level of damage, and need not check for frenzy. In addition, the Garou can spend one Rage point per turn without losing that point. However, if more than one Rage point is spent that turn, the point is lost normally.

♥ **Strength of Will (Level Five)** — An Ahroun with this Gift can inspire his comrades so fiercely, they'd follow her through Perdition itself if need arose. This Gift is taught by a Wolf-spirit or an Incarna avatar.

System: The player spends a point of Willpower and rolls Charisma + Leadership (difficulty 8). Each success gives each of the Ahroun's allies within 100 feet a bonus point of Willpower; this extra Willpower lasts for the rest of the scene. These points are used like any other, but can raise the ally's Willpower above its maximum or even above 10. This Gift may be used only once per scene.

♥ **Sun Dance (Level Five)** — The werewolf calls on his ties to the sun, becoming immune to all natural forms of fire (although artificial fires like gas fires can still harm him). Additionally, the werewolf can ignite small parts of his body and keep them burning for extended periods. Ahroun most commonly use this Gift to light their manes during rituals, but they can also light claws, fangs, arms or whatever. These flames are approximately as intense as those of a torch. This Gift is taught by a fire elemental or Sun-spirit.

System: The player spends one Gnosis point. Artificial fires do half damage to the Ahroun; natural (even mystical, if from a "pure" source such as an elemental Gift) do nothing at all. The effects last for one scene.

Tribe Gifts

Tribal Gifts are part of a great reservoir of tribal lore, maintained and guarded by each tribe. A Garou tends to learn tribal Gifts from spirit servants of his tribal totem, often called that totem's "Brood." These secrets and specialties are zealously guarded by tribal elders, and rightly seen as the heritage of all loyal sons and daughters of the tribe. A werewolf must be on very good terms with a foreign tribe (or at least with a packmate of that tribe) to learn that tribe's Gifts, and she had better be able to convince the spirit teacher that she won't dishonor said tribe by misusing its Gifts.

Black Furies

Women have been mythically tied to the wilderness, and the Black Furies are able to take strength from this bond in fact. Their Gifts reflect their affinity for wild and Wyld alike.

♥ **Sense Wurm (Level One)** — As the Level One Metis Gift.

♥ **Song of the Seasons (Level One)** — The wild is a harsh mistress. By calling the Mother into her heart, a Fury may tame the worst effects of weather and season. No matter how hot the sun or bitter the wind, the Fury feels as comfortable as springtime. This Gift is taught by a Weather-spirit.

System: The player spends a Gnosis point; the protection lasts for one day. With this Gift in action, the werewolf remains immune to extremes of temperature, so long as those extremes aren't severe enough to be considered attacks. The Gift also raises the damage difficulty of environmental attacks (ice storms, bonfires, cold winds) from 6 to 7. This Gift protects against temperatures only; it offers no defense against explosion, earthquake or tornado damage.

♥ **Kneel (Level Two)** — By pointing a finger or claw at a target (usually male), a Fury can force him to his knees. He may cuss up a storm, but unless he's a strong-willed bastard, there's nothing he can do but kneel. This Gift is taught by one of Pegasus' Brood.

System: The Fury rolls Manipulation + Intimidation against the subject's current Willpower rating. Her target falls to his knees unless he spends a Gnosis point to resist the Gift's effects. Other supernatural creatures can spend spirit energy (Blood, Quintessence or Glamour) to rise to their feet, but mortals remain helpless. The Gift lasts for one turn per success, and doesn't work on spirit beings.

♥ **Sense of the Prey (Level Two)** — The werewolf, if she knows anything about her prey (mortal or spirit), can unfailingly track it down as rapidly as she can travel. She can track *anywhere*, salt desert, prairie or Storm Umbra alike, although an Umbral storm can erase the trail. This Gift is taught by a Wolf- or Dog-spirit.

System: No roll is required unless the target is actively hiding, in which case the player rolls Perception + Enigmas, difficulty of the target's Wits + Stealth. If the target is a spirit, the difficulty is the spirit's Gnosis.

♥ **Devil Talons (Level Three)** — By calling her Rage to the surface, a Black Fury may turn her claws barbed and venomous. Rakes from these vicious talons burn for hours. This Gift is taught by a Pain-spirit.

System: The Garou spends one Rage point with each attack. Her claws inflict their usual damage, but any Health Level penalty caused by their attacks is doubled for the scene's duration (i.e., a Wounded enemy would suffer a -4 penalty instead of the usual -2). This Gift works normally even if the target is frenzied.

♥ **Spirit Ripper (Level Three)** — The Furies are one with the Wyld in many ways. By channeling that kinship into a blast of pure chaos, a werewolf may shred a spirit's essence, scattering its power to the Umbral winds. Sadly, this power does nothing against Wyld-spirits; it can be pretty effective against Wurm and Weaver ones, though. This Gift is taught by a Wyld-spirit.

System: The Fury rolls her current Gnosis against difficulty 6; each success reduces a spirit's Power by three (i.e., a spirit hit by a three-success attack loses nine Power points). Each attack costs the Garou one Gnosis point. The Armor Charm cannot prevent this damage. Unless the spirit is materialized, Spirit Ripper works only in the Umbra. It will not harm material beings in any way, although possessed ones (mockeries and the like) take one aggravated Health Level per success.

♥ **Healing Breath of Mother Gaia (Level Four)** — Furies are healers as well as warriors. By bringing forth the Earth's healing powers, a Fury can dispel the worst effects of Wurm-taint and injure the creatures of corruption. A cool breeze blows across the mortal and spirit worlds alike when this Gift is used.

System: The Fury rolls her permanent Gnosis and spends one point per success. The roll's difficulty depends on how corrupted the area is.

Corruption	Difficulty
Mildly Tainted (a battlefield)	6
Tainted (fomori bunks)	7
Corrupted (a Wurm-cult's lodge)	8
Blighted (an Umbral Blight)	9
Hopeless (an Anchorhead to Malfeas)	10

The presence of Wurm-creatures in the area raises the difficulty by one (maximum 10).

Each success reduces the corruption by one level. The Healing covers an area roughly 100 feet by 100 feet; a Fury can spend double the Gnosis to heal twice that area. While the Gift's effects aren't immediately noticeable, the place begins to "recover" from the Wurm's effects. In time, the Penumbra reshapes itself into a more "neutral" state. Any Wurm-creature caught within a 20-foot radius of the Garou when she casts the Gift suffers one aggravated Health Level (nonsoakable) per success.

♥ **Wasp Talons (Level Four)** — The Fury can actually fire her claws from her fingertips, cutting down her foes from a distance. The werewolf is incapable of using this Gift or making a claw attack next turn, for her claws must actually regenerate. This Gift is taught by a Wasp-spirit.



System: The player rolls Dexterity + Brawl. Damage is calculated as for an ordinary claw attack, while the difficulty is determined by range as though the Garou were using a firearm. Medium range (no modifier) is 20 yards; double this range (40 yards) is the farthest the claws can be hurled, and the difficulty increases by one. On the other hand, attacks made at targets within a yard of the Fury are considered "point-blank" (difficulty 4).

♥ **Beast Witch (Level Five)** — Like the witches of legend, some Black Furies can assume the shapes of animals. This Gift allows a warrior to become any normal beast from a dove to a buffalo. The animal's powers (flight, speed, gills, etc.) come with the form. Animal totems pass this Gift to worthy Furies, and might revoke the favor if a wolf forgets her kinship to the Wyld.

System: The Fury spends a Gnosis point and rolls Dexterity + Animal Ken. The difficulty depends on the animal she chooses; human-sized ones are easy (6), while radical changes in size or mass are difficult (7+).

♥ **Wyldstorm (Level Five)** — By harnessing the raging currents of the Storm Umbra, a Fury with this Gift unleashes a tempest in the mortal world. It's a dangerous trick to use; first, she must step sideways, exposing herself to the Umbral winds. Next, she sings the maelstrom into a shape, then brings that shape through the Gauntlet. The resulting storm lasts a few moments at best, but tears anything in its path to bits.

System: The Garou must be "sideways" to use this Gift. First, she rolls her Manipulation + Enigmas, difficulty of the area's Gauntlet. Next, she spends one Rage and one Willpower. Success summons a storm of the Storyteller's choosing (not the player's). Obviously, the tempest's length and severity depends on the number of successes scored; the nature of the storm can be as wildly inappropriate as the energies that create it (ice storms in the desert, lightning on a sunny day, that sort of thing).

Bone Gnawers

The often underestimated Bone Gnawers have no poorer a spiritual presence than any other tribe; in fact, they often prove capable of getting by in places any other Garou would find completely inhospitable. Their Gifts allow them to eke out a meager living where no other could find food, and help them survive the most impossible of situations.

♥ **Odious Aroma (Level One)** — The use of musk has long been a defense in the wild. With this Gift, the Garou can greatly amplify her own natural body odor, creating a debilitating stench. This Gift is taught by a Stinkbug- or Skunk-spirit.

System: The Garou spends one Gnosis point. For the duration of the scene, all beings within 20 feet of the Garou (provided they possess olfactory organs) subtract one from all Dice Pools as they choke and retch. However, the Garou subtracts two from all his Social Dice Pools and may be ostracized for the duration.

♥ **Stone Soup (Level One)** — A Bone Grawler with nothing more than this Gift, a few drops of water and a small pot can create food from even twigs and rocks. By placing whatever smallish objects he can find in the pot and adding

enough water to moisten them, the Grawler creates an edible (if rather rancid to the tongue) gruel. This Gift is taught by a Raccoon- or Rat-spirit.

System: The Garou rolls Wits + Survival. The difficulty depends on the objects used — 6 for twigs and deadwood, 7 for small, harmless pebbles, and up to 10 for cyanide and the like.

♥ **Cornered Rat (Level Two)** — When a Garou is backed into a corner with nowhere to run to, she can either give up or fight. This Gift allows the Garou to focus her Rage and lash out at her opponents.

System: The player spends one Rage point and rolls Strength + Intimidation (difficulty 8). Each success grants her an additional die to her Brawl Dice Pools. When using this Gift, the werewolf automatically enters into a Berserk frenzy. This Gift lasts until combat is over or the frenzy ends.

♥ **Hide in Plain Sight (Level Two)** — As the Level Two Ragabash Gift.

♥ **Gift of the Termite (Level Three)** — The Grawler can whistle up wood rot of the worst kind, decaying even the stoutest lumber in a matter of seconds. This Gift is taught by a Termite-spirit.

System: The player rolls Intelligence + Crafts (difficulty 7) and spends a Gnosis point. The number of successes determines how much wood is affected. One success rots a hitching post or plank, three successes collapses part of a floor, and five successes demolishes a trestle bridge.

♥ **Reshape Object (Level Three)** — As the Level Three Homid Gift.

♥ **Glass Talons (Level Four)** — When using this Gift, the Grawler can change her claws to glass. Upon clawing an opponent, the glass talons tear through flesh and bone, breaking off in the target's wounds. The Garou is incapable of using this Gift or making a claw attack next turn, for her claws must actually regenerate. This Gift is taught by a Pain-spirit.

System: The player spends one Gnosis point to make the change. If the Garou using this Gift damages her target with a claw attack, her claws break off, leaving large shards in the open wounds. The glass does an additional aggravated Health Level of damage every round the shards remain in the wound. The glass can be removed, but this takes a full turn, and the victim can't be running around or fighting.

♥ **Run for Ground (Level Four)** — When scouting out the area, a Bone Grawler quickly picks up on the nooks and crannies where good hiding places are available...just in case. By using this Gift, the Grawler can duck into a shaded area (behind a barn, into an empty barrel) and pop out in another shady area some distance away. This Gift is taught by a Prairie dog-spirit.

System: The Garou spends one Gnosis point and rolls Manipulation + Stealth (difficulty 6). For every success scored, the Garou may increase the distance he reappears by 20 yards — one success and he reappears 20 yards away; 2 successes, 40 yards; etc.). He cannot reappear in plain sight — he must emerge from another likely hiding place.

♥ **Survivor (Level Five)** — The frontier and wilderness are sometimes more than a match for even the heartiest of Garou — but then again, the Garou are a versatile bunch. This Gift grants temporary immunity to many environmental effects, such as pressure or temperature variations. The Garou is also immune to disease and poison, as well as any corrupting effects from the touch of Wyrms entities. This Gift is taught by a Bear-spirit.

System: The Garou spends one Gnosis point and rolls Stamina + Survival (difficulty 7); the effects last one day per success. She does not need to eat, drink or rest, and she gains three extra points of Stamina, even if this takes the Attribute over 10. She also ignores wound penalties. In addition, whenever she is about to die or be defeated, she automatically regains one Willpower point.

♥ **Gluttony (Level Five)** — The Bone Gnawer can open his jaws far wider than is normally physically possible, and can swallow things or beings whole. A werewolf with this Gift is even capable of gulping down an entire buffalo, or a whole pack of Black Spiral Dancers, only to regurgitate the creatures later.

System: The player rolls Stamina + Primal-Urge (difficulty 8). Beings can resist with Dexterity + Dodge. In the case of a very large being or object, one extra success is required for every Health Level the target possesses beyond the normal seven, or for every extra three feet in size over the Bone Gnawer (obviously, Crinos form is best for this Gift). Swallowed objects/beings wind up in the Umbra, in a subrealm that is a mystical "stomach" of the glutton. The Garou can belch these objects out later. The werewolf can store objects in this mystical stomach for a number of hours equal to his Stamina; after this time, the Garou automatically regurgitates them back into the physical world. The objects appear next to the Garou, and are unharmed.

Children of Gaia

The Children of Gaia believe the Goddess has charged them with bringing peace to the world and showing the Garou that the path of hatred and war only serves the Wyrms. They recognize the unity of all life as part of Gaia. Their Gifts heal and calm or rouse nature to their aid.

♥ **Mother's Touch (Level One)** — As the Level One Theurge Gift.

♥ **Resist Pain (Level One)** — As the Level One Philodox Gift.

♥ **Calm (Level Two)** — The werewolf can pull the hate right out of a body. This Gift is taught by a Unicorn-spirit.

System: The player spends one Gnosis point and rolls Charisma + Empathy (difficulty of the target's Willpower). Each success removes one of the target's Rage points, though lost Rage can be regained normally.

♥ **Luna's Armor (Level Two)** — The werewolf invokes the moon's sacred powers of protection to repel his enemy's attacks. This Gift is taught by a Lune.

System: The werewolf concentrates for one turn; the player spends a Gnosis point and rolls Stamina + Survival (difficulty 6). Each success allows the Garou to add one to his Stamina for the purpose of soaking damage (including damage from silver). The effect lasts for one scene.

♥ **Dazzle (Level Three)** — The werewolf can flood a target's senses with visions of Gaia's true splendor. This Gift is taught by a Unicorn-spirit.

System: The player rolls Charisma + Empathy (difficulty of the target's Willpower). As long as the target is not attacked, he stands mutely in awe for the remainder of the scene. This Gift may only be attempted once per target per scene.

♥ **Spirit Friend (Level Three)** — The werewolf has learned to project a feeling of tranquillity and friendship that spirits naturally perceive. Save for the mad or corrupt, spirits treat the Garou with courtesy. This Gift is taught by Unicorn-spirits.

System: The player rolls Charisma + Expression (difficulty 7); each success adds one die to all the Garou's Dice Pools for interacting with any spirits in the vicinity (except those of the Wyrms). The effect lasts for one scene.

♥ **Lord of the Wilds (Level Four)** — As the Level Four Lupus Gift.

♥ **Serenity (Level Four)** — The Child of Gaia can sing out the rage in people's hearts, even bringingshapechangers, vampires and the like out of frenzies. This Gift is taught by Unicorn-spirits.

System: The player spends a Gnosis point and rolls Charisma + Expression (difficulty of the target's Willpower). The target is incapable of using Rage at all for one turn per success. What's more, the target cannot frenzy while this Gift is in effect.

♥ **Gaia's Balm (Level Five)** — The werewolf is able to end the suffering of mad spirits in the Storm Umbra. The Gift may restore the spirit to sanity, or destroy it. This Gift only works on spirits that have been driven mad; it has no effect on Wyrms-spirits.

System: The Garou spends one Gnosis point and one Willpower point and rolls Charisma + Enigmas (difficulty 8). Each success strips 10 Power from the spirit; when the spirit reaches zero Power, the Child of Gaia can opt to cure it (restoring it to full Power and cleansing it of its madness) or, if such a cure is impossible (Storyteller's option), to destroy it.

♥ **Halo of the Sun (Level Five)** — The Child of Gaia speaks an old word sacred to the Sun and is immediately surrounded by a sphere of blazing sunlight. Those Wyrms-creatures who fear the sun may flee before the brightly shining Garou. This Gift is taught by a spirit allied to Helios, the Sun Celestine.

System: The player spends one Gnosis point; the effect lasts for one scene. The damage of any of the werewolf's hand-to-hand attacks is increased by two dice; alternately, the Garou can cause aggravated damage when in Homid or Glabro form. Anyone directly facing the werewolf adds three to all attack difficulties because of the glare, and any vampires within 20 yards suffer damage as if exposed to true sunlight.

Fianna

The Fianna have strong ties to the spirit world as a result of their ancient mystic heritage. The greatest allies of the Fianna are the faeries of the Old World, but their aid and teachings are lost to the Fianna of the Savage West.

♥ **Persuasion (Level One)** — As the Level One Homid Gift.

♥ **Resist Toxin (Level One)** — The Fianna have a long practice of brewing whatever they can find to come up with new forms of libations. Sometimes this has meant a fresh batch of hooch that was outright dangerous — but the Fianna have learned to adapt. A Garou with this Gift takes no damage from poisons or diseases of any sort, including many Wyrms-toxins. Some Toad-spirits and Plant-spirits may teach this Gift.

System: The Garou rolls Stamina + Survival (difficulty 6) to resist the disease or poison; only one success is required.

♥ **Glib Tongue (Level Two)** — Some people only hear what they want to hear, and this Gift lets a Fianna help them along by making *anything* she says what the target wants to hear. Whatever the werewolf says, even gibberish, will be heartily agreed with, although only the target of the Gift will know what she thinks the Garou is saying. (The Garou won't have a *clue* what the target thinks she's saying.) Any one of the many Trickster-spirits may teach this Gift.

System: The Garou spends one Gnosis point and rolls Wits + Expression (difficulty of the victim's Wits + Alertness). The effects last for one turn per success.

♥ **Howl of the Banshee (Level Two)** — The Fianna say that the wail of the Banshee, a terrifying spirit of the dead, means that someone will die before the sun rises. A Garou who learns this Gift may emit an unnatural howl which seems to echo across the Gauntlet, filling all who hear it with dread whether they recognize its significance or not. To learn this Gift, a Fianna must seek out a Banshee where the Middle Lands touch the Underworld.

System: The player spends a Gnosis point; the Fianna throws back his head and howls. All who hear the howl, friend or foe, must make Willpower rolls (difficulty 8; 6 for friends of the Garou) or flee in terror for one turn per success.

♥ **Prospector's Luck (Level Three)** — In the Old World, the Fianna learned how to find the secret places where faeries hid riches in the earth. This Gift allows a Garou to sense deposits of gold and silver within a general area (a couple of mile radius). This Gift is taught by Rock-spirits.

System: The player spends a point of Willpower and rolls Perception + Alertness (difficulty 7). Each success gives the Garou more information. For example, a single success would let the Fianna know that valuable minerals are in the area; two successes would indicate the type, while three would give the Fianna a general indication of where the precious metal was located. With five successes, the Garou could walk over to a stream bed and pluck out a gold-covered rock. This Gift cannot locate gold or silver in an area where the metals aren't present. Fianna can only attempt this Gift once in any given place.

♥ **Reshape Object (Level Three)** — As the Level Three Homid Gift.

♥ **Balor's Gaze (Level Four)** — When a Fianna invokes this Gift, one of her eyes emits a baleful crimson glow, seeming to burn with the fires of damnation. Anyone without the resolve to meet Balor's Gaze without flinching suffers wracking pains. A Pain-spirit teaches this Gift.

System: The player spends one Gnosis and one Rage point, and rolls Perception + Occult (difficulty 8). For the remainder of the scene, any enemy at whom the Fianna glances must equal or exceed the Garou's successes on a Willpower roll (difficulty 8) or double over in agony. Such a foe is treated as "Crippled" (-5 to actions) for the scene, even though the foe takes no actual wounds. Already Crippled enemies are effectively Incapacitated. If a foe successfully resists, she is immune to the Gift for the duration of the scene.

♥ **Mirage (Level Four)** — This Gift conjures a static illusion which can fully affect all senses. Mirage-spirits, Water-spirits and Trickster-spirits may teach this Gift.

System: The player spends one Gnosis point for each 10-foot area to be covered by the illusion and rolls Intelligence + Expression (difficulty 6). All in the vicinity must match or exceed the number of successes with a Perception + Alertness roll (difficulty 6) or believe that the illusion is real.

♥ **Gift of the Spriggan (Level Five)** — The Garou may grow up to three times her normal size or shrink to the size of a small puppy. Chimerlings teach this Gift.

System: The Garou spends one Gnosis point and rolls Stamina + Primal-Urge (difficulty 8). The effects last one hour per success. When larger, the Garou gains +3 Strength (maximum of 10) and one extra Health Level for every 100% increase in size: When smaller, the Garou retains her normal Strength and abilities, but her Lupus form is as innocuous as a puppy.

♥ **Warp-Fury (Level Five)** — The Fianna can channel all his power into a desperate frenzy, the likes of which normal humans have never seen — and lived. The werewolf draws some of his own blood and tastes it to enter this state. Once he's been driven into this frenzy, not even armies stand much of a chance of stopping him.

System: The player spends three Rage points and rolls Stamina + Primal-Urge, difficulty 4. The Fianna goes into a warp-frenzy for one turn for each success. While in this frenzied state, the Fianna takes no penalties from wounds, gains +4 Strength, +3 Dexterity, +4 Stamina and three extra Bruised Health Levels — all above and beyond any normal Attribute modifiers for forms. In addition, he regains at least one Rage point per turn. At the end of this frenzy, the Fianna takes five Health Levels of aggravated damage — that can't be soaked. If he survives, his Rage and Willpower drop to 1 each until he's rested for four hours.

Get of Fenris

The Get are violently protective of what they call their own, and consider themselves the finest warriors of the Garou. Their Gifts either aid them in battle or allow them to take good care of their beloved homesteads.

♥ **Razor Claws (Level One)** — As the Level One Ahroun Gift.

♥ **Safe Haven (Level One)** — The Garou employing this Gift knows if anything suffering a Wyrmling-taint come onto his property. This Gift is taught by an Owl-spirit.

System: The player spends one Gnosis to establish this early warning system, and one Gnosis per day to maintain it. To detect a Wyrmling entering the area, the character rolls Wits + Perception (difficulty 7). Each success allows the character to more clearly sense where the threat is coming from; one success might tell him that a threat is coming from the east, whereas five successes could pinpoint the exact location of the threat.

♥ **Cry of the Killer (Level Two)** — The werewolf lets out a fearsome roar, terrifying opponents and cowing them into submission. Garou hearing the roar are often cowed into submission; humans are flooded with racial memories of the Impergium and are often overcome with instinctive terror. This Gift is taught by a Wolf-spirit.

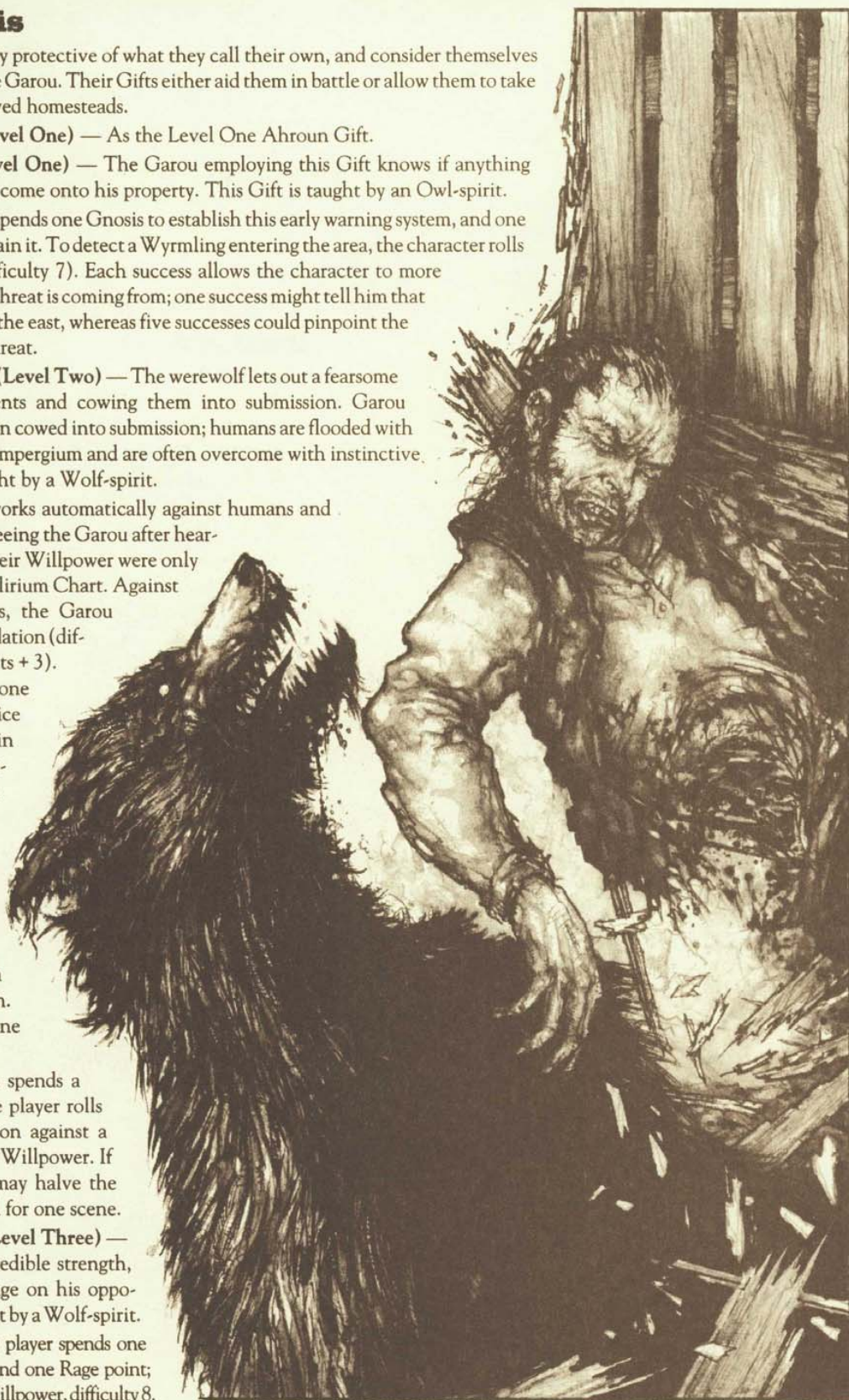
System: This Gift works automatically against humans and animals. Any humans seeing the Garou after hearing this cry react as if their Willpower were only 2 for purposes of the Delirium Chart. Against supernatural opponents, the Garou rolls Charisma + Intimidation (difficulty of the target's Wits + 3). Each success removes one from the number of dice the opponent can use in the next turn, as the victim is overwhelmed with fear. This Gift takes a full turn to invoke.

♥ **Halt the Coward's Flight (Level Two)** — The Garou may slow his fleeing foes, preventing them from escaping his wrath. This Gift is taught by one of Fenris' brood.

System: The Garou spends a turn concentrating; the player rolls Charisma + Intimidation against a difficulty of the target's Willpower. If successful, the Garou may halve the speed of that individual for one scene.

♥ **Might of Thor (Level Three)** — The Get draws on incredible strength, wreaking terrible damage on his opponents. This Gift is taught by a Wolf-spirit.

System: The player spends one Gnosis point and one Rage point; he then rolls Willpower, difficulty 8.





The Garou's Strength doubles for one turn per success. Afterward, the character is exhausted (Physical Attributes 1, and Willpower halved) until he can rest for at least one hour.

▼ **Rage of Fenris (Level Three)** — The werewolf calls on Fenris, summoning Strength and Rage from the Wolf-God and striking at his enemies with increased fury. This Gift is taught by an avatar of Fenris.

System: This Gift may only be used when a Get is outnumbered and facing overwhelming odds. The player spends two Gnosis and one Willpower. He then rolls Rage, difficulty 5. The Get's Strength increases by three and his Rage by five; the effects of this Gift last for one scene. The character can frenzy, but is incapable of falling into the Thrall of the Wyrn, as he is already under the influence of Fenris. The Rage of Fenris automatically fails in any attempts where the character is not facing at least two-to-one odds.

▼ **Hero's Stand (Level Four)** — The Garou plants herself on a patch of ground and channels the very force of Gaia through her body, essentially becoming one with the earth. She may not retreat or even move from her chosen spot, and no force on Earth can move her, but she gains tremendous benefits in exchange. Only when all her foes are defeated may the Garou leave her chosen area. This Gift is taught by an earth elemental.

System: The player rolls Willpower, difficulty 8. Each success increases all the Get's Dice Pools by one; she may not be surprised and all attacks against her are considered frontal attacks.

▼ **Roar of Vengeance (Level Four)** — The werewolf howls at an opponent with impossible force, shattering bones and bruising flesh. This Gift is taught by a Wolf-spirit.

System: The player spends one Gnosis point and one Willpower point. He must also make a Rage roll, difficulty 6. Each success causes two levels of aggravated damage to one opponent. This Gift may only be used against minions of the Wyrn, and any attempts to use the Gift improperly cause the character to suffer the damage he would have inflicted, in addition to costing the character one permanent Glory renown.

▼ **Fenris Bite (Level Five)** — The Get's teeth become incredibly sharp and her jaws impossibly strong, allowing her to mangle limbs or even sever them completely. This Gift is taught by an avatar of Fenris.

System: The player spends one Rage point and rolls Strength + Medicine against a difficulty of the opponent's Stamina + 3. The Garou's next bite, if it hits, will crush and mangle one of the opponent's limbs, inflicting one additional level of damage above what the character rolls. The target's limb is effectively useless for the remainder of the scene, or longer if the target can't regenerate. If five or more successes are scored on the Strength + Medicine roll, the limb is completely severed.

▼ **Honorable Death (Level Five)** — The Garou chooses to win against an opponent no matter the odds, and calls on Fenris for aid. The Garou continues fighting long after he should be dead, and doesn't fall until his enemy (or enemies) dies with him. Obviously, this Gift is only ever used once. This Gift is taught by an avatar of Fenris.

System: The Garou concentrates for one full turn, and then expends all of his Gnosis in summoning Fenris' favor. Once that's done, he suffers no penalties for his wounds, and won't fall until his foe is dead. Despite the power of this Gift, the Get can't seek an enemy he is not already in direct combat with at the time. Once the battle is over, an avatar of Fenris comes down to devour the body of the dead hero, taking all of his worldly possessions with him. This Gift is only used when the character is already at the brink of death, with no alternative for winning the battle. Improper use of this Gift (i.e., attempting to settle a personal vendetta instead of battling a minion of the Wyrn) immediately kills the Garou who attempts to summon Fenris.

Iron Riders

The Iron Riders have a surprisingly accepting outlook on the Weaver and her works, and as such have embraced modern technology wholeheartedly. Their Gifts grant them power over steam and iron, machinery and Weaver-spirits.

▼ **Control Simple Machine (Level One)** — The Iron Rider can perceive and speak to the spirits in simplistic machines, ordering them around to the Iron Rider's tastes. He can compel doors to unbolt, hinges to swing open or shut, levers to flip and so on. This Gift is taught by any technological spirit.

System: The player spends a Willpower point and rolls Manipulation + Crafts (difficulty 7). The werewolf's control lasts for the duration of the scene.

▼ **Sense Weaver (Level One)** — This Gift allows the werewolf to sense the presence and influence of the Weaver. The sense is supernatural, but tends to manifest as a thick oily smell or a sticky feeling on the skin, as if the Garou had just walked through cobwebs.

System: The player rolls Perception + Crafts. The difficulty depends on the concentration and the range of the encroachment. Sensing a hidden mine shaft 10 feet away (difficulty 6) is easier than detecting a rifle 100 yards away (difficulty 9). Multiple successes can indicate details of the Weaver-influence.

▼ **Iron Coat (Level Two)** — The werewolf can temporarily shift his fur into steel, gaining an added measure of protection. This Gift is taught by Iron-spirits or earth elementals.

System: The player spends a Willpower point and rolls Stamina + Science (difficulty 7). The Garou's soak pool is increased by one die, plus another die for each success; the change lasts for a scene or until the Garou decides to shift back to normal. This Gift is only marginally effective in Homid form, and hairless metis can't learn this Gift. While this Gift is active, the Iron Rider suffers a +1 difficulty to all Dexterity rolls.

▼ **Pulse of the Railroad (Level Two)** — The Garou with this Gift has learned the ways of the Weaver-spirits and can commune with them. By placing her ear against a railroad track, she can hear anything happening anywhere along that rail as if she were actually there. An Iron-spirit teaches this Gift.

System: By rolling Perception + Science, the werewolf can attempt to listen to the Iron-spirits in



the rail. The difficulty depends on the distance away from the target area. The difficulty starts at 4 with a range of 20 miles, and increases by one for every 10 miles beyond 20 (40 miles would be difficulty 6, etc.). The number of successes also reflects the amount of details the Garou can discern from the Iron-spirits' constant chatter.

♥ **Repel Metal (Level Three)** — The Iron Riders were the first tribe to learn about the force of magnetism, and have tapped its power to suit their own ends. With a mere gesture, the werewolf can repel all ferrous metals in his immediate area, sending them flying.

System: The player spends a Gnosis point and rolls Strength + Science, difficulty 7. All objects made of ferrous metal within 30 feet of the Iron Rider immediately fly 20 feet farther away from the Garou. This is no good against lead bullets or klaives, but works very well against pistols and knives. The Garou can repel objects weighing up to five pounds for every success on the roll; three successes repel any iron or steel weighing 15 pounds or less, for instance. If an object is in somebody's grasp (drawn pistols, for instance), the object's owner can try to hold onto it by making a resisted Strength roll against the Iron Rider.

♥ **Reshape Object (Level Three)** — As the Level Three Homid Gift.

♥ **Double Walker (Level Four)** — The Iron Rider may take the exact likeness of a particular human or wolf, or even another werewolf. This is taught by a spirit of Illusion.

System: The player spends one Gnosis point and rolls Charisma + Performance (difficulty 8); the effect lasts for one day per success.

♥ **Gift of the Iron Horse (Level Four)** — When between the rails of a railroad line, the Iron Rider can draw on the strength of the locomotive itself.

System: This Gift need not be activated; its effects are automatic once learned. The Garou can run at double speed without tiring, and gains an extra die to all her Physical Attributes while touching railroad tracks. When on open ground, her abilities return to normal.

♥ **Calm the Flock (Level Five)** — The Iron Rider can actually walk among humans without accidentally evoking the Curse or the Delirium. This Gift allows him to maintain a "normal" life or even a family; however, the effects don't last all that long. This Gift is taught by a homid Ancestor-spirit.

System: The player rolls Manipulation + Subterfuge (difficulty 7). The number of successes indicates the number of hours that the effect lasts.

♥ **Quell the Storm (Level Five)** — As the favored tribe of the Weaver, Iron Riders are actually capable of imposing order on even the Storm Umbra. This Gift allows an Iron Rider elder to calm and even dispel Umbral storms by countering their Wyld energies with the power of the Weaver. Naturally, several tribes, the Black Furies and Red Talons in particular, resent werewolves who use this Gift to advance the Weaver's influence.

System: The player spends two Gnosis and rolls Gnosis, difficulty 8. The number of successes determines how effective this Gift is; one success can slow a strong Umbral wind down or banish an Umbral breeze, while five successes can convert a full-blown Umbral storm into dead calm in a matter of seconds. If used against Wyld-spirits, the roll is against a difficulty of the spirit's Gnosis, and the spirit loses four Power for every success. The werewolf cannot use this Gift more than once against the same storm or spirit.

Red Talons

The all-lupus Red Talons enjoy powerful ties to the wilderness, and have learned several Gifts to revenge themselves against human depredations.

♥ **Beast Speech (Level One)** — As the Level One Galliard Gift.

♥ **Eye of the Hunter (Level One)** — Of all Garou, Red Talons are closest to their wolf brethren. This Gift allows a Red Talon to hunt in the same way as a wild wolf. The Garou can examine a group and determine which are the strongest and weakest members. This Gift is taught by a Wolf-spirit, or a Gaffling of the Hunt.

System: The player rolls Perception + Primal Urge (difficulty 7). If successful, the Red Talon learns which individual is strongest and which is weakest in the group she watches. If the Garou subsequently attacks this group, she gains one extra attack die against the weakest individual only.

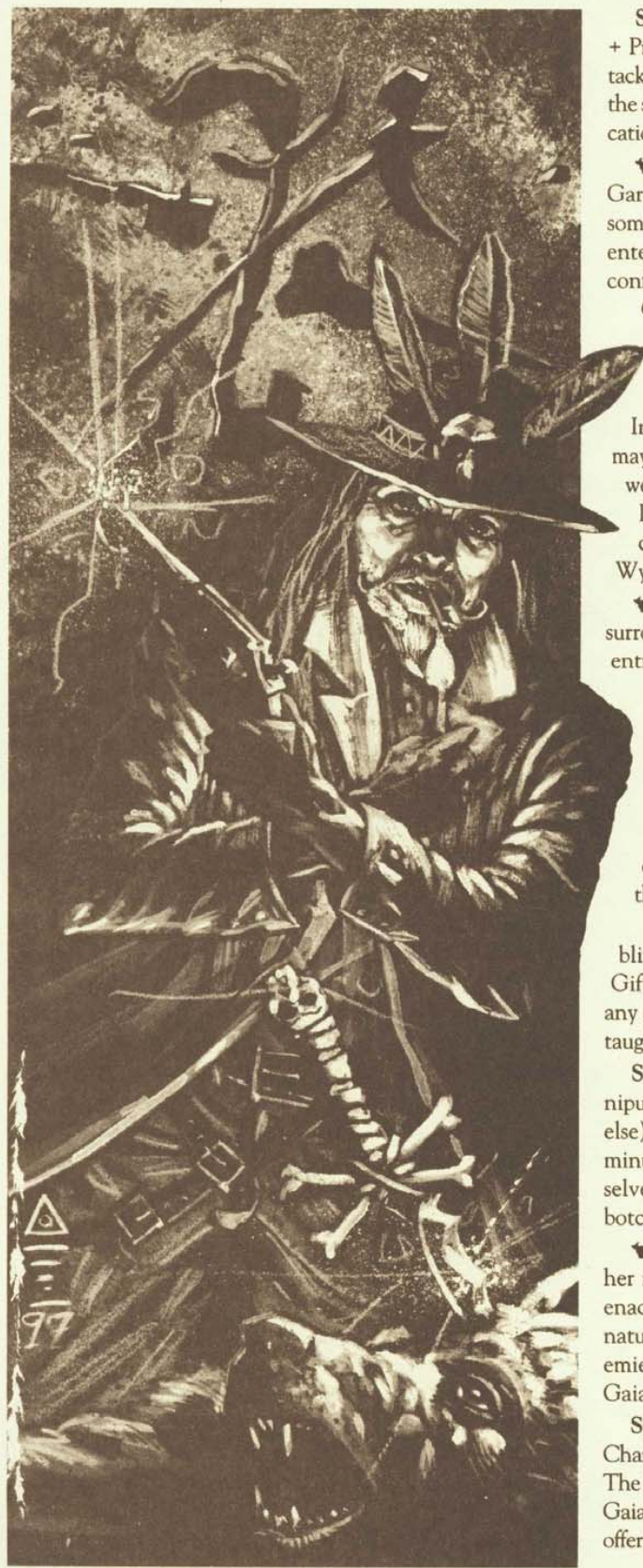
♥ **Beastmind (Level Two)** — The Garou can reduce the mental faculties of a target to those of an animal for a short time. The victim doesn't necessarily become less intelligent, but human thinking (logic, mathematics, language and the like) becomes impossible. This Gift is taught by an avatar of Griffin.

System: The Garou rolls Manipulation + Empathy against a difficulty of the target's Willpower. The target is affected for one turn per success.

♥ **Primal Howl (Level Two)** — This Gift enables the Red Talon to evoke deep-rooted fear in her enemies. The werewolf's howl sounds as if it comes from several wolves (or Garou), giving even Wyrms-creatures reason to pause.

System: The Garou rolls Stamina + Expression (difficulty 7). If the roll is successful, anyone who wishes to approach the Garou must make a Willpower roll (difficulty 6) to overcome instinctive fear. Each success after the first makes it sound as if there is an additional howler and adds one to the difficulty of the Willpower roll (maximum difficulty of 10).

♥ **Dust Squall (Level Three)** — Developed by the desert-dwelling Red Talons beyond the frontier, this new Gift is otherwise not widely known. The werewolf can call up a small twister of wind and sand to blind or scare opponents. The wind is not large enough to knock full-sized targets over, but will cause them some distress. This Gift is taught by a spirit of the great desert.



System: The Garou spends a Gnosis point and rolls Charisma + Primal-Urge, difficulty 6. Each success means the squall "attacks" the Talon's opponents for one turn. Opponents besieged by the squall add two to the difficulty of all dice rolls, and communication and vision become almost impossible over any distance.

▼ **Trackless Waste (Level Three)** — This Gift allows a Garou who is at home in a certain area of wilderness (has spent some time hunting and sleeping there) to disorient others who enter the region. Humans and other travelers are completely confused by this Gift, losing their bearings and becoming lost.

Compasses and maps only serve to confuse the issue further, and even werewolves aren't immune. This Gift is taught by any wilderness spirit.

System: The player spends a Gnosis point and rolls Intelligence + Primal-Urge (difficulty 6; 7 against lupus). He may affect up to a two-mile radius for every success. Other werewolves can avoid the effects by rolling Intelligence + Primal-Urge themselves and obtaining equal or more successes than the Red Talon. Humans and creatures of the Wyrn get no such chance. The effect lasts for four hours.

▼ **Quicksand (Level Four)** — The Red Talon turns the surrounding area into an unstable and viscous substance which entraps and hinders her foes. The hapless victims can suffocate if not rescued. The Gift is taught by earth elementals.

System: The player spends a Gnosis point and rolls Manipulation + Primal-Urge against a difficulty of 7. Each success converts a 10-foot area of ground into dangerous muck. Anyone in the area but the Garou has their movement halved; weak individuals begin to sink. Trapped targets can't attempt any activities requiring speed or balance, and they may eventually suffocate.

▼ **Sandstorm (Level Four)** — A torrent of stinging and blinding sand encompasses the enemies of the Garou. This Gift is best performed in the desert, but can be attempted in any area with loose dirt, twigs, sleet or the like. This Gift is taught by a Desert-spirit or elemental.

System: The player spends a Gnosis point and rolls Manipulation + Survival (difficulty 7 in the desert; 9 anywhere else). The number of successes determines the number of minutes in which the targets can do nothing but cover themselves and shelter as best they can from the stinging sand. A botch indicates that the Talon himself is caught in the blast.

▼ **Gaia's Vengeance (Level Five)** — The Garou calls upon her intimate connection to Gaia, inspiring the land itself to enact righteous vengeance on her foes. Trees, rocks and other natural features hinder, hamper and batter the Garou's enemies while the Red Talon watches. It's said that an avatar of Gaia Herself is the only spirit who teaches this Gift.

System: The player spends one Gnosis and one Rage, and rolls Charisma + Enigmas against a difficulty of the area's Gauntlet. The Red Talon pleads with Gaia to cleanse the land, and Gaia responds with whatever weapons the area has to offer. The game effects are left to the Storyteller.

♥ **Share the Wolf's Skin (Level Five)** — The Talon can completely transform another being into a wolf. If the target is a Garou, he becomes trapped in his Lupus form for the duration of the current scene. If the target is a human or animal, it becomes a normal wolf forever. The Gift is taught by a Wolf-spirit.

System: The player spends a Gnosis point and rolls Gnosis against a difficulty of the target's Willpower; she only needs one success.

Shadow Lords

The Shadow Lords are dark, brooding sorts who feel an almost unconscious need for dominance and submission. Their Gifts allow them to intimidate others, put them in their place, or help weed out the weak and unfit.

♥ **Aura of Confidence (Level One)** — The werewolf seems surrounded by a dark halo of strength and command. Others find it impossible to read her aura or detect any of her weaknesses; she reveals no flaws whatsoever. This Gift is taught by an Ancestor-spirit.

System: The player rolls Charisma + Subterfuge (difficulty 7). This must be rolled for each new encounter or situation in which the Garou finds herself.

♥ **Fatal Flaw (Level One)** — The Shadow Lord can pick apart his enemy's weaknesses, gaining a distinct edge in a fight. This Gift is taught by a Stormcrow.

System: The Garou concentrates for one turn; the player rolls Perception + Empathy (difficulty of the target's Wits + Subterfuge). Success allows the Garou to do an extra die of damage against the target. Extra successes allow him to discern additional vulnerabilities; five successes grant the Garou knowledge of all the target's flaws. This knowledge lasts for a scene.

♥ **Clap of Thunder (Level Two)** — The Shadow Lord may clap her hands together, generating a shockwave that can stun unwary foes. This Gift is taught by a Stormcrow.

System: The player spends one Gnosis point. All those within 10 feet of the Shadow Lord, friend and foe alike, must score at least one success on a Willpower roll (difficulty 8) or be stunned and unable to act for one turn; on a botch, they are stunned for the duration of the scene. The Garou must be in Homid, Glabro or Crinos form to employ this power.

♥ **Luna's Armor (Level Two)** — As the Level Two Children of Gaia Gift.

♥ **Icy Chill of Despair (Level Three)** — The Shadow Lord can appear to grow larger, becoming a shadowy, terrible version of himself. This frightening change in aspect cowers and intimidates any onlookers. This Gift is taught by a Stormcrow.

System: The Garou concentrates for a turn; the player spends a Gnosis point and rolls Manipulation + Intimidation (difficulty 7). If successful, anyone who means the Shadow Lord harm and actually sees this terrifying vision must score at least as many successes as the Garou on a Willpower roll (difficulty 8). Failure means that the victims must spend Willpower to attack, take action against or even verbally oppose the Garou. The Shadow Lord holds no power over his victims; they're merely too spooked to offer him any resistance. This effect lasts for the rest of the scene.

♥ **Shadow Cutting (Level Three)** — The Shadow Lord can wound a foe by striking his very shadow. This form of attack is much more difficult to dodge, and can be a most convenient attack form in some conditions — such as sundown. This Gift is taught by a Night-spirit.

System: The werewolf must first spit into her opponent's shadow and spend a Gnosis point. For the remainder of the scene, the Shadow Lord may strike at her foe's shadow to wound him. She may only use fetish weapons, silver or natural weaponry such as claws to attack in this fashion; more mundane attacks don't carry any impact. The victim has two fewer dice to dodge attacks targeted at his shadow, and can't parry them at all. The Storyteller may even give the shadow's attackers extra dice in situations where the shadow prevents an even more convenient target; for example, if the victim is standing in an alleyway out of reach, but his shadow falls at the Garou's feet.

♥ **Open Wounds (Level Four)** — The Shadow Lord may curse the next wound he inflicts on a target, making it bleed profusely. This Gift is taught by a Pain-spirit.

System: The player spends a Gnosis point and rolls Strength + Medicine (difficulty of the target's Stamina + 3). If the roll succeeds, the target bleeds, losing one Health Level per turn for a duration of one turn per success. This is not aggravated damage.

♥ **Strength of the Dominator (Level Four)** — The Garou, by force of command, draws from another's anger to feed his own. This Gift is taught by a Stormcrow.

System: The player rolls Wits + Intimidation (difficulty of the target's Willpower). For a number of turns equal to the successes scored, the victim loses one Rage point per turn, while the Shadow Lord gains that Rage point. This may be attempted only once per target per scene.

♥ **Shadow Pack (Level Five)** — The werewolf may summon a shadowy duplicate of himself, or even multiple shadows, to stand beside him in battle. His shadow-duplicates possess the same powers as he does, and can fight just as fiercely. This Gift is taught by a spirit of Night or a Chimerling.

System: The player must spend a variable number of Gnosis points and succeed in a Gnosis roll (difficulty 8). For each Gnosis point spent, the Shadow Lord summons an exact duplicate of himself to fight by his side. These Garou have identical Attributes and Abilities, but not fetishes; they may not use Gnosis or Willpower, and each has only one Health Level (any attack that is not soaked destroys it). The shadow-Garou last for one scene.

♥ **Wounding Lies (Level Five)** — Although Shadow Lords have no qualms about bending the truth to serve their own ends, they dislike being lied to, especially by lessers. This Gift allows the werewolf to force truth from a subject; if the target lies to the Garou, wounds appear across his body. He who prevaricates, dies. This Gift is taught by a Pain-spirit.

System: The player spends a Gnosis point and rolls Charisma + Intimidation, difficulty of the subject's Willpower. If he succeeds, the link is established. From then on, every fib



the subject tells inflicts a Health Level of aggravated damage on the liar; this damage is not soakable. Even half-truths open small, stinging but not life-threatening wounds. Garou may overcome the effect by spending as much Gnosis as the interrogator rolled successes. Unless the victim succeeds at a Willpower roll, difficulty 8, he will probably start blurting out the truth after the first wound or two — particularly if the Shadow Lord tells him that keeping silent will kill him, too (a lie, but in most Shadow Lords' eyes, a justifiable one). This Gifts lasts for a scene.

Silent Striders

The Silent Striders are no strangers to the Umbra, and their skills of travel and survival are nigh-legendary. Their Gifts make them fleet of foot and allow them access to places untouchable by other Garou.

▼ **Sense Wurm (Level One)** — As the Level One Metis Gift.

▼ **Speed of Thought (Level One)** — The Garou may double her land speed. This Gift is taught by a Horse- or Roadrunner-spirit.

System: The player spends one Gnosis point; and the effect lasts one scene.

▼ **Hide in Plain Sight (Level Two)** — As the Level Two Ragabash Gift.

▼ **Messenger's Fortitude (Level Two)** — The Garou may run for an extended period without needing rest, food or water. After this Gift expires, the Strider must sleep for an entire week. This Gift is taught by Camel-spirits in other lands; it's taught by Wolf-spirits in the Savage West.

System: The player spends a point of Gnosis and the werewolf may do nothing except run for the duration of the Gift. By spending an additional Gnosis point, the player may bestow Messenger's Fortitude on another being. The Gift lasts as many days as the (breed form) Stamina of the character affected.

▼ **Gaia's Resilience (Level Three)** — The Garou adapts to accommodate any surroundings. While under the effects of this Gift, she is unaffected by pressure, temperature, atmospheric conditions and other hostile environmental factors. Poison and disease likewise have no effect on her, though she may be harmed by concentrated flame or radiation. This Gift is taught by Bear- and Armadillo-spirits.

System: The player spends a Gnosis point and rolls Stamina + Survival (difficulty 7). The effects last for one hour per success and may be extended by spending another Gnosis and rolling again. The Garou may also bestow this Gift upon another; each affected companion requires a Gnosis point expenditure, as well.

▼ **Leap the Chasm (Level Three)** — The Strider can jump incredible distances in one bound. This Gift is taught by Jackrabbit-spirits.

System: The player spends a Willpower point and rolls Strength + Athletics (difficulty 6). Each success enables the werewolf to leap 100 feet.

▼ **Attunement (Level Four)** — By standing in a particular area of the wilderness, the character can commune with the spirits of that area, thus getting an overview of what exists or has happened in the area — rough population, secret trails, places of note and so on. This Gift is taught by an Owl- or Fox-spirit.

System: The player spends a Gnosis point and rolls Perception + Survival (difficulty 6). The amount of information garnered depends on the number of successes. On a botch, the spirits lie.

▼ **Windrunner (Level Four)** — The werewolf may run at 10 times normal speed. The Garou must do nothing but run for the duration of this Gift: eight full hours. After the effects of this Gift wear off, the Strider is famished and must eat immediately or risk frenzy (and worse...). This Gift is taught by an Air-spirit or Lune.

System: The player spends a Gnosis point and rolls Stamina + Athletics (difficulty 7). Failure means the Gift simply does not work, while a botch only bestows the hunger of the aftermath on the poor Garou....

▼ **Gate of the Moon (Level Five)** — This power only works at night when the moon is at least partially visible. The werewolf opens a special, temporary Moon Bridge, which allows instantaneous travel to her destination. This Gift is only taught by Lunes.

System: The player spends a Gnosis point for every 100 miles he wishes the Garou to travel, and rolls Intelligence + Alertness (in which the difficulty increases with the distance of the journey and the sketchiness with which the destination is known — a far journey to an unknown place would demand a difficulty of 10). Success enables the werewolf to travel to that place instantly. Upon arrival, the Garou will be disoriented for a turn unless the player scores at least three successes. A botch means that the character is hurled through the Umbra in a random direction, arriving far from his destination (or somewhere inconvenient, like at the bottom of a river). The Garou may take others with her at a Gnosis cost of one per person.

▼ **Reach the Umbra (Level Five)** — The Garou may pierce the Gauntlet and instantly transport herself into or out of the Umbra at will; she has no need for a reflective surface. This Gift is taught by an Owl-spirit.

System: The Garou simply wills herself to step sideways. She does not have to make a Gnosis roll and is never "caught" while using this Gift.

Silver Fangs

The Silver Fangs are the kings of the Garou, and have the majestic power to back up their claims. They maintain their Gifts are extensions of Gaia's will and nothing less.

▼ **Eminent Domain (Level One)** — The werewolf using this Gift gives others pause by simply entering a room. Crowded rooms will fall silent and the weak-hearted will fall back from the Garou's very presence. This Gift is taught by a Falcon-spirit.



System: The player rolls Appearance + Intimidation (difficulty 7). The number of successes indicates the level of attention the Garou attracts. One or two successes indicates the werewolf has been noticed; three or more successes indicates the targets are seriously impressed by her appearance. If the player scores more successes than a witness's Willpower, that person must retreat from the werewolf's majestic presence.

▼ **Sense Wyrms (Level One)** — As the Level One Metis Gift.

▼ **Awe (Level Two)** — The Fang proves her right to rule and mastery over a target by assuming a regal bearing. This Gift is taught by a Falcon-spirit.

System: The player rolls Appearance + Empathy (difficulty of the target's Willpower). If this roll is successful, the difficulties of all Social rolls made by the Garou against that target are reduced by one, and the target's difficulty to hit the Garou in combat is increased by one. This Gift is ineffective against Garou of higher Rank.

▼ **Luna's Armor (Level Two)** — As the Level Two Children of Gaia Gift.

▼ **Foe of the Wyrms (Level Three)** — The Garou reveals that he is Gaia's Chosen Warrior and the instrument of Her vengeance to his foes. Wyrms creatures flee in fear unless they can overcome their terror. This gift is taught by an avatar of Gaia Herself.

System: The player spends a Gnosis point and rolls Charisma + Intimidation (difficulty 6). All Wyrms minions (including vampires with Humanity scores lower than 7) in the vicinity must make Willpower rolls (difficulty 7) or flee in fear for the duration of the scene.

▼ **Silver Claws (Level Three)** — As the Level Three Ahroun Gift.

▼ **Gaia's Favor (Level Four)** — The Garou may invoke Gaia's patronage whenever he attempts to do something which may fail without Her guidance. This Gift is taught by Falcon-spirits.

System: Before rolling for the action in question, the player may spend a point of Gnosis. If any botches turn up on the dice roll, they are ignored; do not count them toward the successes or failures of the roll.

▼ **Mastery (Level Four)** — The werewolf may command other Garou, even Black Spiral Dancers, to do his bidding. This Gift is taught by a Falcon-spirit.

System: The player rolls Charisma + Leadership (difficulty of the target's Wits + 3). If the roll is successful, the Garou may then issue a command to the target, who must carry out the command (unless it is blatantly suicidal). This Gift affects only Garou.

▼ **Luna's Might (Level Five)** — The Silver Fang transforms her entire body into pure silver, becoming a virtually invincible warrior. This Gift is taught by Lunes and Ancestor-spirits.

System: The Garou concentrates for an entire turn and her player spends a Gnosis point. Using this Gift confers immunity to silver upon the user. In addition, the Gift user is assumed to have the equivalent of the Level Three Ahroun Gift, Silver Claws. She also gains two extra Stamina levels and one extra Health Level (if she suffers only one Health Level worth of damage in combat, she is unharmed after Luna's Might expires). This Gift lasts one scene.

▼ **Whelp the Insolent (Level Five)** — The Fang prevents her victim from using any special or supernatural abilities. This Gift is commonly used to teach young Garou their place in addition to besting foes. It is taught by a Falcon-spirit.

System: The player spends one Gnosis point and rolls Gnosis (difficulty of the victim's Stamina + 3). Each success removes all special abilities (aggravated damage, claws, Gifts, vampire Disciplines and Blood Pool, mage Spheres, regenerative powers, special attacks, etc.) from the victim for one turn.

Stargazers

The Stargazers bring a rare form of wisdom to the Savage West, where greed, anger and selfishness rather than understanding and truth inspire actions. The Stargazers' Gifts help them show Garou and humans insights into the world, but also help the tribe deliver its message with a righteous claw.

▼ **Balance (Level One)** — The Garou is able to walk along any narrow or precarious path without slipping or falling. This includes rail lines, mountain passes, ropes and telegraph lines, even when they're slippery or wet. This Gift is taught by strange Wind-spirits known to the Stargazers.

System: No rolls are made nor points spent to traverse a narrow path. Difficulties of climbing are reduced by three. The effect lasts for one scene.

▼ **Threads of the Weaver (Level One)** — With this Gift a Stargazer can sense the threads woven through reality by the Weaver. The werewolf thus knows if the effects of the Weaver have been felt in an area, but also senses the direction in which those spirits head, and perhaps for what purpose. This Gift is taught by a Spider-spirit.

System: The player rolls Perception + Enigmas (difficulty 6) and the character concentrates on his surroundings. The Garou gets a glimpse into the Penumbra, but to see only the webs strung by the Weaver and its minions. The character then knows if the Weaver has affected an area recently, if it still does and sometimes if it will in the near future. On a roll of Wits + Enigmas (difficulty 8) the character gets a sense of how the Weaver affects the area, and an inkling of the repercussions of that effect.

Stargazers have used this Gift to sense where railroads, telegraph wires and other trappings of civilization will penetrate the West. The power can also be used to know where the Storm Eater has touched the Penumbra and the material world, and the Gift might be used to follow the trail of the Storm Eater or those of its creations.



♥ **Measured Step (Level Two)** — The Garou balances her body weight and makes each step without leaving a track. The werewolf may also walk at normal speeds over quicksand, water, mud, snow or ice without slipping or falling. This Gift is taught by the spirits of small animals (mice, rabbits, sparrows), animals often overlooked by other Garou but honored by Stargazers.

System: The Garou concentrates for one turn and the player rolls Dexterity + Athletics (difficulty 6). If the surface can't be crossed in a few turns, more rolls may be required during travel.

♥ **Singleness of Purpose (Level Two)** — The Garou may, after meditating, cleanse her mind of all distractions and passions to focus on specific tasks. This Gift is taught by a Stargazer Ancestor-spirit.

System: The Garou concentrates for a few minutes and the player rolls Wits + Enigmas (difficulty 8). Each success converts one point of Rage into Willpower.

♥ **Mastery of the Mortal Coil (Level Three)** — The Garou transcends the limits of her physical body and gains complete control of her bodily functions. Asian and African Stargazers who work as or live among mine laborers sometimes use this Gift to test mines for gas. The Gift is also used to withstand the abuses of cultural persecution in the West, not to mention survive adverse conditions. This Gift is taught by a Bear-spirit.

System: The Garou concentrates for several minutes and the player spends two Willpower points. The werewolf ignores pain and controls his bodily functions for one turn for each point of permanent Willpower. While this Gift is in effect, a character can slow his breathing so that he's immune to the effects of gasses. He can slow his metabolism so that poisons are ineffective, or he can ignore wound penalties (though Health Levels are lost normally). The character's body does not collapse; he performs actions normally, but much more efficiently than usual.

♥ **Vision of True Spirit (Level Three)** — The Garou bestows a vision upon a person that exposes the subject to the true nature of his spirit. The nature of this vision differs with each individual, but it always confronts him with the good, corruption or evil of his ways. Whether the vision has any impression on the subject is also determined by the individual; some are completely at one with their natures, good or evil. This Gift is taught by a Crow-spirit.

System: The character must touch the target; the player rolls Perception + Enigmas (difficulty 7) and spends a point of Gnosis. The number of successes rolled indicates the degree to which the subject is exposed to his true nature. One success might make a rail baron understand that his company is bringing hard times as well as "progress." Five successes might send a subject reeling with visions of the harm he's caused by stealing land deeds from families. If more successes are rolled than the subject has Willpower, he undergoes a catharsis and collapses for 10 minus Willpower in turns. Whether the subject undergoes a change of personality must be roleplayed. A person who willingly em-

braced the Wyrms may not care about the repercussions of his actions, while a sheriff who has spiraled into corruption might stand up and mend his ways.

♥ **Counting Coup (Level Four)** — By touching an opponent in combat, a Stargazer can break the combatant's will and drive him from the fray or force him to surrender. This Gift was learned from the Pure Ones, who no longer have time or patience for such gentle tactics, and is taught by a Pure One Ancestor-spirit.

System: The character touches his opponent in combat. The player makes a normal Dexterity + Brawl (or Melee) roll and spends one point of Gnosis. No damage is inflicted in the "attack," but if the successes rolled to hit exceed the victim's current Willpower score, the opponent loses his fighting spirit. As long as he is not attacked further, he leaves the field or resigns his fate to the Stargazer who counted coup against him. The victim cannot spend any Willpower to act against or defy the will of the Stargazer for the remainder of the scene. This Gift can even be used to break another Garou from frenzy or to deny a Garou any actions purchased with Rage points that he has yet to take in a turn. It obviously can't affect mindless foes.

The Stargazer can continue to strike at an opponent for as many turns as he has permanent Willpower points. If the target is not hit in that time, the potential of the Gift wears off and must be conjured up again (another Gnosis point must be spent). Only one target can be affected by each use of this Gift.

♥ **Preternatural Awareness (Level Four)** — The werewolf attunes all her senses to her surroundings, allowing her an inherent awareness of her opponents' actions, even before they are performed. This Gift is taught by a Wind-spirit.

System: The player spends one Gnosis point and rolls Perception + Dodge (difficulty 7). All opponents' Dice Pools to hit the Garou are reduced by the number of successes achieved on the roll. This applies even to attacks that the werewolf can't see coming. The effect lasts for one scene.

♥ **Rage at Shadows (Level Five)** — The Garou moves so quickly in battle that she appears and disappears among her opponents, tricking them to strike each other or to hurt themselves (as in the case of fighting a single opponent). This Gift is taught by a Wind-spirit.

System: The player spends a Willpower point and rolls Wits + Dodge (difficulty of the opponent's Wits + 3, or the highest Wits + 3 if facing multiple opponents). Each success allows the Garou to avoid and redirect one attack. For example, if the Garou had a Wits of 4 and a Dodge of 4, and was fighting six foes with the highest Wits among them being 2, the player would roll eight dice against a difficulty of five. For each success the player receives, one of the opponents' attack rolls is made against another or herself. Any opponents whose attacks are not interfered with roll against the Garou normally, though the Stargazer can still dodge those attacks.

♥ **Wisdom from the Heavens (Level Five)** — After gazing into the open sky for an hour, the Stargazer asks a question and an answer is delivered upon her. This Gift is taught by a Chimerling.

System: The player spends one Gnosis point and rolls Intelligence + Enigmas (difficulty 7). If the roll is successful, the player can ask the Storyteller one question of any sort. The clarity of the answer depends on the number of successes rolled; it is rare to receive a complete, straightforward answer.

Uktena

Delvers into the secrets of the Wyrms, binders of its minions, the subtle Uktena have many animal powers and powerful spirit medicine.

☛ **Cloud of Night (Level One)** — The Garou calls into being a cloud of impenetrable darkness. The Gift is taught by a spirit of Night.

System: The player spends one Gnosis point and rolls Gnosis against a variable difficulty (3 for twilight, 6 for indoors, 9 for high noon). For each success, a 10-foot by 10-foot area of the Garou's choice falls under the effect of the dark cloud.

☛ **Sense Medicine (Level One)** — The werewolf can sense any sort of native medicine as well as other forms of "magic," whether Garou Gifts and rituals, fetishes, spirit Charms, vampiric Thaumaturgy, Spheres of magick used by human mages, faerie Glamour or other magical activity. Those so gifted may sense the presence and general strength; only basic information — such as whether it is faerie Glamour or mortal magick — is conveyed, not specific Spheres or individual powers. This Gift is taught by a servant of Uktena.

System: The player rolls Perception + Enigmas with the difficulty based on the strength and subtlety of the magic. The radius is 10 feet per success rolled.

☛ **Flight of the Raven (Level Two)** — The werewolf gains the power to hover and float in the air. This Gift is taught by any Bird-spirit.

System: The player spends a Gnosis point; the werewolf may then fly at 20 mph for one hour. Maneuvering requires a Dexterity + Occult roll; difficulties of all complex actions such as combat are increased by two.

☛ **Sense the Tunneler's Passage (Level Two)** — The Garou can sense nearby manifestations of the Wyrms, though she may not tell exactly what sort of creature is giving off the reek. Once she has picked up the Wyrmscent, she may attempt to track it if it has moved beyond the initial area searched. This Gift is taught by any spirit servant of Mother Earth.

System: This Gift works much like the Gift: Sense Wyrms, save that the Uktena can track Wyrms-creatures. To track a Wyrms-creature once the trail is found, the player must spend a Gnosis point and roll Perception + Primal-Urge (difficulty 8). Even one success allows her to track the creature for as far as the creature can travel in 10 minutes. More rolls may be made to pick up the trail after that, but once the roll is failed, the trail is lost. It is also lost if the creature being tracked enters or leaves the Umbra.





♥ **Flame of the Sun Dance (Level Three)** — The Garou may summon from any fire source, however small, a spirit of flame to perform a single task. The spirit can ignite flammable objects or blast an enemy with a great explosion as it departs the material world. This Gift is taught by a fire elemental.

System: The player spends a Gnosis point and rolls Manipulation + Occult (difficulty 8). The spirit's fiery explosion inflicts three dice of aggravated damage. A botch on the summoning roll calls a hostile spirit, which may turn on its summoner.

♥ **Walk Unseen (Level Three)** — The werewolf becomes invisible, as well as nearly scentless and inaudible. The necessary concentration requires that the Garou not move faster than half speed or perform any distracting or complicated actions. The Gift is taught by a spirit servant of Uktena.

System: The Uktena concentrates for a turn; the player spends a Gnosis point and rolls Intelligence + Occult against a difficulty based on prevailing conditions. The number of successes is recorded, for anyone trying to penetrate this invisibility must roll Perception + Alertness (difficulty 7). If more successes are gained on this roll than on the invisible Garou's original invocation, that person can see the Garou.

♥ **Call the Four Brothers (Level Four)** — The Garou may summon to herself one of the four sorts of elementals — earth, air, fire or water. The Gift is taught by one of the elementals.

System: The player spends one Gnosis point and rolls Gnosis versus the difficulty of the area's Gauntlet to summon the elemental. No source is required for this Gift. Once summoned, the player rolls Manipulation + Occult (difficulty 7) to cause the elemental to look favorably upon the Uktena. The elemental departs at the end of the scene in which it is summoned.

♥ **Fist of the Winds (Level Four)** — The Garou can move substances weighing up to 500 pounds without making physical contact. The Gift is taught by an earth or air elemental.

System: The player spends one Gnosis point and rolls Dexterity + Occult (difficulty 6). The effect lasts for one turn per success.

♥ **Eyes of the Thunderbird (Level Five)** — The werewolf may shoot lightning bolts from her eyes, like the legendary Thunderbird. The Gift is taught by Thunderbird or one of his servants.

System: The player rolls Manipulation + Occult (difficulty 7). For each success, the werewolf may shoot one bolt of lightning at a single target, doing five dice of aggravated damage. While utilizing this Gift, the Garou must concentrate, in effect becoming blind to everything around her except her target. All lightning bolts must be discharged in the scene in which the Gift is invoked, whether aimed at living targets or expended harmlessly into the sky.

♥ **Manifest the Vision (Level Five)** — The werewolf with this Gift can bring her visions to life, creating a Dream Being. This Gift is taught by a Chimerling.

System: The player makes an extended roll of Intelligence + Performance (difficulty 8) to create any form of life she can imagine. Each success provides one point of Traits to assign to the creature. The Uktena can take as long as she desires to form the being, thus accumulating successes and strengthening it from turn to turn; but once she stops, the being of her vision takes form and she must spend Gnosis to keep it manifested. Manifestation costs one point per scene if the Dream Being remains relatively inactive, such as keeping guard or grinding corn, or one point per turn if the being engages in combat. Botched rolls evoke uncontrolled, often hostile Nightmare Beings who, though they cost no Gnosis, remain as long as they desire.

Wendigo

In the Savage West, the Wendigo dig in their heels to resist the white invaders. They draw power from their totem and the frozen north, but also possess Gifts that link them to the land — a land under attack. They call on that inheritance to drive away the Wymcomers and restore the Good Earth.

♥ **Call the Breeze (Level One)** — The werewolf may summon a strong (20 mph), chill breeze and direct it wherever he feels like. The breeze disperses clouds of vapors or insects and chills anyone not prepared for the cold. This Gift is taught by a spirit servant of Wendigo.

System: The Garou may call this breeze merely by whistling. Anyone relying at all on hearing will have one fewer die on any such Perception roll.

♥ **Song of the Seasons (Level One)** — As the Level One Black Furies Gift.

♥ **Bitter Wind (Level Two)** — The Wendigo may call up a painfully cold blast of wind to strike his foes. This Gift is taught by a spirit servant of Wendigo.

System: The player spends a Willpower point; to direct the wind in combat, he rolls Dexterity + Occult (difficulty 6). Anyone hit by the wind loses two dice from all actions taken that turn, and has one fewer die on the next turn. The wind might also knock foes into canyons, down mine shafts and the like. The range is calculated according to the modifiers for firearms. The medium range is 20 yards; twice that range (40 yards) is the farthest the wind can be directed, and the difficulty for such a distance is increased by one. On the other hand, attacks made at targets within a yard of the Garou are considered "point blank" (difficulty 4). The wind lasts for the entire scene.

♥ **Dust Storm (Level Two)** — As she sings to the Wind-spirits, the Wendigo summons a driving cloud of wind and dust. Although no one (including the werewolf or her friends) is immune to the dust, any Wendigo knows that a brown haze on the horizon means trouble.

System: The player calls Gnosis, to call up the wind and dirt. The roll's difficulty depends on the area.

Terrain Difficulty

Desert	5
Plains	6
Town	7
Mountains	8
Woods	9
City	10

Once called, the storm whips through the area for two turns per success, blinding everyone (half Perception Dice Pools), fouling machinery and coating everything in a fine, gritty dust. In colder regions, snow or ice substitutes for dust, while leaves and bark make up a woodland storm.

♥ **Sky Running (Level Three)** — The Wendigo gains the ability to run at 50 mph through the skies, but must keep running if he doesn't want to fall. The werewolf leaves a track of fire in the sky as he runs. This Gift is taught by a spirit servant of Wendigo.

System: The Garou concentrates for one turn; the player spends a Willpower point. The Gift lasts for four hours and may be replenished by further Willpower expenditure.

♥ **Winter Frost (Level Three)** — The werewolf calls down the spirits of winter in a great ritual, summoning terrible, cold winds that whistle and shriek through the area. Some say that this cold is blown from the lungs of Wendigo itself. This Gift is taught by spirit servants of Wendigo.

System: The Wendigo must chant for an hour to invoke this Gift. The player spends one Gnosis point and rolls Intelligence + Occult against a difficulty depending on the temperature (4 if it is already winter, 6 on a balmy spring day, 9 in the middle of the desert). Success drops the temperature in a five-mile radius to below freezing (or even sub-zero if it was already winter). Anyone without a natural fur coat subtracts two from all Dice Pools. The effects last for one hour per success.

♥ **Call the Cannibal Spirit (Level Four)** — The werewolf must chant and dance for a full hour under the night sky to invoke this Gift. If the summons is successful, an avatar of Wendigo answers. The avatar tracks down a victim of the Garou's choosing (the Garou must have an article or part of the victim) to eat his heart.

System: The player spends one Gnosis point and one Rage point and rolls Charisma + Occult (difficulty 8). If the roll botches, or the Wendigo avatar is thwarted in its mission, it will return to kill the summoner. Statistics for the Wendigo-spirit are given in the Appendix (pg. 275).

♥ **Spirits of Decay (Level Four)** — The inventions of the invaders are an affront to the Old Ways. This Gift breaks them down to the elements they came from. Many spirits, from the Termite to the West Wind, teach this blessing to their favored ones.

System: The player rolls Manipulation + Enigmas and spends a Rage point; the Wendigo can then make one unliving item crumble into dust or debris. The roll's difficulty depends on the strength of the item.

Material Difficulty

Paper, Cardboard	4
Cloth, Leather, Rope	5
Thin Wood, Bone	6
Thick Wood, Glass	7
Thin Metal, Stone	8
Thick Metal	9

Items made of several materials (guns, houses) may go by the weakest material involved; a steel axe is useless without its wooden handle. Really large targets (trains, boulders) may require five or 10 successes to destroy. The item falls apart one turn after the Gift is used. This Gift does not make a vampire decay completely, but he suffers one aggravated Health Level for each success against him (difficulty 8).

♥ **The Freezing Night (Level Five)** — Wendigo is the totem of the frozen North. At night and in winter, he steals across the plains, freezing the land and anyone on it. This Gift calls Wendigo's power to the Garou; through it, he may call a killing ice storm down. It is taught by an avatar of Wendigo himself.

System: The player spends two Gnosis points and rolls Willpower (difficulty 6). Each success inflicts two normal Health Levels against everyone in the path of the storm. This may be soaked, but even the hardest characters will be uncomfortable. Characters with thick winter clothing or magical protection (like the Song of the Seasons Gift) reduce that damage by half. The storm itself comes in a few turns after the Gift is used (time depends on climate); it begins as a cold wind and rises to a frigid gale before subsiding at the end of the scene (or one hour). The nexus of The Freezing Night covers roughly half a mile, and kills small animals, plants or unprotected humans at the Storyteller's option. As the name suggests, The Freezing Night can only be called at night.

♥ **Tornado Rider (Level Five)** — Carried on the wings of Thunderbird, a Wendigo may call up a twister, then ride it, safe from harm, as it tears up the works of man. This Gift comes from Thunderbird himself, who often cleanses the iron-stink from his lands by force.

System: The player spends two Gnosis points and rolls Willpower (difficulty 6). The twister starts to take shape one turn later and hits the ground two turns after that. Once the tornado lands, the Wendigo can leap aboard and ride the winds without injury. The twister lasts three + (number of successes) turns and effectively demolishes anything the Storyteller rules would be destroyed. The player may suggest a path, but cannot influence the tornado once it comes. Anyone caught by the twister takes five Health Levels (or more) in normal damage before being flung off in a random direction (which'll probably cause even *more* hurt). Fortunately, this can be soaked.



Rites

It is only through the strength of our spirit that we have been able to survive in this new land. Our rites, handed down from the first teachings of Gaia, are strong and deep. The spirits here remember Her voice, though they have long been sundered from us.

— Atticus Cleanclaw, Silver Fang Philodox

Unlike Gifts, which are the personal manifestations of a Garou's power, purity and connection to Gaia, rites are ceremonies in which many werewolves celebrate their oneness with the earth together. The supernatural power of rites is less obvious than that of Gifts, and often less immediate. Rites are not less powerful than Gifts, merely deeper, more subtle and often more enduring.

Rites connect the Garou to Gaia, to each other, to the spirits and to their ancestors in an unchanging sequence which stretches back beyond remembering. Werewolves, although they are embodiments of change, are conservative creatures. Rites are their heritage and more. Usually performed by a Theurge or Galliard (depending on the type and purpose of the rite), although any Garou can lead a rite, these ceremonies are the focus of a Garou's spiritual existence, the renewal of their essence. Each phase of a Garou's life is marked by a rite, from the initial Rite of Passage to the posthumous Wake Rite.

Rites represent commonalities and differences between Garou at the same time. Whilst all tribes know and practice a version of the Rite of Passage, the details of these ceremonies vary wildly between the tribes. The harsh and dangerous journey required of a new Get of Fenris cub could not be more different than the drinking competition among the Fianna, or the cryptic visionquesting of the Uktena. Yet each of these rites has the same purpose; all descend from the first Rite of Passage, held in the presence of Gaia, or so the Garou believe.

Types of Rites

Although all rites are in a sense the same ceremony, the differences in detail between them can be expressed in terms of various groups of rites. It should be noted that werewolves don't make these distinctions, seeing things in a more organic whole. Some rites can be enacted by one Garou; others require many. Some rites must be enacted in the Umbra, others at the caern, still more can be performed anywhere. The broad categories into which rites are grouped are: Accord, Caern, Death, Frontier, Mystic, Punishment, Pure Ones, Renown, Seasonal and Minor. Each type of rite has basic requirements and specific requirements which the ritemaster must fulfill in order for the ceremony to be successful.

Any Garou can learn any rite, although some kinds of rites are more commonly known by certain auspices. If the character is a Theurge, he is expected to know many rites, especially those directly concerned with the manipulation of and communication with spirits.

Enacting a Rite

The ritual process of the rite is a complicated and drawn-out affair. In the following descriptions of rites, only the bare bones, requirements and effects are laid out. The Storyteller should fill in color and detail, describing the patterns of the particular dance, the herbs on the fire, the words of the spirit song and other aspects which add to the flavor and image of the experience.

Generally a group of Garou participates, led by a single werewolf, the ritemaster. The ritemaster's responsibility is to ensure that the rite succeeds; she generally reaps the greatest rewards or suffers the greatest harm, depending on the ceremony's outcome. It is her Attributes and Abilities that are used to make the roll which determines the rite's outcome. In general, three Garou are required to enact a rite. A ritemaster can attempt a rite with fewer Garou or even on his own, but this increases the difficulty by one (except for certain rites which need only one Garou — see the descriptions of the individual rites). For every five Garou above the number required, the difficulty of the rite is reduced by one, to a minimum of 3.

Rites generally take about 10 minutes per level to complete, though this duration can vary. A particularly skilled ritemaster who has a reason to hurry might be able to complete a rite in as short as half that time. Garou do not generally hurry rites, however, as they are part of a natural cycle, and not supernatural powers to be used in a crisis as are Gifts.

Learning a Rite

Rites are ancestral knowledge and property among werewolves. They usually can only be learned from an elder who knows and is willing to teach them. Werewolf elders don't jealously guard the secrets of rites, but neither do they reveal them haphazardly to any cub who asks. Cubs have to win the respect of an elder and convince him that his hard-earned knowledge would be safe and in responsible hands. In some cases, the elder might ask some kind of material payment for his services, perhaps in the form of talents, but this isn't all that common. It's generally enough that a cub demonstrates that he's a worthy recipient of the knowledge (determined by past deeds and appropriate roleplaying); if the elder calls for payment, it's more likely to be in the form of some service or action. If the elder judges a cub unworthy of the knowledge — and his judgment is stricter for more important rites — then he determines a task that must be accomplished, not one which directly benefits him, but one which benefits Gaia and proves the cub's bravery.

Once the elder has consented to teach the rite, the student must succeed in learning it. The Garou must possess a Rituals knowledge at least equal to the level of the rite, representing the necessary background and attunement to begin the process. This process is a lengthy one of study, trial and error during which the Garou can do little else but meditate, live alone in the wild and practice the new knowledge, returning regularly for further instruction. It takes at least one week per level of such activity to learn a rite (three

days total for minor rites). This is represented as an extended action in which the player rolls Intelligence + Rituals against a difficulty of 7. The number of successes required equals the level of the rite. Only one roll is made for each learning period (one roll every three weeks for a Level Three rite). If the player gets no successes, the Garou must spend a Willpower point to continue the study — otherwise she loses all knowledge, and the teacher will not share any more rites with the failed student unless she atones for her incompetence in some way. If the roll botches, that cub is unlikely to ever learn that rite, and that teacher certainly will not teach her again. Otherwise, the character finishes her period of study with her first enactment of the rite, in which her entire sept participates.

A character can begin the game with some learned rites by purchasing the Rites Background. If so, he's assumed to have undergone the above process. It's suggested that these rites be of low level; it doesn't make sense for a Garou to have mastered a Level Five rite without having knowledge of any other rites. After the beginning of play, rites can only be gained in the way described above, and never by the expenditure of experience points.

Unlearned Rites: A character in dire straits can attempt to enact a rite in which he's taken part, but which he doesn't know. This is extremely difficult and dangerous, not to mention disrespectful to elder Garou and to the spirits involved. A Garou who has no knowledge of any rites can't try this at all. The difficulty is three higher than normal and costs double the amount of Gnosis. Twice as many Garou are required to gain bonuses or avoid penalties (as described above) and the results of a botch are twice as bad.

Auspice Roles

Although any werewolf can learn any rite and the spirits make no distinctions between auspices, Garou themselves believe it is right and proper for certain auspices to be masters of certain rites. Sometimes it is the eldest Garou in a sept, or the Garou who is the center of the rite who leads the ceremony, but more often the decision is made on the basis of auspice first and rank second when it comes to choosing the ritemaster.

Theurges, Philodox and Galliards are most likely to be called upon to lead rites, and are trained for the role and the honor. Not all of these Garou are specialized in conducting rites, but all have at least a working knowledge, and any character from one of these auspices is expected to have some knowledge of the process and to know a few basic rites (one or two points of Rituals Knowledge). In general, Theurges tend to learn those Mystic and Caern Rites which deal fully with spirits and the Umbra, Philodox tend to learn rites with a political bent, such as Rites of Accord and Punishment, and Galliards usually learn rites of celebration or mourning, such as the Wake Rite, which give them an opportunity to express their artistic souls.

Any Garou can learn rites, and Ragabash and Ahroun can and do lead the sept in certain rites in time of need and danger. These auspices gain little Renown as a general rule for doing so, but the Ragabash who steps into the role of the Theurge when

Rites Chart

Type	Roll	Difficulty
Accord	Charisma + Rituals	7
Caern	varies	7
Death	Charisma + Rituals	8 - Rank
Frontier	Charisma + Rituals	9
Mystic	Wits + Rituals	7
Punishment	Charisma + Rituals	7
Pure Ones	Manipulation + Rituals	7
Renown	Charisma + Rituals	6
Seasonal	Stamina + Rituals	8 - Level of caern
Minor Rites	none	none

the sept is in great danger and performs a vital rite might earn great Honor. Certain Ahroun retain the right to perform rites of war and battle, such as the Rite of Wounding performed after a cub's first battle, saying that these areas of a sept's life are the province of the Ahroun. Although Theurges might argue differently, there's little evidence that the spirits themselves have any preference for a particular auspice in the performance of rites. This prejudice might simply be a result of Garou culture and tradition. As such, there's no reason why such trends can't change with sufficient pressure from the new generations.

Rites of Accord

Rites of Accord are ceremonies of reconciliation and forgiveness. Through ritualistic cleansing, rebirth and apology, werewolves use these rites to purify themselves and small parts of Gaia that have been harmed or damaged.

System: A successful rite of Accord must be performed with a pure, untainted piece of Gaia's work. This symbol of Gaia, be it branch, stone or creature, must come from beyond the frontier where the humans have not yet gone. Generally the ritemaster makes a Charisma + Rituals roll against a difficulty of 7.

Rite of Cleansing

Level One

The very first European, stepping from his ship, brought the taint of the Wyrn to the New World, or so the Pure Ones believe. But the forces of change that come with the Europeans are nothing compared to the true corruption spread by the Wyrn. This rite ensures the purity of any person, place or object afflicted with such a taint. The rite commences with the ritemaster loping counterclockwise around the afflicted creature or object. In one hand she holds a flaming branch, in the other a birch rod dipped in pure spring water. Head down, arms held high, the Garou anoints the object to be cleansed with

alternating flicks of ember and water. As the speed of her circling increases, any other Garou participating start a low howl. This slowly rises in pitch until, at the culmination of the rite, all present are screaming like banshees, thus frightening away the corrupting influence. Although it can be performed at any time, this rite is at its most powerful at sunrise.

System: For each additional person or object to be cleansed, the ritemaster must spend one Gnosis point. Only one success is required; the difficulty is equal to the Gnosis of the creature that caused the taint. The difficulty is reduced by one if the rite is performed at dawn. This rite only removes an existing taint; it cannot heal wounds or damage caused by contamination.

Rite of Renunciation

Level Two

Many werewolves who've come to the New World call this rite by a different name: the Rite of New Hope. The purpose of the rite is grave: a Garou who performs this ceremony has some reason to want to give up his old auspice and begin again with another. Whatever the reason, be it past disgrace or deep dissatisfaction, the decision is a difficult one to make and the cost is high. The rite is performed in the presence of the ritemaster and supplicant alone. The ritemaster strips the subject of all former Rank, renown and title, and the supplicant is symbolically born again under the light of the moon he wishes to adopt. After such a ceremony, the supplicant is again treated as a cub and must undertake another Rite of Passage and find a new place in the sept. The New World has seen a small influx of Garou who, having performed this rite in Europe, have made the journey to the Americas where their past doesn't haunt them and they can truly begin again.

System: A Garou who undertakes this rite loses all Renown and Rank. He must start again at Rank One, and though he retains all previous Gifts and rites, he can no longer learn Gifts of his former auspice. Gifts of the new auspice can now be learned as normal. It's possible that a werewolf might want to symbolically renounce something other than auspice — his name, his tribe or even his breed. This rite can theoretically perform these functions, though in practice such a request is very rare.

Rite of Reconciliation

Level Three

An unfortunate truth of Garou society is that feuds occur all too often. If not for rites such as this, werewolves might be even scarcer than they already are. Two warring Garou who have decided to end their feuding must confirm their resolve in the eyes of Gaia. This also applies if an elder or one of higher Rank intervenes and demands an end to the bickering. The preparations for reconciliation involve clearing a circle of ground, in the center of which a pit is dug. Placed next to this hole is a ribbon of twined hair from the heads of the rivals. Under the direction of the ritemaster, the two observe the three stages of Reconciliation.



First is Intent: The two Garou stand on either side of the hole that symbolizes the rift between them. Their arms outstretched, empty hands palm upward, each in turn loudly declares to the assembled sept his determination to end the feud: "Before my brothers and sisters I, (*Garou's full name*), say my actions have been base. I say I have wasted my blood-fire and I say I have offended mother Gaia, my pack, my sept and my tribe. I declare my intent to end here and now this useless feuding and take again to my heart my sister (*enemy's full name*)."

For the second part of the rite, Substantiation, each Garou must choose a symbol of aggression. This is most commonly a weapon: a favorite knife or a firearm. Both items are placed in the hole and buried by the ritemaster.

The third stage is Confirmation, in which the rivals must signal their acceptance of one another. As the two clasp each other's forearms, their wrists are tightly bound with their braided hair. The two now join in a single howl of appeasement directed at the heavens. The reconciliation is complete. If a Garou chooses to break the bond-pact she may be declared a criminal in the eyes of the sept. This rite is also used when larger groups are at odds; in this case, each side chooses a representative to participate. Europeans tend to merely break their chosen weapons rather than bury them. Fetish weapons are never sacrificed in this way.

System: To attract Gaia's attention, the ritemaster must make a Charisma + Rituals roll, difficulty of 6. If successful, Gaia approves and the rite has "taken." If the ex-rivals sincerely wish to settle their differences, each must convince the sept with a Willpower roll, difficulty equal to his Rage. If successful, the antagonists gain 1 Honor each; otherwise, they must convince the sept with their actions over the coming months.

Caern Rites

A caern is the spiritual focus of a sept, the heart of its Garou and a place of purity and peace on the surface of Gaia. Caern Rites have no meaning outside of a caern, and generally only succeed if performed at its very heart. Their purpose is to renew and refresh the caern, as well as to tap the energy stored there in a constant and fine balance of giving and receiving between Gaia and Her children.

System: Although the individual rolls vary with each Caern Rite, the ritemaster's Dice Pool may never exceed her Gnosis. The difficulty is 7 unless otherwise stated. Many European werewolves find these rites difficult to perform in the caerns that have been taken violently from the Pure Ones. To represent this unfamiliarity, the difficulty for European Garou in ill-gotten caerns is one higher than normal (usually 8).

Moot Rite

Level One

This rite is called to begin a moot. Although Garou gather all the time in groups of various sizes, no gathering is officially a moot, as far as any spirits are concerned, until the Moot Rite is performed. The rite varies from the extremely simple, such as a unified howl to Luna led by the

ritemaster, to the complex and creative, such as weaving intricate dance patterns and reciting the Litany. The Moot Rites of European Garou and the Pure Ones vary so greatly that moots involving both groups have only been possible if a special rites were devised for the occasions — a rarity at best.

Individual tribes have many variations on this rite. Some tribes, such as the Uktena, keep some Moot Rites for beginning secret moots and use others when members of other tribes are present. Other tribes, such as the Red Talons, tend to be minimalist about their Moot Rites, scratching the ground and howling together more as a signal of beginning than anything else.

System: The Moot Rite has a role in the lifeblood of the caern. Once every cycle of Luna, at least half of the caern's Garou must call a moot; otherwise, the caern begins to dwindle. During the rite, the participants must refresh the caern with five Gnosis points per caern level. The Wyrmscomers have discovered that this cost is higher for them in captured caerns as they struggle to adjust to the new land; these newcomers must often expend double the normally required Gnosis.

Rite of the Opened Caern

Level One

A caern is not merely a place of worship and a focus of spirituality for the Garou. Caerns have practical purposes too, and a Garou who knows this rite has learned to tap the mystical power of a caern and use it for her own purposes. The European Garou refer to this practice as "opening" a caern while the Pure Ones, who use this rite infrequently, call it "borrowing" from the caern. The power available from a caern varies with each particular place. Some caerns provide extra dice in a certain Ability while others directly refresh a Garou's Gnosis, Rage or Willpower. Strange and rare caerns may be even more potent.

Caerns do not freely give their assistance to Garou; indeed, the practice of opening a caern is dangerous to the ritemaster. The Garou, through performing this rite, tries to show that she is worthy of the caern's energies, and coaxes them from the heart of the caern's spirit. The exact form which this rite takes differs according to the nature of the caern's energies. At a caern of Leadership the supplicant might demonstrate, through tales of her deeds, how she is a mighty leader of Garou. At a caern of Rage the supplicant might prove her burning anger and inflame the caern's spirit with descriptions of the horror she wishes to avenge. In every case, the ritemaster must convince the spirit that her cause is worthy of its help.

System: The rite takes the shape of an extended contest between the ritemaster and the spirit of the caern, as the Garou tries to prove her worthiness through whatever method is most likely to impress the spirit. The player rolls Wits + Rituals (difficulty 7). The number of successes required is the caern's level. The caern spirit rolls a number of dice equal to the level of the caern with a difficulty of the ritemaster's Gnosis, and needs a number of successes equal to the Garou's Willpower.



The first contestant to gain the necessary number of successes wins. A successful ritemaster can partake of that caern's power, either adding its rating to an appropriate Dice Pool, or refreshing herself from the caern's store. If the character is unsuccessful in supplicating the caern spirit, the angry spirit wounds her, causing a number of Health Levels of damage equal to the successes by which the caern beat her. If the ritemaster rolled a botch, these wounds are aggravated.

The Trodden Track

Level Three



A caern's history is of great importance to the Garou. The caern's past, its roots and its lineage can be a source of comfort and strength, invigorating the sept in its struggles. The Trodden Track enables the Garou to observe visible and audible echoes of the caern's past. The echoes of times gone reverberate in the Umbra, and a good ritemaster can snare these echoes and tame them. The Trodden Track requires a map of the caern and its surroundings as they appeared when it was first created. Placed in the center of the caern and burnt, the map symbolizes the passing of time that affects all things. As the map crumbles to ash, the other Garou present growl deep in their throats, producing a grinding, asynchronous rumble. The ritemaster begins his litany, a recitation of the caern's life. The off-center growls combined with the sonorous drone of the ritemaster's recounting have a disorienting effect on those present, easing the transition from present to past. Like a fever dream, the caern's history is replayed hazily about the participants, looking like reflections in a murky pool. The nature of the rite ensures that only joyous and important events from the caern's past are revealed. Watching these events fills all present with strengthened resolve and renewed vigor, as well as a deeper connection with their ancestors. Only one who has known the caern and its history has any chance of successfully enacting The Trodden Track.

System: The successful completion of The Trodden Track requires an Intelligence + Rituals roll against a difficulty of 8; this difficulty is reduced by one for each Past Life point the ritemaster has. Any participants in the successful rite gain an extra point of Past Life until the end of the current moon. The successful rite also "primes" the caern, reducing the difficulty of the next Caern Rite by one.

Rite of the Opened Bridge

Level Four

One of the most complex and important rites, the Rite of the Opened Bridge provides the mechanism by which many of the new Garou in the New World came to be there. Among the European Garou, this rite has become more important than ever and more and more Theurges are being instructed in its complex details. The Rite of the Opened Bridge creates a Moon Bridge, a connection between two caerns, a path along which Garou can travel in a hundredth of the time that the real-world journey takes. The bridge must be renewed once per year in a ritual enacted simultaneously at both participating caerns.

To create a Moon Bridge the ritemaster must possess a Pathstone (or Moongem), a flat, paw-sized, very rare white rock. The retrieval of a Pathstone is often the object of a quest; the only other way to obtain one is to steal it, which destroys its previous bridge and inevitably leads to bloody conflict between a sept and the thief. The bridge exists as a spiritual connection between the two caern spirits through the foci of the stones. At the height of the rite the bridge is opened and Garou can travel freely both ways across it.

No Moon Bridge could be established until the first European Garou reached the Americas and commandeered a caern there. After several unsuccessful attempts, during which a few Garou became lost in the Umbra, a caern opened a bridge to the Black Forest in Germany. Since then, several more bridges have been opened up and travel is virtually unrestricted.

System: Even though there is a great call for Theurges who can perform this rite, it's not generally the stuff of younglings to perform it. The enacting of this ritual is an important decision for a sept, as any caern may only have one bridge.

The ritemaster rolls Wits + Enigmas against a difficulty of 8 minus the level of the caern at which she enacts the rite. If the ritemaster's pack totem is the same as that of either caern, she receives a bonus of three dice on the roll. If either ritemaster has tried and failed previously, the difficulty is increased by one. A number of successes equal to the caern's level is required to open the bridge successfully.

If the ritemaster is successful, then the bridge is established, connecting the two Pathstones. Once the initial rite is performed, the bridge can be accessed by any werewolf using the Rite of the Opened Caern or the Ragabash Gift: Open Moon Bridge. The rite must be renewed every year, and if any of these rituals (including the first) fails, then there can be no bridge until the rite is attempted again, 13 moons later. If the rite is botched, both Pathstones are destroyed and the other sept will most likely demand recompense. The Theurge who commits this grave offense is most likely ostracized by her own sept to pacify the offended Garou.

Rite of Caern Building

Level Five

The Rite of Caern Building is the most important rite in the Garou repertoire. Without it the cycles of destruction and renewal, death and rebirth would fail and the werewolves themselves, eventually drained of all Gnosis, would fade and die. Although many caerns are ancient, none are immortal; every year a few are destroyed by the Wyrms, infighting or by the capricious nature of time. Some doomsayers argue that this is an irresistible progression toward the Apocalypse, and that all caerns will soon perish, but the Rite of Caern Building gives others the hope to establish something worthy.

The rite creates a new caern, a nexus between the Umbra and the physical world, through the exertions and devotions of a powerful ritemaster and many supplicants. The attempt is dangerous for many reasons. First, creatures of the Wyrms, both physical and Umbral, are known to be

able to detect the enacting of the rite and almost always try to disrupt it. In particular, Black Spiral Dancers often attack in great numbers and with insane ferocity. Some Theurges figure that the enacting of this rite causes pain to the Wyrms directly.

The other danger is direct physical damage from the backlash of energy should the ritemaster fail. The area meant to be the heart of the caern is chosen, and many Garou must gather on an important night of the year (Samhain, the spring equinox, etc.). At least 13 Garou are required, and more are usually needed to pool enough energy to perform the ceremony. The ritemaster must focus the Gnosis of all the participants throughout the course of the night, making one roll per hour for eight hours.

System: The ritemaster's extended roll is Wits + Rituals, difficulty 8. The ritemaster may never roll more dice than she has Gnosis. She must accumulate 40 successes over the eight rolls during the course of the night.

Once the leader obtains 40 successes, all the Garou participating in the rite must spend Gnosis points to draw a spirit into the caern. The rite requires 100 Gnosis points in all from the participants (including the ritemaster). If there isn't 100 Gnosis available, the assembled Garou begin to sustain aggravated damage in the form of great welts. Each level of damage counts as three Gnosis points toward the required total.

If the rite fails (the ritemaster doesn't achieve 40 successes), all involved suffer five Health Levels of damage. Those who have been previously wounded and are forced below Incapacitated must roll on the Battle Scars chart. If the rite is botched, this damage is aggravated, probably killing most of the participants.

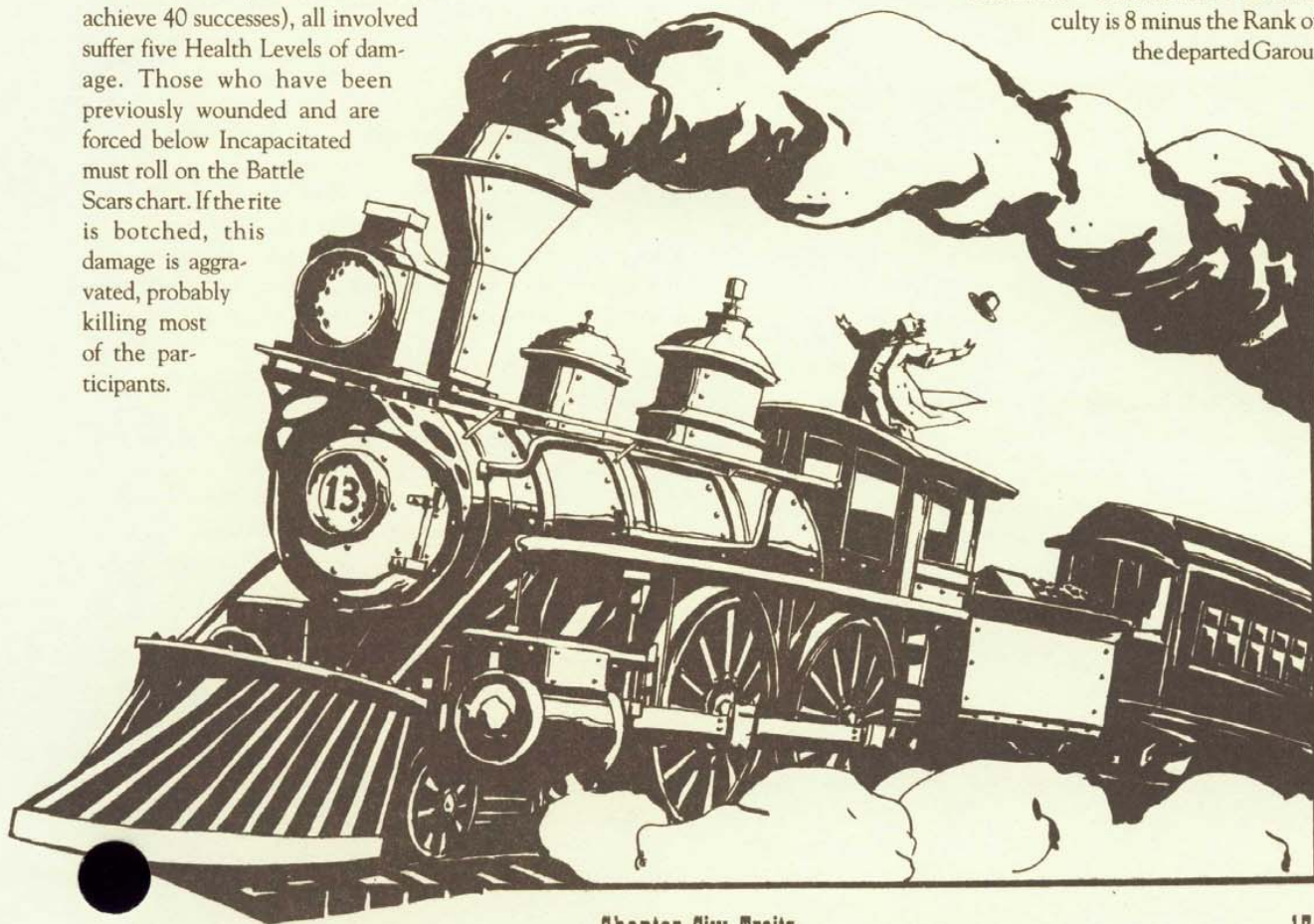
A successful rite creates a new caern. If more than 40 but less than 45 successes are achieved, a Level One caern is created, and the ritemaster is given the honor of naming it. The Gauntlet of the area is now 4, and the caern's spirit is capable of granting powers equivalent to low-level Gifts. Every five successes above 40 increase the level of the caern by one. Every 10 successes above 40 decreases the area's Gauntlet by one (minimum 2).

The ritemaster must finally sacrifice a number of permanent Gnosis equal to the new level of the caern. If this isn't possible, she's instantly slain but the rite is considered successful. If she survives, the ritemaster gains 3 Glory, 5 Honor and 7 Wisdom and is thereafter acclaimed as a great hero and leader.

Rites of Death

A werewolf's life is often tragically short, but tends to burn very brightly. The Garou have a realistic attitude toward death: They do mourn for the departed, but also, after a rite of Death is performed to show the connection of all with Gaia's cycle, they harden their hearts and continue with life. Death rites are vital as the vehicle for Garou mourning. Death is common on the frontier, and sometimes European werewolves perform this rite for a valued Kinfolk pioneer or settler as well.

System: The ritemaster must succeed in a Charisma + Rituals roll. The difficulty is 8 minus the Rank of the departed Garou.





Wake Rite

Level One

Families of European Kinfolk and Garou are close on the frontier. This rite is held when one of their number dies. The clan gather round and the ritemaster, always a werewolf and often a Galliard, leads it in mourning and then in celebration of the life of the departed one. The Kinfolk then depart and the Garou, who until that time have remained in Homid form, shift into other forms and howl their grief at the death of their packmate.

Other tribes, notably the Pure Ones, perform very different rites, and seldom are any Kinfolk present at all. Their rites are lonely and mournful, solemn and spiritual. The ritemaster is the focus of the ceremony, although many contribute, especially those who knew the warrior well. Whatever exact form the ceremony takes, the aim is the same: to remember the fallen Garou and her deeds, and to speed her spirit back to the womb of Gaia.

System: If the ritemaster achieves five successes on the standard roll, the mourning is so poignant that the departed Garou's spirit stays on, after a fashion. The werewolf closest in kin to the deceased receives his fallen comrade's spirit as a Past Life (bestowing an extra point of Past Life, even if he had no Past Life previously). If no close kin are present, this honor goes to the ritemaster herself.

Rites of the Frontier

The European Garou have come from the soft greens of the Old World to a harsh new land. Rites of the Frontier are not a group that Garou recognize, but loosely represent some examples of rituals from the homelands which have an important effect in the New World. These rites are typical of the werewolves who are intent on changing the frontier to suit them; they aren't necessarily part of the repertoire of every European ritemaster.

System: The ritemaster must roll Charisma + Rituals against a difficulty of 9 to successfully perform these rites as, in some places, the very land resists them.

Rite of New Territory

Level One

In their colonization of the New World, some Garou from the Old World have found the need to define their territories in a way that they can understand. They don't recognize or acknowledge the ways in which the Pure Ones delineate territorial boundaries, and don't tend to respect these boundaries when they do perceive them. The resulting conflict has manifested itself in open war between the tribes. Among the European Garou, however, distribution of new territory isn't always an easy matter of consent and cooperation. Some areas of the New World are more desirable than others, and in the race to claim new territories for tribe, sept and Kinfolk, conflicts do occur. This rite is designed to ritualize and regulate these conflicts; it isn't used to determine the ownership of caerns or other significant sites, but to allow Kinfolk rights to

various frontier outposts and towns. Because of its close connection to Kinfolk, the rite is performed in Homid form and in full view of the affected kin. Each of the competing parties, be they packs, tribes or septs, chooses a ritemaster. This ritemaster need not have any Rituals Ability at all. The two ritemasters circle each other as the rite begins, surrounded by Kinfolk and Garou. They then strike each other with human fists, each giving and receiving punches. The first to fall is the loser, and his group must lead their Kinfolk elsewhere. Although the onlookers are responsible for preventing these contests from getting out of hand, several have become lethal tooth-and-claw brawls. Despite this, the Rite of New Territory remains a safer form of dispute resolution than klave dueling.

System: Each ritemaster rolls a normal Dexterity + Brawl attack to determine the success of his punch. The Garou who is struck rolls Stamina + Brawl to resist the punch; initially this difficulty is also 6. If the receiving Garou fails or botches this, then he falls to the ground and the contest is over. Otherwise the contest continues, and the difficulty levels to resist the blows are raised by one.

Rite of the Homeland

Level Two

This is not so much an old rite brought to a new land but rather a ritual adapted by Theurges for a new purpose. This rite brings some of the ritemaster's homeland to the new land in which he now lives. To successfully enact the rite, the werewolf must have some natural item — a seed, soil, a stone — from the area in which he lived before. Also, all the Garou enacting this rite must belong to the same tribe. These werewolves stand in a circle, nose to tail, while the ritemaster begins the ceremony. The ritemaster takes the token and buries it in the center of the circle of Garou, who then dance and howl about the site for some hours. The rite has no immediate effect, but slowly, over the length of a few days, a small patch of landscape the size of the circle of Garou changes subtly to resemble a patch of the Old Country. The changes are not blatant, but are enduring. Perhaps a tree grows and a cactus dies; perhaps the soil softens and tulips bloom. Whatever the outward effect, it's not without repercussions; the area's Gauntlet increases by one. Some say that certain Pure One Theurges know magics which can counteract and dispel this rite, but they have yet to produce any evidence.

System: The limit in area which can be affected is only the size of the circle formed by touching Garou when the rite is enacted.

Mystic Rites

Mystic Rites are most closely related to the mainstream idea of shamanistic ritual. They contact and deal with spirits and the Umbra. These rites are often performed by a lone Theurge, though it isn't unheard of for the Theurge to have an audience. The Pure Ones tend not to perform these rites alone.

System: To enact a Mystic Rite, the Garou must make a Wits + Rituals roll (difficulty 7 unless indicated otherwise).

Rite of Binding

Level One

This rite binds a spirit to a werewolf, creating a temporary spirit servant, or binds it into a talen. Forcing the spirit into an talen is the only way to make this rite's duration permanent. There are some European spirits loose in the American Umbra that made the journey bound to a Theurge but later were released or escaped.

The rite is only possible because of the ancient bonds between spirit and Garou, and many Garou see this rite as taking unfair advantage of this sacred link. Spirits can be bound into people, places or objects — with different implications for the spirit. For example, if the place is a logical home for the spirit, it may not protest being bound there, but all spirits resist being bound into objects unless such a duty would serve their patrons (such as tribal totems). There's a certain amount of risk associated with this rite. If the ritemaster is unsuccessful in binding the spirit, he is confronted by an angry foe who attacks if capable, or escapes to plot revenge.

System: Once the spirit has been encountered, the ritemaster expends Gnosis to attempt to force a connection with the spirit. Each point so spent reduces the spirit's effective Gnosis by one. The ritemaster then attempts to complete the binding by rolling Willpower against the spirit's new Gnosis rating. A botch indicates that not only will the spirit attack the Garou, but is likely to be assisted by one or two of its kind who come to its aid. The number of successes achieved determines the duration of the spirit's servitude.

Successes	Duration of Servitude
1	One Day
2	One Week
3	Three Weeks
4	Two Months
5	A Season

Rite of Talisman Dedication

Level One

This rite enables a Garou to dedicate an object as a personal effect so that when the Garou changes physical form, the object, usually an item of clothing, grows or shifts with him and isn't destroyed or discarded. Although the general foci of this ritual are garments, other objects can be dedicated successfully. Fetishes and talens are automatically considered to have undergone this rite. The Garou must solemnly intone the importance of the dedication before Gaia and then change slowly through all of his forms. After this, the item can remain with the Garou in some form or other in any form the Garou wishes to take.

System: The rite costs one Gnosis point per item to be dedicated (three if the object includes silver). The difficulty of the roll is 5 for clothing, 6 for accessories, 7 for weapons and technological devices and 8 for items

which include silver. A werewolf can never have more objects bound to him than his permanent Gnosis score. The specific effects of the rite are left to the player and Storyteller to determine. Some items may merely stretch to accommodate the greater bulk of the larger forms, while others are partially absorbed into the Garou's hide, perhaps becoming brands or tattoos. In the latter case, the Garou can spend a Willpower point to retrieve an item while in a form other than the one in which the rite was enacted.

Rite of Summoning

Level Two

Garou mystics are closely connected to the Realm of spirit. They are linked flesh and soul to the Umbra and its inhabitants. Proper application of this knowledge combined with the correct rituals can enable a Garou to actually call forth a spirit into the physical realm. Although the vast majority of these creatures are of the lesser order, such as the Umbral vermin Gafflings, the Penumbra is also home to beings of unimaginable power, such as the Incarna and the godlike Celestine Avatars.

The procedure for summoning a spirit varies, not only from spirit to spirit, but also with the individual mystics. Still, the inhabitants of the Umbra demand certain constants, as is only proper. A summoning always has its quotient of complex rituals, long meditations, chanting and ritualized dancing. The longer the elaborate web of rituals continues, the more likely the spirit is to respond.

To summon a spirit, one must pierce the Gauntlet, creating a hole for the call to reach the spirit and enabling the creature to answer. Obviously if the mystic performs the rite while in the Umbra, there is no need to create this gateway; the spirit simply follows the mystic when he returns to the mundane world.

Some wonder why entities of such potential might and intellect obey their summoners (when they do), but Theurges don't find this one whit peculiar. They know full well that spirits have a place in Gaia's plan, and that spirits are more than willing to play their parts. More intelligent spirits often respond out of curiosity or bemused indulgence; lesser spirits don't seem to have much of a choice. It all comes from the Pact, the understanding between Garou and spirits that was settled at the dawn of time. Both spirit and werewolf are forged of Gaia. Both are Her tools; their goals are Her goals. Unfortunately in these days of strife in the West, the chaos in the Umbra has caused summoned creatures to respond in unexpected ways.

The success or failure of a summoning is affected by the mystic's skill, the spirit's power and the strength of the gauntlet in the area.

System: First, the barrier between matter and spirit must be pierced with a Gnosis roll against the local level of the Gauntlet. The difficulty of the summoning roll itself is further affected by the relative power of the spirit called, as per the following table.

Spirit type

Gaffling

Difficulty

4

Jagging

5

Totem Avatar

7

Incarna

8-9

Celestine Avatar

10

For each extra hour the mystic spends calling the being, the difficulty drops by one; it can never fall below 3. Successful summoning of an Incarna or Celestine Avatar gains the mystic 2 Wisdom. The effects of the ritemaster's Gnosis roll are described below.

Successes

Effect

- | | |
|---|---|
| 1 | The spirit takes up to an hour to arrive and is initially hostile. |
| 2 | The spirit arrives in under 10 minutes but is initially unfriendly. |
| 3 | The spirit arrives immediately and is wary and reserved. |
| 4 | The spirit arrives immediately and is passively benign. |
| 5 | The spirit arrives immediately and is actively helpful. |

The specific results of a botch should be determined by the Storyteller, but a flagrantly failed attempt might summon the wrong (and often hostile) spirit, attract the attention of Black Spiral Dancers or temporarily mark the ritemaster as a nuisance to spirits.

Obviously, using the above tables, a werewolf sometimes has no chance of success. At others it's all but impossible to fail. The Storyteller should feel free to adjust the numbers, treating each performance of this rite individually.

Rite of the Fetish

Level Three

This powerful rite is the province of Theurges and Philodox. With it they create fetishes — items with powers granted by spirits bound within. Fetishes vary greatly in power and potential as do the specifics of this rite among the tribes. One version of the rite uses coercion and brute force to instill the spirit in the fetish. An Uktena ritemaster may prepare an item for inhabitation by notching it with patterns specific to the task it is to perform and then anchoring it with twine to a great bulkhead of Gaia in the physical world — a huge tree, an outcropping of rock — for at least three days. After this time the ritemaster calls the spirit and forces it into the fetish-to-be. The Silent Striders favor a more cooperative approach; many of their fetishes have a lifespan resulting from bargains made between spirit and ritemasters. Once this time has elapsed, a spirit is freed and may negotiate with the fetish's current owner.

System: The system really depends on the ritemaster's preferences. It should be noted that many Theurges who have come to the New World used to good relationships with spirits have found those here to be unwilling to enter into pacts and

have been compelled to resort to force when creating fetishes. The Storm Umbra has also distorted spirits normally friendly to the native Garou, making them harder to deal with.

The roll for a cooperative ritemaster is Wits + Rituals against a difficulty of 10. Each permanent Gnosis point sacrificed to the spirit reduces the difficulty by two. The forceful ritemaster must defeat the spirit in spirit combat and reduce it to zero Power before attempting the same roll, although in that case the difficulty is then the spirit's Gnosis. The spirit then needs to recharge before the fetish can begin to function. The specific powers of a fetish depend on the spirit inhabiting it, and are generally in keeping with the importance and associations of that particular spirit.

Rite of the Totem

Level Three

Most commonly performed at the formation of a new pack, this rite binds a group of Garou to its pack totem. Any werewolves who want to hitch their fate to a totem must participate in this rite. Each Garou coats his eyes with a mix of spit and mugwort, the better to focus his attention from the mundane plane to the spiritual. All Garou participating then step sideways into the Umbra, where the ritemaster leads the pack on a ritual hunt for the spectral scent left by the totem spirit. This spoor will vary with each spirit, and, of course, is only perceptible to those worthy of the totem. The hunt is a mutual pursuit, with each werewolf calling her personal cry and the spirit answering, its cries slowly becoming more clear as the hunt progresses. Eventually the Umbral hunt ends with the pack and the spirit confronting each other. However, the conclusion of the hunt doesn't guarantee acceptance; the totem must still consider the worthiness of the supplicants. A wary spirit may even require a quest from the Garou, but this rarely happens if the pack has successfully completed a Rite of Passage.

System: Although all Garou who have purchased the Totem Background (individually or more usually as a pack) have by default succeeded in this rite, it can be evocative and rewarding to play through, giving the characters and players a deeper understanding of the totem that watches over them. Each Garou participating rolls Stamina + Enigmas. A failure indicates that this hunt for a totem is unsuccessful and the pack must try again after the passing of a moon. A botch indicates that the spirit sought will never agree to be their totem. If a particular Garou achieves five or more successes, her rating in the Totem Background is increased by one, and she may decide which aspect of the totem this new level enhances.

Punishment Rites

The society of the Garou is surprisingly regimented and regulated. When a serious transgression of its rules occurs the offender is sanctioned by a Punishment Rite. The severity of the particular rite chosen varies with the crime committed. Punishment Rites are as important for those who perform them as for those who are their targets. The accusers strengthen their commitment to each other by defining what is not Gaia's will.



System: The ritemaster, often a Philodox, must make a Charisma + Rituals roll (difficulty 7 unless stated otherwise). The consequences of failing a Punishment Rite vary. Sometimes this is seen as a sign of Gaia's forgiveness of the punished individual, and the matter is dropped. But if the transgression is sufficiently serious, a failed rite is no different in the eyes of the sept than a successful rite; however, it carries no spiritual conviction.

Rite of Ostracism

Level Two

If a Garou commits an act that offends her sept, but is not sufficiently heinous to warrant death, the Rite of Ostracism is enacted. The wrongdoer is estranged from her sept, tribe and sometimes even her pack. Once this rite has been performed the offender is ignored, treated as a nonentity and left to fend for herself in every way. Sept members are discouraged from direct hostilities against the offender, but accidents have been known to happen. Tribe members who are related or close to the ostracized one sometimes choose to aid her in a life-or-death situation.

The Garou performing the rite form a circle about the offender (if she is present). One by one the participants step forward; while pointing stiffly at the offender each werewolf intones: "Hear me, Gaia, I know this Garou called (*the offender's name*) no longer, nor will I help her." The accuser then raises both paws over her eyes and slowly turns her back and walks away from the offender, symbolizing her "nonexistence" to the pack. The ritemaster is the last to let her howl fall silent. She leaves without the ceremonial rejection, for by this stage the accused is considered without the wolf. The transgressor is left alone in the night.

System: This ritual is commonly performed at night. The exclusion lasts from one phase of the moon to the next. If the crime is particularly serious, the exile may be declared permanent. Any Garou so ostracized loses one point each of Glory and Wisdom, and five of Honor.

Sanction of Dishonor

Level Two

If a pup has, through acts of dishonor, offended an elder or the sept at large, the elder may prescribe this rite. This rite is basically looked on as a chastisement and a way for those involved to vent their frustrations so that all may go about their business. It's also a way to show Gaia the sept's disapproval, thus ensuring that Her anger isn't stirred.

The elder who calls for the sanction is also the ritemaster. He escorts the subject to the place of punishment in silence, offering no hint of what is to come. Even if the pup guesses his fate, he is unlikely to attempt escape. It's his duty to stoically receive his just punishment, thus avoiding shame for himself and his sept. There the other Garou involved in the insult stand shoulder to shoulder, in two rows on either side of a path strewn with sharpened stones. The accused whelp stands at one end of this gauntlet, the ritemaster at the other. All present, with the obvious exception of the offender, carry stout branches, sticks or rocks. The rite commences

in earnest with the declaration of grievances; the elder states his full name, the offense (often in shameful detail) and the full name of the accused. When he has finished, the punishment begins. The violent heartfelt howl loosed by all is the signal for the youngster to start his run. Feet slashed by stony shards, body bruised by clubs and hurled rocks, the guilty one must reach the end of the gauntlet. At the far end, between agony and freedom, stands the elder, weapon of choice brandished. If the cub has comforted himself well, the elder may refrain from taking a shot himself. The European version of this rite is somewhat less ritualized and consists mainly of vicious pummeling; the stony shards are replaced with broken glass.

System: The ritemaster must make a Charisma + Rituals roll against a difficulty of his own Rage to stop the ceremony from turning into a bloodbath and bringing more shame down upon the heads of the sept.

Rites of the Pure Ones

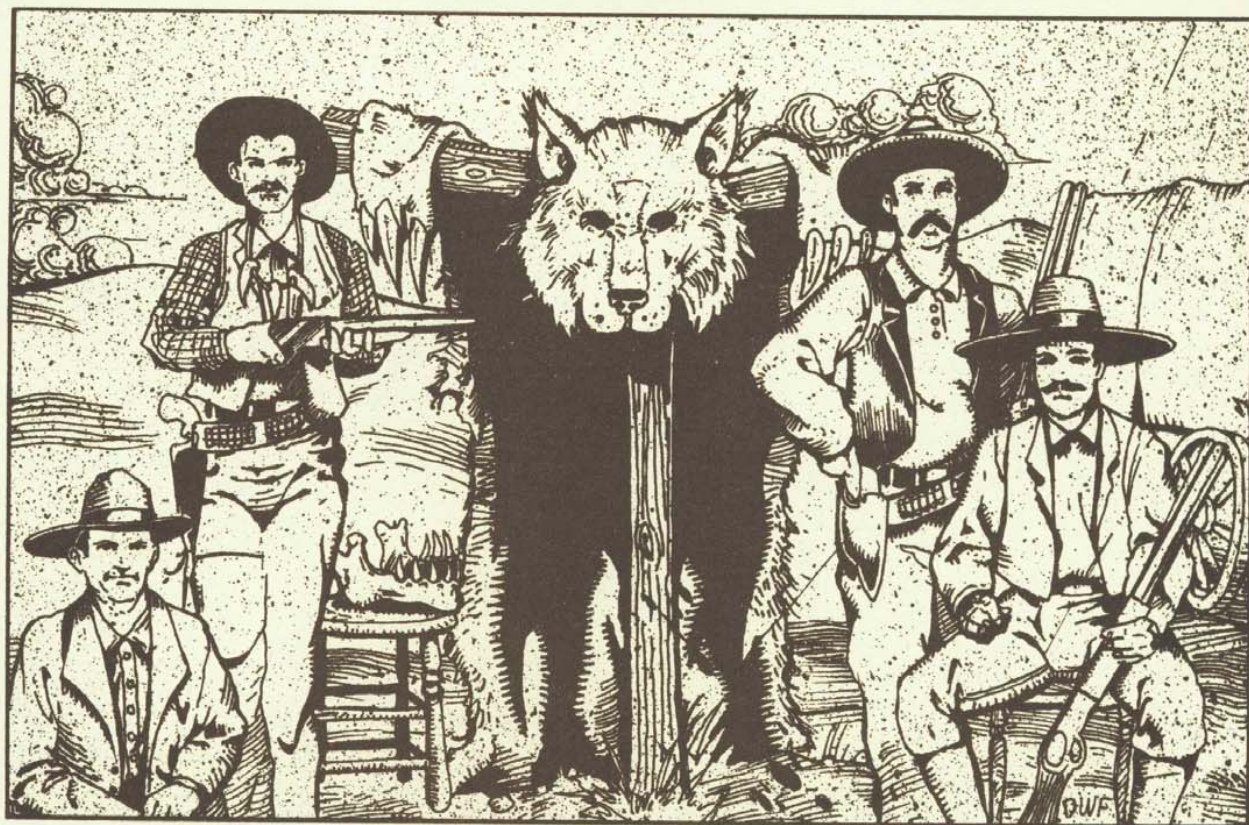
The following rites are examples of some of the ceremonies that are peculiar to the Uktena and Wendigo. These rites are common to some Pure One septs, and many others practice variations. Often more elaborate and intricate than rites from the Old World, they are examples of the lengths which werewolves must go to convince and cajole the capricious spirits of the West.

System: The ritemaster's role is always that of leader of a pack (or more) of Garou in these rites. She must convince the spirits involved with words, actions and meticulous preparation. The roll is Manipulation + Rituals against a difficulty of 7. Although these rituals are highly complex, the results of failure are generally not catastrophic.

Seam Between Worlds

Level One

This rite was devised by the Pure Ones as soon as they realized what colonization would mean to them, Gaia and the Umbra. It is used to inspire fighting spirit, to warn pups and in attempts to convince the Europeans of the wrongness of their actions. The rite must be enacted within sight of the actual boundaries between "settled" lands and native country. A branch is taken from the oldest tree in the bawn of the caern and wrapped in copper wire. The ritemaster uses this talisman to draw a line in the dirt paralleling the frontier. All present step into the Umbra, where they behold a vision of the frontier itself, palpable and terrifying. A roiling line, glowing with freakish energies, it eats away at the yet-untouched spirit realm, leaving behind a blasted, web-filled parody of the land that once was. Most horrifying of all, the seam's movement is visible, slow to be sure but relentless and implacable. Any Garou who allows the creeping wall to wash over her will notice a unwholesome change in herself, as if a healthy shine was replaced with an oily film. Some Old World Garou see the changes wrought as a fine sheen of progress and coherence.



System: The ritemaster must make a Manipulation + Rituals roll against a difficulty of 7, and can't use more dice than she currently has in Gnosis. All other Garou must successfully step sideways. The effects on non-Pure Ones are intangible and depend on the individual; Pure Ones have their Rage replenished and their commitment reaffirmed.

Facing the Final Journey

Level Two

Death comes to the Garou often, frequently painfully and all too suddenly. Yet a Garou might have an inkling of his coming demise. When a Garou knows he may be about to die, this rite is indispensable. It reconciles the doomed Garou to his fate, allowing him to calm his dread, collect himself and marshal his resolve. The subject and ritemaster together must construct a small hut from baked clay in a secluded locale. Both now enter, and a volunteer seals the entrance with more clay. At the center of the interior is a deep firepit; the supplicant bestrides the pit and the fire is lit. Howling a long, low keening of mourning, the ritemaster presents him with a specially prepared draught. This potent mix of spirit blood, rattlesnake venom and peyote soon puts the Garou into a trance. He spends the rest of the long hours of the ritual straddling the flames and slipping in and out of the Umbra as his trance waxes and wanes. The closed environment in the hut is especially important to this ritual. The concentrated, smoky air evokes Gaia's breath, the fire personifies Rage and the spirit of Gaia is given form by the potion.

The ritemaster slowly recites a prepared speech, recounting the story of the Garou's life, reinforcing his sense of pride and worthiness as a servant of Gaia. The rite doesn't touch on the doomed one's future, but the knowledge that one is facing probable death, having lived a worthy life is certainly empowering. At the rite's completion, the subject breaks out of the hut, shattering the clay in a symbolic rebirth.

System: The ritemaster must make a Manipulation + Rituals roll, difficulty 7. For each success, the recipient receives a temporary point in each of Willpower, Rage and Gnosis. A botch indicates the ritemaster's narration touches on painful or unfortunate memories, driving the Garou into depression; the subject loses a temporary Willpower point for each botch.

Rites of Renown

Enacted to acknowledge accomplishment or achievement, rites of Renown bestow honor and praise upon Garou who have earned them. Sometimes these rites involve tests, making a rite both trial and reward. On the frontier, not all recognize the status conferred by such a rite.

System: The ritemaster, having judged the recipient worthy to undergo the trial or receive the honor, must make a Charisma + Rituals roll (generally against a difficulty of 6).

Rite of Accomplishment

Level Two

When a werewolf has distinguished herself by her words and deeds, her sept enacts this rite to honor her accomplishments and call upon the spirits to acknowledge her Renown. An elder calls the subject forward, just as he might summon her to face punishment or censure. As she advances, the elder recounts a list of her recent deeds, and tells the sept that the Garou has rightly earned her standing. With that, the ritemaster enacts the Rite of Accomplishment, allowing any others who desire to step forward and speak on the recipient's behalf to do so. In conclusion, the elder says something along the lines of, "She is made greater in her tribe, her sept, and among all the People. Let this be known."

System: This rite converts 10 points of temporary Renown in a category into one point of permanent Renown. The difficulty is only 4; 6 if another werewolf disputes the rite (see below). Only one success is necessary, but the spirits consider failure a sign of the subject's unworthiness, and grant signs of the applicant's failing to the ritemaster. If the roll botches, the sept realizes that something must be truly wrong, and the applicant must undergo a penance before anyone will perform this rite for her again.

Sometimes, though, another Garou doubts the applicant's worthiness, and disputes the rite. This practice is particularly common among Shadow Lords, who want to ensure that only the truly worthy are granted such an honor. All a werewolf need do to dispute the rite is to heckle the ritemaster and applicant, brazenly pointing out the negative qualities of the applicant. The insulted applicant must make a Rage roll; if she frenzies, the rite ends. But if she keeps a cool head, and the rite succeeds anyway, then nobody can rightfully question her worthiness for at least three moons; her septmates are forbidden to dispute any Rites of Accomplishment enacted on her behalf for the next month and a half.

Rite of Passage

Level Two

The first rite any werewolf ever participates in is his own Rite of Passage. Although the rite is easy to perform, ritemasters are chosen carefully for this rite. Garou understand the critical nature of the ceremony, and the impression it makes on cubs. During the rite, which may last for several days, the young werewolf undergoes trials which are designed to prove his worth to the pack, to the sept and to the tribe. These trials, often undertaken by a pack of young Garou, are decreed by the ritemaster at the opening of the rite. A wise ritemaster chooses trials that are both challenging and attainable, stressing upon the young cubs the difficulties facing their kind, but not disheartening them with impossible tasks.

The tests themselves vary from tribe to tribe and ritemaster to ritemaster. Some stress individual achievement, notably those of the Get of Fenris and the Stargazers. Other tribes prescribe goals which can only be achieved through pack coherence and cooperation. On the frontier, as the war reddens and scars deepen, some ritemasters subscribe to the ugly practice of sending their cubs across the frontier (from either side) with various missions of mayhem and destruction. Needless to say, this practice is discouraged by responsible sept leaders.

If and when the cubs are successful, the ritemaster completes the rite, often inscribing them with a ritualistic tattoo or scar to indicate their full membership in the sept and tribe (although they remain cubs in the eyes of their elders). If the cubs fail they are generally offered a second chance. Few tribes allow their cubs a third such rite, and those who fail twice are lucky to survive.

Brand of Honor

Level Three

The deeds of Garou on the frontier are as bold and powerful as the landscape itself. The septs who live there exist in a rough environment, with little subtlety or finesse. This rite has been developed by these frontier Garou. Although the practice was begun by the Get of Fenris, it has caught on among Garou on both sides of the frontier. The rite is performed to commemorate a great and invaluable deed by a single Garou or, less often, an entire pack in the service of a caern.

Each caern that practices this rite has its own brand, a variant of its pictogram forged in iron. The hero is summoned into the caern's bawn, where the brand is heated in a ceremonial fire. At the closing of the rite, the caern's brand is burned into the Garou's shoulder, marking him forever as a champion of the sept. Some werewolves have taken to wandering the frontier looking for opportunities to perform deeds which are worthy of these brands, and collecting them.

System: The ritemaster need make no roll to successfully enact this rite. The Garou so rewarded sustains an aggravated wound and must make a roll to avoid frenzy. If the roll is successful, the werewolf gains 2 points of temporary Glory. Any subsequent brands achieved from different caerns by the same Garou are worth an extra point of temporary Glory (i.e., the second brand is worth 3).

Seasonal Rites

Performed at special times in the annual cycle of Gaia, these rites are highly variable between septs, packs, tribes and places. Each has its own local seasonal influences and requirements, and the rites have been adjusted over time to accommodate these. These rites have a critical social and spiritual function in the affirmation of a Garou's connection to Gaia and Her seasons.

System: Each rite can only be successfully performed at the proper time of year. Although the specifics vary, the required roll is Stamina + Rituals. The difficulty is 8 - the level of the caern where the rite is held.

Rite of the Equinox

Level Two

This is not so much a specific rite as a generalized description of the celebrations that Garou hold at the turning points of the year. Among the tribes and septs, different emphasis is placed on different celebrations. The ritemaster is generally the caern leader, and all Garou participate in the rite. These celebrations signify the renewal of the Garou's duty to and faith in Gaia.

The night of the winter solstice, the longest night of the year, is a solemn time for the Garou. The emphasis of the festival is on vigilance and duty, and its passing is denoted by a night-long vigil over the caern and its environs.



The spring equinox is a festival of rebirth among many humans as well as the Garou. Kinfolk mix with Garou on these nights, and many cubs are conceived on the equinox. Inevitably, the festivities stretch long into the night.

Midsummer is a serious occasion which is connected to the Garou's strength and power. The rite involves many tests of ability, and contests between members of the sept. Laced in recent times with political intrigue, this rite is recognized as an appropriate time to challenge leaders and elders, and has been known to descend into violence.

The autumnal equinox is a sad affair as the werewolves face the realities of the coming Apocalypse and their waning power, just as the year dies and looks toward winter. The ritemaster tells tales of old as Garou solemnly listen. Many bold and overly brave oaths are sworn during this rite as the sept members try to conquer the fear which threatens to overwhelm them.

Minor Rites

Spiritual creatures such as the Garou are constantly affirming their connection to the world at large, its cycles and currents. Almost every werewolf knows a few minor rites, small prayers to Gaia and other superstitions. Generally these rites involve only one werewolf, who performs the ceremony in private.

System: These rites can be purchased at one half the normal Background cost: One point of Rites Background grants two learned Minor Rites. They take only a fraction of the time to learn and enact than other rites do, and quickly become part of a werewolf's daily routine.

▼ Tear for the Prey

Although the spirit of the hunter is strong in the Garou, most try not to blindly kill, or slay for no reason. This rite allows a werewolf to make peace with the spirit of a being he has just slain, either in battle or in the hunt. The Garou must take time to kneel over the corpse and close his eyes, silently thanking the spirit as it departs the body. This rite is never performed over slain Wyrms-things.

System: The player must make a Charisma + Expression roll to be sufficiently eloquent to console the fleeing spirit. The difficulty is 6 if the Garou needed to kill to survive; 8 otherwise. If he is successful, the spirit is mollified and understands that the werewolf needed to take its life. If the Garou fails, or does not bother to perform this rite over his kills, Naturae begin to mistrust the Garou and all Primal-Urge rolls in the wilderness become one higher in difficulty as the Garou is ostracized by the natural world.

▼ Hunt Blessing

Before any hunt, the werewolf takes a moment to solicit Gaia's grace and to praise Her and all Her works, principally Her creatures. The Garou must choose a talisman to hold her prayers; it may be a trophy of combat or an item of clothing, but it must be carried on the hunt. This rite has almost as many different forms as there are individual Garou, but it's always performed immediately before the hunt, and in private.

System: Once this rite has been performed before each hunt over three full cycles of the moon, the werewolf receives an additional die in all tracking rolls. This boon lasts as long as the Garou continues her prayers. If she hunts without praying, her run is broken and she must commence again.

▼ Hail the Sun

The werewolf sings out a joyous welcome at dawn, following the sun's long journey through the darkness beneath the world. The werewolf howls an elaborate ululating greeting while squatting atop the nearest high ground. The tones, rhythms and duration vary with the season.

System: The adherent must greet the returned sun for nine consecutive days. At high noon on the ninth day the Garou is granted increased sensitivity to Wyrmspawn or Wyrms-taint; he receives an additional die when attempting to sense any evidence of the Wyrms. This ability is available as long as the sun is in the sky. The benefit continues as long as the sun receives his praises. If the character misses a day, the rite must begin anew.

▼ Welcome Luna

This greeting must be performed at Luna's zenith. When she reaches her peak, the Garou must howl as loudly as possible to attract her attention. The moon's phase determines the length of the howl; the fuller she is, the longer the howl.

System: By performing this rite each night for one complete phase, the Garou gains one die in all social dealings with werewolves of that auspice. This blessing takes effect the next time the moon is in the phase in question.

▼ Prayers for Rain

This rite can be enacted by a single werewolf or a pack. Dancing in circles and pleading to Gaia, the Garou tries to bring rain. Her pleas take whatever shape she thinks might convince Gaia, from the ritualistic poetry of the Silver Fangs to the conversational supplications of the Bone Gnawers. Each Garou tends to have a personal theory about what works best.

System: Although there is no roll as such, and also no hard evidence that this rite works, it does seem to rain more often in the days following its invocation. Repeated rites over several days seem to have an increased likelihood of bringing rain, though in some of the more severe desert areas, no amount of pleading is enough.

▼ Chant of the Run

This rite is used in the New World before any long journey. The werewolf stamps and shuffles in one spot while turning a slow circle, face toward the horizon. All the while, she chants to Gaia, entreating Her for guidance on the coming trek. Upon completing a full circle, the Garou steps through the Gauntlet. Glowing footprints across the Penumbra indicate the best path to take.

System: If the rite is performed at the start of each day, the knowledge of the best place to set one's paws makes any difficult journey considerably easier. The werewolf gains an additional die in any travel-related task. This might be Stamina + Survival to maintain a steady pace through difficult territory, or Intelligence + Occult to navigate by the stars.

Renown

A Garou's Renown is measured in three distinctive areas: Glory (physical prowess, boldness in the face of danger and victories in combat), Honor (a Garou's sense of duty, ethics and morals) and Wisdom (erudition, patience, cunning, insight and spiritual balance).

Renown isn't meant to work like experience points; it's a roleplaying system. It represents cultural esteem, and measures how well a character lives up to his peers' and elders' expectations. A werewolf's Renown is therefore inextricably tied to his auspice, since his moon sign defines his expected role in society. While a character can gain experience from actions that contradict his auspice role, he will probably not gain much Renown by doing so. Werewolves respect Renown, and are expected to honor individuals who have proved themselves particularly courageous, honorable or wise. Sarcastic backtalk to one's betters usually earns one frequent losses of Honor, and often Wisdom as well.

Renown comes in two forms: the Renown rating (shown in dots), which measures the character's permanent Renown, and the Renown pool (shown in squares), which shows how many temporary points have been gained. Each character has a separate rating and pool to represent Glory, Honor, and Wisdom. Unlike the Rage, Gnosis or Willpower pools, a Renown pool can exceed Renown rating. Permanent Renown is a mostly static thing, fluctuating only in dramatic circumstances. Temporary Renown is much more fluid and fluctuates a lot.

Gaining Renown eventually allows a Garou to rise in Rank. For more information on this process, refer to Chapter Eight: Systems.

Beginning Renown

Garou characters begin with three dots of permanent Renown, distributed according to auspice (see the *Rank Chart* on pg. 229). This Renown has been gained over the course of the werewolf's Rite of Passage; if the Storyteller plans to roleplay this rite, players should not assign this Renown until the rite is completed. Once this Renown is assigned, the characters are considered to be Rank One.

Glory

Gaining distinction among one's people by winning brutal battles and accomplishing great things is the path of glory. Garou with high Glory ratings possess larger-than-life reputations, and carry themselves in a heroic manner, earning reverence from other werewolves. Glory is the respect an individual is given for martial prowess and brute ability to get things done. Werewolves gain Glory only by accomplishing great deeds.

Glory Creed

(as stated by Cyrus Canyon, Fianna Ahroun)

I'll be brave.

I'll do what I say I'll do.

I'll help other folks out when I can.

I'll look out for them that's not strong enough to do it for themselves.

I'll stomp the crap outta the Wyrn.

Honor

Honor is integral to the Garou's adherence to the laws of their own society. It is a combination of pride, dignity and personal integrity. Gaining Honor among the Garou is a recognition of one's dutifulness, honesty and steadfastness. As such, it is a sign of deep respect and a source of immense pride.

A person of Honor holds to the highest moral standards and ethical principles, standing firm in the face of adversity, danger or temptation. The most honorable actions are those taken despite all detriments, and even in the face of absolute defeat. Honor denotes a refined sense of, and a strict conformity to, a rigid code of conduct — the Litany. Deceit and fraud aren't viewed kindly in those seeking Honor. What's more, Honor is also imperiled by frenzy, as a berserk werewolf is likely to do all sorts of things that might prove dishonorable.

Code of Honor

(as stated by Cyrus Canyon, Fianna Ahroun)

I'll show respect to most.

I'll be loyal to the folks I care about.

I'll be fair-minded.

I'll keep my word.

If someone thinks they can prove something to me, I'll give them that chance.

Wisdom

Although everyone gives a werewolf with Glory room, and Honor is a fair measure of a person's character, the Garou with high Wisdom is given an uncanny amount of deference. Sometimes the path of Wisdom conflicts with the demands of Glory, but the greatest heroes, even among the Get and Wendigo, have always been able to balance both. A person with high Wisdom is thought to possess keen judgment and strong discretion, as well as a certain eloquence and an ability to see truth and falsehood.

Wisdom is gained only by proving one's judgment and knowledge in the midst of crisis.

Creed of Wisdom

(as stated to Cyrus Canyon, Fianna Ahroun, by Chattering-Bird-Who-Foretells-Snow, Cherokee-Uktena Theurge)

Always keep a peaceful heart.

Seek the proper wisdom of each moment.

Do not abuse the many gifts of the world; keep respect and a grateful heart.

Mercy is a greatness of spirit; never forget this.

Think before you act and watch before you think.

Renown Rolls (Optional)

Renown rolls can be used to simulate Garou society's reactions to a character. Such rolls are particularly useful during social situations. The Storyteller can have a player make a roll based on a Renown rating, or roll a character's rating to surreptitiously check how far the werewolf's fame has spread. Some examples are described below by category of Renown.



Glory Rolls

A Glory roll may be used to determine whether or not a character (and/or his pack) is allowed to accompany a posse or to requisition combat equipment. It is also a measure of how "famous" the Garou is, for those with high Glory are those discussed in tales around the fire. A Glory roll may also influence Garou in leadership positions and may affect situations when a character is leading other Garou. Characters with low Glory aren't well-known, and those with no Glory at all are often dismissed as spineless whelps.

Honor Rolls

An Honor roll may be used to determine whether a character is considered trustworthy and honest, as well as whether others believe he adheres closely to the Litany or not. Honor is of great importance when dealing with elders, for it is Honor, not Glory, that impresses these old ones. Honor rolls may also determine how equitably the character is treated in certain circumstances, and the Storyteller may even allow an Honor roll for a character who might need a "sense of honor" about something. Those with low Honor scores are viewed with suspicion; those with no Honor at all aren't trusted any farther than arm's reach.

Wisdom Rolls

A Wisdom roll may be used to determine whether Garou society considers a character wise or spiritually attuned. It's of utmost importance when a character seeks to gain secrets about the Garou. It can also be used to see whether a werewolf is trusted with a sacred fetish or allowed to attend a special moot. Those with low Wisdom scores often have their questions met with stony silence; those with no Wisdom at all are viewed as buffoons who might be dangerous to themselves or to others.

Rank

Where Renown accords what a werewolf is notable for, Rank is the very definition of who's a doer and who isn't. The tribes' greatest secrets are taught only to those Garou who have truly proven themselves worthy, and the best way to do this is by gaining Rank. Nothing earns respect more than a high Rank; such werewolves have proven time and again that they are the most competent and steadfast servants of Gaia.

All characters begin at Rank One, and may increase Rank thereafter by earning Renown. Gaining Rank is fully discussed in Chapter Eight: Systems.

Benefits of Rank

♥ **Gifts:** When a Garou attains a new Rank, he gains the opportunity to learn more powerful Gifts. To learn a Gift, a character must not only possess the required experience, he must have a Rank equal to or higher than the level of that Gift. The spirits' trust isn't earned by life experience, but by deeds. The greatest secrets are reserved for the greatest and most trustworthy Garou.

♥ **Respect:** Werewolves of low Rank are expected to defer to those of high Rank, particularly those within one's tribe. Werewolves of notable Rank (3+) are actually known throughout Garou society.

♥ **Challenges:** Rank is also a factor in who may honorably challenge whom. A Garou may only challenge another Garou if there is not more than one Rank's difference between them. Any deviation from this will cause the challenger to lose temporary Honor (and possibly Wisdom, if he's picking a fight way out of his league).

♥ **Responsibilities:** Garou of high Rank are expected to lead, protect, and often mentor low-Ranked Garou; guard the caern from invaders; and undertake great quests to further the sept and tribe.

♥ **Self-Control:** Rank, as the sum of a Garou's Renown, also indicates the "virtue" of that Garou. Werewolves of higher Rank have, by their deeds and experiences, tempered themselves to the point that they are less likely to frenzy. The chart below gives the frenzy bonus a Garou gains with each Rank.

Rank	Frenzy Bonus
0	—
1	—
2	—
3	+1 to frenzy difficulties
4	+2 to frenzy difficulties
5	+2 to frenzy difficulties; 5+ successes needed to frenzy
6	+2 to frenzy difficulties; 6+ successes needed to frenzy

Rage

Werewolves are, at heart, creatures of instinct and hot blood. They have a connection to a primal side of life that humans just can't understand. They're constantly at war, and their emotions fit their role. Garou have no time to get complacent or lackadaisical — they literally live on the edge of the abyss. Alas, like many good things, this has a less-appealing side as well.

Rage is a measure of a character's passion, as well as his capacity for all-consuming fury. It's the violence and ferocity and lust that churn directly from the dark wells of primeval instinct, the unreasoned terror of the unknown, and the hot-blooded hatred of that which destroys and despoils all that the Garou loves. It's every dark and bloody impulse, every savage thought, every headlong dive into madness possible, all restrained solely by the werewolf's strength of will.

Rage is important to the Garou; when channeled, it allows them to perform extraordinary feats, but when it seizes hold of the mind, it can move them to deeds they later regret. Rage is also the force that allows them to shapeshift between human and wolf.

Whatever its origins and nature, Rage dominates a Garou's attention and energy. Much of a werewolf's existence is spent trying to direct her Rage to good purposes, while trying desperately to harness the dark impulses it brings.

Rage comes in two forms: the Rage rating (shown in dots), which indicates your character's permanent Rage, and the Rage Pool (shown in squares), which indicates how many Rage points your character has left to spend. The Rage Pool can never be greater than the Rage rating. When you use a point of Rage, you remove a square from your character's Rage Pool, not a dot from his Rage rating. The rating remains constant, while the Pool is depleted during the story.

Using Rage

Rage points may only be expended during the initiative stage of a turn (see Chapter Nine), and only during times of stress (for examples of such times, see *Stress*, pg. 260). Rage has a variety of effects and uses in **Werewolf**:

♥ **Extra Actions:** A Rage point may be spent to take an extra action. A Garou may not use more Rage points in a single turn than her Dexterity score. See *Multiple Actions*, pg. 234.

♥ **Changing Forms:** A Rage point may be spent to assume any desired form instantly, without requiring a Stamina + Primal-Urge roll.

♥ **Recovering From Stun:** When a Garou loses more Health Levels in one turn than his Stamina rating, he is stunned and can't act for another turn. However, the character may spend a Rage point to ignore this effect.

♥ **Remaining Active:** When a Garou falls below the Incapacitated Health Level, he may elect to make a Rage roll in an attempt to remain active. The difficulty of this roll is 8. Each success instantly heals one Health Level — even if the wounds are aggravated! However, a Garou may attempt this roll only once, and if it fails he does not recover. Also, as with any Rage roll, the risk of frenzy is ever-present.

There's an extra hazard for drawing on one's anger to remain active. If the roll succeeds, the Garou must roll an extra die on his Battle Scars roll, adding the results of the two rolls (see *Battle Scars Chart*, pg. 221).

♥ **Frenzy:** Frenzy is the primary danger of Rage. It's the violent bloodlust that surges over Garou minds in times of great passion, hunger or conflict. Whenever a character makes a Rage roll and scores four or more successes, he enters a frenzy. See *Frenzy*, pg. 221, for more details about the causes and resolutions of frenzies.

♥ **The Eyes of the Wolf:** For every point of Rage above his Willpower rating, a character loses one die on all rolls involving social interaction with non-Garou. The wolf-spirit is simply too near the surface, and the werewolf's presence discomfits and even frightens those around him.



✦ **Losing the Wolf:** If at any time a Garou has neither Rage nor Willpower points, he has "lost the wolf" and can no longer gain Rage. He cannot transform into any form but that of his breed until he once again possesses Rage. He must first regain at least one Willpower point before he may regain Rage. See *Willpower*, below.

Gaining and Regaining Rage

Rage Pools will fluctuate constantly during a **Werewolf** game, as characters use Rage to gain extra actions, change forms, etc. Rage points are regained in one of the following ways:

✦ **The Moon:** When the character first sees the moon at night, something stirs deep in his soul. The character gains one Rage point under a new moon, two points under a waning moon, three points under a half or waxing moon, and four points if the moon is full. If the moon corresponds to the character's auspice, he regains all of his Rage. This occurs only upon first seeing the moon on any given night. For this reason, Garou with high Rage ratings are best left alone or treated cautiously during their auspice moon. Full moons are literally the nightmarish times of legend, as the high-Rage Ahrouns are tempted to just cut loose and destroy by even the smallest things. More than one small frontier town has vanished from the map on a full moon....

✦ **Botch:** At the Storyteller's discretion, a character who botches a roll should receive a Rage point to represent frustration, provided the situation is stressful enough. Remember that social situations can be as stressful as combat, and a botched roll is even more frustrating during some social circumstances.

✦ **Humiliation:** The character may gain a Rage point during a particularly humiliating situation. The Storyteller, not the player, judges whether or not the humiliation is enough to award a point. Werewolves do *not* like being laughed at. This can be combined with the rules above for botching—a werewolf who screws up in public is likely to become quite irate.

✦ **Confrontation:** At the Storyteller's discretion, a character may receive a Rage point after the first turn of a confrontational situation, just before combat really begins in earnest, or in any really tense roleplaying situation. This represents the anticipation of danger, the raising of hackles as anger rises to the surface.

✦ **New Stories:** At the beginning of each new story, each player should roll one die to determine how many Rage points the character has (up to her Rage rating). The points could be more or fewer than those possessed at the end of the previous story. This represents the inconstancy of Rage, as the anger can fluctuate wildly over a number of days or as the moon turns.

The player is free to explain the Rage loss or gain, fleshing out the life of his character between stories. If the stories are creative or the excuses inventive enough, the Storyteller might be more liberal with Rage points in the future, or might even add points to the roll. If a player complains that her character doesn't have enough Rage, she shouldn't worry—her character will get it back when her auspice moon is in the night sky.

Gnosis

Gnosis represents the link between the Garou and the Sacred Mother; it's the spirit half of a werewolf that balances out the flesh. Gnosis is the key to understanding the spirit world and the cycles of Gaia.

Gnosis allows werewolves to interact with the entities and objects of the spirit world, for Gnosis is the literal substance of spirit. Without Gnosis, one can't contact the spirit world at all. Low Gnosis scores make it difficult to touch the Middle Lands, while Garou with very high Gnosis scores may find that the

boundary between the worlds of spirit and matter blurs, making it difficult at times to distinguish what is spirit and what is not.



Gnosis, like Rage and Willpower, comes in two forms: the Gnosis rating (shown in dots), which represents your character's permanent Gnosis, and the Gnosis Pool (shown in squares), which indicates how many Gnosis points the character has left to spend. The Gnosis Pool may never be greater than the Gnosis rating. When you use a point of Gnosis, you remove a square from your character's Gnosis Pool. The dots in your Gnosis rating remain constant, while the Pool is expended during the story.

Using Gnosis

Gnosis can be used to do a variety of things, all related in some way to nature or the world of spirits.

♥ **Using Gifts:** Many Gifts require either a Gnosis roll or an expenditure of Gnosis points.

♥ **Fetishes:** Gnosis is used to attune to or activate a fetish.

♥ **Rage and Gnosis:** You may not spend Gnosis points or make a Gnosis roll in the same turn that you use a Rage point or make a Rage roll (though certain Gifts are exceptions to this rule; Might of Thor, for instance). Tapping white-hot anger tends to bollix one's spiritual concentration a mite.

♥ **Carrying Silver:** For each silver object he carries, a character effectively loses one point from his Gnosis rating. Some objects cause him to lose more. This is only temporary, lasting about a day after the silver is discarded. A character can also be penalized for any silver objects carried by his companions. For more information, see *Silver*, pg. 219.

Gaining and Regaining Gnosis

There are several different ways in which characters may regain spent Gnosis points.

♥ **Sacred Hunt:** Garou moots often involve a sacred, ritualistic hunt for the good of the sept and the caern. The prey, an Engling spirit, is summoned and then hunted down, either in the Umbra or on Earth. After it is "slain," the Garou reverently thank it for giving of itself, thereby allowing the Garou more power in their battles against the Wyrms. All participants in the hunt have their Gnosis Pools completely replenished. Because of the rites performed during this hunt, the Engling is not actually destroyed, instead Reforming elsewhere in the Umbra. See the Appendix for details on Englings.

♥ **Bargaining with Spirits:** Characters may attempt to find a spirit, such as an Engling, on their own and try to convince it to give them some of its Gnosis. The characters must be able to communicate with the spirit (the Gift: Spirit Speech is required), and the spirit will ask a small sacrifice in return, such as a short quest or other favor.

♥ **Meditation:** A character may regain Gnosis by spending time in meditation. He must spend at least an hour doing so, remaining in one place and focusing on matters of spirit; he may do nothing else during this time. The player then rolls

Wits + Enigmas (difficulty 8); one Gnosis point is regained per success. However, a maximum of one Gnosis point can be regained per hour that the

character spends in meditation, so if a character spent only one hour, but scored enough successes to regain three points, he still gains only one point. This form of meditation may only be done once per day, and the difficulty is increased by one for each extra day this is done within a week (maximum difficulty of 10). Meditation doesn't come easy to all cultures, and many Garou have to be taught how to look inward.

♥ **Between Stories:** Players are allowed to make a Charisma + Enigmas roll (difficulty 6) between stories. Each success indicates one Gnosis point regained.

Willpower

Willpower measures the character's ability to overcome the urges and desires that might otherwise control his behavior. It's probably the most self-explanatory of the three "Finishing Touches" Traits — it's pluck, orneriness and strength of will, pure and simple.

Willpower, like Rage and Gnosis, comes in two forms: the Willpower rating (shown in dots), which indicates your character's permanent Willpower, and the Willpower Pool (shown in squares), which indicates how many Willpower points your character has left to spend. The character's Willpower Pool may never be greater than his Willpower rating. When you spend a point of Willpower, you remove a square from the Willpower Pool, not a dot from the Willpower rating. The rating remains constant, while the Pool will be depleted during the story.

The Willpower Pool will fluctuate greatly during the course of a story. It is decreased by one each time the player uses a Willpower point to have his character do something extraordinary, such as retain self-control or gain an automatic success. Eventually, the character will have no Willpower left, and will be unable to exert himself the way he could before. The character becomes mentally exhausted and can't rouse himself enough to give a tinker's damn.

- Spineless
- Milksop
- Half-Hearted
- Meek
- Settled
- Plucky
- Stalwart
- Diligent
- Bull-Headed
- Unmoveable

Using Willpower

Willpower is one of the most active Traits in *Werewolf*; there are a lot of ways to use or regain it. There's a powerful focus on Willpower in the game; you'll be paying a lot of attention to it, so you really need to understand the following rules.



▼ **Automatic Success:** A Willpower point may be spent to obtain one automatic success in an action. Only one point of Willpower may be used in this way per turn, but it does give a guaranteed success. In this way, it is possible to succeed automatically in any simple action just by concentrating. For extended rolls, the extra success can make the critical difference between success and failure. There are some situations in which the Storyteller may not allow this use of Willpower.

▼ **Uncontrollable Urges:** At times, the Storyteller may tell you that your character does something because of instinct, primal urge or gut reaction ("You lose your head and attack the miners."). You may spend a point of Willpower to negate this and do as you please. The impulse might return, however, and you may have to spend another Willpower point to keep fighting the urge. Sometimes it will return more times than you have Willpower, while at other times you may completely overcome the desire.

▼ **Halting Frenzies:** A character who rolls four or more successes on a Rage roll flies into a frenzy, unless he makes a successful Willpower roll to keep his head and control himself. For more information, see *Frenzy*, pg. 221.

Recovering Willpower

Characters recover their Willpower whenever they are able to rest or get a chance to restore their self-confidence. It's up to the Storyteller to decide when and how a character recovers Willpower.

Listed below are three ways in which a character may recover spent Willpower points. This does not affect the Willpower rating, which may only be changed through experience.

▼ At the end of a completed story (not a game session), characters regain all their Willpower Pools, up to the amount of their Willpower ratings. The Storyteller may wish to restrict this recovery to packs that have at least retained some modicum of dignity or who have achieved at least a partial success in the story; e.g., "You ripped the Banes to shreds, but didn't manage to save the Brookshire ranch from the fire. Things could've gone better, but they could've gone worse too. Regain all your Willpower."

▼ (Optional) Your character achieves some notable success during the story, and the Storyteller figures this would cause him to recover his self-confidence, and thus all or some of his Willpower; e.g., "Even with three silver bullets in your belly, you managed to catch up to the train and rescue the children. Regain three Willpower points."

▼ (Optional) Your character fulfills some criterion of her auspice, thus regaining from one to three Willpower points, subject to Storyteller judgment. This must be achieved through roleplaying and approved by the Storyteller; e.g., "You're a Philodox, so your success in averting a battle with the other tribes filled you with pride. Regain two Willpower points."

If none of the above options suits your style of play, consider allowing characters to regain one point of Willpower after they wake up each day. It's simple, and it guarantees a steady recovery of Willpower.

Health

The Health Trait measures how hale and hearty a character is. There are various levels of injury, each applying a different penalty to the character thus injured. A character who is Hurt has one less die to roll on all his rolls, while a character who is Crippled has five fewer dice to roll. If this leaves the player with no dice to roll, then the character can't attempt that action.

A werewolf who is brought to Incapacitated by aggravated damage is very close to death; if he loses one more Health Level, he dies.

Of course, werewolves are creatures of impossible grit. They're a part of Gaia, and therefore part of the land itself. As Gaia's medicine workers against the Wyrms' sickness, they aren't as affected by the ravages of disease and injury as are other creatures.

[Though werewolves are often thought to be immune to wounds, in truth they just heal so quickly that they don't seem to get hurt. A Garou can automatically regenerate one Health Level each turn. However, if he is involved in strenuous or stressful activity, like combat, he must roll to do so (Stamina roll; difficulty 8). See *Healing*, pg. xx, for more details.

Garou do have one major (and unfortunately, not all that secret) weakness: silver. Wounds inflicted on a werewolf with a silver weapon can't be automatically regenerated. Similarly, injuries resulting from fire or the attacks of supernatural creatures (vampires, mockeries, other shapechangers) do damage beyond the realm of mundane threats. These wounds can't be regenerated automatically, either; they're called aggravated wounds, and are the bane of a werewolf's existence.

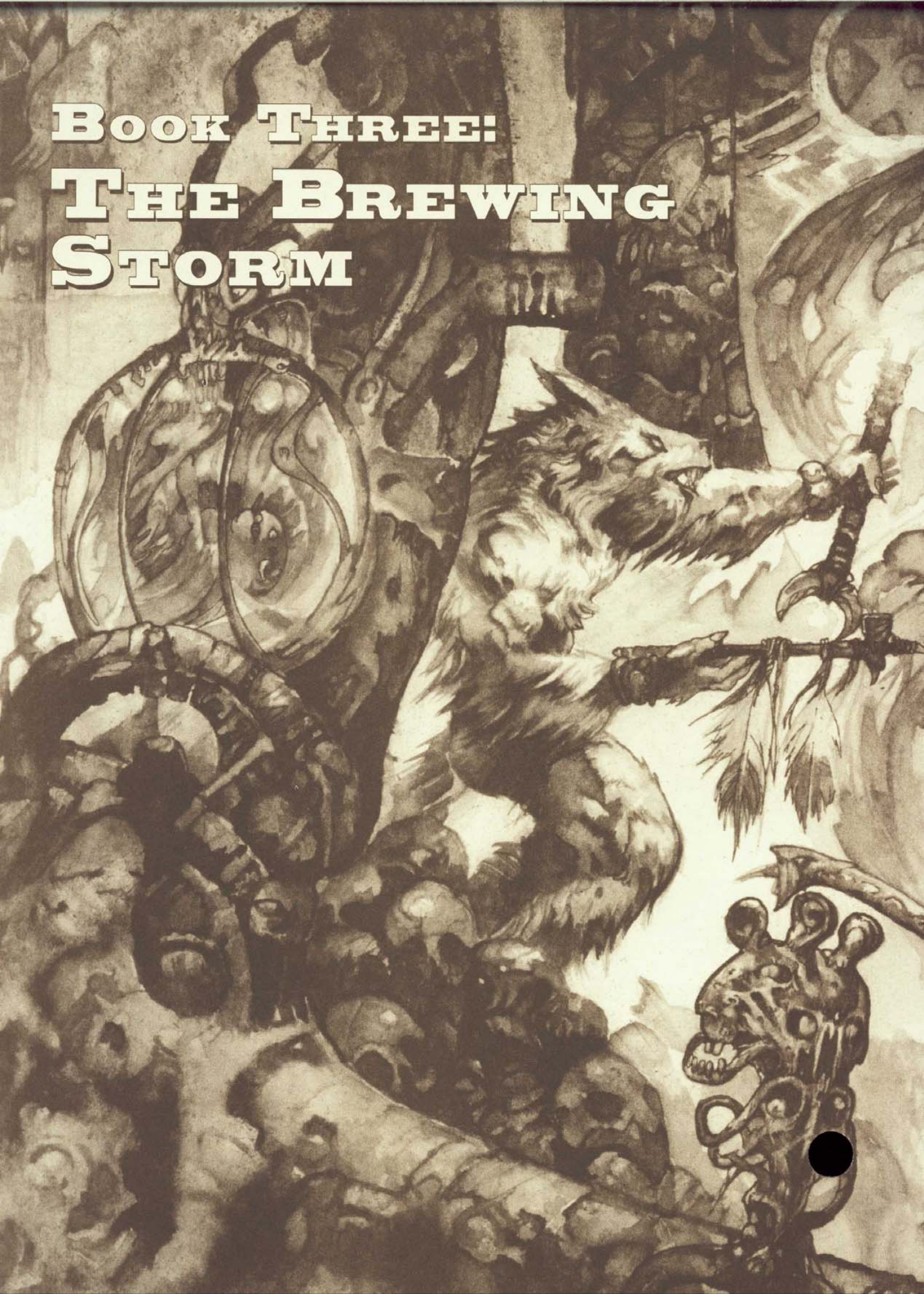
More details on taking damage and healing wounds can be found in Chapter Eight: Systems.

HEALTH LEVELS

Bruised:		You're scuffed up, but not hindered in any way.
Hurt:	-1	You're hurt a little, but still moving just fine.
Injured:	-1	You're hurting, but still moving all right.
Wounded:	-2	They took a piece out of you; you can walk but you can't run.
Mauled:	-2	You've been ripped up good and can barely keep on your feet.
Crippled:	-5	You're in real bad shape. The best you can do is drag yourself 'cross the ground.
Incapacitated:		You're down for the count, and can't move at all.



BOOK THREE:
THE BREWING
STORM



Dearest Clarissa Stop Am Safe Stop Dont
Be Afraid Stop Have Learned Many Things Stop North Country
Protectorate Very Wrong Stop Danger Greater
Than Any Imagined Stop Have Spoken With Many Elders Stop Our New
Pack Will Find Answers Stop Miss Baby
Jacob Stop Miss You Stop Love You Stop Home Soon
I Promise Stop Isaiah Stop







preserve its ties to Earth. Great storms rage through the Umbra, and clouds of darkness fall over many spirit lands. Angry spirits crawl across the Gauntlet seeking revenge for being disturbed. Some Garou tell tales that the physical world is cracked and the laws of nature no longer hold true in these broken lands. The spirit world of the Savage West has earned a new name. It is the Storm Umbra, and its fury knows no bounds.

The Umbra

The Umbra is made up of spiritual energy. In the First Times, the spirit world and the material world were one. After the Severing, a powerful barrier called the Gauntlet separated the two worlds. Each world cries out for the other, piercing the Gauntlet in many places to reunite. The Gauntlet is part of the Pattern Web, the structure of reality, and as such is too strong for the worlds to shatter. A few beings, such as the Garou, have the ability to break through the Gauntlet and pass on to the Umbra. Many spirits, benign or malevolent, also have the ability to reach the material world from the Umbra, and to act on their ambitions.

Anything one can imagine exists in the Umbra; some believe that everything exists in the spirit world in some form or another. Dimensional pockets called Realms float through the Umbra, and have their own physical laws. Some defy all logic and reason, but most Realms resemble Earth. They have ground, sky, sun, moon and stars, and convey a sense of up and down. Garou experience the Umbra with the same senses they use in the physical world — things just seem a little...sharper in the spirit lands. Colors are more vibrant; smells are more intense.

Some native Garou believe that the spirit world exists as it appears, but they also believe that a greater spirit world lies beyond the reach of the living. Werewolves of other tribes have more complicated views. The Stargazers believe that the Umbra is unknowable, for the traveler's own beliefs shapes her perceptions of the spirit world. Others believe that those closest to Gaia have the clearest awareness of the Umbra.

One portion of the spirit world, the Penumbra, closely resembles the material world. The influence of powerful actions, desires and beliefs seep through the Gauntlet into the Penumbra, molding the ephemera, or spirit material. Extremely powerful or repeating emanations travel beyond the Penumbra into the Near Umbra, where they coalesce into distinctive Realms based around ideas or concepts. The Deep Umbra is far too removed from the physical world to be affected by emanations. The members of the Triat — the Weaver, the Wyld, and the Wyrn — dwell in the Deep Umbra, separated from the rest of the spirit world by the Membrane.

Many spirits live in the Umbra. They have different shapes and powers. Purpose and meaning define the nature of spirits. Each spirit is an incarnation of its purpose, a meaning given substance. Some are evil, antagonistic beings, while others are allied with the Garou. Most werewolves divide spirits into two types: natural spirits related to Gaia, such as those of animals,



plants and wind; and supernatural spirits that serve other forces, such as monsters and Avatars of the Triat. Most spirits have no physical form and cannot exist in the material world without possessing or being bound into people, objects or creatures. Some spirits can harness enough spiritual power to create bodies for themselves. However, all but the mightiest of spirits find materializing exhausting.

One of the most powerful spirits in the Savage West is the Storm Eater. This ancient monstrosity grows more powerful with the arrival of the Wyrncomer Garou to the West. Once a potent Bane, it now fuses its essence with powerful Weaver energies, gaining enough strength to dominate the Storm Umbra.

The spirit world offers Garou a source of energy and a sense of renewal. Although born in the physical world, Garou have strong ties to the Umbra. Places where the Gauntlet thins are called caerns. Werewolves guard and tend these sacred sites where they can more easily perform their rituals and touch the Umbra. The spirit world offers hope and infinite possibilities for those who can resist the fear of the unknown and the formless.

Gaia vs. the Tellurian

The werewolves refer to all of reality as the Tellurian when they speak of the parts of the universe where monsters dwell and dark evil things spawn. When they emphasize the good and living parts of creation, they refer to all of reality as Gaia. Both Gaia and the Tellurian are the same — just with different emphasis.

The Garou believe that the whole of creation cannot be understood by any single mortal. The only way to comprehend the Tellurian is to become one with Gaia, the soul of the universe. Too much emphasis on the here-and-now spoils that unity; the way to reach Gaia and gain spiritual understanding is through the Umbra.

The Nature of the World

Werewolves call the center of the universe Gaia. She anchors creation, and all things come from Her. The Umbra surrounds and encompasses Earth, stretching out beyond this center of life. The Umbra has three distinct layers: the Middle Land, the Underworld and the Heavens. The Garou and all living things dwell in the Middle Land. Dead things, demons and monsters lurk in the Underworld, emerging only to terrorize the world of the living. The Heavens are distant and unfathomable. Powerful entities live in the Heavens, and bold travelers sometime seek out the powers above, but Garou belong to the Middle Land and should not seek things beneath the earth or in the sky.

Earth lies at Gaia's heart. The World Tree grows from the center of the Earth, stretching its branches up into the Heavens and digging its roots deep into the underworld. The North American tribes say that the World Tree grows on the back of a great turtle that swims in the great ocean of the Umbra. The shell of the turtle makes up the surface of the Earth.





All other parts of reality are composed or shaped by the Triat: the Wyrn, the Weaver, and the Wyld. In simple terms, the Wyld represents raw undefined potential — it is the energy of creation in constant flux. The Weaver takes the potential of the Wyld and gives it form and stability. Although the Weaver can't create on her own, she can give order to the creations of the Wyld. The Wyrn is the power of destruction that breaks down the forms of creation. The Wyrn removes the dead limbs from the World Tree and prevents stagnation — or at least, that's how it used to work. Now the Wyrn savages the whole of the World Tree, ripping apart living and dead alike, tearing at the vibrant as well as the atrophied. The relationship of the Triat moves the universe. If the Triat works in harmony, all things enjoy the blessings of Gaia. If the Triat conflicts, all suffer its ravages.

The Umbra is the place where truth lives. If the spirit can be healed, then the body will follow. The Garou believe that if the spiritual source of a problem is found and changed, then the problem is solved; cleaning the spiritual taint on Penumbral bluff cleans the physical-world bluff in turn. The Garou have an opportunity to fix the underlying causes of wrongs in the world, through the Umbra. Werewolves can alter destiny and shape reality; it's a heavy responsibility, but they take it on gladly.

How Things Began

It's impossible to put words to the truth of creation, for creation happened at a time before words. The wisest shamans say that a turtle surfaced on the great sea of eternity. The sun rose and warmed the waters, and so the turtle fell asleep. Raven dropped a seed on the back of the sleeping turtle and from there a great tree grew. The tree reached up into the clouds and the realms of the spirit. Dead things lived in the belly of the turtle, which became the realm of death. Although the specifics of this story differ in the telling, most Garou agree that this is very close to how things came to be.

The First Times

At the beginning of time, all of Gaia was unified and whole. Matter and spirit were one. The Triat was in balance, and the cycle of reality flowed without interruption. Individual creatures, both matter and spirit, lived in this harmonious whole. Although they possessed their own sentience, they understood their places and purposes in the universe. Happiness and sadness were parts of existence, and the first creatures shared their pleasures and pains with all of Gaia. In turn, they felt the joy and pain of the universe and suffered or celebrated with the rest of creation.

Life was eternal, but it was also ever-changing. Entities could take new forms and live new lives, but they could always restore their old consciousness and awareness. Nothing truly died; instead it existed in a cycle of eternal rebirth. This was the time of the "true Gaia," when all knew that they were of the Mother and Her universe. All was one, yet each individual maintained its own identity. Anything was possible and no limits bound creation. The Garou maintain that all living beings have a memory of this time of wonder within their souls.

The Severing

Then a great cataclysm shattered the Edenic tranquility of the First Times. Creation was torn apart; matter and spirit were ripped from each other. A great fossilized barrier, the Gauntlet, rose up between the spiritual and the material worlds. All beings screamed as one in agony and terror. Never again would they know the pleasure of the whole. Gaia was split, forever.

The werewolves maintain that all evil stems from this Severing of the spirit from the physical. Before that time, pain was an accidental warning of unintended consequences. After the Severing, Gaia learned anger and rage, which she passed on to Her children. There was death in the material world, and dissolution in the spirit world. Creatures learned to inflict pain on others for their own pleasure. Mortals and spirits knew fear and isolation. Utopia was destroyed.

Neither Pure One nor European can say for certain what caused the Severing. Some Garou blame the Wyrn, and say that the Severing came with the birth of the Wyrn itself. A few believe that when the Wyrn went mad, its berserk struggles were what tore spirit from flesh. Others believe that the Wyrn deliberately chose to sever the spirit world from the material world.

Most Garou lorekeepers say the Weaver went insane. She began to spin her Pattern Web faster and faster. The Wyrn couldn't keep pace with her, and the balance of things tipped in favor of order. The Wyrn struggled harder to destroy the Weaver's creations, but in a fit of blindness, it stumbled into the Pattern Web. As the Wyrn struggled to escape, it grew more and more tangled. Soon it was trapped for good. Unable to fulfill its purpose, the Wyrn fell prey to delirium. The mindless creation of the Weaver met random destruction by the Wyrn. The cycle was broken.

The imbalance shattered existence. The order and matter of the universe gathered in one world, while the creative spiritual energies coalesced in another. They still interacted, but the Gauntlet held the worlds apart.

Now most living beings, save for shapeshifters and some others, are separated from their spirits. Animating spirits keep mortals alive, but their true spirits lie in deep slumber unaware of the cosmos surrounding them, unaware of their true place and true purpose. The living can perceive and communicate with each other's bodies, but only rarely can their souls perceive each other and communicate. Many sentient beings have distant memories and can touch their spirits in dreams, but most of them cannot traverse the Gauntlet. They cannot reach the Umbra. They cannot regain their souls.

The Wolves that Walk Between the Worlds

The Garou can still cross into the spirit world. They retain access to the Near Umbra and the spiritual Realms that float within its boundaries. Although the Garou can penetrate the Gauntlet, they have yet to find a way to destroy the barrier and restore Gaia.





Werewolves may slip out of the material world into the Umbra. There is a danger, however, that each time a Garou passes between worlds, she may be caught in the wall between worlds. The Garou call the act of crossing the Gauntlet "stepping sideways."

Garou seek answers to spiritual questions in the Umbra. They hope to resolve the problems of the material world by untangling the true meanings and roots of those problems. A few werewolves seek power in the Umbra, but many travel to seek ways to reunify Gaia and restore the heritage of the Garou. Unfortunately, the grim realities of the Savage West lead many to think that if matter and spirit are ever reunified, it won't be in their lifetimes, or the lifetimes of their cubs. The Wyrn has grown too strong, and things look bleaker by the day

The Umbral Environment

Garou are the finest scouts and pathfinders of the Storm Umbra from the physical side of the Gauntlet. Werewolves open Moon Bridges to travel from one caern to another via the Umbra. The Garou step sideways into the Umbra and follow Spirit Tracks and Moon Paths.

Although werewolves are the best of Earth's Umbral wanderers, they are not the only beings who can enter the spirit world. Powerful shamans can enter the Umbra, as can mages who may or may not respect the spirit world. What's more, other shapeshifters can often navigate the Storm Umbra with varying ease; the few remaining children of Coyote, in particular, seem to have no trouble getting around in the spirit world.

The fury of the Storm Umbra has torn rents and fissures in the Gauntlet of the Savage West. Mundane creatures sometimes even accidentally stumble into the spirit world. Most humans who discover the Umbra don't live long enough to tell tales.

The Earth

Gaia sits at the center of the spiritual cosmos. Werewolves believe the Umbra radiates outward from the physical universe. The Gauntlet surrounds and permeates the natural world, dividing the mundane from the spirit. Werewolves usually cross over at places where the Gauntlet is weak, places they call caerns, or wherever necessity demands stepping sideways. During powerful Umbral storms, the spirit reunites with the physical world, opening a gate between the two. The Garou call places where this happens frequently the Broken Lands. The Earth is the most important place in all creation, and the Garou sometimes refer to it as "the Realm," a term established by the Silver Fangs during medieval times.

The Gauntlet

Matter and spirit crave unification and pull toward each other. The Gauntlet strains to keep the two apart. In some areas, the

Gauntlet has grown powerful enough to make the land spiritually dead. In other areas, the laws of reality break down and the Umbra bleeds into the Realm. As pioneers cross North America, map the land, build railroad

tracks, establish roads and communities, they bring the Weaver with them. The unknown areas of the world, those brimming with the possibilities of the Wyld, become fewer and fewer. Now the remaining Wyld energies of the Savage West are out of control. Storms rage that could destroy all that the Weaver has created, throwing the physical and spiritual worlds into chaos.

Werewolves circumvent the Gauntlet in a number of ways. They travel to the spirit world by focusing on their spiritual selves and stepping sideways. They also enter the Umbra through dreams. What's more, Garou often locate areas where the Gauntlet is weak — caerns — and form septs to protect these places and hold off incursions of the Weaver.

Every place on Earth has a Gauntlet rating from 2 to 8. Where the Gauntlet is highest, entering the spirit world is almost impossible. Areas where the Gauntlet is weak allow easy access for those who know the way.

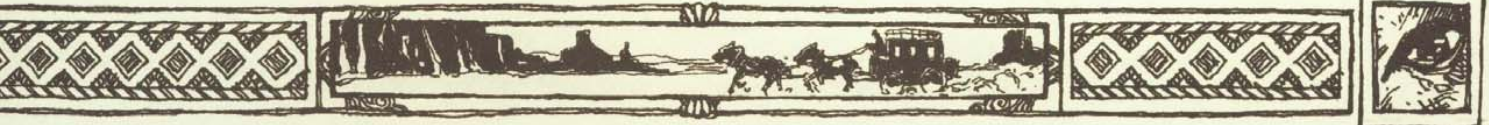
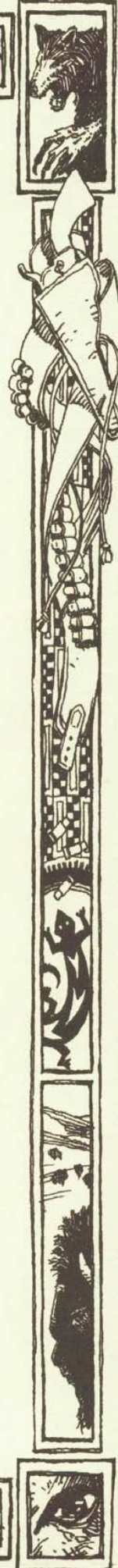
Area	Typical Gauntlet
Great City	7
Most settlements	6
Well-traveled frontier	5
Unexplored wilderness	4
Typical caern	3
Powerful caern	2

Of course, these are measures of the Gauntlet in the Savage West. In Europe and more populous areas, the Gauntlet is higher. Over the last few centuries, the strength of the Gauntlet has increased steadily throughout the world, causing a few visionaries to cry that the end of all things draws near. Many Garou travel to the American frontier because the Gauntlet remains weak here. Some hope that they can reunite the Umbra with the material world and rejuvenate all of Gaia in the process.

Caerns

The Gauntlet weakens in wild, primeval areas. At the thinnest points of the Gauntlet, spiritual energy flows directly into the physical world. The so-called laws of nature give way in these areas to wondrous and magical events. The Garou respect such sacred sites. Werewolves guard their caerns from those who would leech spiritual energy from the land, and jealously hold them against others who would twist caerns into their own images. Often, this means defending caerns against other Garou. As the Europeans advance across North America, native and foreign werewolves fight for caerns, wreaking devastation. Many of the Pure Lands' caerns are lost to infighting and the influx of powerful Wyrn and Weaver-spirits brought by the Europeans, spirits which the Wendigo and Uktena have little recent experience fighting. When the Croatan tribe was destroyed, a third of the caerns in North America were left untended, and neither of the surviving Pure Ones tribes have the numbers to reclaim them.

Some caerns embody specific aspects, such as leadership or combat. Spirits attuned to a caern's purpose inhabit the place. Werewolves can often invoke arcane powers at such a site, powers that are aligned with the nature of the caern.



Caerns are rated in potency from 1 to 5. A Level One caern of visions might provide a Garou with vague stirrings, while a Level Five caern of visions could fill the minds of an audience with detailed images of the future. The weaker the Gauntlet, the more potent the caern.

The Periphery

At the edge of the Umbra, spiritual energy trickles into the material world. This area, the Periphery, is the only part of the Umbra that most living beings can experience. The Periphery doesn't provide enough spiritual energy to aid the Garou, but for those with unawakened spirits, the Periphery is a blessing. Many humans will use any means possible, including opium or peyote, religion, self-deprivation, or meditative sweat lodges to access the edge of the Umbra.

When a mortal becomes aware of the spiritual side of the self, she can touch the Periphery. She feels spiritually awake; the spark of life within her brightens. Problems seem distant; her mind feels free. Her perceptions are raised, and she feels a true unity with all things. Anyone of any culture can access this altered state of consciousness through a variety of means. Kin-folk have a stronger tie to the Periphery than do most humans and wolves, and some legends suggest they can use the Periphery to contact Garou who travel through the Near Umbra.

Contacting the Periphery causes a person to enter a "magical" state of awareness in which everything seems possible. A person takes his expectations with him into the Periphery. A depressed individual grows even more depressed. A person searching for answers may suddenly realize the solutions to his dilemma. Spirits can contact humans who touch the Periphery. Sometimes, people

Caerns Chart

Caern Level	Gauntlet	Moon Bridge Distances
1	4	1,000 miles
2	3	2,000 miles
3	3	3,000 miles
4	2	6,000 miles
5	2	10,000 miles

The length of a Moon Bridge depends on the rating of the caern where the gate is opened (not the rating of the destination). If a Moon Bridge is opened outside of a caern, the traversable distance is 1000 miles. Note that few caerns in the West are attuned to caerns elsewhere in the world; only those recently captured by immigrants are likely to link to sacred sites on other continents.

Caern Types

Type	Power	Spirits Encountered
All	Open Moon	Bridge
Calm	Empathy, Meditation	Peace, Deer-spirits
Enigmas	Enigmas Ability	Illusion, Shadow, Chameleon-spirits
Fertility	Various blessings of plenty	Water, Rabbit-spirits
Gnosis	Gnosis points	Englings; Ghosts
Healing	Health Levels	Peace, Calm, Water
Honor	Litany knowledge	Pegasus, Eagle-spirits
Leadership	Leadership, Intimidation	War, Bird-spirits
Rage	Rage points	War, Pain
Stamina	Soak dice	Protection, Turtle-spirits
Strength	Strength Attribute	War, Bison-spirits
Visions	Oracular Visions	Bird-spirits
Will	Willpower points	War, Ancestor-spirits
Wisdom	Rituals, Expression	Owl, Ancestor-spirits
Wyld	Anything	Wyldling

The most common spirits encountered at these caerns are listed; however, not all are present at all caerns of the given type.

Open Moon Bridge may only be used if two caerns have completed the Rite of the Opened Bridge. Most native caerns will not open Moon Bridges to European caerns, and vice versa.



contact beatific spirits who can aid them; in other cases, people draw the attention of Banes and other malevolent entities.

If a Peripheral traveler encounters an evil spirit, he needs to leave immediately, or he's easy prey. However, many of those who reach this state of consciousness through drugs can't stop the effects. If a human stays in the Periphery too long, he won't be able to handle the shock of reality. Such psychic damage can permanently scar one's personality. Only those who enter the Periphery by force of will safely interact with it, since they can leave at any time.

The Garou believe that the Storm Eater can mold the bounds of the Periphery at its whim, snatching unwitting targets over the edge. Some humans in the Savage West who touch the Periphery thus draw the attention of the mighty spirit, which entices them further into their newly altered awareness, only to surround and enslave them. Such victims often become mockeries, but others return to the physical world with their perceptions subtly...altered. The latter serve as some of the most subtle pawns of the great Weaver-Bane, as they usually have no idea what it is they serve.

The Penumbra

The Penumbra is the part of the spirit world that corresponds to the physical world. Within the Penumbra lie the spiritual reflections of creatures and objects of the physical world. Werewolves often enter the spirit world to reach the Penumbra, where they battle Banes intent on polluting and changing Gaia from the other side of the Gauntlet. If the Banes can alter or corrupt the spirit of a thing, the material likeness is soon affected.

The Penumbra, sometimes called Earth's Shadow, is a gray, phantasmal place illuminated only by Luna, the Celestine of the Moon. The weaker the Gauntlet in an area, the closer the Penumbra resembles the spirit world. The tone of a place, the emotions it stirs — these things are echoed in its Umbral reflection. A hillside seems more stark, the air sharper. A telegraph line drips with glistening webbing, with the occasional machine-spider scurrying along the line like a bolt of lightning. A desert seems bleak and lifeless, or teems with the spirits of animals and the elements. A copper mine bleeds acrid, metallic sludge. Whatever is most affecting about a given site — beauty, pollution, tranquillity, menace or what-have-you — becomes almost overpowering in the Penumbra.

The Penumbra holds the ephemera, or spirit matter, which corresponds to the physical matter of the Realm. Only physical objects that hold large amounts of spiritual energy manifest in the Penumbra. Old structures often have counterparts on Earth's Shadow, but most (if not all) of the new settlements on the frontier are too recent to cast spiritual reflections. Spirits of the Triat move through the Penumbra, staying close to objects aligned with their masters. Only spiritually Awakened beings such as mages or werewolves have strong enough spirits to cast shadows in the Penumbra.

Although a spirit can survive for a long time without a physical reflection, a physical object or item cannot last long without a spiritual counterpart. If a totem pole is chopped down in the Realm, its spirit lingers in the

Penumbra for many years. However, if the spirit of the totem pole is destroyed, the physical pole quickly rots and decays. It's for this reason that the Penumbra is so often a battleground, as werewolves fight to defend their territory on the spiritual front.

The Penumbra is dotted with Domains, small patches of spiritual ground that correspond to sites in the material world and the Near Umbra. These areas are almost always inhabited by spirits. Domains siphon energy from related areas in the Near Umbra to sustain themselves.

✦ **Blights:** A Blight is an area of mixed Wyrms/Weaver energies. The Uktena attribute most of the Blights in the Savage West to the Storm Eater. The Blights appear in particularly soulless or heavily populated towns as contaminated, twisted, web-coated townscape. Rumors abound that deep in the Middle Umbra, a potent Blight has swelled into a Near Realm, providing a new source of power for these Domains.

✦ **Chimares:** These are dream Domains connected to the Dream Zone. Every being that dreams may access a chimare. The nature of a chimare depends on the types of dreams it represents. Some are peculiar, surreal landscapes with bizarre inhabitants; others are nightmarish parodies of the mortal world and its inhabitants.

✦ **Epiphs:** These Domains represent abstract ideas and concepts. They are exceedingly rare and sought after by Stargazers who claim to find great insights by visiting them. Most werewolves cannot understand such places or the abstract entities that dwell in them; Garou nature leaves little time for mulling over abstractions.

✦ **Glens:** Glens are areas empowered by the Wyld. They appear as ideal examples of the natural world, with talking animals, and sentient trees and plants. They are found in any environment from forest to plain to desert; a Glen may resemble an idealized watering hole, a rugged mountaintop eyrie, a forested island in the center of a river, or any number of similarly primal sites.

✦ **Webs:** These are locations where the Weaver touches the Penumbra. They are found in technologically advanced areas, such as places connected to telegraph lines or railyards. Glistening metal webs hang throughout this sort of Domain, and strange, insectoid Weaver-spirits crawl along the strands. Webs are becoming more common, but are still rare in the Savage West. Most immigrant tribes are better versed in negotiating Webs than the Pure Ones. The Uktena and Wendigo have almost no experience with these Weaver-controlled zones. What's worse, the Storm Eater often rends Webs with its very touch, tangling them into strange half-Blights that are twice as dangerous to unwary travelers.

✦ **Wyldlings:** These are places where pure Wyld energy touches the Realm. Nothing stays constant in these areas, and dangerous Wyld energies transform those who enter such Domains. With the coming of the Weaver and the release of the Storm Eater, many Wyldlings are growing dramatically or moving through the Penumbra, twisting and destroying all Weaver creations they touch. The incursion of European Weaver spirits into the Pure Lands seems to have made Wyldlings even more chaotic than they were before.

There are other Domains, such as Trods (faerie circles) and Hellholes (heavily polluted Wyrms Domains), but these and others are rarely found in the Savage West.



Umbral Storms

As the influence of European colonists supplants the beliefs of the native peoples, storms brew in the Umbra. The Weaver spins her strands of science and technology across the Savage West, most visibly in the form of railroad tracks that sprawl for miles across the previously untamed frontier. The spirits of Europe follow the settlers, attacking native spirits in a struggle for dominance. The resulting maelstroms have created the Storm Umbra. Not even in the songs of the Galliards can the Garou recall a time or place when storms raged as they do in the American West. The Pure Ones know that the Umbra touching the Savage West wasn't always this volatile, but they have little luck convincing the newcomers of this.

Umbral storms can force a pack off course, shatter Moon Bridges, and wreak spiritual devastation on a locale in the physical world. When a storm strikes an area, it manifests in disease, famine and strife; gentle people start massacres; buildings collapse without reason; booming towns are abandoned to ghosts. Storms tear holes in the Gauntlet, creating sections of Broken Land, strange places where it is possible to wander in and out of the Umbra. A few shamans say that Broken Lands are small Domains of Gaia, twisted by the rage of the Storm Umbra.

The Broken Lands

Broken Lands are a strange form of Umbral terrain found only in the Savage West. They are places where the Gauntlet has temporarily fallen to 1. These patchwork locales shift from the Umbra to the Earth and back again. The Periphery is very strong in Broken Lands, and many of those who have returned from such places describe them as dreamlike.

Broken Lands travel with the winds of the Storm Umbra. Violent Umbral storms rend apart the Gauntlet for miles, leaving vast stretches of freakish terrain. Most encounters with the Broken Lands involve taking a wrong turn on a trail and discovering a town or mesa not on any map. At first, most wanderers don't realize that they've slipped into a section of Broken Land. The inhabitants of such places seem unconcerned about goings-on outside their parts of the world.

Small coincidences and slight reality problems are the first hints that all is not right. In a saloon in the Broken Lands, a thirsty drifter may notice that his drink never runs dry. The music from the piano may have a haunting echo. Low cards may be beating high cards in poker at the next table, and nine aces could be in play with no one complaining. Horses get skittish when they slip into the Broken Lands, which is perhaps the first sign that something just ain't right.

The weirdness escalates, too. A gunfighter may drag the body of a Pattern Spider into town to collect a bounty. A werewolf may transform in public without any residents being affected by the Delirium — or even noticing. In the wilds, jackrabbits may chase and eat coyotes. The sun may not rise for days. All Broken Lands have something unnatural about them. They are not healthy places where the physical and spiritual worlds have rejoined, much as most Garou hope will someday happen. Broken Lands are more like the result of taking a festering wound and pressing another festering wound against it — in other words, a real mess.

Broken Lands are at the center of an Umbral Storm. This storm shreds the Gauntlet, holding the laws of reality, as most folks know them, at bay. In most Broken Lands, there are sources of spiritual energy from which the storm draws its strength. A forgotten caern, an ancient fetish or a sleeping spirit are possible sources.



Most often, the cause of the storm is an ancient or forgotten menace lurking beneath the surface of a Broken Land, hoping to be released by those attracted by a storm. If the source of spiritual energy can be removed or cut off, then the land heals itself.

The Middle Lands

When a werewolf heads outward from the Penumbra, he arrives in the Middle Lands, or Near Umbra. This is a land of swirling mists, broken by hundreds of floating Realms. The different Realms revolve around Gaia, just as the moon revolves around the Earth. These other realities are the homes of many powerful secrets. They hide materials needed to construct fetishes or perform rituals. Some Realms keep forgotten knowledge within their depths. Most of the Realms have rulers, who are usually powerful, unpredictable spirits.

The strongest of these regions are the Nine Near Realms. Each is surrounded by a membrane that holds its spiritual energy together. When a werewolf enters a Near Realm, he feels as if he has stepped out of the Umbra and back into the physical world. All of the Garou's natural abilities work, although certain Near Realms slightly alter a werewolf's abilities. Each Realm has its own "physical" laws that govern the local reality. There are many rumors of other Near Realms, but they are not commonly known among the Garou.

In addition to the Near Realms, the Umbra is filled with Domains, sub-Realms and Zones, including the Dream Zone. All of the Domains described in the Penumbra have stronger and larger equivalents in the Near Umbra. Each Garou tribe has its own Tribal Homeland in the Umbra, a representation of the tribe's ideal protectorate, and these are some of the strongest Domains in the Near Umbra. Vistas float along the edges of the Near Umbra, offering glimpses into the embodiments of abstract concepts, such as Death, Chaos, and Stasis. Vistas cannot be entered, but many believe they are windows to the Heavens.

The Near Realms

The Nine Near Realms formed when emanations from Gaia combined with the energies of the Triat. Some of the Near Realms lean more closely to Gaia, while others are closer to the Triat. These are the most stable and spiritually potent of all the Realms of the Near Umbra, although rumors abound of two other Near Realms forming in the spirit world. One, the Atrocity Realm, is rumored to be dedicated to the deaths and suffering of the displaced Native Americans. The other is a growing Blight Realm, called the Scar, where energies of the Weaver and Wyrn mix with emanations from the factories of Europe.

▼ **Abyss:** The Abyss is a crack in the fabric of reality. A few Wendigo say that the Eater-of-Souls, a gigantic Wyrn-spirit slain through the sacrifice of the Croatan tribe, died here. Others say the Abyss is where the Tellurian has come unraveled, opening a portal to places beyond the Heavens. The Abyss contains nothingness, no light, no sound, no feeling. Nothing that falls into the Abyss ever comes out. Spirits refuse to enter this Realm, and abandon any companions who insist on visiting the Abyss.

▼ **Aetherial Realm:** This Realm exists atop the clouds of the Near Umbra and extends out to the edge of the Heavens. Stars gleam down over the Near Umbra from the Aetherial Realm, and Incarna of Helios and Luna hold Domains here. The Courts of the Spirits are said to gather in the Aetherial Realm, and Spirit Gates to the Heavens are rumored to float in the clouds. Garou can reach the Aetherial Realm by traveling toward the Umbral sky.

▼ **Arcadia Gateway:** Long ago, the faeries abandoned the Earth for their own dimension. They left a gate in the Near Umbra behind, which has grown into a powerful Realm. This Realm assumed many attributes of the original home of the faeries, Arcadia. A few faeries dwell here, sentinels assigned to guard the gate, or outcasts who were abandoned by their fellows. A few Fianna say that beyond the Gateway, faeries have changed into something far different from the ones left behind.

▼ **Battleground:** Humanity's glorification of war created the Realm of the Battleground. Here, spirit warriors continuously reenact every battle from the First Times to Gettysburg. Blood-soaked signposts show the way to each battle, and Pathways provide access to battles from different times and places. In the center of the Realm lies the Plain of the Apocalypse, where Theurges know the final battle of creation will take place. Many werewolves seek the Battleground to gain Rage and study the spirit duplicates of their enemies. Others come to hone their fighting skills and release their pent-up Rage on the ever-renewing spirits, rather than on their packmates or families.

▼ **Erebus:** This is the underworld of the Middle Lands. It is a place of ongoing torment where Garou are imprisoned in a lake of molten silver. The silver inflicts terrible wounds that would surely kill its victims, but the Realm sustains them so that no matter how much they endure, the werewolves cannot die. A three-headed wolf-creature guards the gate to the Realm.

Some say that Erebus is a crucible that purifies the corrupted Garou and restores them from Harano. Others believe that Erebus is the werewolf equivalent of Perdition itself. A few European Garou, possibly driven insane by the Storm Umbra, travel the Savage West preaching "fire and brimstone" sermons about Charyss, the Silver Lady and mythical ruler of Erebus. The sermons usually turn to Charyss' demons and what they do to those who don't pay proper homage to Gaia and her priests. These Perdition-preacher Garou are known to attack those who dismiss their words out of hand.

▼ **Flux:** This is a piece of the Wyld that has broken through the Membrane. The energies of the Flux Realm make anything possible. Time shifts uncontrollably in the Flux Realm and Garou lose control over their transformations. Werewolves gather vast amounts of spiritual energy here, and even shape the mutable fabric of the Flux Realm as if she were a god. The Flux Realm lies at the center of the mightiest winds in the Storm Umbra. A few Iron Riders say that the Flux Realm needs to be driven back beyond the Barrier, and that this Realm is the cause of the conflict within the Storm Umbra. Other tribes, like the Black Furies, believe that the Flux Realm helps to keep the Weaver from completely ensnaring the Near Umbra in its webs. A few Uktena Theurges wonder if the Storm Eater itself doesn't drink from the Flux energies to sustain its mighty bulk...



♥ **Legendary Realm:** The legends of the Garou sustain a Realm of their own. The ancient heroes of every tribe dwell in this interconnected series of subrealms, living out their heroic epics again and again. Garou who enter this Realm may assume the roles of these legends and test themselves against the Realm's recreations of these myths. A great debate rages among Theurges as to whether the Legendary Realm represents the true actions of the past or the interpretations of the legends that the Garou have inherited. There, it is said, the Pure Lands remain pure, guarded by the greatest heroes of the Uktena and Wendigo.

♥ **Pangaea:** The strongest of the Near Realms may be Pangaea. This primordial world was created over countless centuries as a reflection of the Earth that once was. All creatures who have ever lived on Earth dwell on Pangaea, including the great thunder lizards of long, long ago. Ancient woods, never cleared by humans, cover the vast land. An Incarna called the Elder Serpent makes his lair here. Many shamans believe that Pangaea holds a secret to protecting the Pure Lands from the Weaver, and quest there for answers.

♥ **Summer Country:** Most Garou say that Summer Country does not exist. In the Savage West, where life is hard and brutal, this legendary Eden-Realm seems more like a story for young pups or children than a Realm that Theurges should seek. Most say that Summer Country reflects the time before the Severing when all beings were one with Gaia. They say that if a Garou has a transcendental experience and accepts the unconditional love of Gaia, she arrives in Summer Country. Those who believe the legends say that all wounds, physical, mental and emotional, heal in Summer Country. Those who don't believe usually shake their heads at such stories, and chastise the speaker for trying to spread a hope that doesn't exist.

(For more complete descriptions of the Near Realms, see **Umbra: The Velvet Shadow**.)

Dream Zone

One of the most mysterious areas of the Umbra is the Dream Zone. It is a place of vast power, terrifying symbolism, and chaos. Only the foolish enter the Dream Zone casually, for it seems to defy the natural order of the Umbra.

Theurges often describe the Dream Zone as a beautiful gem enclosing the Middle Lands and bordering the Heavens. Werewolves respect it greatly, both as a testament to the power of dreams and as a way of gaining special access to the Umbra. Rather than entering the Umbra via Moon Bridges or stepping sideways, Garou enter the Dream Zone through their own minds, and move on from there. By traveling deep into his dreams, a Garou arrives at the border of the Near Umbra and the Deep Umbra. The werewolf somehow avoids traveling outward through the Gauntlet, Penumbra and Middle Lands. This is a potent, but perilous form of Umbral travel, because it leaves the Garou's body behind, unprotected and asleep. In addition, the Garou must survive the dangers of his own dreams. The Uktena in particular make use of the Dream Zone

to go on dreamquests into the Heavens in search of strange answers. Werewolves also slip into the Dream Zone through Chimares, small dream Domains in the Penumbra.

The Membrane

A rainbow shimmers in the Heavens above the Middle Lands; it is somewhat obscured by the clouded skies of the Storm Umbra, but it is still visible if you know where to look. This is the Membrane, the border between the Tellurian and whatever dwells in the Deep Umbra. It is a much stronger barrier than the Gauntlet; only certain realms poke through it. These realms are called Anchorheads, and they are harsh lands terrorized by powerful servants of the Triat. Some say that mystic realms float through the Membrane, but although werewolves sometimes see islands in the rainbow, they've reached no consensus as to their significance.

The Heavens

On the outer fringe of the Tellurian lie the Heavens, also called the Deep Umbra. Beyond the Membrane, things don't work as they should. Time and distance don't exist. The realms of the Triat are the only places out there that any traveler can relate to the rest of the Tellurian. Perhaps some bold scouts will one day discover secrets and places beyond the Deep Umbra, but if they do, it will make mastering the Savage West seem easy.

Night

Most malevolent spirits in the Umbra rest at night, making it an easier time for Garou to prowl the spirit world. Weaver-spirits slumber at nightfall, exhausted from their daily web-spinning. Banes retreat to their Blights. Luna's light filters down through the Umbra, making travel simpler for the Garou. But the Umbral Storms don't need Slumber, and don't acknowledge day or night. What's more, the perverted spirit offspring of the Storm Eater have a dangerous liking for roaming at night, which can put an unwary werewolf in a dire predicament.

Stepping Sideways

All werewolves have the ability to travel into the spirit world. They call this "stepping sideways," although many Garou prefer the more respectful term of "reaching." To a werewolf, stepping into the Umbra feels like walking through a veil or curtain. Her body becomes pure spirit-stuff and, to a physical onlooker, she seems to vanish.

All a Garou must do is concentrate on his own image in a reflective surface and then focus beyond the image — "projecting" himself through a reflective surface. Any reflective surface will do: a mirror, a still pool of water or a polished silver klaive. Some Garou have Gifts that allow them to enter without gazing at their reflections. Many native Garou step sideways by concentrating on symbols or totems. They guard the secret of using fetishes to enter the Umbra from the invaders; however, those who know this secret are so reluctant to share it that the art is in danger of dying out.

To determine whether or not a werewolf can enter the spirit world, a player rolls his character's Gnosis against the difficulty of the Gauntlet. The number of successes determines how long it takes the werewolf to cross the barrier.

Pack members choose a single member to lead them across the Gauntlet. The leader only takes those willing to follow him and those capable of stepping sideways; taking humans or other non-Garou through the Gauntlet can not be done without the help of a special Gift. All members of the group must belong to the same pack; their bond allows them to focus more clearly as a whole. The leader's player (likely the Garou with the highest Gnosis) rolls for all members. In this way, all members of the pack arrive in the Umbra together. Otherwise, they risk being split up by the Gauntlet, or some members will probably have to wait for others to arrive. If the leader's player botches his roll, the entire pack suffers the consequences and becomes trapped in the Gauntlet.

If a Garou is "caught," he is trapped in the Gauntlet, torn between the material world and the Umbra. The werewolf is bound in the Pattern Web and cannot move unless he is helped by another Garou. Terrifying visions, some say the Weaver's madness, come to the trapped Garou. His being is half-matter and half-spirit. Physical beings are not able to see or touch someone caught in the Gauntlet; however, many spirits stalk the Gauntlet hunting for trapped victims. After an hour of imprisonment, the Garou can try to complete his trip through the Gauntlet again. Failure on the second attempt means that unless the character is rescued, he is trapped forever in the Pattern Web.

Disconnection

Garou often become lost traveling the paths of ancestors and battling spirit storms. A werewolf who walks in the spirit world too long becomes disconnected; the longer she remains in the spirit world, the harder it is to find her way home. Although most prudent Umbral travelers never become disconnected, all Garou should be aware of the danger.

Nonshapeshifters somehow brought into the Umbra face even greater risk. Not being half-spirit like werewolves, they have a greater dependence on the physical world. If a mortal spends too long in the Umbra, his form eventually fades into spirit matter; he gradually forgets his previous life and becomes a spirit himself. Walking the Storm Umbra is best left to those meant to do so.

Umbral Travel

When a Garou steps sideways, he enters the Penumbra. Since the Penumbra reflects the physical world, movement occurs in much the same manner as it does in the material world — running three miles in the Penumbra is the same as running three miles in the material realm. If a werewolf leaves the Penumbra by stepping sideways, he enters the physical world in the location corresponding to his position in the Penumbra.

Successes

Botch
Failure

One
Two
Three or more

Shift Time

Caught
Must wait an hour before making another attempt
Five minutes
30 seconds
Instantaneous

A Garou can travel out of the Penumbra and into the Middle Lands through sheer force of will. The Garou just thinks about going deeper into the Umbra and starts moving. The Penumbra fades, and the werewolf enters the Near Umbra.

The Middle Lands don't work like the Penumbra. Distance is no longer constant. There are no landmarks or signs, just swirling mists. The traveler should decide where she wants to go in the Umbra and start walking. Time doesn't flow consistently in the Umbra, so the length of a journey is hardly constant. Travel times in the Middle Lands are at the Storyteller's discretion. Sometimes, it is not possible to get to one place from another without finding a trail or pathway.

Moon Paths

Usually, when a werewolf enters the Near Umbra, she must find a Moon Path that leads to her destination. Lunes guard Moon Paths during a full moon, but during that time they are consumed with madness. The route is safe unless a werewolf stops to talk with the Lunes — then she takes his chances with the crazed Moon-spirits. Fewer Lunes protect the paths, during a gibbous or half-moon, but they are less of a threat to travelers. Most Garou feel that Moon Paths are safest during these times. If a Garou steps off a Moon Path, guardian Lunes may play tricks on him, or even attack.

During crescent and new moons, Moon Paths are difficult to traverse. When a crescent moon shines, a traveler must roll Perception + Enigmas (difficulty 6) to follow the path. During a new moon, Moon Paths are almost invisible. Garou should not walk Moon Paths during a new moon, because it is easy to walk off a trail without knowing it and become lost in the unlit Umbra. The threat of Umbral Storms further complicates matters, as a werewolf can be blown far off course and never find his path again.

Spirit Gates

Some Realms have direct connections to other, usually related Realms. These connections are called Spirit Gates. They are usually well-marked, appear quite dramatic, such as sparkling pools of water or swirling clouds of energy that fill an ivory arch. A Spirit Gate provides instant transportation; however, they are usually well-guarded. Werewolves seek permission if possible before using a Spirit Gate, else they risk making powerful enemies.

Spirit Tracks

Garou can travel the Umbra by following the airts used by spirits. These tracks have no guardians nor are they well-marked. Airts only last for a short time, and they may dissolve beneath a Garou traveling them. If a Garou is lost in the Umbra, her best bet is to find a spirit and convince it to lead her to her destination.

Other Paths

There are many other potential methods of traveling through the Umbra, though all have their risks. A few Garou believe that Wyrms tunnels wind through the Umbra, connecting Blights to the Deep Umbra. Wyldlings seem to have the ability to shift themselves and others from one section of the Umbra to another. The Pattern Web itself is traversable, if one can avoid the Pattern Spiders. Some

werewolves believe that there is a way to ride the fierce winds of the Storm Umbra, but risk being swept to parts unknown or torn to bits by the power of the storms. Many other means of travel exist, but a Garou should carefully weigh the potential dangers of little-used methods of travel.

Peeking

Most beings can't see what happens on the other side of the Gauntlet. Even though every living being has a spirit, most spirits of the living are in a deep sleep. Only people and animals with Awakened, active spirits, such as mages or shamans, cast shadows across the Gauntlet.

To see into the physical world from the Umbra, a player makes a Gnosis roll (difficulty of the local Gauntlet). If he succeeds, a shadowy version of the mundane world replaces the Garou's vision of the Umbra. The werewolf normally can't see fine detail, but can make out images. Staring across the Gauntlet is like looking up at something from underwater. You can see objects, but as ripples move across the surface, images become distorted. If a Garou's player scores four or more successes, the surface of the Gauntlet calms and the Garou can see clearly enough to read a wanted poster or count the beads on a necklace. In addition, the werewolf can smell and hear goings-on in the physical world.



The downside of spying on the physical world from the Umbra is that a Garou becomes completely unaware of the spirit world. A werewolf might see the camp of a bandit gang, but miss the Banes gathering on its fringes. Spirits that manifest in the physical world are visible, but the werewolf cannot perceive spirits that are wholly in the Umbra. To see from the Realm to the Umbra requires a Gift.

Most spirits can Peek at will. They can switch their perceptions without rolls being made, and those that interact regularly with the material world often do so habitually.

Spirits

A vast number of spirits walk, ride or fly across the Umbra. They range from powerful and noble creatures who stride across realms like gods, to pitiful wisps bobbing on Umbral winds like tumbleweeds. Spirits don't bleed, and they don't understand life the way physical creatures do. Some spirits have connections to beings in the material world, while others are unique to the Umbra. No one really knows how many different types of spirits dwell out in the unexplored reaches of the Umbra, and no words can truly describe the nature of spirits.

The one certainty about spirits is that they follow a hierarchy. Big spirits breed little spirits. Little spirits create smaller spirits. In some ways, spirits are like ideas. The large

powerful spirits are the overarching concepts, and the little spirits are the picky details. The more powerful spirits are patrons of the lesser spirits, which means that if you mess with enough little spirits, you'll eventually run into something tougher and nastier. A few Garou say that some spirits exist outside the normal order of things; those spirits don't have patrons. This world certainly has enough drifters to give that idea credence.

Shamans regard Gaia as the greatest spirit or as the mother of all spirits, but as somehow more than just a spirit herself. Just below Gaia is the Triat. Beneath the Triat are the Celestines, roughly the equivalents of gods, if you want to put the power of the first four into perspective. Then you get the Incarna, the chieftains and presidents of the Umbra. Below the Incarna are Jagglings and Gafflings, the powerful warriors and the expendables.

Into this mix comes the Storm Eater, probably somewhere between Celestine and Incarna. The only thing certain is that it is ancient and powerful. The Storm Eater breeds its own progeny, dangerous minions with both Weaver and Wyrn abilities. Those spirits scream across the Penumbra, twisting and devouring all they cross, leaving ghost towns, madness and pain in their wake.

Examples of individual spirits can be found in the Appendix.





Gaia

The Litany holds that: All are of Gaia. The most powerful of spirits, she makes up all of the Tellurian. The good, the bad, the indifferent: all belong to Gaia, even if a few werewolves suggest that only their definitions of good things belong to Gaia. Gaia is the spirit of Earth, and the spirit of all living things within the Tellurian. She loves all She has created, no matter what they may have done with their lives. Gaia's love has no limits. Life is a celebration of Gaia, and death is just a transformation of Her spiritual energy.

Many native werewolves snarl that the Europeans have weakened Gaia. They point to industry and invention as tools of the Weaver that restrain Her life energy. They see the violence of the Wyrms tearing at Gaia's soul. On the frontier, the Uktena and Wendigo view their protectorates as the last bastions of Gaia. As the pioneers sweep across the West, the mists of the Uktena are swept aside, and their creators howl with rage and anger at the loss of the Pure Lands. However, many European elders say that the Garou of the Americas have been removed from their brethren for too long, and only through unity between all the tribes can Gaia survive.

The Triat

Although Gaia unifies all spirits, the Triat is the shaper of existence. The forces of the Weaver, the Wyld, and the Wyrms define the Tellurian through their constant interactions. They are distant entities with no regard for anything they warp or destroy. Unlike living creatures, they have few feelings; they are raw power given form. The members of the Triat have a purpose, a meaning to give them direction, but few would say they have any real understanding of their actions or the effects.

The Wyld

The Wyld sparks creation. It represents change in its purest form; more than maddening chaos, it is just as much a dynamic force of transformation. The Wyld is possibility and potential, for good or ill. Every living being contains a bit of the Wyld, which allows creatures to make choices and gives them a small amount of freedom. No shaman or Theurge has ever been able to measure or control that spark of Wyld, but they know it is there. The Wyld gives life to Gaia. Without it, She could not survive. Nothing is possible without the Wyld.

The Wyld flickers like an eternal flame, never shining nor moving exactly the same way. It is a forge reshaping all it touches. Due to its nature, the Wyld has little personality or motivation. It stays in constant motion, changing all aspects of its being with each passing moment. Although the Wyld is a whole being, it cannot maintain its creations without the aid of the Weaver. The Weaver needs the Wyld to provide it with creations to fix into the structure of reality. The Wyrms once used the Wyld to reforge what it destroyed, maintaining the balance of the universe.

The Wyld is the strongest member of the Triat in the Deep Umbra, where laws hold no sway over actions. But in the physical realm, the Wyld has much less influence. Logic and

reason force possibility out of the world and impose limits that keep the Wyld distant. In the Storm Umbra, the Wyld rages to keep its ties to the Realm. The Savage West is one of the last places where the Weaver's philosophy and science have not forced the Wyld into the Umbra. The frontier binds the Wyld, for it is the essence of change. Each day sees new possibilities. Large tracts of land remain unexplored, and many regions are not yet mapped by humanity. As Indian tribes, ranchers, homesteaders and others try to cope with the changing West, the Wyld gains power. However, most Garou see the surge of Wyld energy on the frontier as feeding the bloated Storm Eater, giving it more power and strength as the monstrous Weaver-Bane continues to devour Wyld energies to sustain itself.

Many Garou (especially the Black Furies) venerate the Wyld. They see the Wyld as the power of change and transformation, the fire of life, and the hope of a glorious future. All dreams become possible with the Wyld. Werewolves who see dark times ahead as their numbers dwindle and magic drains out of the world look to the Wyld for salvation. If anything is possible with the Wyld, then even an outnumbered, overmatched and desperate pack can hope that its actions might change the world and set Gaia aright. Although the Wyld provides no direct aid to the Garou, the hope and inspiration that werewolves draw from it may be their strongest weapon in the struggles to come.

The Weaver

The Weaver spins creation into forms. From the turbulent Wyld comes potential, which the Weaver works into the fabric of the universe. It adds these newborn things to the Pattern Web, fixing possibilities long enough to make them realities. The Pattern Web holds the universe together. The Weaver brings meaning to the Tellurian. Growth and progress are possible. Infinity gives way to eternity. Order replaces chaos.

In the First Times, the Wyrms destroyed pieces of the Pattern Web, preventing stagnation. Like a careful farmer, the Wyrms took the weeds from the fields of the Weaver's creation and tilled them back into the soil of the Wyld. In this way, the Wyrms achieved the balance between the Weaver and the Wyld. The cycle of the cosmos began, and all things lived in a time of glory.

The cycle broke when the Weaver gained consciousness. No living being can say for certain what happened to end that golden age. According to some myths, the Weaver looked fully on the Wyld and went insane when confronted with endless chaos and imperfection. Others believe that the Weaver looked on its own Pattern Web and saw no purpose, no meaning within its strands. Some believe that Weaver entangled and trapped the Wyrms within its webs, where the Wyrms remain, struggling to free itself and destroying creation from within. Some European Garou use these myths to show parallels between the Uktena's imprisonment of the Storm Eater and the Weaver's imprisonment of the Wyrms, blaming the Uktena



for the current strength of the Storm Eater. This argument all too often becomes a justification for seizing Uktena caerns and driving the Pure Ones from their homelands.

Other Garou hold that the Weaver isn't merely insane, but a calculating, mad creature intent on subjugating all things to its desires. Many believe that the Weaver attempted to change the order of things by imposing logic and causes for all actions. The Wyrms was a threat to the Weaver's laws, and so the Weaver attacked and bound the Wyrms, attempting to destroy it through logic and causes. The Wyrms retains a bit of its own free will and destroys creation in a blind pattern of its own making. This random destruction weakens the Weaver, but in the process harms Gaia.

A few Garou defend the Weaver, blaming the Wyrms for breaking the cycle. They argue that the Wyrms was responsible for the balance and failed in its duties. Some say that the Wyrms tried to destroy the Wyld by turning the Weaver against it. When the Weaver went insane, the Wyrms became the victim of its own plans.

With the expanding settlement and civilization of the world, the Weaver now wields power beyond that of the other members of the Triat. Stagnation and decay have replaced the cycle of balance and rebirth. If the Weaver completes her task, all of creation will be fixed into a motionless, timeless, and lifeless structure. The Garou of the Savage West even now see dire things in the future, reading ill omens of the Weaver's control in the creeping advance of towns, railroads and telegraph lines.

The Wyrms

The third member of the Triat is the werewolves' greatest enemy: the Wyrms. In the First Times, the Wyrms kept the balance between the chaos of the Wyld and the patterns of the Weaver. It destroyed anything that threatened the balance and kept the cycle of life in motion. Like a rattlesnake, the Wyrms was deadly, but quick to give warning before it struck.

When the Wyrms fell into the Pattern Web, it was bound by the limits of the Weaver's reality. The Wyrms shattered into three distinct but mad personalities, each one a demented fount of corruption. The Garou name these three heads of the Wyrms Beast-of-War, Eater-of-Souls and the Defiler Wyrms. The Wyrms' madness prevents the Pattern Web from calcifying it completely, but madness also drives the Wyrms to tear at itself and the world around it with no understanding of balance, only a desire for destruction. It is a snake poisoned by its own fangs.

The Wyrms spawns decay, desolation and corruption. It lacks the power to bring cleansing fires down upon creation, so it twists and corrupts all it touches, leading things down the path of self-destruction. Those who are weak in spirit fall victim to its power.

The Wyrms has many servants. It reaches into the dark places that dwell within all beings. It whispers to them, tempts them and leads them to

destruction. Like a plague, the Wyrms' corruption spreads through the Realm and the Umbra. Theurges can often see the Wyrms' taint in the wasted eyes of alcoholic Pure Ones, in the frenzied eyes of greedy gold-miners and in the slick expressions of railway overseers and snake-oil salesmen. Although the Wyrms isn't the source of all evil, every tainted deed feeds it a little more.

Now hell-bent on its path of madness and corruption, the Wyrms will not stop until all reality is twisted to its whims. Once the corruption is complete, the Wyrms will free itself of the Pattern Web and destroy the befouled creation — all of the Tellurian.

The Storm Eater

Tales of the Storm Eater haven't been sung for centuries, out of fear that the naming might awaken the powerful spirit. The Storm Eater was imprisoned in ages past by the Garou of the Pure Lands. The Uktena, Croatan and Wendigo created a great net with the energy of their caerns to trap the Bane.

Now the net has broken. The death of the Croatan weakened the net, as their caerns were left untended. The sweeping invasion of Banes and Weaver-spirits brought from across the oceans destroys many caerns. Foreign Garou ignorantly seize caerns and snap the links of the net. Now, the Storm Eater is free once more. But this time, it has had untold centuries, even millennia to Slumber and renew its power. Many Garou believe that it devoured a great avatar of the Weaver, adding the Weaver's strength to its own. Instead of facing three strong unified nations of Garou, it faces a mass of weakened, divided werewolves. Instead of being pressed by the spirits of Gaia, the Storm Eater remains all but unchallenged amid the struggles between Weaver and Wyld.

Some Garou believe that the Storm Eater is an avatar of the Wyrms, the avenger of the Eater-of-Souls. Others fear that the Storm Eater is a more ancient force, a long-forgotten enemy of Gaia from the First Times. Still others say that the Storm Eater is the first spirit of Gaia's Rage, a misbegotten child driven insane by the fury that birthed it.

Most werewolves figure that the Storm Eater dwells high in the Umbra above the Courts of the Spirits. Umbral winds accompanied by fearsome thunder and spiritual lightning rage across the Penumbra of the Pure Lands, warping and destroying all who get caught in them. Nothing seems to escape the wrath of the Storm Eater. Pattern spiders shatter to crystal. Banes bleed dark ichor while Umbral winds tear their pus-filled hides from their bones. Wyldlings are sucked into the storms, empowering the disruptions with their own spiritual energy.

Theurges say that the worst has yet to come. The Storm Eater expends most of its anger high in the Umbra among the realms of the Incarna, but will turn its full fury on the Realm before the close of the century. They say it will seek vengeance on those who trapped it for so long: the Garou.



Celestines

The Celestines are spirits just beneath Gaia and the Triat in the hierarchy of the cosmos. The most revered of the Celestines are Luna, the spirit of the moon, and Helios, the spirit of the sun. Other Celestines include ancient spirits once worshipped as gods by early man, and Avatars of the Triat. The Garou know little of the Celestines or their motives. Most Celestines are believed to have their own realms in the Umbra, where they are all-seeing and all-powerful.

When Celestines choose to appear, they send Avatars to speak to Garou. The Avatars are portions of the Celestines that the Garou can relate to and understand. A Celestine's true form is unimaginable; it is only through an Avatar that communication between a Celestine and a mortal can take place. For instance, if a great Celestine of Thunder wishes to speak to a Wendigo, it shapes an Avatar into the likeness of the Thunderbird so that the werewolf can comprehend the Thunder-spirit.

A Celestine simply wills an Avatar into existence. Celestines have as many active Avatars as they desire. Celestine Avatars cannot be harmed or affected in any way by

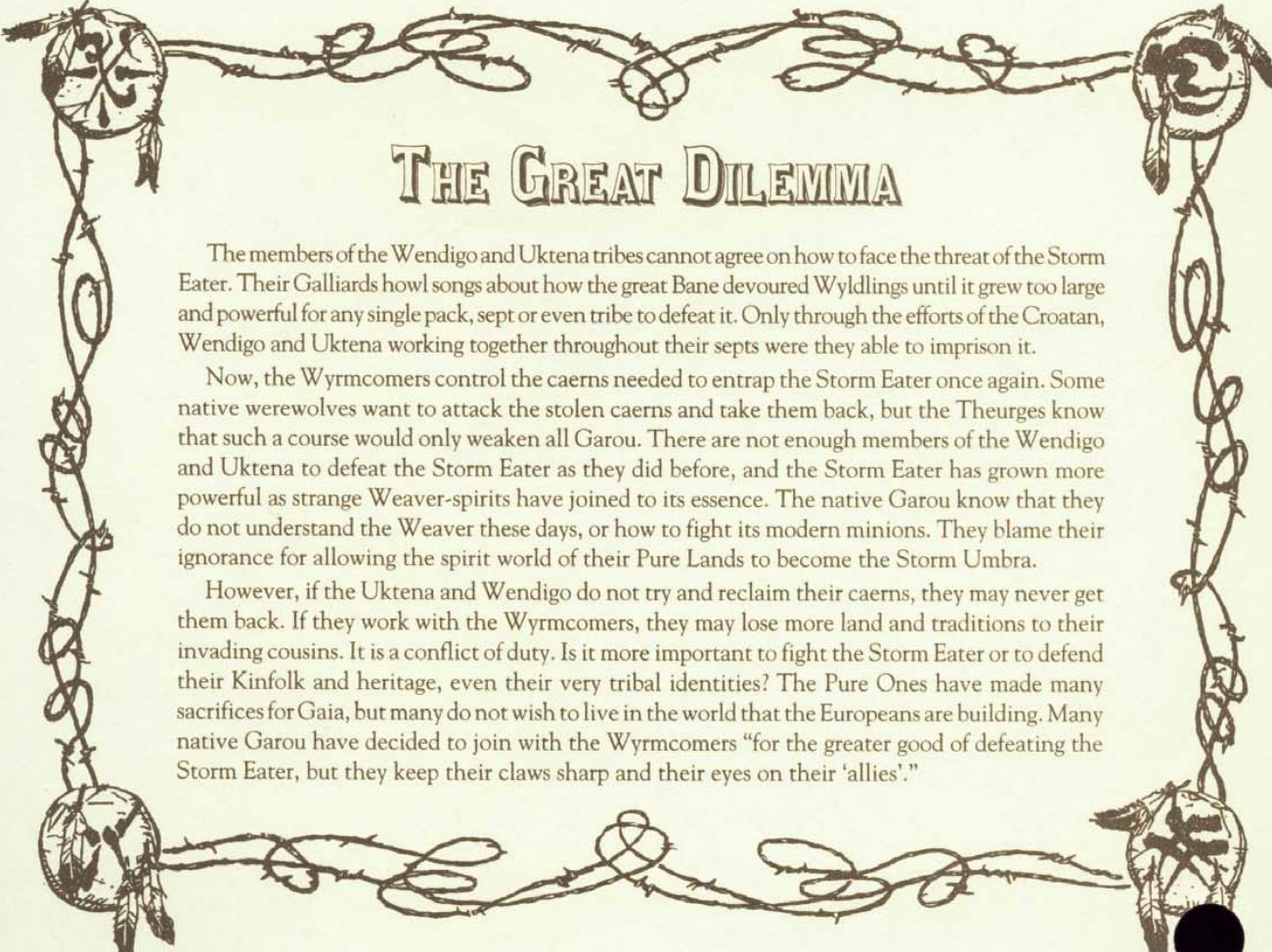
an entity less powerful than another Celestine. Celestines have no Traits in **Werewolf: The Wild West**; they are of a power that defies game terms. Celestines are limited only by the Storyteller's good judgment.

Incarna

The Incarna are the leaders of the legions of spirits that revere the Celestines as patrons. Incarna have their own desires, powers and goals. Some dwell in their own Domains, while others rule over Domains given to them by Celestines. Even if their patron Celestines are destroyed or devoured, the Incarna survive. These mighty spirit-lords also gain Gnosis and change their purposes. In the past, some Incarna are said to have risen to the rank of Celestine.

Totem spirits are Incarna, and most are servants of Gaia. They create many Avatars to interact with werewolves. Pack totems are totem Avatars, containing a fraction of the power of an Incarna. Totem Avatars are roughly the equivalents of Jagglings.

Like Celestines, Incarna wield so much power that they are unaffected by any direct actions taken against them, although this doesn't hold for their Avatars. A few legends speak of werewolves who have encountered the true forms of Incarna and gained great wisdom.



THE GREAT DILEMMA

The members of the Wendigo and Uktena tribes cannot agree on how to face the threat of the Storm Eater. Their Galliards howl songs about how the great Bane devoured Wyldlings until it grew too large and powerful for any single pack, sept or even tribe to defeat it. Only through the efforts of the Croatan, Wendigo and Uktena working together throughout their septs were they able to imprison it.

Now, the Wyrncomers control the caerns needed to entrap the Storm Eater once again. Some native werewolves want to attack the stolen caerns and take them back, but the Theurges know that such a course would only weaken all Garou. There are not enough members of the Wendigo and Uktena to defeat the Storm Eater as they did before, and the Storm Eater has grown more powerful as strange Weaver-spirits have joined to its essence. The native Garou know that they do not understand the Weaver these days, or how to fight its modern minions. They blame their ignorance for allowing the spirit world of their Pure Lands to become the Storm Umbra.

However, if the Uktena and Wendigo do not try and reclaim their caerns, they may never get them back. If they work with the Wyrncomers, they may lose more land and traditions to their invading cousins. It is a conflict of duty. Is it more important to fight the Storm Eater or to defend their Kinfolk and heritage, even their very tribal identities? The Pure Ones have made many sacrifices for Gaia, but many do not wish to live in the world that the Europeans are building. Many native Garou have decided to join with the Wyrncomers "for the greater good of defeating the Storm Eater, but they keep their claws sharp and their eyes on their 'allies'."

THE STORM-BORN

There are tales in the Savage West of a new type of creature, the children of spirits and material beings from Broken Lands. These are the Storm-Born, strange, mad and powerful figures, formed of flesh and blood but able to use the powers of spirits. Walking manifestations of the Storm Umbra, such beings threaten the natural order and spread pain wherever they roam. The Storm-Born are said to have signs of their spiritual nature on their bodies, such as strange scars or eyes that glow in the dark. Those who believe in the Storm-Born say that the spawn have many taboos that they cannot violate, and the same weaknesses as spirits.

Most Garou don't think the Storm-Born exist. They believe that stories of the creatures represent encounters with new types of fomori.

Jagglings

These are the servants of Incarna, and rarely Celestines, who directly interact with Garou. They form from the spiritual essences of their patrons. Most Jagglings are completely loyal to their patrons, and most do not have free will. More advanced Jagglings create Gafflings as servants. Jagglings teach some Gifts to Garou, and the most powerful fetishes contain bound Jagglings. Jagglings have some vestiges of an individual personalities, but their purpose is inextricably tied up with that of their patron.

Gafflings

The weakest spirits are the Gafflings. These spirits have little to no sentience. They serve their masters, who generally think less of the Gafflings than humans think of animals, as single-minded tools. Many Garou use Gafflings to forge fetishes. Gafflings carry simple messages through the Umbra on the orders of their patrons. Patron spirits commonly have complete control over their Gafflings. Most of these underlings welcome this control; they feel safest as members of a group. Gafflings with full intelligence are considered dangerous, and are suspected of serving mysterious and powerful patrons, such as Celestines. Gafflings can teach Gifts to Garou; they are the spirits that werewolves most commonly encounter.

Spirit Traits

Spirits don't have the same Traits as physical beings; they have no Attributes or Abilities. Power is a Trait unique to spirits, which measures the mystical energy that a spirit can tap. Charms are also the special magics of the spirits, roughly the equivalent of Gifts. Spirits do have Willpower, Rage and Gnosis just as Garou, but they are more defined by these Traits, and use them for different purposes.

Willpower

Spirits use Willpower to take "physical" actions, such as chasing other spirits or attacking an enemy. Conflicts between spirits are resolved with opposed Willpower rolls.

Difficulty

3
5
6
8
10

Action

Easy action
Fairly simple action
Normal action
Difficult action
Virtually impossible action

Rage

As with Garou, Rage measures a spirit's anger and inner turmoil. By unleashing its Rage, a spirit damages other spirits and even physical beings that are in the Umbra. For each success on a Rage roll, a spirit inflicts one Health Level of damage, or forces a spirit target to lose one point of Power.

Gnosis

Spirits use Gnosis for all Social and Mental rolls. They may also use Gnosis to transform the parameters of a situation; for instance, for a Water-spirit to convince a werewolf to relax a bit and sit in the shade, a roll of Gnosis needs to be performed.

Power

Spirits don't use their own Gnosis to invoke their magics. They are composed of spiritual energy and could cease to exist if they drained themselves to do battle. Instead, they store mystical energy harvested from the Umbra. This supply of energy is called a spirit's Power. Spirits deplete their supply by taking damage and using Charms. When a spirit's Power reaches zero, the spirit dissipates into the Umbra for a number of hours equal to 20 minus its Gnosis, after that it Reforms with a single point of Power. Optionally, a Garou who knows the proper rite can bind a defeated spirit into a fetish; however, the fetish is not usable until the spirit's Power is replenished (through Slumbering within the fetish; see below). A Garou who reduces a spirit's Power to zero may also elect to siphon up to five points of Gnosis from the spirit to refill her own Gnosis. This kills a spirit with five or less Gnosis points — a serious offense to the spiritual community.

Charms

Every spirit has special powers, known as Charms. Most Charms require the expenditure of Power to use. Most Charms last for one scene. Combat-oriented Charms, however, last one turn per use.

Common Charms

▼ **Airt Sense:** Most spirits can find their way through the airts (trails) of the Umbra without much difficulty. It costs one Power to find any particular thing. This Charm is useless during Umbral storms.

▼ **Armor:** Some spirits are tougher than others. This Charm allows a spirit to have one soak die per Power point spent. This Charm is the only way a spirit can soak damage. Spirits may use this Charm at any time in a combat turn before damage is rolled.

▼ **Healing:** Spiritual energy renews material beings. The spirit spends one Power point per Health Level to heal normal damage, or three points per Health Level to heal aggravated damage.

▼ **Materialize:** A spirit with this Charm has the ability to form a body and enter the physical world. The spirit's Gnosis must be greater than or equal to the Gauntlet where it wants to materialize. When the spirit materializes, it spends Power to create its form and buy that body's Traits. The spirit's player still rolls Gnosis for Social and Mental actions. The Power point costs are as follows:

Power Cost	Trait
1	Per one Physical Attribute dot
1	Per two Ability dots
1	Seven initial Health Levels (for the body)
1	Per additional Health Level after seven (extra Health Levels increase the spirit's size)
1	Per one Health Level healed (damage regenerated for the physical form)
1	Weaponry: Per die of aggravated damage done in addition to Strength (Bite is one die, each claw is one, etc.)

Spirit forms have no limits on their Attribute and Ability levels; with enough Power, anything is possible.

For example: A Buffalo-spirit wants to materialize into the physical world to kill a hunter's horse. The spirit spends 17 Power for the following characteristics: Strength 5, Dexterity 4, Stamina 3, Brawl 5, Dodge 3, and seven Health Levels.

A spirit's physical form lasts as long as it likes, but it cannot enter an area with a higher Gauntlet rating than its Gnosis. A materialized spirit may not recharge its Power unless it possesses a special Charm that allows it to do so. If a spirit's physical form is attacked, the damage applies to the form's Health Levels. A spirit reduced to zero Health Levels dissipates into the Umbra and may not materialize to create a new body for (20 hours minus its Gnosis).

Any aggravated damage a spirit suffers is applied to Health Levels and Power. A spirit cannot enter the physical world and always escape unscathed.

▼ **Reform:** Most spirits use this Charm to escape from enemies. The Charm allows them to dissipate into the Umbra and Reform somewhere else, usually a great distance away. A spirit must spend 20 Power to use Reform.

Specialty Charms

▼ **Agony:** The spirit may incapacitate a victim by magnifying its pain. The target incurs double Dice Pool penalties from its wounds. If the victim tries to take an action with a Dice Pool smaller than the penalty, she burns a Willpower point to make the attempt (and she has one die for the attempted action). The duration is one round; the Power cost is three.



✦ **Blast Flame:** The spirit has the ability to launch flame at opponents. This Charm costs two Power per die of damage.

✦ **Break Reality:** The spirit can disrupt the reality of an object and modify the target's Umbral form. Its player must make a Gnosis roll. The extent of the attempted change and how plausible the transformation is determines the difficulty. The number of successes determines how much of a change is possible. A botch on this roll causes the spirit to lose a Gnosis point as reality backlashes against it. The Power cost ranges from two to 10 points (depending on the difficulty).

✦ **Calcify:** Weaver spirits are the only ones who can call on this Charm. Calcify binds the target into the Pattern Web. The Storyteller rolls the spirit's Willpower against the target's Rage; each success subtracts one dot from the victim's Physical Attributes (or Willpower in the case of spirits). When Attributes or Willpower fall to zero, the Pattern Web ensnares the target, holding it forever. Allies of the victim can shatter the Pattern Web (rescuers must score a number of damage successes with attack or Rage rolls equal to the successes of the Weaver spirit) to release the victim. The Power cost is two.

✦ **Cleanse the Blight:** This Charm purges spiritual corruption in its vicinity. It is similar to the Rite of Cleansing. Power cost is 10.

✦ **Create Fires:** This Charm creates small fires with a Gnosis roll. The difficulty depends on the size of the desired blaze (3 for a small campfire, 9 for a large-scale prairie wildfire). The Power cost varies from one to five points.

✦ **Create Wind:** This Charm allows a spirit to call forth winds. Power cost varies with the strength of the winds. A breeze costs only one point, while a twister costs 20. Several spirits can combine the effects of this Charm, although a tornado is the most powerful force Create Wind may manifest.

✦ **Disorient:** Wyldlings may completely alter landmarks and directions with a successful Gnosis roll against a difficulty of 6 or the Gauntlet, whichever is higher. The Charm costs two Power.

✦ **Domain Sense:** Many spirits are tied to an earthly domain, such as a forest, a stream or a mountain. This Charm allows them to sense all that takes place within their sacred domains. The Power cost is 10.

✦ **Flood:** The spirit calls upon the waters in an area to rise, creating great floods. This Power cost is five for each one-mile radius. Affected spirits who use this Charm run the risk of drawing the attention of water spirits.

✦ **Freeze:** This Charm grants a spirit the ability to lower the temperature in its immediate area. The cost is three Power points for every 10-yard radius, and three additional Power points per die of damage; anyone in the area suffers the damage. The first three points reduce the temperature in a 10-foot yard area to freezing; each additional three points reduces the temperature by an additional 10 degrees Fahrenheit and adds a damage die. Desert or Heat-spirits don't look kindly on those who use this Charm in their domains.

✦ **Frozen Breath:** The spirit exhales a breath of chilling frost. This Charm costs one Power point per die of damage.

✦ **Ice Shards:** The spirit flings shards of ice at a target. The cost of this Charm is five Power per three dice of damage.

✦ **Lightning Bolts:** The spirit produces bolts of lightning and hurls them at an enemy. The Power cost is two per die of damage inflicted.

✦ **Open Moon Bridge:** This Charm gives the spirit the ability to open a Moon Bridge to a desired location. A caern does not have to be present. The maximum distance is 1000 miles. This Charm costs five Power.

✦ **Shapeshift:** With this Charm, a spirit assumes any form it desires. It only gains the appearance of the form, not any of the natural (or supernatural) abilities or powers. The cost for this Charm is five.

✦ **Solidify Reality:** Only Weaver-spirits possess this Charm. Solidify Reality gives a Weaver-spirit the ability to spin the Pattern Web, and reinforce the order of the Weaver upon the Umbra. To use this Charm, the Weaver-spirit must make a Willpower roll. With a successful roll, the spirit can erect a practically indestructible barrier. The difficulty depends on the plausibility and extent of the creation; it is a lot harder to spin a Pattern Web in a wide-open desert than in St. Louis. The number of successes determines the solidity of the Web. Power costs range from one to 20 depending on the magnitude of the task.

Success makes the object or spirit stronger. An object's effective "Health Levels" increase by one per success. The effect lasts for one day. Each spirit may only use this Charm once per day per target.

✦ **Spirit Wall:** Weaver spirits can increase the Gauntlet in an area by one. The Power cost is 10.

✦ **Tear the Gauntlet:** Some Wyld spirits can break the Pattern Web. This Charm lets spirits reduce the Gauntlet in an area by one for a number of days equal to the spirit's Gnosis (this Charm is often responsible for the emergence of new Broken Lands). Power cost is 15.

✦ **Tracking:** The spirit can track its prey unerringly, no matter where it flees. The Power cost is five.

✦ **Umbrquake:** This Charm allows a spirit to cause the fabric of the Umbra to convulse violently. The resulting Umbrquake throws everything standing to the ground. Everyone within the area of effect suffers damage from the force. The cost is five Power per 10 foot radius, and two Power per die of aggravated damage.

✦ **Updraft:** The spirit can lift a man into the air. Power cost is three.

Bane Charms

✦ **Blighted Touch:** This Charm lets a Bane deliver the inflict of Blight onto a target. If the spirit successfully strikes its target, it forces the victim's player to make a Willpower roll. Failure unleashes the dark side of the victim's personality until the next sunrise or sunset. A botch on the Willpower roll means the twisted personality takes over — permanently. The Power cost is two.



▼ Corruption:

The Bane can make a dark suggestion to a target. For example, a Bane may encourage a settler to hit his wailing baby "to shut it up." Without thinking, the target may try to act on the suggestion. The Power cost is one.

▼ **Incite Frenzy:** The spirit can drive a Garou into frenzy. Roll the spirit's Rage (difficulty of the target's Willpower). The Power cost is three.

▼ **Possession:** The spirit may possess a material object or living being. This Charm requires a successful Gnosis roll (difficulty of the victim's Willpower). The number of successes determines how long the possession takes to complete.

Successes	Time Taken
1	Six hours
2	Three hours
3	One hour
4	Fifteen minutes
5	Five minutes
6	Instantaneous

While a spirit possesses its victim, it retreats to a dark section of the Umbra, such as a Blight, and remains there, doing nothing but concentrating on the possession. If the spirit takes any other action (such as combat), the Charm's effect fails. Banes surround themselves with others of their ilk as protection while they attempt possession.

Once the attempt succeeds, the Bane passes fully into its host body. A Bane that possesses a victim manifests powers and abilities through the victim's body. Such possessed humans are known as mockeries or fomori.

Recharging Power

As a spirit loses Power, its form starts to shimmer and fade. If it has been attacked, its wounds will be visible on its form.

To refresh its Power, the spirit must fall into a sort of hibernation called Slumber. The spirit seeks out a safe place in the Umbra and falls into a deep sleep. For each hour that passes, the spirit regains a point of Power.

While a spirit is in Slumber, it is relatively defenseless. Rites can easily bind the spirit regardless of its strength. If a spirit is bound into a fetish, it enters Slumber and does not fully awaken until

released; the user calls on the powers of the fetish, not the spirit. A new fetish will not work until the spirit within has regained its full Power (which may take a long time with powerful spirits.) In rare cases, a spirit may have some degree of consciousness while bound into a fetish.

Movement

Spirits may fly or float through the Umbra. Some say spirits swim through the Umbra like fish in the ocean. Spirits may move up to 20 yards plus their Willpower a turn. In difficult conditions, such as Umbral Storms or strange Realms, spirits move less quickly; in fact, they may wind up tossed about, depending on how strong or weak they are. Storytellers should use their own discretion.

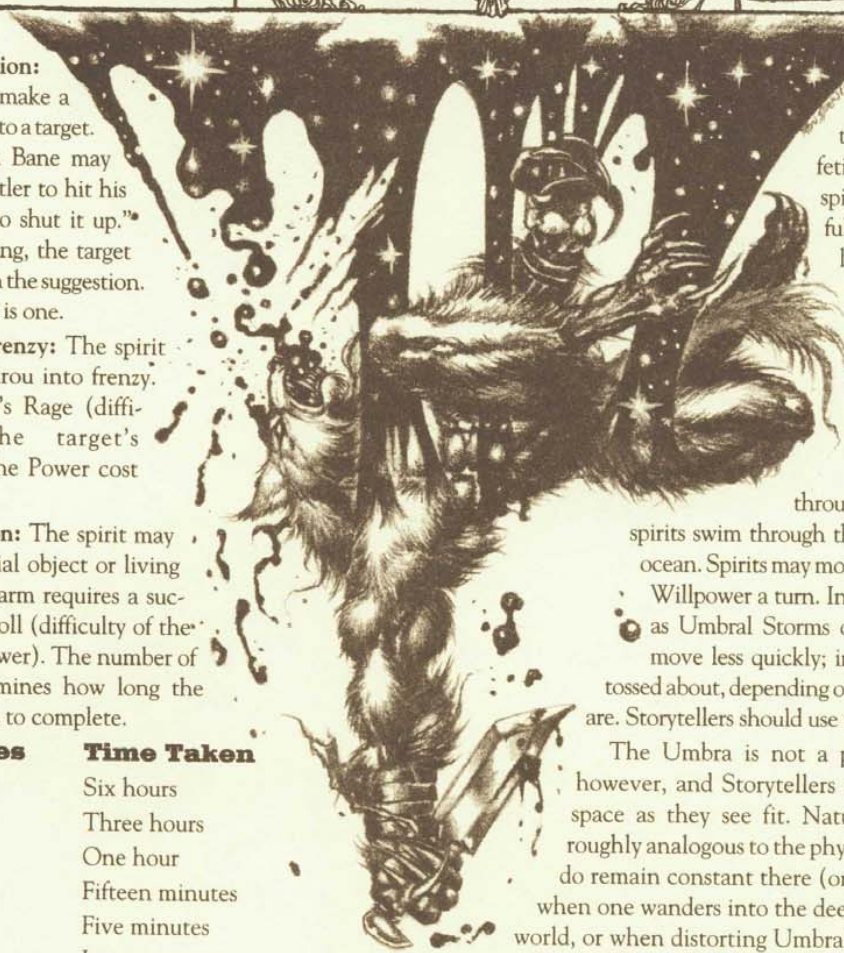
The Umbra is not a place of exact measure, however, and Storytellers should feel free to warp space as they see fit. Naturally, the Penumbra is roughly analogous to the physical world and distances do remain constant there (one yard is one yard). But when one wanders into the deeper sections of the spirit world, or when distorting Umbral winds sweep across the Middle Lands or Penumbra, nothing is quite so certain.

Communication

Spirits have their own tongue, which they only teach to worthy Garou (in the form of the Gift: Spirit Speech). Spirits do not use voices to communicate; they share their thoughts and feelings through the Umbra. The language of spirits is more a way of understanding others than making oneself understood. Some say this tongue came into being at the birth of the world, before the Weaver spun words into being.

Spirits with ties to living beings may speak the tongues of those to whom they are tied. Totem spirits speak the languages of those who give them respect; for example, Uktena has no difficulties conversing in Cherokee, nor does Stag have trouble with Gaelic. Spirits do not always choose to speak the languages of others, though; many proud spirits refuse to use the languages of physical creatures that they feel are crude and poor ways of expressing meaning.

Garou Gifts that allow spirit control or interaction do not require knowledge of spirit tongue in order to work; the same rule applies to rites. The inherent nature of rites and Gifts allows them to function magically.



Fetishes

A fetish is an object that contains the bound essence of a spirit. The spirit's abilities are at the wielder's disposal. Naturally, the fetish's powers are limited by the abilities of the spirit; there's no point in beseeching a Fire-spirit to quench your thirst in the desert.

Fetishes are crafted from the purest natural objects, and are usually small enough to hold in one hand. Fetishes are often decorated with symbols and objects that represent the spirit or do homage to the spirit. Some fetishes are weapons, like knives and spears; others take the forms of blankets, pouches, or even dream-catchers or saddles.

All fetishes are sacred because they contain the essence of spirits. Garou treat them with the utmost respect, and they protect such items. Minions of the Wyrms often try to capture and corrupt fetishes; what's more, they fabricate their own Bane fetishes from the Wyrms' corrupt children.

A Garou must use a Rite of the Fetish to create one of these items. A fetish almost always requires a willing spirit. Those who force spirits to become parts of fetishes never fully control the items they have made. A spirit will rebel in any way possible, and such an item is considered cursed.

To use a fetish, a Garou must attune himself to the spirit within the object. He does so by making a Gnosis roll against a difficulty of the fetish's own Gnosis score. As long as the Garou scores a single success, he is attuned to the fetish. If he fails the roll, he may not use or become attuned to the fetish. If he wishes to try again, he must first find a way to make an accord with the bound spirit. The Storyteller determines an appropriate act of respect.

For example, Windchaser climbs into the ruins of an Anasazi cliff dwelling. As she clambers up the narrow rock steps to a wall precariously balanced on the edge of the cliff, she discovers an unexpected treasure, a War Bow, lying discarded on the rocks. In a rush of excitement, Windchaser grabs the weapon, claiming it for her own. However, her player fails her Gnosis roll. The War Bow twists out of her hand and clatters to the ground. Windchaser realizes that she must pay respect to the people who once lived in this place and to the warrior who fell using the weapon (if the War Bow is to accept her).

She kneels on the edge of the cliff and whispers a song of praise to the ancient ones. She searches the site for symbols and images of protective spirits. She pays her respects to each dwelling and to the protective spirits. Finally, she kneels before the War Bow and offers her respect, asking it for help

against the mockeries that menace her pack. Her player makes her Gnosis roll, using a point of Willpower, just to be certain. When she grasps the War Bow again, it feels as if it belongs in her hand. If the Storyteller is suitably impressed by Windchaser's actions, he can reduce the difficulty of the Gnosis roll.

Once a Garou has attuned herself to a fetish, she has an empathic bond with its spirit. The attuned fetish travels with her anywhere in the Tellurian (as if Dedicated to her; see the Rite of Talisman Dedication, pg. 173). She also gains a basic knowledge of the fetish's powers. Depending on the strength of the spirit, the relationship between the Garou and the fetish may continue to develop. More powerful spirits do not Slumber as fully as weaker spirits, and may communicate with Garou allies. Some may even make demands of wielders or pass on secret knowledge. A Garou should go to great lengths to care for a valuable fetish.

Each time the wielder wishes to use one of the fetish's powers, her player must roll Gnosis against a difficulty of the fetish's Gnosis. If the player wishes, Gnosis point may be spent to activate the power without a roll.

Specific types of fetishes or talens may only be created using spirits aligned with the items' intent. For example, a spirit of healing will not willingly enter a klaive or other weapon of war. Most fetish spirits are Gafflings.

Talens

Talens are simple fetishes. They contain the living essence of spirits, and require Gnosis rolls to activate (but not to attune), but may only be used once. After a talen is used, the spirit is released back into the Umbra, and the object loses its potency. Unlike fetishes, which may only be used by those attuned to them, talens may be used by anyone (even non-Garou). The Rite of Binding may create a talen by forcing a spirit into an object after successfully defeating it in spiritual combat. Even the most spiritually oriented elders do not consider binding spirits into talens immoral, because talens are only temporary creations, and the spirits are not bound for long.

A talen receives Gnosis equal to the bound spirit's Gnosis. For each success received on a Rite of Binding roll, an extra talen of the same type may be created. Talens are almost always created with Gafflings, but more powerful spirits can have their essences spread through multiple talens. A Jaggling automatically adds two or three extra talens to the total. There is no time limit to how long a spirit may be bound, but the talen only has one use.

Sample fetishes and talens may be found in the Appendix.





We should be careful to get out of an experience only the wisdom that is in it — and stop there; lest we be like the cat that sits down on a hot stove-lid. She will never sit down on a hot stove-lid again — and that is well; but also she will never sit down on a cold one any more.

— Mark Twain

You've read all the background material, right? Well then, let's get on to the business of the character and how she interacts with the Savage West. A character's statistics are a representation of what she is and what she is capable of doing, but that's only the beginning. Once you've built your character, he or she changes and learns in day-to-day life. There are systems for handling these events and changes, and that's what this chapter is all about.

Character Evolution

This chapter is about change. Watching your character develop is, in a way, like watching a child grow. The bonus here is that there are no diapers to change, nor do you have another mouth to feed. In *Werewolf: The Wild West*, however, there are no guarantees that a character improves with time.

It's sort of like life: Appreciate the good times and do your best to prepare for the bad. You can't anticipate every change that your character will undergo. But that's for the best. If you knew everything about the journey before you started, what would be the point of going?

Character interaction with the world is broken down into three sections: Character Development, Physical States, and Mental States. Each focuses on a particular aspect of your character's growth. Character Development pays special attention to the physical ways your character changes and grows stronger (or in some cases weaker) as time passes. It also discusses Renown and how your Garou can rise and fall in Rank. Physical States deals with injuries, how they affect your character and how your character recovers from them. It also deals with permanent injuries and death. Mental States details systems for frenzy and the effects of the Delirium.

Character Development

This section covers the ways in which a character changes in power, skill and status.

Experience Points

Life is an ongoing series of experiences. Every experience you have changes you. There's much to be said for gaining wisdom as you move through the years. The same is true for your character. Anyone who moves through life without change is just existing, not living. A lot of folks never catch on to the difference.

To reflect the way in which experience changes your character, the Storyteller awards you experience points to spend on your character. These points represent alterations to your character that result from roleplaying, and even from what is assumed to happen to your character between stories. Sure you learn how to fight as a result of running with your pack and battling the Wyrms, but a werewolf who tends bar during the day also partakes in a lot of social interaction. Another character who works part-time for her father, the local undertaker, might learn a great deal about human anatomy.

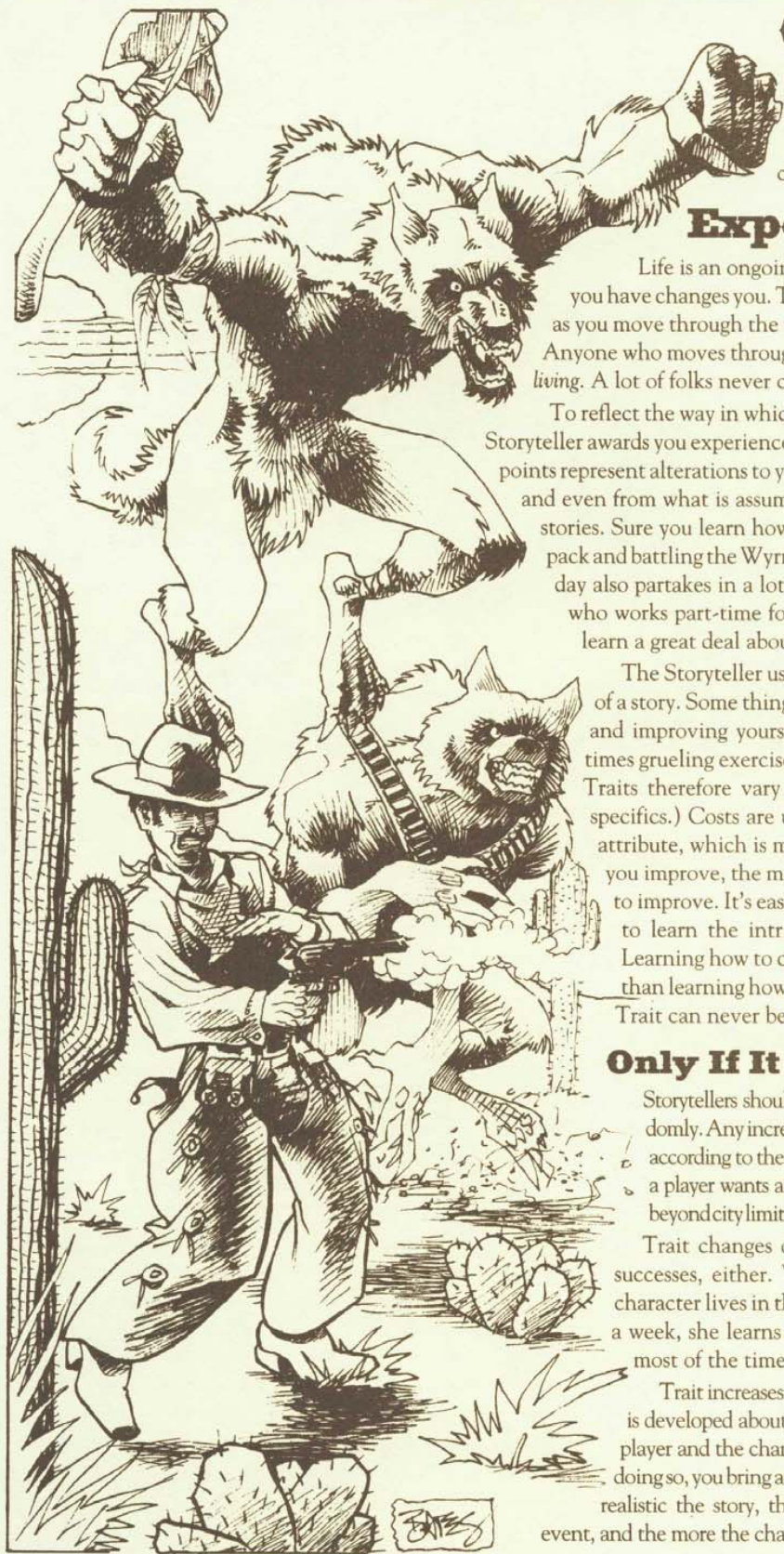
The Storyteller usually awards experience points at the end of a story. Some things are harder to learn than others, though, and improving yourself often requires maturation and sometimes grueling exercise. The costs of increasing your character's Traits therefore vary greatly. (See the Experience Chart for specifics.) Costs are usually based on the current rating of an attribute, which is multiplied by a certain number. The more you improve, the more experience points it costs to continue to improve. It's easier to pick up the basics of a skill than it is to learn the intricacies that a master takes for granted. Learning how to clean and bandage a wound is much easier than learning how to properly amputate a gangrenous leg. A Trait can never be raised by more than one dot per story.

Only If It Makes Sense

Storytellers shouldn't let players spend experience points randomly. Any increased or newly learned Trait should make sense according to the story, and shouldn't be gained simply because a player wants a tougher character. If a character hasn't been beyond city limits in weeks, how can her Survival score increase?

Trait changes don't have to be based on a character's successes, either. We learn from all our experiences. If a character lives in the desert eating snakes and jackrabbits for a week, she learns from the trial whether she went hungry most of the time or lived comfortably.

Trait increases should reflect what occurs in a story, or what is developed about a character's mundane life. Make both the player and the character work for what the character learns. In doing so, you bring a sense of reality to the story. The more realistic the story, the more powerful the storytelling event, and the more the character develops as a person.



Awarding Experience Points

The Storyteller needs to maintain a balance when awarding experience points. The numbers should not only reflect how the players portray their characters, but should also be a check-and-balance system that ensures no one character overpowers his packmates. If Kyle's Shadow Lord is far stronger than John's Red Talon when they've both been in the same number of stories and both started at the same power level, something has gone wrong.

The following set of guidelines helps maintain experience balance. Ultimately the Storyteller decides how experience points are allocated depending on what types of stories he and his players want to tell, and at what pace they want the characters to grow.

End of Each Chapter

Give each character one to five experience points at the end of each chapter or game session, based on the qualifications discussed below. Everyone gets at least one point, whether the pack succeeds at its mission or not. This minimal experience award represents characters' development in everyday life.

♥ **One Point — Automatic:** Each player gets one point after every game session.

♥ **One Point — Learning Curve:** The character learns something from his experiences during the chapter. This shouldn't be awarded automatically; it should be awarded only if the player can account for what the character learned during the course of the session.

♥ **One Point — Acting:** The player roleplays well — not only entertainingly, but appropriately. Award exceptional roleplaying only; your standards should go up as the story progresses. This point is awarded to only one or two players in the group, the ones who do the best roleplaying.

♥ **One Point — Concept:** The player acts true to her character's concept. In most cases, this has less to do with accurately depicting personality traits and the like (the purview of "Acting," above) and more to do with auspice roles. An Ahroun who suffers a bout of cowardice and avoids a fight qualifies for an "Acting" bonus, but isn't as true to his concept.

♥ **One Point — Heroism:** When a character risks himself for others — perhaps by scooping up a lit stick of dynamite and carrying it out of a mine where the other characters are trapped — give him an experience point. Don't let the players abuse your generosity; award for true courage, not for exceptional acts of stupidity.

End of Each Story

At the end of each story, award one to three additional experience points to each character to reflect what the characters learn over the long haul. These points are in addition to what the characters earn after any chapter.

♥ **One Point — Success:** The pack is successful in its mission. Perhaps it wasn't a complete success or a Pyrrhic victory, but even if half the pack died in binding a Pestilence-spirit forever, it's still a victory.



♥ **One Point — Danger:** The character faced true peril and lived to tell the tale.

♥ **One Point — Wisdom:** The character used his wits to save the day, possibly coming up with the idea that made the difference between success and failure.

Again, these are example experience points allocations. If you feel that characters should receive fewer points, they are forced to grow at a slower rate. If you want characters to become strong and skilled quickly, increase the value of these experience conditions or simply award points based on what you feel the characters deserve.

Spending Experience

There is a variety of things that players can spend their experience points on.

Backgrounds

Background Traits can't be increased with the expenditure of experience points. (The only exception to this rule is the Totem Trait — see below.) Background Traits are left in the hands of the Storyteller. The Backgrounds that players purchase when they create their characters are merely what those characters have at the beginning of the chronicle. Events may disqualify Backgrounds or introduce new ones. For instance, a starting character who has the Mentor Background might lose her patron during the course of the chronicle, or an impoverished character might strike the mother lode.

Chronicle events and their effects on characters' Backgrounds can even defy tribal restrictions, if only for a little while. A Bone Gnawer who suddenly comes into money might go on an extravagant spending spree for his tribe or sept, but end up back in the gutter where he started.

The Storyteller should take note of any changes in a character's Backgrounds and have the player make the appropriate modifications. A player might ask if her Background Traits should change, but this shouldn't happen very often (especially in the case of Pure Breed, which is impossible to change).

The Storyteller may design a list of requirements for Background Trait changes. Characters must meet specifications for each Background Trait before increasing score. To gain a new Contact, for example, a character might have to meet the individual and befriend him or perhaps buy his services.

✧ Experience Chart ✧

Trait	Cost
Attribute	current rating x 4
Ability	current rating x 2
New Ability	3
Gift	Level of Gift x 3
Gift from other breed/auspice/tribe	Level of Gift x 5
Rage	current rating
Gnosis	current rating x 2
Willpower	current rating

Changes in Background ratings, for better or worse, should take place during a story. Background Traits normally change one dot at a time, but major events can lead to dramatic gains or losses.

The exception to these rules is the Totem Background. It can be raised through experience points, but the players should still roleplay the spirit's increase in power. A pack typically strengthens its patron spirit by heeding its Ban and offering it chiminage from time to time. (Such chiminage takes the form of reciting songs of praise, or making offerings appropriate to the totem's nature — dedicating a portion of a kill to Fenris, for instance, or presenting small, shiny objects to Raven.) Just as each player can chip in on the initial cost of a pack totem, each can also choose to invest further experience points into the totem-spirit itself.

Gaining Rage

Players can buy permanent Rage with experience points. This allows a player to spend more Rage during the course of a story, and increases his character's chances of entering frenzy. This can be justified by becoming more in touch with one's warrior self, by witnessing horrible atrocities (which are common in the Savage West) or by losing loved ones.

Gaining Gnosis

Permanent Gnosis is purchased with experience points, increasing characters' ability to step sideways, and strengthening their spiritual connections with Gaia. Such an increase might be rationalized with meditation, special insight or spiritual guidance.

Gaining Willpower

Players spend experience points to increase permanent Willpower scores. However, gaining Willpower is moderated by the Storyteller. The player doesn't simply add dots to his sheet; the character must earn Willpower in the context of the chronicle. The points are justified by a victory in a story, or used as inspiration for a story unto themselves. The Storyteller might account for extra Willpower points by sending a character on a quest to retrieve a long-lost family heirloom, or by having her undergo the Sun Dance.

Characters can also lose permanent Willpower. A character loses a point whenever she botches a Willpower roll. The only exception to this rule is that characters cannot lose permanent Willpower while using Gifts that must be activated with Willpower rolls.

Awarding Renown

Renown is the foundation of Garou society. Werewolves cannot establish places for themselves within their societies nor rise in tribe or sept hierarchy without increasing Renown. Renown reflects other werewolves' opinions of a character. A werewolf not only can improve his standing according to his behavior in day-to-day life, he can also pursue status. Garou often seek to make names for themselves.

The Storyteller awards three specific types of Renown: Glory, Honor and Wisdom. If a werewolf slays a Wyrms creature, he gains Glory. If he prevents a violation of the



Litany, he gains Honor. If he solves a riddle set forth by a spirit, he gains Wisdom. Players can't choose where awarded Renown goes, the Storyteller decides. Likewise, a player can't exchange an award of Glory for Wisdom Renown simply because his character needs more Wisdom to increase in Rank. Renown reflects a character's deeds. Ahroun naturally strive for Glory Renown over Wisdom, while Theurges are more concerned with Wisdom. Players need to pay attention to their characters' auspice roles and concepts if they want their characters to rise in Rank quickly.

Whenever werewolves work together to accomplish an act, they share the Renown earned. A pack that brings peace to two warring septs wins Honor for each member. The Storyteller is encouraged to award an appropriate bonus to each werewolf, rather than divide a reward amongst the pack — if the pack is suitably rewarded for its teamwork, it is more likely to work well together in the future.

Carrots and Sticks

Renown is awarded at the end of a game session or at the end of a story, whichever the Storyteller prefers. In Garou society, werewolves earn Renown at moots, where they are recognized for their deeds. Storytellers can also award or revoke temporary Renown during play. Use of temporary Renown makes for easy bookkeeping, but requires that the Storyteller be familiar with the Renown system so that play isn't interrupted while appropriate Renown awards are looked up.

Gaining Temporary Renown

Temporary Renown is only awarded during play. It is indicated on the character sheet by the squares listed under each Renown type. One square represents one point of temporary Renown. A character's temporary Renown is often higher than his permanent. Temporary Renown is a simple means by which to measure when a character is due for an increase in permanent Renown. As a rule of thumb, 10 temporary points of Renown are worth one permanent dot. When temporary Renown is cashed in for permanent, the character is reduced to zero temporary Renown. Otherwise, temporary Renown has no direct effect on play.

Refer to the Renown Awards Chart at the end of this chapter for sample Glory, Honor and Wisdom awards. This list is in no way exhaustive, and should only be used as a guideline.

Gaining Permanent Renown

In order for a character to increase her permanent Renown in a specific category, she must accumulate 10 points of temporary in that category and then convince another Garou of equal or greater Rank to perform the Rite of Accomplishment for her. (See Rite of Accomplishment, pg. 177.) The assisting Garou cannot be a member of the character's pack. In some cases, the character can challenge another Garou to acknowledge her, instead. Most, however, seek to gain esteem in a polite fashion, all the better to stay in their elders' good graces.

Losing Renown

Losing Temporary Renown

Just as Renown can be gained according to characters' deeds, it can be lost as well. It's very easy to lose temporary Renown. This loss is an effective means of reminding players that their characters' actions have repercussions in Garou society. The Storyteller should consider a character's breed, auspice and tribe when deducting temporary Renown. For example, Ragabash can get away with more extreme trespasses against Honor than most characters — but if Ragabash perform honorable acts, others usually suspect them of having ulterior motives.

The Storyteller decides when temporary Renown is lost. For guidelines, see the Renown Awards Chart.

Losing Permanent Renown

Werewolves only lose permanent Renown when they violate the fundamental rules of Garou society. A Garou who goes into frenzy and actually feeds on a wolf or a human is likely to lose permanent Renown. Offenses may be overlooked in extreme cases. If the feeding werewolf was riddled with silver and fighting a gang of mockeries, he might be given a little more leeway. Even if permanent Honor is not lost, temporary Honor probably is.

Werewolves who face the loss of permanent Renown can contest, but must prove themselves in a series of trials. Success convinces the elders that the shame was undeserved. The Storyteller devises an appropriate ordeal for a penitent wretch, then decides if the character handles himself well enough to avoid a permanent Renown penalty. The Storyteller's decision is final.

If a character loses enough permanent Renown so that her score falls below the minimum Renown required of her current Rank, she is "demoted" and loses all benefits and privileges associated with her former Rank. She does not lose any Gifts that she has learned, but is for all practical purposes considered a Rank lower until she restores her name. To return to her former status, she must again earn the proper amount of Renown; most septs require a fairly stringent task of penitence as well before the werewolf challenges to regain lost Rank.

Advancing in Rank

To gain Rank a character needs permanent Renown points and must win a challenge.

▼ **Renown:** The character must meet her auspice's minimum requirements in permanent Renown to rise to the next Rank. This isn't the only requisite for increasing Rank, just a benchmark that the character has to meet before she's considered for advancement.

▼ **Challenge:** Once she has the necessary Renown, the character must face a Garou of higher Rank in a contest of some sort and win. The challenged (the higher-ranking Garou) picks the contest — a physical test, duel or test of wills or gamecraft — and its difficulty. Tribes and septs have their own standard contests for each Rank, but an elder can decide to ignore the usual contests and devise something of her own. The



challenge can be as simple as a contest of dominance or as difficult as rooting out and destroying an elder vampire. If the character bests the elder in the ritual challenge or succeeds at the elder's test, the elder is honor-bound to recognize the character as an equal.

Should the character lose to the elder, she may not challenge that elder again. High-ranking elders seldom teach those whom they have beaten, at least those who repeatedly attempt to rise to the same Rank. The character loses no permanent Renown for losing a challenge, but it's exceptionally poor form to go out and challenge another elder immediately; most elders will outright refuse any challenges from someone who's recently failed his test of Rank.

Example of Gaining Renown and Rank

Thunder's Howl is a Rank One Uktena Theurge with 1 Honor and 4 Wisdom. If he gains one more permanent point in each of Glory and Wisdom, he may challenge for the right to earn Rank Two.

After a hard battle against an Arizona death-cult, Thunder's Howl finally achieves 10 temporary Glory. To gain recognition, he asks an elder, Talking Snake, to perform the Rite of Accomplishment for him. Talking Snake demands the tale of the young Theurge's deeds, and after listening closely, deems the youngster worthy of his claim. At the next moot, Talking Snake performs the Rite of Accomplishment for Thunder's Howl, who gains one permanent Glory Renown; he loses all temporary Glory immediately, starting again at zero.

In the months that follow, Thunder's Howl dedicates himself to his auspice duties, summoning many spirits and beseeching them for advice. He soon accumulates 10 temporary Honor Renown. As before, he asks Talking Snake to recognize his accomplishment, and the elder agrees. His Wisdom Renown rises to 5 at the next moot. Thunder's Howl is now ready to attempt to rise in Rank.

However, Talking Snake advises the young Theurge to challenge another elder for his new Rank — in this case, Ten-Tails, Wendigo Theurge. Wily old Ten-Tails agrees to the challenge. She has done this many times, and quickly ascertains that the young one is worthy. She doesn't like to make things easy for cubs, though, and decides to test the Garou's worth for herself.

"Well, Thunder's Howl, the contest is mine to choose. Here, take this cup of water. Now climb up that tree and set it in the bird's nest near the top — and don't spill a drop."

Thunder's Howl had hoped for a mental contest, and is somewhat dismayed that his perception skills are not tested. He isn't certain of his ability to meet a physical challenge, but agrees nonetheless. It takes patience and persistence to get the cup into the nest, but after a grueling hour the Theurge climbs down in victory.

"Walk proudly with the blessings of your siblings, young Fostern," Ten-Tails grins. "You're a worthy youngling, and your tribe is honored to have a Crescent Moon such as you among them."

Thunder's Howl lets loose a cry of mingled relief and pride. Suddenly refreshed and reinvigorated, he thanks Ten-Tails and lopes back to Talking Snake to share the good news.

Renunciation

Some werewolves, worried that they don't live up to their full potential, change auspice. This is somewhat acceptable in the eyes of the Garou, but has certain drawbacks. A werewolf who renounces her auspice sacrifices all Rank. Additionally, she must choose a new name, and loses all but three permanent Renown. In order to complete the transformation, the Garou performs, or has another perform, the Rite of Renunciation. From that point on, the Garou she was no longer exists. She is now a new werewolf, considered nothing more than a cub fresh from her Rite of Passage, despite her physical age.

The Garou lives under her new name, and under new conditions as well. Most Garou no longer treat her with familiarity, excluding only her packmates. It is considered improper in Garou society to acknowledge a werewolf who has undergone the Rite of Renunciation until she once again achieves her previous Rank. Additionally, while she keeps the Gifts she has already learned, the renunciatory werewolf may only learn new Gifts that are appropriate to her new auspice and Rank. In many cases, sept elders require renunciatory werewolves to go through second Rites of Passage, ones that are far more taxing than their first. If a Garou survives her second Rite of Passage, she may ask a spirit to teach her a new Level One Gift of her new auspice.

Renunciation is not only self-imposed. There are other reasons for changing auspice.

- ✦ It is used as punishment for a crime committed; the choice is often renunciation, exile or death.

- ✦ Harano can sometimes drive a Garou to change auspice.

- ✦ In rare cases, a Garou chooses to dedicate himself to a new goal, foregoing everything else to ensure that he attains his prize. Revenge, or a quest of the spirit or heart, may lead a Garou from his former path. Many septs accept a Garou with a new auspice back upon the successful completion of his quest, at the same Rank he previously held or, very rarely, at an even higher Rank. (Naturally, this is all up the Storyteller.)

Physical States

This section deals with physical health: healing, injury and aging.

Injury

Injury in the Savage West is almost unavoidable. There are about as many ways to get hurt as grains of dust in the Mojave. Players record injuries in terms of Health Levels. Each wound causes the loss of one Health Level. Simply check off Health Levels as a character loses them, with the last box marked delineating the character's current Health Level.

Health in **Werewolf: The Wild West** is rather like a ladder, with Bruised at the top and Incapacitated at the bottom. As a character suffers injuries, he scales down the ladder until he reaches Incapacitated. When a character heals, one mark is removed for each Health Level recovered until he is healthy again.

Each success on an opponent's damage roll indicates the loss of one Health Level. Successes on a soak roll negate these levels of damage on a one-for-one basis.

If an opponent scores three damage successes, the character loses as many as three Health Levels. If the player gets two successes on her soak roll, the character only loses one Health Level.

From time to time, a character suffers enough damage to take her to Incapacitated and beyond. At that point, a werewolf is considered critically wounded — not dead — and is out of action for at least an hour. (Mortals are less fortunate; see next page.) A critically wounded character does not recover one Health Level per turn, but only one every hour until she returns to Incapacitated. The player must also make a roll on the Battle Scars chart (see pg. 221). An Incapacitated werewolf dies only if her injuries are particularly grievous (see Aggravated Wounds, below).

Werewolves have another truly distinct advantage when it comes to being Incapacitated. A wounded Garou can focus her Rage to remain active when she'd otherwise be out of commission for an hour.

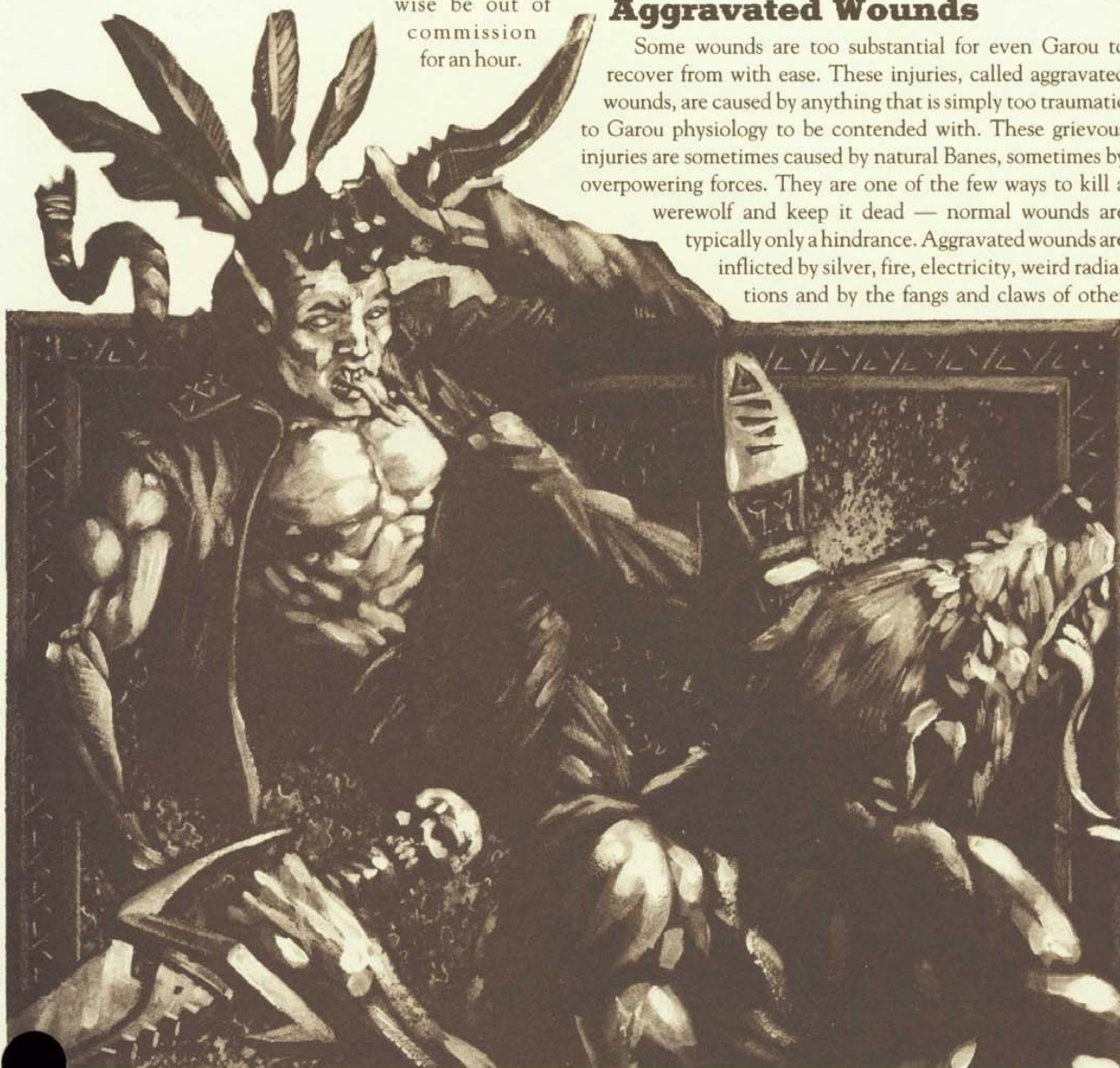
Healing

Due to their mystical nature, Garou heal far more swiftly than humans. Unless damage is aggravated (see below), a character regenerates one Health Level per turn. Homid and lupus Garou in their natural forms heal at the same speeds as humans and wolves, but shifting into any of other forms induces regeneration. Metis in their Crinos form heal supernaturally quickly, breed form notwithstanding. There are some small advantages to being metis — plenty scarce, but there nonetheless.

Under normal circumstances, a character cannot heal or regenerate while involved in strenuous activity, but players may attempt a Stamina roll (difficulty 8) to heal characters engaged in physical efforts, even in combat. Success means that a character regenerates a Health Level as usual.

Aggravated Wounds

Some wounds are too substantial for even Garou to recover from with ease. These injuries, called aggravated wounds, are caused by anything that is simply too traumatic to Garou physiology to be contended with. These grievous injuries are sometimes caused by natural Banes, sometimes by overpowering forces. They are one of the few ways to kill a werewolf and keep it dead — normal wounds are typically only a hindrance. Aggravated wounds are inflicted by silver, fire, electricity, weird radiations and by the fangs and claws of other



supernatural creatures, including other werewolves. The Storyteller may also deem certain injuries inflicted by other means (such as hitting the ground at terminal velocity) to be aggravated. The Storyteller has final say on this matter.

Aggravated wounds may be soaked, with the exception of those inflicted by silver — the lunar metal has been and always will be the Garou's weakness.

Aggravated wounds are so substantial that they require a great deal of time to heal. They heal at a rate of one Level per day, provided the character is resting or at least avoiding strenuous activity.

Aggravated wounds are indicated on the character sheet with an X instead of the usual check mark. It's best to simply convert checks into Xs where necessary, adding the normal wounds later. For instance, a werewolf takes three Health Levels of damage from normal weapons, and becomes Injured. He then takes an aggravated wound from fire, hitting Wounded. The player replaces the check in the Bruised box with an X, and fills in the Wounded box with a check — after this werewolf heals his three Health Levels of unaggravated damage, the one aggravated wound he takes keeps him at Bruised, not Wounded.

Sources of Injury

Despite the preternatural durability of Garou, there are still many ways to harm them. Werewolves can be hurt in many of the same ways as humans, and have to watch out for most of the usual hazards to life and limb. There are exceptions, however, silver being the most obvious.

Combat

Combat wounds are addressed in the Melee and Firefight sections of the Drama Chapter. Each success on an opponent's damage roll forces the victim to lose one Health Level. Most forms of attack can be soaked.

Falling

A long drop to hard earth hurts humans and werewolves alike; the chart below determines damage. All creatures, even humans, make Stamina rolls (difficulty 8) in order to soak damage from falling. Each success means one less Health Level is lost. Each botch — that is, each extra one after all the successes have been taken away — means the loss of an additional Health Level.

MORTALS AND MORTALITY

When a human or animal reaches Incapacitated, he's one Health Level away from death. If he suffers one more wound, he dies. If a human or animal falls to Incapacitated and has open wounds, loss of blood kills him if it is not stopped. Without the supernatural endurance of werewolves, a person's life can end abruptly.

The chart below lists the time it takes for a human or animal to recover from damage. Note that the time listed for each Health Level is simply what it takes to recover that level of damage; recovery time is cumulative. Thus a character who is Mauled must spend three months recovering from that damage level in order to reach Wounded. An additional month and 11 days is required to reach full health. All this presumes decent medical care — if a man's being nursed back to health by some addle-headed quack, he may be worse off for the treatment.

Health Level

Bruised
Hurt
Injured
Wounded
Mauled
Crippled

Time

One Day
Three Days
One Week
One Month
Three Months
Three Months*

* Not only do humans have to heal this Health Level, but they also lose one dot from each of their Physical Attributes for falling to it. Humans and animals who fall to Incapacitated recover only at the Storyteller's discretion. Some enter comas for the rest of their lives, never fully recovering from the damage they've sustained. Others just slip away, especially considering the primitive medicines available in the Savage West.

Distance (in feet)

5	1 Health Level
10	2 Health Levels
20	3 Health Levels
30	4 Health Levels
40	5 Health Levels
50	6 Health Levels
60	7 Health Levels

Damage increases to a maximum of 10 Health Levels (90 feet), at which the body reaches terminal velocity and suffers the same amount of damage no matter how far it falls.

Fire and Electricity

Fire and electricity are extremely hazardous to Garou; they cause aggravated damage and can potentially kill a werewolf. However, a player can roll Stamina against a difficulty that depends on the intensity of the attack (see the chart below) in order to resist burn damage. The player must make a soak roll for every turn her character is exposed to fire or electricity. The damage sustained ranges from one to three Health Levels per turn (see the second chart, below). Each successful Stamina roll reduces damage sustained by one. If the roll botches, additional, more-devastating damage is inflicted (the character is blinded until the wound heals, or perhaps maimed).

Difficulty Heat of Fire

3	Candle flame (first-degree burns)
5	Torch (second-degree burns)
7	Bonfire (third-degree burns)
9	Chemical fire
10	Molten metal
10	Lightning*

Wounds Size of Fire

1	Torch; part of body burned
2	Bonfire; half of body burned
3	Raging inferno; all of body burned
4	Lightning; all of body burned

*Electricity, especially lightning, is severely damaging. The worst burns occur inside the body and cannot be seen or recognized immediately without a Medicine roll (difficulty 7).

Extreme Heat

Extreme heat (in excess of 200 degrees Fahrenheit) can injure a werewolf just as surely as fire. Use the fire system for sustaining damage, but modify it to suit the situation (always only one Health Level lost per turn).

Disease

Werewolves are not immune to disease, but their amazing recuperative powers and high Stamina ratings make them highly resistant. Garou can still carry diseases and spread them to others. Damage caused by diseases is not normally aggravated.

Poison

Poisons generally act much like diseases do on Garou. They're seldom fatal and, with rare exceptions, are recovered from as though they were normal wounds. It's rare for a werewolf to be bothered by a rattler bite, but characters should still be careful; certain supernatural critters and Wyrminions deliver poisons that cause aggravated damage.

Suffocation and Drowning

Werewolves need to breathe. But werewolves are better at surviving suffocation and drowning than most animals. The length of time a Garou can hold his breath is determined by his Stamina rating, as per the following chart:

Stamina	Holding Time
1	30 seconds
2	One minute
3	Two minutes
4	Four minutes
5	Eight minutes
6	15 minutes
7	20 minutes
8	30 minutes

Garou expend Willpower to continue holding their breath; each point of Willpower allows for a full minute if Stamina is 4 or higher, another 30 seconds if the character's Stamina is 3 or lower.

When a Garou can no longer hold her breath she begins to suffocate or drown. The character suffers one Health Level per turn. This damage isn't aggravated, but can't be healed until the character can breathe again. When a Garou reaches Incapacitated she falls unconscious and dies after a number of minutes equal to her Stamina. After reaching Incapacitated, she can't recover without resuscitation.

Silver

Silver causes one level of aggravated damage per turn of contact. Successful attack rolls with silver weapons automatically inflict at least one level of aggravated damage regardless of the result of the damage roll. Damage caused by silver can't be soaked.

Certain Garou don't take special damage from silver when in particular forms. Lupus Garou in Lupus form take normal damage from silver weapons. Lupus, homid and metis Garou in Homid form also suffer no special damage from silver weapons.

Each silver item carried by a werewolf reduces her Gnosis rating by one or more, depending on the size of the object. Form has no affect on this penalty. While the effects are not permanent, the loss of Gnosis lasts at least one day even after the disposal of the silver. Additionally, every five silver articles carried by a pack causes each member of the pack to lose one Gnosis point. (Obviously, many Garou resent the members of their packs who insist on carrying plenty of silver bullets.)



The size of an object or the quantity of silver in it can increase the Gnosis penalty. The following chart gives a few examples.

Item	Gnosis Lost
Silver Bullets	1 point each
Silver Dollars	1 point each (find a safe place to keep your money or carry gold.)
Klaive	1 point
Grand Klaive	2 points

Balefire

Galliards whisper stories of glowing caverns deep beneath the earth, of vile, miasmic flames that warm the Wyrms itself. They call this stuff *balefire*. Werewolves aren't likely to encounter balefire save in the most wretched, tainted hives of Wyrmlings or in forgotten places far underground. Those unlucky few who do are in for a rough time. Balefire does the same damage as normal fire, but its effects are more lasting — the aggravated wounds it inflicts take twice as long to heal, and any battle scars that result are rolled at +10 on the Battle Scars Chart (next page). Most horrifying of all, balefire damage can't be soaked — the best a body can do is avoid it.

Critical Wounds and Battle Scars

A human dies if her Health Level drops below Incapacitated, but a werewolf is made of sturdier stuff. She only dies if she drops below Incapacitated *and* all the wounds she has are aggravated.

When a werewolf is wounded beyond the Incapacitated level, she is considered "critically wounded." The werewolf is either unconscious or barely conscious. She can't perform any actions, but may speak by expending a Willpower point.

The critically wounded werewolf no longer heals at her normal rate, regenerating one Health Level per hour (excluding aggravated damage, which requires much longer). Once she has recovered above the Incapacitated level, the Garou can act again and begins healing at her normal rate of one Health Level per turn. Naturally, homids and lupus in their breed forms can't regenerate — if caught in their natural shape, they can be killed about as easy as a man or wolf.

A wounded character may attempt to focus his Rage and continue to remain active. The player makes a Rage roll (difficulty 8) in an effort to channel the character's fury. Every success on this roll restores one Health Level, even those lost to aggravated damage. This effort can only be tried once in any situation, and failure means that the character remains too injured to act. There are other dangers as well, as the character may give into her Rage and enter a frenzy (See Frenzy, below). In either case, the character must still make a roll on the Battle Scars Chart, adding one additional die to the roll.

A Garou who drops below Incapacitated and recovers suffers the effects of a roll on the Battle Scars Chart, on the next page. Battle scars are permanent injuries or disfigurements caused by severe circumstances. A player usually rolls only one bone on the chart, but certain factors (like balefire or trying to fight past Incapacitated) add to the roll, increasing the severity of the scarring. A werewolf trying to recover an incapacitating wound caused by balefire can theoretically roll two dice and add 10 to his total on this chart, yielding a result anywhere from 12 to 30!

Aging

Despite their regenerative abilities, Garou are still mortal. They die eventually, even if they never see combat (which is nearly impossible). While werewolves age at a slower rate than humans or wolves, they suffer the effects of old age. With advanced years (65+ for Garou) comes the loss of Physical Attributes. Senility is also a danger, reducing Wits and Intelligence. An old Garou finds it difficult to Rage and runs the risk of losing the wolf unless she chooses to gracefully pass on before this occurs. The effects of age are up to the Storyteller to devise. Still, most Garou die in battle, commit suicide or retire before time can wear them down — as the Litany tenet prescribes.

Even so, not all werewolves fight the good fight until they die; some choose to return to their mortal families or packs to live out the rest of their years as humans or wolves. These weary heroes are typically high ranking and simply feel they've done their duty. They retreat almost entirely from Garou society, taking part in tribal activities only during yearly rituals and in times of great need. Retired Garou are usually old, mellow and experienced enough to control their Rage, which helps them live in peace.

Mental States

Frenzy

The ferocity that burns in even the meekest Child of Gaia's heart is practically incomprehensible to normal folks. Some say that Rage is just the animal in a shapeshifter, but it's a lot more potent than that. Rage is a white-hot fever of supernatural pitch, a link to the most destructive and primordial energies of the Universe. In fact, some go so far as to call it the Wyrms' own gift to the Garou — but if that's so, then it's a gift that's been turned against its giver countless times.

Rage rolls are, in effect, a werewolf's attempts to reach deep into himself to draw forth the primal, bestial warrior-nature instilled in him by Gaia. This savage power — when focused — allows a werewolf to accomplish epic deeds. But as the old saying goes: Be careful what you ask for, you just might get it. When too much of the animal emerges, the character falls into a berserk rage called frenzy. He becomes a creature of pure fury, with no reasoning faculties to counter-balance his killer instinct. When a player gets four or more successes on a Rage roll, his character loses control and slips into frenzy.



Battle Scars Chart

Result Effect

- 1-3 **Superficial Scars:** Several ugly scars remain, even after you have healed your injuries. When in Crinos, Hispo or Lupus forms, areas around these scars remain furless. In some circumstances, these scars impose a one-dot Appearance loss.
- 4-5 **Deep Scar:** The archetypal "war wound," this has the same effect as Superficial Scars, and imposes permanent damage to muscles and joints. The affected areas are often stiff and swell or become sore when the weather changes or is humid.
- 6-7 **Improper Bone Setting:** One of your bones was broken, possibly shattered, and didn't reset properly. The next time you are Incapacitated, this limb snaps again, causing grievous pain. If you were reduced to Incapacitated by normal damage, up to three Health Levels of normal damage are now considered aggravated.
- 8 **Head Scars:** The side of your head was bashed in or a large portion of your scalp was removed. Even after you're done healing, a portion of your skull remains exposed. Reduce your Manipulation by two when dealing with humans unless you cover the scar.
- 9 **Broken Jaw:** Your jaw and tongue were misaligned after you healed. It's difficult for others to understand you when you speak (which you should roleplay). The difficulties of all rolls involving verbal communication increase by two.
- 10 **Missing Eye:** One of your eyes was gouged out and didn't regenerate properly or at all. All difficulties involving missile weapons and depth perception are increased by two.
- 11 **Gelded:** Your scars affect the region of your sexual organs. You are incapable of procreating and therefore cannot gain Renown for starting a family. The difficulties of seduction attempts are also increased by two, given the psychological trauma involved.
- 12-14 **Collapsed Lung:** Permanent injuries to one of your lungs make it difficult for you to breathe. Subtract two dice from your Stamina Dice Pool for all rolls involving endurance. If you are in combat or exert yourself for more than five turns, subtract one additional die.
- 15-17 **Missing Fingers:** Fingers are lost from one hand. The difficulties for all Dexterity rolls involving this hand are increased by three, and claw damage inflicted by this hand is halved, permanently.
- 18-20 **Maimed Arm:** One of your arms is useless. You move at three-quarters normal speed while in Hispo or Lupus form, and gain no bonus for quadrupedal movement while in Crinos form.
- 21-23 **Damaged Legs:** You walk with a limp and move at half-normal speed, regardless of form.
- 24-27 **Spinal Injury:** Your spine is fractured. You lose some motor control, reducing your Dexterity by one, permanently. Additionally, you must spend Willpower to perform acts that require balance, precision or immobility for extended periods.
- 28-30 **Brain Damage:** You lose a point of Intelligence, Perception or Wits, as well as one die roll's worth of points from Gnosis, Willpower and/or Knowledge (all Storyteller's choice). You may even suffer memory lapses.

Frenzied Garou switch immediately to either Crinos or Hispo form and blindly attack those around them or flee into the wild. A character can avoid frenzying with the expenditure of a Willpower point, but loses all other actions in that turn.

The instincts of "fight or flight" are very strong in Garou. A character entering a frenzy is overcome with one or both of these emotions. If the character bolts, she's said to be overcome by the "fox." If she fights, she enters a berserk frenzy. The player can decide which form of frenzy her character enters, but once that decision is made there is no turning back. Fox or berserk persists for the duration of the frenzy.

A berserk werewolf might turn on her own pack or any helpless bystanders if all of her opponents have fallen or fled. Berserk Garou sometimes lapse into unconsciousness when their frenzies end. Garou whose Rage scores exceed their Gnosis never remember any details of what happened while berserk — these werewolves often come to their senses in a heap of bodies and have blood-matted fur.

While in a berserk frenzy, a Garou must charge her opponent and attack. While in a fox frenzy she must run away in the opposite direction. In either case, she attacks anything in her path — *anything*; friend, foe, packmate, archenemy or loved one. A frenzied Garou can't use any special combat maneuvers, weapons or even Gifts.

There is no set time limit for a frenzy. As long as the character senses danger of any sort, she continues to frenzy. If the character can escape from combat and hide for a minimum of three turns, she calms down enough to reason again. Frenzies typically last twice as long if a character is hungry.

Frenzy can be difficult to roleplay. If the Storyteller feels that the player is exerting too much control, he can either remove one Willpower point automatically (the character is obviously trying to control herself) or can choose the opponents that the character attacks next or flees from. The simple thing to remember is that the character is in a primal state. He wants to escape from an overwhelming danger, either by fleeing from it or destroying it, and won't allow anything to stand in his way.

The primary advantage of a frenzy is that the character suffers no penalties for lost Health Levels while in a frenzied state. She receives her full Dice Pool regardless of her injuries.

Rage Rolls

The Storyteller may call for a Rage to determine if a character enters frenzy when any of the following conditions occurs:

- Embarrassment
- Humiliation
- Any strong emotion, even lust, passion or envy
- Extreme hunger
- Confinement; helplessness
- Taunting of an enemy
- Being personally wronged
- Witnessing an atrocity, no matter who the victim is
- Silver is in the vicinity
- Territory is seriously compromised
- (Optional) The first wound received in combat; difficulty is decreased by one if the weapon is silver
- (Optional) An important roll is botched

Difficulty of Rage Rolls

The difficulty of a Rage roll depends on the phase of the moon. Luna's effects on Garou are powerful, and legends of werewolf attacks during a full moon are no coincidence.

Difficulty	Moon Phase
8	New
7	Crescent
6	Half
5	Gibbous
4	Full

If a Garou is in Crinos form, the difficulty is automatically reduced by one.

Though it is dishonorable to lose control, sometimes a werewolf with her back to the wall needs the manic power of a frenzy. If she is sired, she can summon up her inner demons and deliberately go berserk, ignoring her wounds in a last-ditch effort to cut her way to safety. A Garou who deliberately tries to induce frenzy makes a Rage roll as usual, but the difficulty is reduced by one. However, this is usually a last resort. Because every time a werewolf loses control, she opens herself up to the possibility of something else taking over.

Wyrms-Rides

Sometimes a Garou's Rage grows so strong that it can consume him. Some dark spot deep in his soul emerges and the Garou commits depravities unimaginable under normal circumstances. Some say the bestial quality of Rage is evidence of Wyrms-taint in Garou, and that the Wyrms sometimes demands its due.

Whenever a Garou receives six or more successes on a Rage roll (two more than required to frenzy), he is said to be "ridden by the Wyrms." He goes into a berserk frenzy and not

even the expenditure of Willpower can rein him in. This frenzy is played out as usual with regard to effects and duration, but assumes a darker bent.

When the Wyrms rides a werewolf, the unlucky Garou responds in various ways. This depends largely on breed. The Wyrms's taint has touched even the purest warriors in the smallest of ways, planting the seeds of atrocity in all breeds.

♥ **Homid:** Although the Croatan's sacrifice banished Eater-of-Souls from this world, the taint that the creature buried deep within humanity remains. Those Garou born to humans are susceptible to the Wyrms's lures. Petty rivalries develop into full-blown hatred, and racial tensions explode into violence when the Wyrms rides a homid.

More commonly, though, homids in the thrall of the Wyrms are prone to acts of cannibalism, not just on Garou, but on humans and even wolves. If the homid incapacitates or kills a foe, the player must make a Wits roll. If it botches, the character stops for a turn, even in the middle of combat, and feeds his hunger. Horror stories of man-eating wolves are the results of such frenzies, mercifully veiled by the Delirium as they are.

♥ **Metis:** Born of sin, metis begin their lives with the Defiler Wyrms's hooks already in their souls. Indeed, many Garou believe that the breach of the Litany that produces metis is the result of temptation by the Defiler Wyrms. Metis ridden by the Defiler Wyrms are capable of acts of vile perversion on their victims. If a metis incapacitates or kills a foe while under the effects of a severe frenzy, a Wits roll must be made. If it botches, the metis stops raging for a turn, even in the middle of combat, and lets his unspeakable urges take over. This is not necessarily a character trait of metis Garou, but the curse they must endure, the taint of an outside enemy.

♥ **Lupus:** The animal nature sometimes makes a Garou vulnerable to the rages of Beast-of-War. This ravaging entity turns extreme lupus frenzies into raw, bestial rages, and it foments bitter resentment for human despoilers into full-blown, unforgiving mania. Lupus in the thrall of the Wyrms lose all sense of mercy, even for their own packmates. They are as likely to attack their own as their enemies. If any opponent or even a packmate in the lupus' vicinity falls to Incapacitated, a Wits roll must be made. If the roll botches, the lupus immediately attacks the fallen combatant, even turning from another foe to do so.

When a Garou's extreme frenzy ends, the Wyrms-taint leaves the character. All Garou fear such frenzies, for they strip away what Garou hold dear about themselves and reveal them to be as vulnerable to corruption as any other creature. Some werewolves even kill themselves after such frenzies, choosing death over the possibility of committing such atrocities again.

The Curse

Garou are predators and their predatory nature is difficult to conceal. Even when they walk down the street in human form, there's an animal under the skin. Despite the millennia that have passed since the time of the Impergium, humans subconsciously remember being culled. As a result,

when a Garou's Rage exceeds a bystanding human's Willpower, the human instinctively feels uncomfortable around the Garou regardless of the werewolf's present form. Anyone who comes near a high-Rage werewolf avoids his gaze and tries to avoid him entirely.

Werewolves call this effect "the Curse," for that is exactly what it is. The Curse forever separates Garou from humans and wolves, preventing stable relationships, marriages or even matings. Even close friendships are almost unheard of between the races. Although werewolves attain positions of great esteem in the human or wolf world, there's a difference between being respected and accepted.

Many homid Garou are raised in broken homes. Garou secretly watch over such children, and use spirits to monitor youths in the hopes that they breed true. The Curse affects wolves as well, who sense a stranger in their midst, and are often wary of or even violent to an unnatural wolf. A Garou can hope to find true companionship only among her own kind, and even then the consummation of love is forbidden by the Litany.

Family Tragedy

Curse or no Curse, werewolves just aren't suited for long-term family life among humans. In time, their Rage always gets the best of them, and a spouse or child might become a victim of the primal family member.

At the Storyteller's discretion, a character who tries to live among humans can be required to make a Willpower roll between stories (difficulty equal to the character's Rage). If the roll fails,

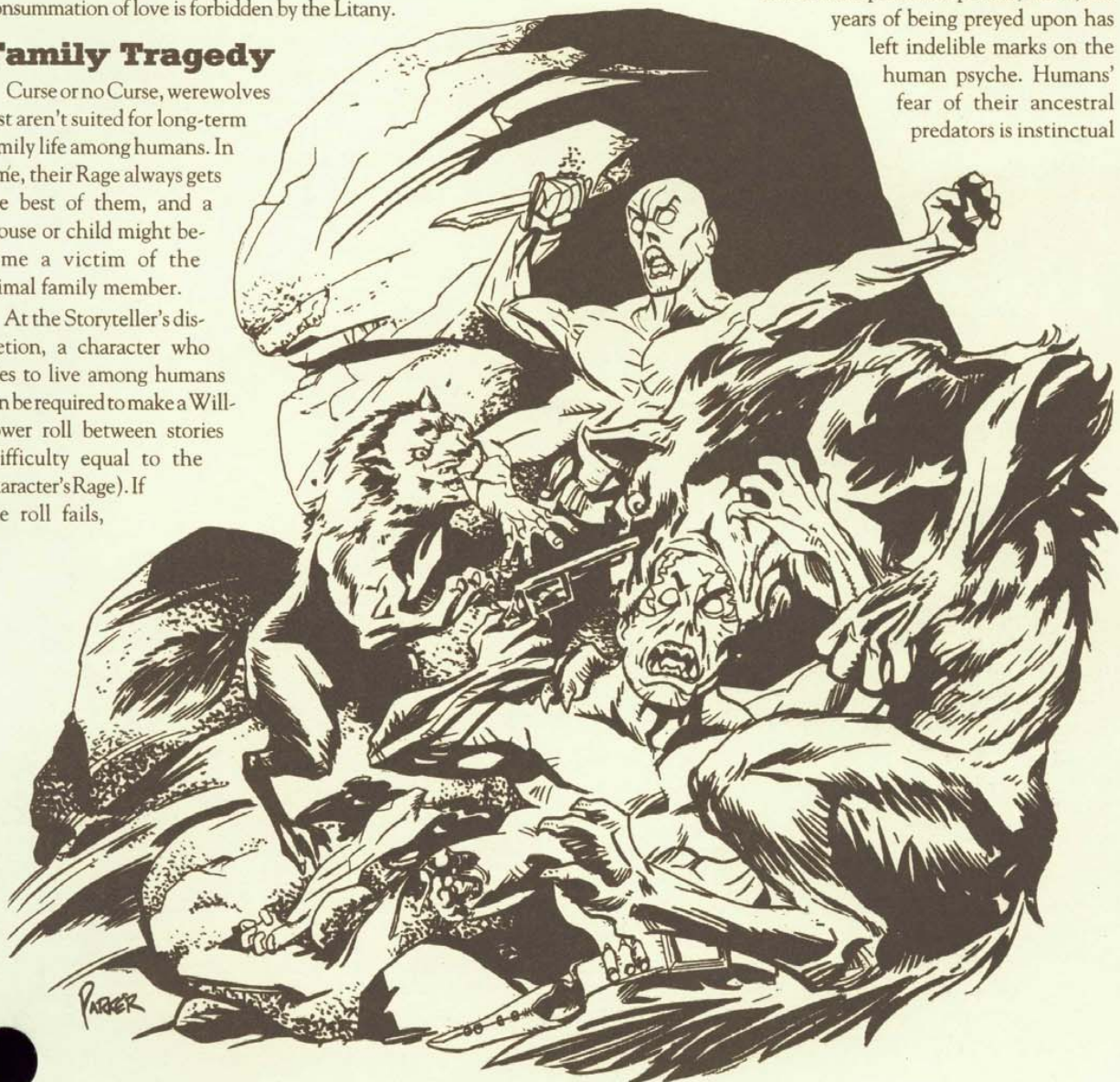
something happens in the character's life to hinder his relationship with the humans. Something snaps, wells to the surface or the Delirium engages. The Storyteller may reduce this penalty if a character is fortunate enough to live among Kinfolk.

The same Willpower roll is made when living among wolves, but the general dominance of the Garou reduces the difficulty by one. Although wolves are leery of werewolves in their midst, few are fool enough to provoke the generally dominant character.

If the character's Willpower roll botches, someone else might discover the character's double life. This discovery can be dealt with immediately, or can be a subplot of a later story.

Delirium

Whenever humans see an honest-to-God werewolf in Crinos form, they go a crazy for a little while. The precise reaction differs from person to person, but 3,000 years of being preyed upon has left indelible marks on the human psyche. Humans' fear of their ancestral predators is instinctual



— there's no reason or logic to it (although a person should logically be scared by an eight-foot-tall man-wolf, anyhow).

Werewolves once called this overpowering reaction "night-fear," but now call it the Delirium. If nothing else, it's the main reason why werewolves haven't been "discovered" by modern humanity. The Delirium protects Garou, shrouding them in a disbelief that is deeply rooted in the human mind. Those humans who repeatedly encounter Crinos "monsters" tend to end up in asylums.

A person's reaction to seeing a Garou in Crinos form is determined by his Willpower (see the Delirium Chart, below). If characters want to avoid inflicting the worst effects of the Delirium, players can roll Wits + Occult (difficulty 7). Each success brings victims up one step on the Delirium Chart. This slightly meditative, slightly manipulative act of concentration is called "lifting the Veil," and is a direct violation of the Litany.

If the Storyteller needs a quick method of determining the effects of Delirium on an individual, roll one die and refer to the Delirium Chart. This is hardly an accurate reflection of the normal human's Willpower score (one out of 10 does not have a 10 Willpower, not even in the Savage West). Of course, there's

always dramatic license; many stories involve impressive coincidences, anyway. The town drunk may have an 8 Willpower — you certainly wouldn't expect so, but anything is possible.

Note that some human cultures are less affected by the Delirium or are even immune to it. A few human cultures were spared the ravages of the Impergium, and don't have the Delirium in their subconscious make-up. Examples of such people include isolated Native American tribes, the Aborigines of Australia and certain tribes in the Amazon. That doesn't mean these people accept werewolves into their societies; it just means they see Garou for what they are and are suitably afraid of them.

The Veil

The effects of the Delirium, and the shocking sights that impose them, are normally forgotten by a person after she is removed from a Garou. The person can't recall exactly what happened. They eventually replace the image of the changed Garou with a memory of something else, like a bear or a shaggy-bearded mountain man in patchwork furs. This memory loss is known as the Veil, and Garou value it highly.

Delirium Chart

Willpower	% of Population	Reaction
1	10%	Catatonic Fear: The lights are on, but nobody's home. This person can't react in any way save to curl into a fetal position as his mind shuts down.
2	20%	Panic: This person runs for dear life, often ignoring other dangers in an effort to escape the monster he has seen. This reaction is also common for cattle, buffalo and other herd animals, leading to serious trouble with stampedes.
3	18%	Disbelief: Some people just can't handle reality. This person refuses to believe what he sees, denying the existence of Garou and reacting violently to any attempts to convince him otherwise. This can lead to bullet wounds in the Savage West.
4	15%	Loco: Driven to a state of blind, berserk fear, this person must take some sort of action. He might try jumping from a window to escape, or attack the Garou, doing his best to kill the beast before it can hurt him or his loved ones. Staging attacks with anything more than a knife is beyond this person's ability, but teeth and nails — even human ones — can still hurt a Garou...sometimes.
5	13%	Terror: Fear can be a great motivator. This person is terrified, but able to rationalize what he sees. He flees in fear but is capable of defending himself, hiding or barring doors in an effort to escape.
6	10%	Conciliatory: This person does anything, offer any prize, to avoid being hurt. Though trying very hard to remain calm, this person is on the verge of total collapse.
7	7%	Controlled Fear: This person is either naturally strong-willed or is jaded enough to be immune to the effects of the Delirium. Though still scared, she acts rationally, fighting or fleeing as seems appropriate, and is fully capable of using weapons.
8	5%	Curiosity: Some people just can't resist a good mystery, no matter how dangerous. This person actually follows the Garou, studying its actions and trying to understand how such a thing can exist. To Garou, the curious observer is often the most dangerous victim of the Delirium. The shock of sights has driven some observers to begin hunting werewolves as a profession. Fortunately, most curious observers fall victim to the Veil before learning too much about Garou.

Willpower % of Population Reaction

9 1.5% **Bloodlust:** Some of the bravest, most determined individuals live in the West, as do some of the most deranged and greedy. A strange creature like a werewolf could make a man rich if he could bring it down. There's no fear in this person; he wants blood or evidence and he'll do anything he can to get it.

10 .5% **No Reaction/Blasé:** This individual has nerves of steel or the brains of a cactus. She displays absolutely no reaction to the Garou's appearance. If spoken to, she responds as if she sees this sort of thing every day. Nothing new here, and certainly nothing worth fretting about.

The "% of Population" indicates roughly what percentage of humanity has a Willpower at the appropriate level. Storytellers may prefer to keep use these percentages in a given situation — in a mining town of 200, only one — if any — locals are going to have a 10 Willpower. These percentages tend to stack the odds in the Garou's favor, but that's probably all right. That way the truly strong-willed folks become the *real* exception, instead of just the occasional inconvenience.

Renown Awards Chart

Combat and Encounters

Activity	Glory	Honor	Wisdom
Besting someone (including a spirit) in a riddle contest			3
Showing restraint in the face of certain death		1	3
Ending a threat without serious harm to another Garou			5
Surviving an Incapacitating wound	2		
Surviving the poisonous bite of a Wyrn foe	2		
Attacking a much more powerful foe without aid			-3
Attacking a minion of the Wyrn without regard for personal safety	3		
Defeating a minor minion of the Wyrn (a Mind-Eater, a Bane-infested animal, a newborn vampire)	2		
Defeating an average minion of the Wyrn (a Skin-Walker, a mockery, an average vampire)	3		
Defeating a strong minion of the Wyrn (a Night-Hunter, a Black Spiral Dancer, a tough vampire)	5		
Defeating a very powerful minion of the Wyrn (a polluted Chaos Monitor, an elder vampire)	7		
...destroying/killing the minion	+1		
...without another Garou being hurt	+1		
...without being hurt yourself	+1		
...the minion(s) were armed with silver	+1		

Detecting the Wyrn

Revealing with certain proof that a human or Kinfolk is of the Wyrn			2
Falsely accusing a Kinfolk of being "of the Wyrn"		-2	-3
Revealing with certain proof that a place or object is "of the Wyrn"			3
Revealing with certain proof that a Garou is "of the Wyrn"			6
Falsely accusing a Garou of being "of the Wyrn"		-5	-4
Uncovering hidden designs of Wyrn-minions			4

Activity**Glory****Honor****Wisdom****Mystical**

Purifying a Wyrn-tainted person, object or place			2
Summoning an Incarna Avatar			2
Traveling to any of the Umbral Realms and surviving	4		
Successfully completing a spirit quest in the Umbra			3
Failing to complete a spirit quest in the Umbra			-3
Having and properly following a prophetic dream			5
Giving a prophetic warning that later comes true			5
Giving a prophetic warning that later proves false			-3
Ignoring omens, dreams and the like for no good reason (i.e., they seem funny, might be of the Wyrn, etc.)			-3
Binding inappropriate items to oneself through the Rite of Talisman Dedication, (such as pocket watches, your bag of chewing tobacco, or your picture of your Aunt Mabel); does not apply to Bone Gnawers or Iron Riders			-2

Spending a year in ritual seclusion (fasting, meditating, etc.)

5

Freeing a bound Bane

-5

After following mystic portents and advice...

Finding a talen			1
Finding a fetish			2
Discovering ancient Garou lore			3
Discovering a Pathstone (see Rite of the Opened Bridge, pg. xx)			4
Discovering an ancient, lost caern			7
Performing a Moot Rite		2	
Refusing to perform a Moot Rite when asked		-3	
Missing a Moot Rite			-1
Performing the Rite of Passage		2	1
Receiving a Rite of Wounding	2		
Performing a Rite of Caern Building	3	5	7
Participating in a Rite of Caern Building	5	3	
Failing in a Rite of Caern Building	-2	-2	-4
Participating in a Great Hunt Rite	3		
Failing in a Great Hunt Rite	-2		
Suffering the Rite of Ostracism	-1	-7	-1
Suffering the Stone of Scorn		-8	-2
Suffering the Rite of the Jackal	-2	-7	
Suffering a Satire Rite	Lose One Rank and all temporary Renown points.		
Performing a Punishment Rite		2	
Performing a Punishment Rite unjustly (botching the Rite roll)		-5	
Refusing to participate in a rite			-1
Giggling, joking, or otherwise being disrespectful during a rite (depends on the severity)			-1 to -5
Learning a new rite			1
Discovering/creating a new rite			5
Discovering/creating a new Gift			7
Fetishes:			
Creating a talen			1
Using a fetish for the good of the sept			2
Using a fetish for selfish reasons only			-2





Activity

Glory

Honor

Wisdom

Creating a fetish			4
Owning a klaive, war bow or similar war fetish (awarded once; only after three moons of use)	2	1	
Owning a powerful war fetish (Grand klaive, etc.; awarded once; only after three moons of use)	3	2	
Sacrificing a fetish for the good of the sept or tribe			4
Accidentally breaking or losing a fetish or talen			-1 to -5
Accidentally breaking or losing a powerful fetish weapon		-3	
Using a Wyrn-fetish (knowingly or unknowingly)	-2	-4	-4

Caern Activities

Helping guard a caern		1	
Staying on your watch of the caern, even when tempted not to		2	1
Failing to keep your watch of the caern		-3	
Not helping to guard a caern, even when asked		-3	
Keeping a caern safe from humans through trickery or persuasion			4
Protecting a newly liberated caern from the previous owners	2	1	
Helping to prevent a caern being overrun by the Wyrn	3	4	
Not helping to prevent a caern being overrun by the Wyrn	-3	-7	
Died while defending a caern (posthumous)	5	5	
"Liberating" (confiscating) a caern from the other, lesser werecreatures	2	3	
...killing Kinfolk in the process	-1	-1	-2
...killing Garou in the process		-2	-2
Single-handedly prevented a caern being taken by the Wyrn	5	8	
Led the Wyrn to a caern (knowingly or unknowingly)	-4	-6	-8

Garou Relations and Society

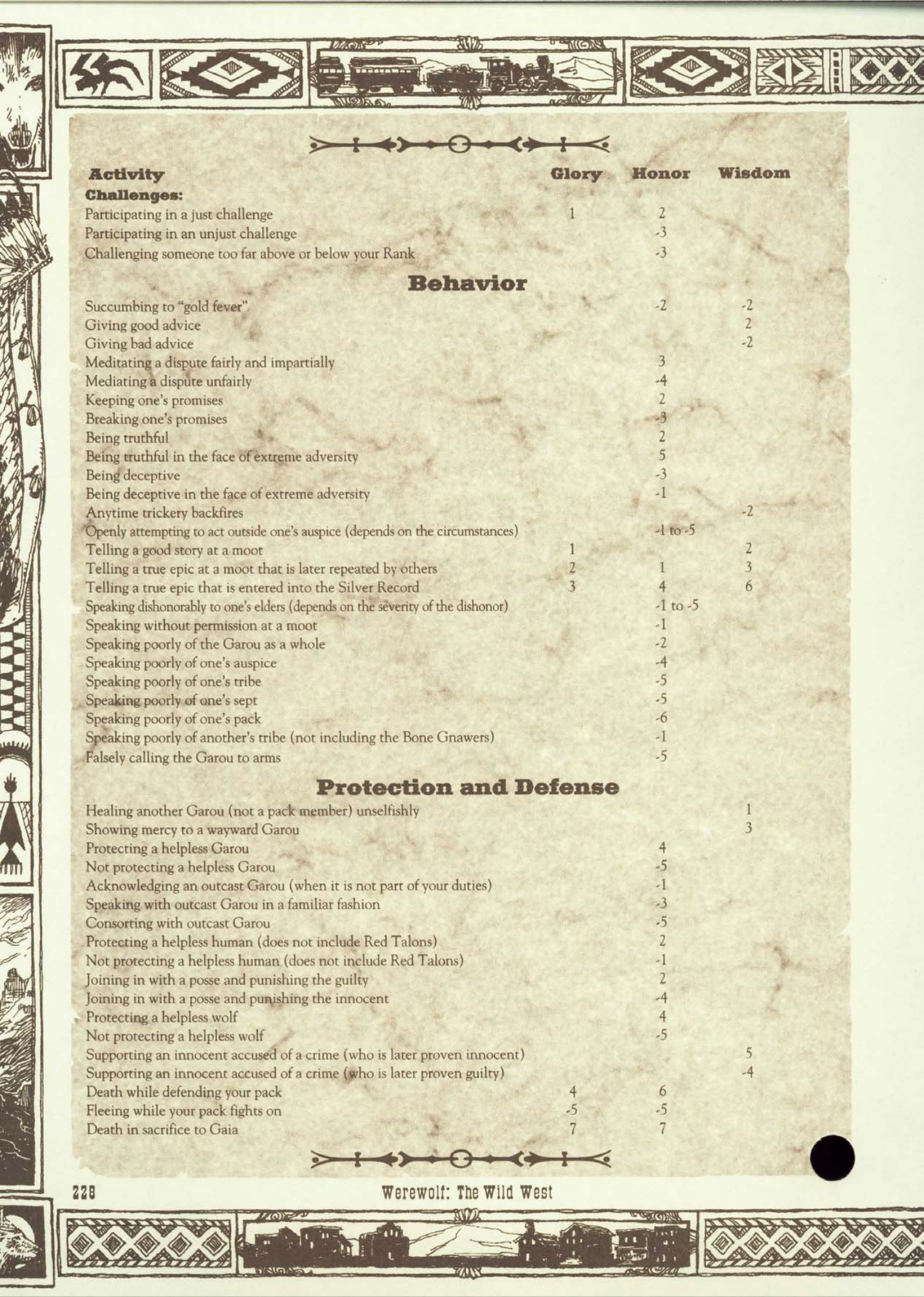
Teaching other Garou (depends on the depth of study)		1-5	1-5
Learning the Silver Record, completely (a lifetime's work)		7	8
For a homid Garou, living to age 75		8	10
For a lupus Garou, living to age 65		8	10
Breed:			
Homid: ignoring one's wolf nature for too long			-3
Metis: attempting to hide one's deformity			-3
Lupus: using too many human tools and Weaver things			-1 per use

Pack:

Becoming pack leader (awarded once, when position gained)		3	
Living alone, without one's pack, except for ritual reasons			-3

Sept and Tribe:

Performing regular duties and chores for the sept (awarded at monthly Moot Rite)		1	
Failing to perform regular duties and chores for sept (subtracted at monthly Moot Rite)		-2	
Serving any sept position (Caern Warder, Master of the Rite, Master of the Challenge, etc.)	1/year	2/year	1/year
Refusing any sept position	-1	-2	-1
Loyal to a sept	1/year	2/year	1/year
Loyal to a tribe	1/year	3/year	1/year
Upholding the Litany (depends on the lengths to which a Garou goes)		1-5	1-3
Breaking the Litany (depends on the severity of the transgression)		-5 to -8	-2 to -4



Activity

Challenges:

Participating in a just challenge	1	2	
Participating in an unjust challenge		-3	
Challenging someone too far above or below your Rank		-3	

Glory

Honor

Wisdom

Behavior

Succumbing to "gold fever"		-2	-2
Giving good advice			2
Giving bad advice			-2
Meditating a dispute fairly and impartially		3	
Mediating a dispute unfairly		-4	
Keeping one's promises		2	
Breaking one's promises		-3	
Being truthful		2	
Being truthful in the face of extreme adversity		5	
Being deceptive		-3	
Being deceptive in the face of extreme adversity		-1	
Anytime trickery backfires			-2
Openly attempting to act outside one's auspice (depends on the circumstances)		-1 to -5	
Telling a good story at a moot	1		2
Telling a true epic at a moot that is later repeated by others	2	1	3
Telling a true epic that is entered into the Silver Record	3	4	6
Speaking dishonorably to one's elders (depends on the severity of the dishonor)		-1 to -5	
Speaking without permission at a moot		-1	
Speaking poorly of the Garou as a whole		-2	
Speaking poorly of one's auspice		-4	
Speaking poorly of one's tribe		-5	
Speaking poorly of one's sept		-5	
Speaking poorly of one's pack		-6	
Speaking poorly of another's tribe (not including the Bone Gnawers)		-1	
Falsely calling the Garou to arms		-5	

Protection and Defense

Healing another Garou (not a pack member) unselfishly			1
Showing mercy to a wayward Garou			3
Protecting a helpless Garou		4	
Not protecting a helpless Garou		-5	
Acknowledging an outcast Garou (when it is not part of your duties)		-1	
Speaking with outcast Garou in a familiar fashion		-3	
Consorting with outcast Garou		-5	
Protecting a helpless human (does not include Red Talons)		2	
Not protecting a helpless human (does not include Red Talons)		-1	
Joining in with a posse and punishing the guilty		2	
Joining in with a posse and punishing the innocent		-4	
Protecting a helpless wolf		4	
Not protecting a helpless wolf		-5	
Supporting an innocent accused of a crime (who is later proven innocent)			5
Supporting an innocent accused of a crime (who is later proven guilty)			-4
Death while defending your pack	4	6	
Fleeing while your pack fights on	-5	-5	
Death in sacrifice to Gaia	7	7	

Activity

Frenzy:

	Glory	Honor	Wisdom
Character suffered a Berserk frenzy			-1
Character suffered a Berserk frenzy and injured another Garou			-3
Character suffered a Berserk frenzy and killed another Garou	-2	-4	-4
Character suffered a Fox frenzy	-1		-1
Character suffered a Fox frenzy, abandoning his pack in time of need		-1	-2
Character suffered a Fox frenzy, abandoning his caern in time of need	-2	-2	-4
Character was "ridden by" the Wyrn			-4
Character performed a heinous act or acts while in thrall of the Wyrn (Cannibalism, perversion, attacking own packmates, etc.)		-6	

Human and Kinfolk Relations

Maintaining good relations with nearby Kinfolk			2
Having poor relations with nearby Kinfolk			-3
Keeping your Kinfolk safe from the Storm-Eater's influence	2	2	2
Losing your Kinfolk to the Storm-Eater's influence	-3	-3	-3
Protecting Wyrn-tainted Kinfolk from their just fate	Lose one Rank and all temporary Renown		
Choosing a mate and breeding			3
Choosing a mate and not breeding			-1
Honorably mated		2/year	
Protecting the Veil		4	
Harming/rending the Veil		-5	
Repairing the Veil (covering up an instance that could reveal the Garou to humans)		3	1
Keeping your territory safe from despoilers (bandits, land barons, sheep herders, unwanted settlers, etc.)	3	1	1
Working as the Law in your territory	2	1	1
Failing to do your civic duty	-2	-1	-1

Renown Chart

Ragabash

Rank Any Combination

1 (Cliath)	3
2 (Fostern)	7
3 (Adren)	12
4 (Athro)	17
5 (Elder)	24

Theurge

Rank	Glory	Honor	Wisdom
1 (Cliath)	0	0	3
2 (Fostern)	1	0	5
3 (Adren)	2	1	7
4 (Athro)	4	2	9
5 (Elder)	5	3	10

Philodox

Rank	Glory	Honor	Wisdom
1 (Cliath)	0	3	0
2 (Fostern)	1	5	1

3 (Adren)	3	7	4
4 (Athro)	3	9	7
5 (Elder)	4	10	9

Galliard

Rank	Glory	Honor	Wisdom
1 (Cliath)	2	0	1
2 (Fostern)	4	0	3
3 (Adren)	6	1	5
4 (Athro)	8	2	6
5 (Elder)	10	3	8

Ahroun

Rank	Glory	Honor	Wisdom
1 (Cliath)	2	1	0
2 (Fostern)	5	3	1
3 (Adren)	7	5	1
4 (Athro)	9	7	2
5 (Elder)	10	8	3





WILLOW WILLOW

I think that, as life is action and passion, it is required of a man that he should share the passion and action of his time at peril of being judged not to have lived.

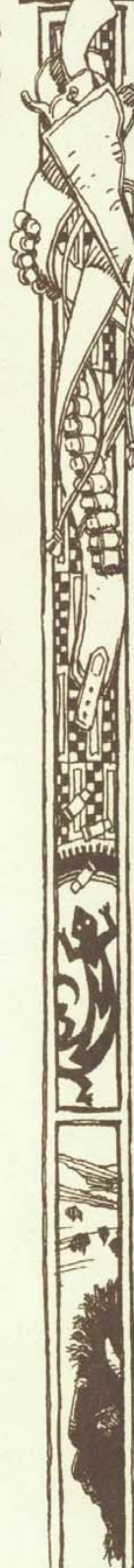
— Oliver Wendell Holmes, Jr.

This chapter is designed to make the role of the Storyteller easier and to provide players with a list of possible actions for their characters. Other chapters detail the basic rules of **Werewolf: The Wild West**; this chapter concentrates on permutations and complications. We can't cover every possibility that can arise in a game, but this chapter offers enough information to help the Storyteller design systems of her own, and to fill any blanks. Indeed, any of the systems provided here can and *should* be modified to fit a situation or your game. Use what works and discard the rest.

This chapter also offers guidelines for pacing events in your stories. This includes basic ideas on organizing a story, and ways to decide who draws first in a shoot-out. The Action Sequence is an outline of the order of events in a turn.

Knowing when to impose systems and dice rolls to determine characters' success at actions is as important as knowing when not to. If it's doubtful that a character can perform an action, call for a roll. If the action is straightforward and simple, assume success. Minimizing dice rolls and rules makes for a faster game and a seamless story.

If rules and dice rolls are called for, make sure the event is unique and suspenseful. If players have to make the same rolls every time their characters cross the dusty street, the game becomes boring. However, if you call for different rolls that make demands on characters' different abilities, and those rolls are crucial to the progress of the story, the players will hang on each bouncing die, feeling as much anxiety as their Garou characters.



Time

Time passes in the World of Darkness just as it does in the real world. However, measuring that time can be difficult. There are five ways to organize time in a story:

♥ **Turn:** The basic unit of time. A turn can last from three seconds to three minutes. A turn represents enough time to take one action.

♥ **Scene:** A number of turns linked together by a common setting. A scene is structured according to turn-by-turn actions or free-form roleplaying.

♥ **Chapter:** A series of scenes and downtime that forms an independent section of a story. A chapter usually takes one game session to complete.

♥ **Story:** One complete adventure encompassing several chapters and multiple game sessions. A complete story includes an introduction, build-up and conclusion.

♥ **Chronicle:** The ongoing escapades of a certain pack, including all of its stories from start to finish. A chronicle is a series of related stories linked by the same characters or setting.

Player interaction and the Storyteller decide how long each of these units of time lasts. Fast-paced, action-packed stories blur from scene to scene and from chapter to chapter. Long, suspenseful stories may demand whole game sessions to complete a single scene. The turn itself can also vary depending on characters' actions and the pace of the story.

Turns

The range of possible actions that characters can attempt in a turn is virtually unlimited, and the Storyteller can easily be overwhelmed. Each character, whether he belongs to a player or the Storyteller, will want to take an action in each turn. Figuring out when things happen in a turn — who shoots first, when the dynamite explodes — is vital to the outcome of a scene or story.

Turns are used to organize and stage the events of a scene. Each character typically gets to attempt one action in a turn. The nature of these actions determines the duration of a turn. At the beginning of the turn each player announces what her character aims to accomplish. The Storyteller also decides what his characters attempt. The outcome of each action is resolved in order of initiative (see below). Characters with high initiative act first and might get the drop on their opponents. Players resolve their turns in order until everyone has used all of their actions, and then the process is repeated in the next turn.



Taking Actions

Anything can happen in the Savage West and some fools will try just about anything. The characters have as many options in their situations as real people do in real situations. Most actions do not require dice rolls and can be roleplayed or stated plainly. It's not necessary to roll dice when you want to have a conversation or walk down a street.

Dice rolls are only applicable when characters take actions that are challenging, dangerous or both. When the Wyld-spirits of the plains grow restless or the poisonous beasts of the Wyrms ooze from the Earth, you can bet that characters respond with challenging and dangerous actions, and the dice determine their success or failure.

Simple Actions

In general, simple actions don't require dice rolls; the character is automatically successful. The Storyteller does have the option to ask for a roll if the circumstances warrant it, though. Simple actions quickly become complex if a scene proves stressful. Here's a list of typical simple actions.

♥ **Yield:** Don't do anything. The character allows others to go before her, even though she has the higher initiative. The character can decide to take her action at any time after she yields. If everyone yields, nothing happens that turn. Yielding can be strategically beneficial, but a character also runs the risk of losing an opportunity.

♥ **Healing:** Werewolves' connection to Gaia allows them to heal much faster than any normal person or wolf. If a character does nothing else during a turn, she may choose to regenerate one Health Level, subject to a few restrictions.

A werewolf can't automatically regenerate aggravated wounds. She also can't heal quickly in her natural form unless she's metis. (Metis can regenerate in any form; just one of the reasons why they're so dangerous.) If the Garou takes any action in addition to healing, a successful Stamina roll (difficulty 8) must be made to heal. It's a difficult thing to do, but sometimes necessary when surrounded by a pack of ravenous Black Spirals.

♥ **Moving:** A typical human can walk seven yards in a turn, jog $12 + \text{Dexterity}$ in yards, and run $20 + (3 \times \text{Dexterity})$ yards. Garou are capable of much faster movement than the typical human. If a Garou assumes the Crinos, Hispo or Lupus forms, she can cover greater distances on all fours. It may be dirty business, but any Garou worth her hide knows it's better than strolling upright across the countryside. The following chart details the differences in movement rates between the many forms. Don't forget to include any Dexterity modifiers for each form.

A roll isn't usually necessary for a character to walk from here to there. If the going is rough, exceptionally long, or pits two characters against each other, you might have to break out the dice. If a character wants to turn tail and run from battle, he might have to do some dodging before he gets out of trouble.



♥ **Reversion to Breed Form:** All Garou can shift to breed form automatically. No dice are rolled and the shift occurs immediately. A lupus Garou can shift to wolf form for a quick getaway; a homid can change to Homid form to fire off a few shots. A metis...well, a metis can shift to Crinos and the rest isn't pretty. For complete rules on changing forms, see Shapeshifting, pg. 251.

Complex Actions

Complex actions require skill, concentration and a bit of luck to perform. Whenever a character wants to try something and has a chance of failing, the Storyteller should call for an appropriate dice roll. Alternatively, the Storyteller may wish to award automatic successes to characters with superior skills. The Storyteller shouldn't demand that a character who has years riding experience roll Ride every single time something unexpected happens. He's done this before and the player probably has a lot of dice to roll. The attempt will probably succeed anyway, so why slow the game?

♥ **Attack:** Sometimes negotiating isn't enough and only your claws and your Rage can keep you alive. Even the most peaceful Garou is a slave to his animal nature. Whenever a character wishes to punch, scratch, kick or claw an opponent, a roll is required; automatic successes don't apply to combat.

♥ **Dodge:** Of course, getting out of the way is a good idea, too. A character can abort another action and dodge to avoid getting hit, assuming she still has any actions left. This requires a Dodge roll.

♥ **Change Form:** A character may attempt to shapeshift. This requires a roll, except when changing to one's breed form.

♥ **Climb:** Garou are always climbing all sorts of things: barns, trees, stagecoaches, Banes and mountains. Doing so isn't always safe.

♥ **Leadership:** Keeping your cool while Banes creep out the woodwork is not an easy thing to do. Keeping control of a pack when Kinfolk bodies lie on the floor is even tougher.

♥ **Reload a Gun:** It's tricky to get bullets into a cylinder when you have about two seconds left to live.

Multiple Actions

As much as some might deny it, werewolves are born to cut through their enemies. As born and bred warriors, they are among the fiercest combatants on the planet.

Players often take advantage of their Garou's combat skills by performing as many actions as possible in one turn. A player has to split her character's Dice Pool to stage multiple attacks, or spend Rage for extra actions, or both. Combining these options simulates the devastating predatory powers of the Garou.

Multiple and Rage actions can also be used to do things other than fight. The rules described below apply to combat and more esoteric actions.

♥ **Splitting Dice Pools:** A character can perform multiple actions in a single turn, such as shooting two pistols or dodging and shooting at the same time, but the player has to divide the dice rolled. The player takes the Dice Pool for the action that has the fewest number of dice and splits it among the actions performed. A character with a Dexterity + Dodge total of five dice and a Dexterity + Firearms total of seven dice receives five dice to be allocated between dodging and shooting. You're only as good as your least practiced skill.

♥ **Rage Actions:** In addition to splitting Dice Pools to stage multiple actions, players can spend Rage points to gain extra actions. Each Rage point spent enables a character to perform one more action with a full, normal Dice Pool.

For example, if a player spends two Rage points, his characters can perform three full actions (one regular plus two Rage actions), each with its own Dice Pool. The player may then break down these full actions according to the rules for splitting Dice Pools, increasing the number of actions even further. A player can never spend more Rage per turn than his character has Dexterity points.

Normal humans don't have the option to use Rage for extra actions. Only the Garou, born of an angry mother, can unleash their hatred in such a flurry of activity. A werewolf's Rage makes her heart pound and ushers her forward when everything else deserts her.

Movement Rates Chart

Movement

Distance (yards per turn)

	Homid	Glabro	Crinos*	Hispo	Lupus
Walk	7	7	7 (9)	10	14
Jog	12 + Dex	12 + Dex	12 (14) + Dex	Homid x 1.5	Homid x 2
Run	20 + Dex x 3	20 + Dex x 3	20 (22) + Dex x 3	Homid x 1.5	Homid x 2

* Number in parentheses applies when quadrupedal.



The players and the Storyteller must respect Rage for what it represents. Spending Rage means unleashing primal fury. It means the Garou has let go of herself. The Storyteller should control when players can spend Rage. Only stressful situations warrant the expenditure of this powerful force; most combat falls into this category, but any time a fight's too easy, a werewolf won't feel the need to tap her Rage.

♥ **Order of Multiple Actions:** When a character's Dice Pool is split for multiple actions, resolve all the actions at the same time. This simulates a character devoting her attention to multiple tasks. If a character receives multiple actions from Rage, the actions are resolved at different times.

When players spend Rage to take additional actions, things can get confusing. The Storyteller has two options. First, each character and combatant takes his first action in order of initiative from highest to lowest. Once everyone has taken their first action, characters with extra Rage actions may take their second actions in order of descending initiative. This proceeds until all characters have taken all of their actions. Resolve any split Dice Pools within individual Rage actions.

The Storyteller's second option more accurately represents Rage actions in relation to the turn sequence. The Storyteller counts down initiative as usual, with the highest-rolling player taking her action first. If she has spent Rage to receive more actions, her second and subsequent actions occur immediately after her first. Treat each additional action as if it is one point lower in initiative than the previous one. A player who takes her first action when other players are resolving Rage actions takes precedent and resolves her action first.

Forexample, Runs-Swiftly attacks two vampires who have killed one of his packmates. Runs-Swiftly's player spends one Rage point for an extra action to tear both Ticks to pieces. One of the vampires also gets an extra action from one of her Wyrmspawned abilities.

Runs-Swiftly gets five initiative successes. The female vampire receives four, and the slower vampire receives two. The vengeful werewolf takes his first action on five and his second on four. The bloodsucker takes her first action on four, before Runs-Swiftly takes his Rage action, and takes her second action on three. The slow vampire will probably never see his first action, but if he survives he will resolve his action on two.

According to the first method of resolving multiple actions, the slow vampire would have been able to take his first action before his compatriot, and Runs-Swiftly would have taken their first and second actions.

Initiative

There are two types of people in the Savage West: the quick and the dead. It's a cliché, but those who don't believe it usually end up six feet under — and some of them get back up again! Sometimes it's just a matter of who shoots first and who dies.

The Storyteller needs to determine the order in which events take place at the beginning of every action turn. In a normal situation, each player makes an initiative

roll and the Storyteller rolls for the characters' adversaries. Initiative is resolved with a Wits + Alertness roll (difficulty 4). (Wits + Ride, Wits + Firearms or any other fitting Ability might be more appropriate in certain circumstances.)

The character who receives the most successes acts first. Failure (no successes) indicates that a character hesitates and acts last (initiative is effectively zero). Actions are resolved simultaneously when there's a tie.

A botched initiative roll means a character cannot act this turn; something unexpected happens — a gun jams, a horse stumbles — and the character is momentarily out of action. The Storyteller may let a character act on a botched initiative, but may reduce the player's Die Pool by the number of 1s in the botched Initiative roll. (In this case, the player's initiative is considered zero.) This option keeps the story moving and keeps everyone in the game.

If a player decides to yield, his character allows others with lower initiatives to perform first. The yielding character may take his action at any time in the remainder of the turn.

Action Sequence

Running a smooth action scene requires a certain amount of organization. Just as turns help organize a scene, the following sequence helps organize a turn. The Storyteller's goal is to enhance the story with action, not slow it down with charts, turns and dice rolls.

♥ Initiative

The Storyteller describes the current situation from each character's point of view at the beginning of the turn. The players will want to know what their characters are able to accomplish, and have a sense of what their enemies might try. A recap of the last turn's events and its outcome is often the most effective way to describe the current situation. Keep in mind that a character may not be able to see everything — a fight can be confusing and disorienting. Furthermore, there may not be enough time for characters to take in everything.

It isn't necessary for the Storyteller to list the players' options. The Storyteller should describe their situation in as much detail as possible and let the players make their own decisions. The more information that's provided, the more dynamic and realistic the scene is. Yet there are times when the absence of detail, such as when a character frenzies, is more appropriate and dramatic.

Once the Storyteller has described the circumstances, each player rolls initiative and the Storyteller rolls for the characters' adversaries and allies (Wits + Alertness, difficulty 4). Each player declares what he or she attempts in ascending order of initiative (the player who gets the fewest initiative successes declares his action first). Once everyone has declared actions, the player with the most initiative successes acts first, and so on in descending order. Use the multiple-action guidelines above when players declare more than one task in a turn.

If a player wants to spend Rage points in a turn, the act must be declared in the initiative phase.



A character can't normally change her action once the action phase has begun and all actions have been declared. However, a player may want to, for example, stop trying to crack a safe when she discovers that a frenzied Black Spiral Dancer is about to tear her throat out. If a player changes her character's action, the Storyteller should impose a penalty. All difficulties of the new action increase by one. The only exception to this penalty is when a character aborts an action in order to dodge. When a character reacts to an incoming attack by getting out of the way, no penalty should be imposed. Optionally, the Storyteller may require a player to spend a Willpower point to change actions with no penalty.

▼ Ambushes

Occasionally it isn't necessary to roll to determine the order of initiative. If a character gets the drop on her opponent, via a well-planned ambush or surprise attack, she automatically gets to move first. The Storyteller determines what entails a successful ambush and can call for Perception or Stealth rolls as she deems appropriate. The Storyteller can, in special circumstances, determine the order of attack without need of Initiative rolls. When a successful ambush is staged, the attackers have a full turn to act against their opponents without a counterattack.

▼ Actions

Once initiative has been determined, each character executes his or her action. The Storyteller determines the appropriate roll and sets the difficulty. A player rolls, splitting dice for multiple actions if necessary, and announces the number of successes.

Most combat actions tend to be attacks. The number of successes rolled determines the accuracy of pistol shots or punches. The Storyteller determines the results of actions in the resolution stage.

▼ Resolution

The Storyteller determines the outcome of events that occur in a turn. While dice determine the magnitude of success, the Storyteller determines the actual results of actions.

In a combat scene, the Storyteller determines the effectiveness of a hit or the quality of a dodge. The number of successes on an attack roll indicates the effectiveness of the attack. A successful hit means the player makes a damage roll.

The type of attack determines how many damage dice are rolled. In brawling combat and melee, the character's Strength plus any modifiers determine the number of damage dice rolled. The number rolled for a gun is equal to the damage rating of the weapon plus the number of successes rolled on the attack. The difficulty of damage rolls is always 6.

Each success rolled has the potential to inflict one Health Level of damage. Successes rolled on damage dice do not automatically affect the victim. A target can attempt to shrug off damage with Stamina (difficulty 6). Each success on this soak roll reduces the inflicted damage by one Health Level. A Garou's form and some Gifts can modify Stamina or provide extra protection.

Note: Damage rolls and soak rolls cannot be botched.

Combat Systems

Gaia created werewolves as her last line of defense against the Apocalypse. While that day seems far off, the battle for supremacy between the Wurm, the Weaver and the Wyld is fought every day. The Savage West is one of the last places left in the world where the Wyld still thrives, but it is encroached upon constantly. An increasing amount of settlers press west like a juggernaut, bringing the Weaver and her children with them. Meanwhile, the Wurm lies buried beneath the ground, ready to rise and cull the herd, not only of the weak and sickly, but of the strong and healthy. The Garou are trapped between these forces and feel that the only way out is to cut their way free.

Violent conflict is the easiest means by which a Storyteller can create drama and suspense. The following mechanics determine the outcome of combat. The rules are designed to simulate the dynamics of battle while still remaining a game.

The three basic forms of combat — gunfighting, melee and brawling — all use the same basic system.

▼ **Gunfighting and Ranged Weapons:** A gunfight, the most cinematically popular way to settle disputes, is any combat in which opponents draw iron and try to shoot each other down. Gunfighting can also include cannons. The basic system is Dexterity + Firearms, and with the difficulty depending on the accuracy of the weapons used. The roll for bows and thrown weapons is Dexterity + Athletics with difficulty depending on the distance to the target.

▼ **Melee:** Melee concerns all combat wherein the combatants use hand weapons. Wielding a saber or a similar weapon isn't as easy or natural as simply punching someone; it requires training and skill. Melee also covers all combat with makeshift hand weapons such as bottles, chairs or other people. Each weapon brings its own dynamics to a fight, but the basic system is Dexterity + Melee, and the difficulty to hit depending on the weapon.

▼ **Brawl:** Brawling is the most common type of combat. It involves any situation in which one person seeks to strike another with her bare fist or any other part of her anatomy. Opponents must be within reach of each other. There are numerous complications and special maneuvers for brawling combat, but the basic system is Dexterity + Brawl.

Combat scenes can, of course, be a mix of these three systems with additional complications thrown in. One character might have a rifle while another uses her klaive and yet another enters frenzy and swings wildly with her claws. Characters may choose not to enter combat directly, but sneak behind their opponents or step sideways into the Umbra.

Complications and Permutations

Combat almost never involves characters who simply stand in place and beat each other. That is unrealistic and makes for dull action scenes. Instead, combatants dive for cover, try to outflank each other, shoot

objects out of each other's hands and bring Gifts into play. Most of these complications are detailed here, and these rules provide a foundation on which to improvise even more complex combat scenes.

General Complications

The following complications apply to all action situations regardless of the type of combat or weapons used.

▼ **Changing Actions:** If a character decides to change her intended action once the turn has begun, she suffers for her indecisiveness. The new action may still be attempted, but its difficulties increase by one. The Storyteller should limit characters' chances to change actions; it's difficult to be fully aware of everything that goes on in a combat situation. Changing actions should be reserved for dramatically appropriate moments or when a character's first action has simply become impossible.

This rule doesn't apply when a character switches to a dodge action (see Dodging, below).

▼ **Coordinated Attacks:** A pack that has trained together and that has a strong leader (minimum Leadership of 3) can coordinate its attacks on a single opponent for greater effectiveness. The leader must make a successful Leadership roll (difficulty 6), and each pack member must reserve his action until the entire pack can act (the coordinated attack is staged on the lowest initiative achieved by the pack members). If successful, each attack has its difficulty reduced by one. This system works for both ranged combat, melee and brawling.

If the leader's roll fails, characters act normally, based on their own initiative rolls. The lead character loses his first (or only) action in the turn, though.

▼ **Dodging:** Noncombative or smart characters try to avoid incoming blows. Any time that a character is being attacked, the player may

declare a dodge. This can be done even if the player previously declared another action for the turn. The character does not suffer the normal penalty for changing actions (see Changing Actions, above).

A character can also declare a dodge and still attempt to perform the action declared at the beginning of the turn (if doing so is physically possible). The normal rules for multiple actions apply; the lowest Dice Pool of the actions performed is split among the actions.

The success of a dodge is determined with a Dexterity + Dodge roll. Each success rolled removes one success from the opponent's attack roll. In order to dodge multiple attacks, the player must split her dodge Dice Pool between incoming attacks.

The difficulty of dodging in melee and brawling combat is 6, but it increases by one for every following attacker.

The difficulty of dodging ranged attacks is determined by the availability of nearby cover and the mobility of the character. The character doesn't physically dodge bullets, but dives for cover.



Difficulty

Terrain

- | | |
|----|---|
| 2 | By moving half a step, the character is under full cover |
| 4 | Full cover within diving distance (one yard) |
| 6 | Full cover within running distance (three yards) |
| 7 | Partial cover within running distance; movement difficult |
| 8 | No available cover; character dives to ground |
| 10 | Movement severely restricted; stuck in a closet |

▼ **Immobilization:** Stunned, unconscious or otherwise immobilized opponents make easy targets. Foes who cannot move whatsoever can be hit automatically at close range; no roll is required. If the target is immobilized but can still struggle, difficulties to hit it are reduced by two.

▼ **Stunning:** Werewolves are hardy creatures and are difficult to permanently put down. They can, however, be dazed by solid blows. Whenever the actual number of Health Levels lost in an attack exceeds a character's Stamina, she is stunned and unable to act in the following turn. A Rage point may be spent in the following turn to counter this effect.

Gunfight Complications

Am I fast or is Sweden just a very small place?

— The Kid, *The Quick and the Dead*

The prominence of firearms in the Savage West makes gunfights an important part of a **Wild West** story. Not everyone carries a pistol or rifle, but anyone expecting a fight better be packing a trusted weapon. The following list of variables can complicate a firefight.

▼ **Aiming:** Characters who take the time to aim have a better chance of hitting their targets. Aiming takes time and requires that a character do nothing but focus on his shot. For every turn the character spends taking aim, one die is added to her Firearms Dice Pool. The player may add as many dice to the character's Dice Pool as the character possesses Perception points. A Perception of 3 allows a character to aim for three turns and gain a three-die bonus. Four turns of aiming for the same character would provide no additional benefit.

▼ **Cover:** Only fools and sheriffs stand in the middle of the street and get shot at. While the empty-street gun duel might seem honorable or romantic, it's a quick way to get killed. Getting behind cover can save one's hide from a hail of bullets. Depending on how protective that cover is, the difficulty of a shot increases from one to four. Cover can also protect a character from most forms of harm.

Being behind cover can work against a character, too. If the gunslinger needs to spring from cover to fire and duck back down again, the difficulty of her shots increases by one.

Cover

Difficulty

Lying flat (light)	+1
Wagon wheel (moderate)	+2
Barn door (good)	+3
Only head exposed (superior)	+4

▼ **Cover Fire:** By repeatedly firing at opponents without wasting time trying to hit, a character can force his opponents to dive for cover. This might allow for the strategic withdrawal of a packmate or might give the character enough time to escape into the Umbra in the following turn. The player rolls Perception + Firearms at a difficulty equal to her individual opponents' Willpower. (The roll is compared to each opponent's Willpower to determine if each dives for cover.) Only one success is required to force an opponent to dive for cover and lose any actions that remained in the turn. (There is no penalty for such "changing of actions" on the victim's part.)

▼ **Duels and Staredowns:** The image has been burned into our collective psyche: The sheriff walks into the street. The villain awaits him at the end of town. They lock eyes, the clock strikes and one man falls.

The most important moment of a gunfight isn't the pull of the trigger. A gunfight is a battle of Willpower. The Storyteller should use the rules for staredowns when two gunslingers meet in the street (see Staredowns, below). The loser of the staredown can't perform a quick-draw (see Quick-Draw, below).

▼ **Fanning:** Most pistols in the Savage West are double-action, requiring time to cock and fire. This makes multiple shots all but impossible, even with multiple actions or split Dice Pools. However, a character may attempt to fan his pistol and fire multiple shots. One hand repeatedly strikes the hammer while the other pulls the trigger.

Fanning a pistol requires a split Dice Pool or the expenditure of Rage to account for shots fired and to pull off the fanning action. For a character to fan, a player first needs to make a Wits + Firearms roll (difficulty 8). (The Dice Pool used to fan and shoot is the lower of either Wits + Firearms or Dexterity + Firearms.) If the fan roll succeeds, remaining Rage actions or dice in the pool can be allocated to the number of shots fired. If the fan roll fails, only one shot can be squeezed off.

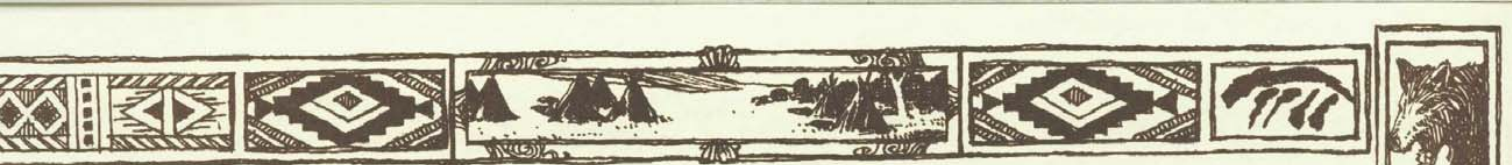
Fanning, whether successful or not, increases the difficulties of all shots fired by two. Obviously only trained gunfighters can pull off this maneuver.

Fanning is the only way that multiple shots can be fired with a double-action pistol, unless the character deliberately splits his Dice Pool to fire, cock and fire again.

▼ **Movement:** If the target or shooter moves, the difficulty of firing increases. If either party moves at a speed faster than a walk, but slower than a run, the shooter's difficulty increases by one. If either moves at a run or faster, whether on horseback or on a train, the difficulty increases accordingly.

▼ **Multiple Shots:** If a gunslinging Garou wants to make multiple shots in a single turn, he has a few options. If he has a double-action pistol, he has to fan his pistol with a Rage action or split Dice Pool (see Fanning, above). If he has a single-action pistol, or a rifle, he may take as many shots as he has bullets, and as many as his player has dice to split among them.

Particular weapons require special attention where multiple shots are concerned.



Shotguns: Shotguns are available in two types: single-barrel and double-barrel. Double-barrel shotguns can be used to fire two shots simultaneously at one target (one roll; +1 difficulty), or single shots leaving the remaining cartridge loaded and ready to fire. A double-barrel shotgun can be used to make multiple attacks, but only if one barrel is fired at a time; a Rage point can be spent for an extra action or the Dexterity + Firearms Dice Pool split between the shots, as usual.

A single-barrel shotgun can't be used to make multiple attacks, nor can a double-barrel that fires both barrels at one target in a single action. The loading mechanisms of shotguns simply denies the multiple shots that are possible with pistols or rifles.

The Damage listed for shotguns on the Firearms Chart is for a single-barrel. If both barrels of a double-barrel are fired simultaneously, double the damage dice listed.

Gatling guns: The Gatling gun is the world's first automatic weapon. If folks in the Savage West ever see one, it's in the possession of the army; the gun is not available to civilians (unless somehow stolen).

It is typically mounted on a tripod. It is fired by turning a crank, and is fed ammunition on a belt that is stored in a box. It requires a crew of humans to operate it. Superhuman strength is required to single-handedly lift a Gatling gun, let alone fire it effectively (Strength 6 to carry, 8 to fire).

A Gatling gun *sprays* bullets. Whether firing from a tripod or with the Gatling in hand, a character rolls Dexterity + Firearms (difficulty 8) to hit, but gains 10 additional dice to his pool, increasing the chances to hit and do damage.

If a Garou in Crinos form plans to move around with a Gatling gun, he needs an assistant to carry the ammunition box that the gun-belt feeds from. If no one can help him, the Garou must remain in place to continue firing.

If a botch is rolled while firing, the gun jams and can't be cleared until downtime permits; a jam can't be cleared in combat. If two or more 1s are rolled on a botch, the gun explodes. All those in its immediate vicinity suffer 12 dice normal damage (soakable), and that's all she wrote for that gun.

Bows and Thrown Weapons: Attacks made with these weapons are resolved with Dexterity + Athletics. The number of multiple shots that are possible is usually limited by the amount of axes or spears that a character carries. Dice Pools are split among the number thrown.

Bows can usually be used to fire one shot in a turn unless the archer has prepared to fire multiple times. (He has several arrows stabbed into the ground before him, ready to be fired.) In that case, he splits his Dice Pool or spends Rage as usual.

● **Quick-Draw:** Quick-drawing is the act of drawing and shooting in one fluid motion in the same turn to beat an opponent to the shot. This system is restricted to face-off gunfights only. It can't be used in regular combat, as quick-draw is as much a matter of speed and precision as it is anticipating the movements of a particular opponent, without being distracted.

Combatants in a face-off may roll Wits + Firearms (or Wits + Athletics for bows or thrown weapons) rather than Wits + Alertness (difficulty 4) to determine initiative. The rest of the shoot-out is resolved normally with Dexterity + Firearms rolls.

A face-off doesn't have to be strictly one-on-one; one or two allies can contend with one or more opponents on an open street. Skilled gunfighters can still use Wits + Firearms to beat their opponents to the shot in such situations. The difference is that when a single character faces multiple opponents, he must spend Rage or split his Dice Pool to shoot at them.

Practiced gunfighters often specialize in Quick-Draw with their Firearms Abilities for that added edge that might mean the difference between life and a pine box.

A character who loses a staredown in a duel cannot perform a quick-draw in that same fight.

♥ **Range:** The distance from shooter to target is a major factor in gunfighting. The Firearms Chart lists the medium range of each gun type; shots fired within this range are resolved normally. A firearm can shoot effectively up to twice its listed range, but the difficulty for doing so increases by one.

In the case of bows and thrown weapons, range determines the difficulty of the shot. The distance in yards between shooter and target is divided by the attacker's Strength (rounded up). The result is the difficulty of the shot. The maximum range that a character can throw a small object is Strength x 10 in yards.

Point-blank shots, regardless of weapon type, occur up to one yard away from the target, and have a difficulty of 4.

♥ **Reloading:** Reloading a weapon when no shots are being fired is easy, unless you're character's a lupus who's never handled a gun. In the heat of combat, however, the click of a hammer hitting an empty chamber usually spells disaster. Reloading a weapon quickly and under stress requires a Wits + Firearms roll (difficulty 6). The number of successes rolled equals the number of bullets that can be loaded in one turn. Failure indicates that something distracts the character — probably the shots being fired at him — and he can't load his weapon. A botch indicates that the character drops all of his bullets.

♥ **Silver Bullets:** Given werewolves' allergy to silver, it might seem prudent to load a pistol with silver bullets. However, without delving too deeply into metallurgy or physics, silver bullets aren't easy to come by and firing them is problematic. Even if a character could find a gunsmith who could make silver bullets, they wouldn't be nearly as accurate as regular bullets. Furthermore, by carrying silver bullets one draws unwanted attention from the Garou community. No one uses silver bullets unless they know about werewolves and are out to get hurt.

If a character decides to use silver ammunition anyway, she suffers from several penalties. All firing difficulties increase by one, the weapon's range is halved and botches indicate that the gun is damaged permanently and cannot fire.

Yet Garou take aggravated damage from successful hits; it is silver, after all. If the attack does more damage than the target has Stamina, the bullet lodges itself in the character's body. If this occurs a Garou takes another aggravated wound every turn until she reverts to Homid form (or breed form, in the case of lupus).

Firefight Complications

Complication	Difficulty
Changing action	+1
Target immobilized	-2
Long range	+1
Point-blank range	4
Target behind light cover/lying flat	+1
Target behind moderate cover	+2
Target behind good cover	+3
Target behind superior cover	+4
Targeting/shooter moving	+1
Trick shot	See chart

▼ **Two Guns:** Using two guns puts a shooter at a distinct advantage, but it also has its drawbacks. At the very least, the shooter must have a lot of ammunition on hand. The real disadvantage, of course, is that her hands are full and she has to concentrate on two different guns.

Pistols: Twin pistols are fairly common in gunslinger circles. Any gunslinger who wants to live should have a back-up weapon, even if she doesn't use them both at the same time. Firing two pistols simultaneously requires the player to split her Dice Pool. The character suffers a -2 difficulty penalty for her off-hand, unless she's ambidextrous. Fanning is impossible with your hands full of guns, so using double-action pistols in this manner limits you to two shots. If a character has single-action pistols, she may take as many shots as she has bullets and dice to split among them.

Rifles: Few can wield and fire two rifles at the same time, but those few who can are holy terrors. Fighting with two rifles requires a minimum Strength of 3 and a whole lot of luck. The shooter has to spend Rage points for extra actions or split his Dice Pool as normal among the number of shots he fires. He suffers any appropriate off-hand penalties as well. And the rifleman needs to swing-cock each rifle after each shot (spin a rifle in his hand while holding the cocking mechanism) in order to fire again. Cocking each gun while firing multiple shots requires a Dexterity + Firearms roll, difficulty 8. Only one success per rifle is necessary, but the dice must come from the character's Dice Pool or from an extra Rage action.

Shotguns: It is possible to wield and fire two shotguns, but it's very demanding; you need Strength of at least 4 to do so. A single-barrel shotgun can only fire once before it needs to be reloaded, so carrying two guns affords a character two shots in one action. Double-barrel shotguns can fire two double bursts (+1 difficulty each) or four individual shots, maximum, in one action. A Rage point is spent for extra actions or Dice Pools for these shots are split normally. A shotgun in the off-hand suffers a +2 difficulty modifier.

Gatling Guns: Two Gatling guns? Please!

Bows: Two bows? How many arms does your character have?

Thrown Weapons: Throwing two weapons offers two attacks and requires a split Dice Pool. Unless the character is ambidextrous an off-hand difficulty penalty of two is imposed.

▼ **Trick Shots:** Targeting a specific part of a target's body, a small object or a portion of a larger object is sometimes required to put the target down quickly or to achieve some effect (shooting the wick off a stick of dynamite is dangerous, but could save the Kinfolk who are tied up around it).

Targeting a specific part of a body or object increases a shot's difficulty, but can increase the effectiveness of the shot. Not only do called shots cause more damage, they can cause victims to drop their weapons, lose their sight or fall prone.

The Storyteller should determine the modifiers of shooting objects based on this chart. The effects of shooting objects are determined by the circumstances of the story.

Firearms

Firearm Types

▼ **Pistols:** Pistols vary in size, shape and model. The main distinction between pistols is the hammer action. Single-action pistols don't require any additional effort beyond pulling the trigger; the hammer cocks when the trigger is pulled. Old, double-action pistols require a shootist to cock the hammer manually before firing. Double-action pistols require fanning in order to fire multiple shots, while single-action pistols are only limited by the ability of the gunslinger.

▼ **Rifles:** Rifles, for the purposes of game play, vary mostly based on their ammunition capacity and range. Some weapons, such as a buffalo gun, are designed strictly for taking down large animals. The Winchester and Spencer rifles can be loaded with several bullets and are generally more effective in shoot-outs than hunting rifles.

▼ **Shotguns:** Shotguns are available in two types: single-barreled and double-barreled.

Difficulty	Target	Damage	Special Effect
+2	Hand	no modifier	Drop weapon
+4	Eye	+3 dice	Blindness
+3	Head	+2 dice	Dazed
+1	Torso	+1 die	None
+3	Groin	+1 die	Stunned
+2	Leg	no modifier	Fall prone

Firearms Chart

Type	Difficulty	Damage	Range	Rounds	Concealment	Year
Pistol, Light						
Remington Derringer†	5	4	10	2 (.41)	V	1865
Army Model .44†	7	5	25	6 (.44)	C	1860
Remington single-action†	7	5	25	6 (.44)	V	1860
Pistol, Heavy						
Colt "Peacemaker"†	7	6	30	6 (.45)	C	1873
Remington Army Revolver†	6	6	35	6 (.45)	C	1875
Rifle						
Henry Repeater lever-action	6	7	150	12 (.44)	N	1860
Remington single-shot, bolt-action	7	9	200	1 (.45)	N	1860
Winchester lever-action	6	8	175	16 (.44)	N	1873
Shotgun						
Remington Twelve Gauge	6	9	35	2 (12g)	L	1873
Winchester single lever-action	7	9	35	1 (12g)	L	1866
Special Weapons						
Gatling gun	8	9	225	belt (.50)	N	1862
Bow	variable	3*	60	n/a	N	n/a
Thrown Weapons						
Knife	variable	Strength*	10	n/a	V	n/a
Spear	variable	Strength + 2*	10	n/a	N	n/a
Hand axe	variable	Strength + 1*	10	n/a	C	n/a
Rocks	variable	Strength - 1*	12	n/a	C	n/a

* These ranged weapons, unlike firearms, do not add attack successes to their damage Dice Pools.

† Single-action pistol

Range: This is the practical range of the firearm in yards. A character may fire on a target at up to double that listed range, although this is considered a long-range shot.

Rounds: This is the type of ammunition fired by a certain gun, and the maximum number of bullets that can be loaded.

Concealment: V = can be hidden in a vest; C = can be hidden inside a coat; L = can be hidden inside a longcoat; N = cannot be hidden on one's person at all.

♥ **Gatling Gun:** The Gatling gun is the world's first automatic weapon. It is typically mounted on a tripod and is fed ammunition on a belt.

♥ **Thrown Weapons:** Guns aren't the only form of ranged combat; bows, spears, axes and knives can be thrown. To fire a bow requires a minimum Strength of 3. Otherwise bows do roughly the same amount of damage regardless of who fires.

The Dice Pool to hit with a thrown or ranged weapon, including bows, is Dexterity + Athletics (although the Storyteller might allow a hand weapon to be thrown with Dexterity + Melee).

The difficulty of hitting with a thrown object or weapon is determined by dividing the range in yards to the target by the Strength of the character (yards/Strength) rounded up.

Thus, if a character with a Strength of 3 throws a rock at a doorway 16 yards away, the difficulty of the attack is 6.

The damage inflicted is determined by Strength. The number of successes achieved on the attack roll does not increase the damage roll where thrown weapons and bows are concerned.

The maximum range that a character can throw a small object is generally Strength x 10 in yards.

Melee and Brawling Complications

Werewolves typically solve their problems with claws and teeth. If a problem has a greater scope or deep personal roots, they might draw klaives. Both options are messier than using firearms, but Garou aren't usually afraid to get dirty.

Melee covers the full range of armed combat, from swinging barstools to crossing Grand Klaives. Whenever a fight involves weapons at close range, the Storyteller should use the complications and maneuvers described below.

Brawling covers any combat in which Garou dispense with fancy knives and sticks and tear into each with fang and claw. A list of brawling complications and maneuvers is provided here.

The following complications apply to both melee and brawling.

♥ **Multiple Opponents:** Ganging up on someone can prove to be a highly effective tactic, while being ganged up on is never healthy. All dodge difficulties increase by one for each opponent after first that a character faces (to a maximum of 10).

♥ **Flank and Rear Attacks:** Flanking (attacking from the side) an opponent reduces the difficulty of an attack by one. An attack from the rear reduces the attack difficulty by two. The Storyteller may allow the target a Perception roll to avoid the blindside.

Melee Complications

♥ **Aimed Strike:** Just as a shootist can aim carefully to hit a specific part of an opponent's body, a melee weapon can be used to strike a vital nerve or a sensitive location. A blow to the leg can cripple an opponent. A strike to the head can daze an otherwise unbeatable foe.

The aimed strike uses the same chart as for Trick Shots, under Gunfight Complications, above. The one exception is the "drop weapon" special effect. An aimed strike can force someone to drop a simple item, but no one in melee combat gives up their weapon so easily; use the Disarm rules, below, instead.

♥ **Disarm:** Klaive duels and other fights involving melee weapons are deadly affairs. Disarming an opponent is a clever means to end a battle without loss of life or honor. The player rolls Dexterity + Melee (add one to the weapon's normal difficulty to hit). If at least three successes are scored, the player rolls the weapon's damage. If damage successes exceed the opponent's Strength rating, the opponent loses her grip on her weapon. A botch usually means the attacking character drops his weapon instead. The target of this action suffers no damage, whether the disarm attempt succeeds or fails.

♥ **Parry:** Many Garou elect to block incoming blows with their weapons rather than try to absorb the damage. A character can parry at any time, just as he can dodge at any time, so long as there are still dice in his Dice Pool. A character cannot parry with a weapon as small as a knife, but can do so with a sword, klaive or even a barstool. The

player rolls Dexterity + Melee (difficulty 6). Each success subtracts one from the opponent's number of attack successes. A botch on a parry roll usually means the parrying weapon flies from the character's hand.

Brawling Complications

Brawls might seem the most crude form of combat, but they can actually be quite complicated. When did you ever know two brawlers to stand face to face and throw punches until one fell? Listed under each complication is the range of forms in which each particular maneuver is restricted. The Brawling Chart lists rolls, difficulties and damage for these brawling maneuvers.

♥ Bite (Crinos – Lupus)

This is the primary weapon of wolves, and the devastating teeth of Garou cause aggravated wounds.

♥ Block (Homid – Crinos)

Skilled combatants can divert incoming blows with their bodies. A character can elect to block instead of dodge if she wishes to avoid getting hurt. A character can block at any time, just as she can dodge at any time, as long as there are still dice in the player's Dice Pool. Combatants can only block fists, kicks or blunt weapons. Sabers, axes and bullets tend to penetrate flesh that gets in their way. Roll Dexterity + Brawl (difficulty 6). Each success subtracts one from an opponent's number of attack successes.

♥ Body Slam (All Forms)

The most vulnerable place for opponents is to be off their feet and on their backs. Most won't just lie down, though; they have to be convinced. To perform a body slam, a character charges forward and hurls his weight into his opponent. The player rolls Dexterity + Brawl (difficulty 7) and needs three successes for his character to unbalance the opponent. The opponent's action difficulties increase by two for the rest of the turn. However, if the opponent is successfully struck and does not succeed in a Dexterity + Athletics roll (difficulty of the attacker's successes + 3), she falls to the ground. The base damage done, whether the opponent falls down or not, equals the attacker's Strength, and each success scored on the attack roll above three adds one.

If the attacker does not receive at least three successes, the maneuver fails. The character falls to the ground, loses his remaining Dice Pool for the turn and suffers one Health Level of damage for each success fewer than three. (A botch counts as zero successes, three Health Levels damage).

♥ Claw (Crinos – Hispo)

The Garou uses his claws to rip into an opponent's flesh, inflicting aggravated wounds.

This attack may be made when a Garou is in Lupus form, but normal wounds are inflicted.

♥ Grapple (Homid – Crinos)

An attacker can try to grab a foe, hoping to immobilize him and subsequently crush him. If the attacker scores more successes than his opponent's Strength score, the attacker pins the victim. In the next turn, she inflicts harm automatically (no attack rolls are required). Strength is rolled as a Dice Pool to determine damage. A character struck by this attack loses any actions remaining in the current turn.

Melee Weapons Table

Weapon	Difficulty	Damage	Conceal
Sap	4	Strength	V
Club	4	Strength + 1	L
Bowie Knife	4	Strength + 1	C
Hand axe	5	Strength + 2	C
Barstool	7	Strength + 3	N
Cavalry saber	6	Strength + 4	L
War axe	7	Strength + 5	N
Klaive	6	Strength + 2*	C
Grand Klaive	7	Strength + 4*	L

* This is a silver weapon; Garou cannot soak this damage.

If the attacker misses completely (the player fails the Dexterity + Brawl roll), she falls down and must spend an action getting to her feet.

Continuing to grapple over successive turns after the first requires the combatants to make opposed Strength + Brawl rolls (difficulty is the other combatant's Strength + Brawl total). Whoever accumulates more successes may immobilize the other or break free. If the character who wins this contest had his opponent in a hold the previous turn, the victim suffers damage automatically the following turn. If both combatants score the same number of successes, neither gains the upper hand during the present turn; neither suffers damage and the match continues into the next turn.

▼ Kick (Homid – Crinos)

This is a boot to the teeth; the character delivers a solid foot to soft flesh. A kick does not cause aggravated wounds.

▼ Punch (Homid – Crinos)

Most frontier folk lack claws or razor-sharp teeth. Common people ball up their fists and knock their opponents senseless. Werewolves use their fists when trying to make a point without killing their students. A punch does not cause aggravated wounds.

Special Maneuvers

Although frontier life requires one to be tough as nails, few actually specialize in the martial arts. For every dot a character possesses in Brawl, the player may select one of the maneuvers listed below or may design her own.

It is assumed that the character has trained at the maneuvers and they are at her disposal whenever she needs them. However, special maneuvers cannot be performed by characters in frenzy.

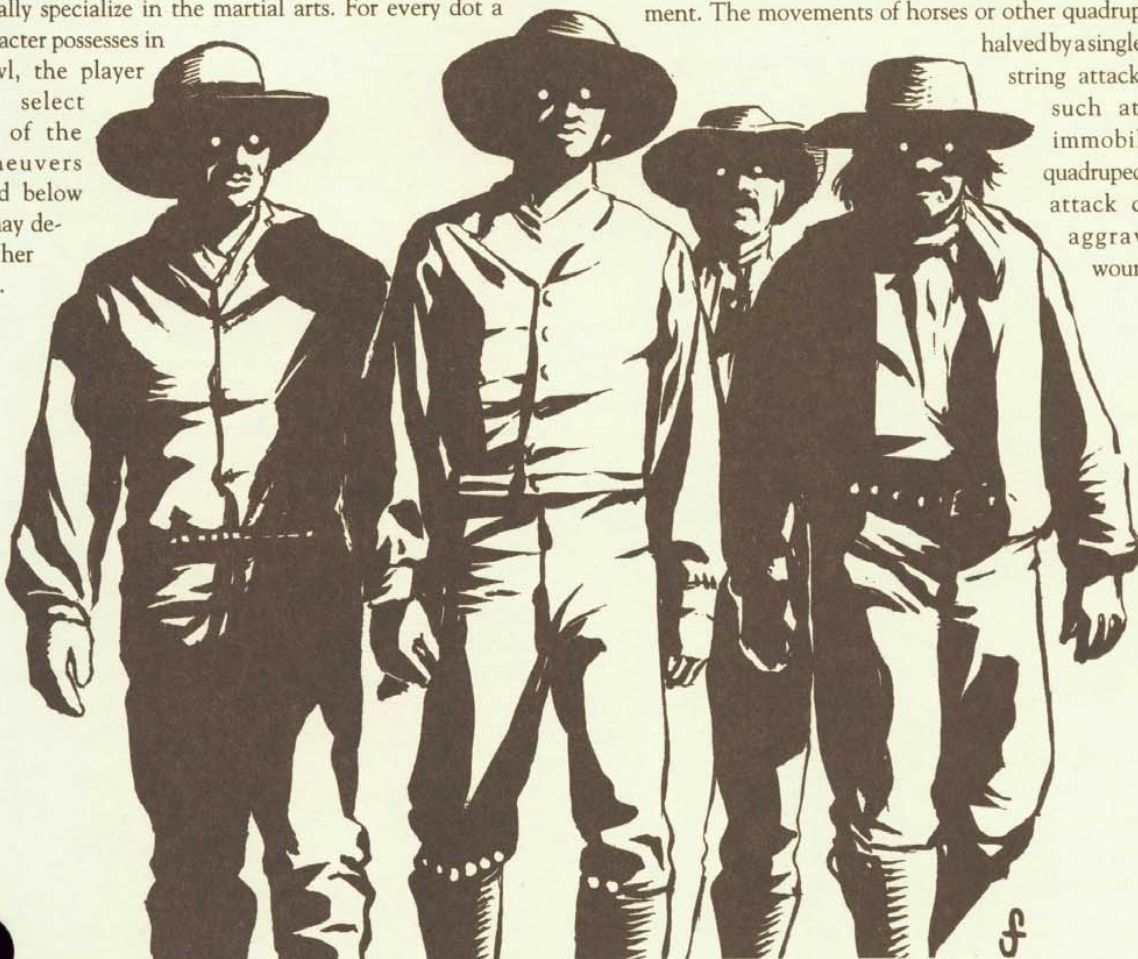
▼ Fur Gnarl (Crinos – Hispo)

Thick hide or armor can make an opponent nearly invincible. This martial technique targets an opponent's special defenses, making her easier to defeat. The attacker lashes out with claws, slashing through fur and peeling off layer after layer of protective hide. This attack does an incredible amount of damage and shreds an opponent's defenses. Figure damage normally, except that it is aggravated. In addition, for every two Health Levels of damage rolled (damage done before soak), the opponent loses one die from subsequent soak rolls until he either heals (in the case of natural armor such as fur) or gets a new suit of armor.

Fur Gnarl is often used as a pack tactic. One werewolf performs the maneuver, leaving the opponent less resistant to his packmates' attacks.

▼ Hamstring (Crinos – Lupus)

An enemy can't run away if his legs are shredded. By sinking her teeth into the tendons of an opponent's lower leg and ripping them out, an attacker disables her opponent's movement. The movements of horses or other quadrupeds is halved by a single hamstring attack; two such attacks immobilize a quadruped. This attack causes aggravated wounds.



* Brawling Chart *

Maneuver	Roll	Difficulty	Damage	Actions
Bite	Dex + Brawl	5	Strength + 1*	1
Body Slam	Dex + Brawl	7	Special	1
Claw	Dex + Brawl	6	Strength + 2*	1
Grapple	Dex + Brawl	6	Strength	1
Kick	Dex + Brawl	7	Strength + 1	1
Punch	Dex + Brawl	6	Strength	1
Special Maneuvers				
Hamstring	Dex + Brawl	8	Str + Special*	1
Leaping Rake	Dex + Brawl	8	Strength + 2*	2
Taunt	Man. + Exp.	Opp. Wits + 4	None	1

* This maneuver does aggravated damage.

▼ Leaping Rake (Crinos)

The Garou puts all of her strength into one mighty leap, taking her within range of her opponent for a fleeting moment. When in range she strikes with her claws, tearing her opponent apart as she continues to travel. The momentum of the jump carries the attacker out of retaliatory range — unless, of course, the victim has a gun.

The player must spend a Rage point for the character to accomplish both a leap and an attack; one Dice Pool is used for each. Calculate the effectiveness of the leap using the Jumping rules, pg. 249. (Using the Automatic Success rule might be simplest for adjudicating this jump.) If the character succeeds in reaching the target, the player may make an attack roll assuming a claw attack. After the attack, the Garou sails clear of her opponent — hopefully. If the attack fails, the force of the leap still carries her to a landing point, wherever that may be. This attack causes aggravated wounds unless the Garou punches instead of claws. A Leaping Punch can be used in Glabro as well as in Crinos form.

▼ Taunt (All Forms)

Nothing breaks an opponent's concentration more than barking, laughing, growling, leaping or mocking him. Garou employing this maneuver roll about on the ground, leap high into the air, and utter the most vivid insults imaginable. Every two successes obtained subtract one die from the opponent's next action. If more than one character uses the Taunt maneuver on the same foe in one turn, the effects are cumulative. It is possible for a group of characters to paralyze an opponent through confusion and fear in this way. However, when one player fails a Taunt roll, no further Taunt rolls affect the opponent that turn.

Victims paralyzed by taunting may only perform actions that do not require rolls (although they may dodge). A Garou subjected to such treatment must make a Rage roll to avoid flying into a frenzy.

Armor

Armor is rare in the Savage West. Folks don't walk around wearing metal shirts. Even if they did wear armor, it might not stop a bullet. Premade armor is almost impossible to acquire; just try to find it at a general store. Armor can be improvised in times of need, though. It doesn't cover the body head to toe. It can amount to a metal plate hung over the neck and worn under a blanket, or is limited to an animal-skin shield. Yet even that impromptu protection can save a character's life.

When a character wears armor, her player adds dice to soak rolls. Reinforced clothing adds one to soak rolls. A steel plate or skin-shield adds two dice, but not to areas it can't cover. A character can even try to wear most of a Franklin stove for protection, but this adds two to the difficulty of all Dexterity rolls. It does offer three dice worth of armor. (The character will also look a blamed fool, but some'd rather be foolish-looking than perforated.)

Combat in the Spirit World

The spirit world of the Savage West is even more dangerous than its physical counterpart. Numerous Wyld-spirits roam the Storm Umbra, leaping on unwary Umbral travelers. Banes and Weaver-spirits follow as settlers encroach ever westward.

Most physical-world creatures that wind up in the spirit world are out of their realm. A human who has somehow become trapped in the Umbra may swing a punch at a spirit only to find that his hand passes harmlessly through it. Werewolves are the exceptions to this rule. As much spiritual as they are physical, Garou in the Umbra can attack spirits and Banes with all the powers they possess in the physical world. Even their natural weaponry can affect and harm their foes.

Melee weapons and firearms are another matter altogether. Objects to be taken into the Umbra

must first undergo the Rite of Talisman Dedication. Otherwise, the Garou steps sideways and is empty-handed on the other side. Furthermore, only supernaturally treated weapons or magical attacks can affect spirits in the Umbra. Even in the hands of a werewolf, a normal knife can't harm a spirit. Fortunately all fetish weapons, including klaives, can strike spirits. A player must still make a Gnosis roll to activate a character's fetish, but the difficulty of doing so decreases by two in the Umbra.

Spirits

Spirits in the Umbra don't have Physical Attributes. Instead of attacking with claws or fists, they use their Willpower and Rage scores. Spirits "strike" by rolling Willpower (difficulty 6). If the roll is successful, the spirit hits its target. The

spirit's Rage is rolled to determine damage (difficulty 6). Each success causes one Health Level of aggravated wounds. A werewolf can soak this damage by rolling Gnosis (difficulty 6). The number of successes is the amount of damage soaked.

Spirits don't have Health Levels, either. They lose Power points instead. So if one spirit attacks another, a damage roll made with Rage reduces the target's Power score.

A spirit doesn't actually throw punches, kick or slash with claws, although it might appear to do so. A spirit's attack is a mystical assault of pure Rage; the spirit usually flies about its enemy, engulfing him in its anger.

A spirit can't soak damage; it must take whatever punishment that it is dealt. There is no difference between normal and aggravated damage for a spirit.

Combat Summary Chart

Stage One: Initiative

♥ Roll Wits + Alertness (difficulty 4). The winner declares her action last (after she's heard everyone else's actions) and performs hers first.

♥ Declare Dice Pool division if performing multiple actions.

♥ Declare any Rage point expenditures (maximum of character's Dexterity rating).

Stage Two: Attack

♥ For firearms combat, roll Dexterity + Firearms. For thrown weapons and bows, roll Dexterity + Athletics.

♥ For melee (with weapons), roll Dexterity + Melee.

♥ For brawling (without weapons), roll Dexterity + Brawl.

♥ For Dodge: Roll Dexterity + Dodge. A character can forfeit some or all of his Dice Pool to dodge at any time; each success subtracts one from the opponent's attack successes.

Stage Three: Resolution

♥ Roll damage as determined by weapon or maneuver (difficulty 6). Add attack success dice to damage Dice Pools for guns.

♥ Soak damage: Roll Stamina (difficulty 6).

General Complications

♥ Changing Actions: The difficulty increases by one.

♥ Immobilization: The difficulty to hit an immobilized target is decreased by two.

♥ Stunning: When Health Level damage exceeds Stamina rating (after soaking), the target is stunned and cannot act in the next turn (a Rage point will counter this effect).

Spirit Combat Table

Stage One: Initiative

♥ As above, spirits roll Willpower for initiative.

Stage Two: Attack

♥ Roll Willpower (difficulty 6) unless a Charm is being used (refer to the Charm description).

♥ Dodge: Willpower (difficulty 6), or split Willpower Dice Pool between attack and dodge.

Stage Three: Resolution

♥ Roll Rage (difficulty 6); one Health Level of aggravated damage is inflicted per success (Garou can soak this with a Gnosis roll, difficulty 6); one Power point per success is lost if the target is a spirit.

♥ Soak damage: Spirits cannot soak damage.

Note: When a spirit materializes onto the physical plane, it attacks using its materialized Attributes and Abilities. At this point, combat proceeds normally.

Garou Maneuvers

When a Garou attacks a spirit in the Umbra, the werewolf can use any attack maneuvers he chooses. The difficulty of a physical attack increases by one in the Umbra. Any maneuver with a difficulty normally based on an Attribute of the opponent (Wits, for example) uses the spirit's Willpower instead.

Damage

Calculate damage for Garou attacks normally, but apply it to the spirit's Power. Any attack from a Garou, punch or kick, works just as well as claws or fetish weapons. When a spirit has no Power left, it dissolves out of existence. A Garou can choose to bind a defeated spirit, too (see the Rite of Binding in Chapter 6). Most spirits flee when reduced to one quarter or less of their Power for fear of being bound. But many Banes keep attacking until either they or their opponents are dead.

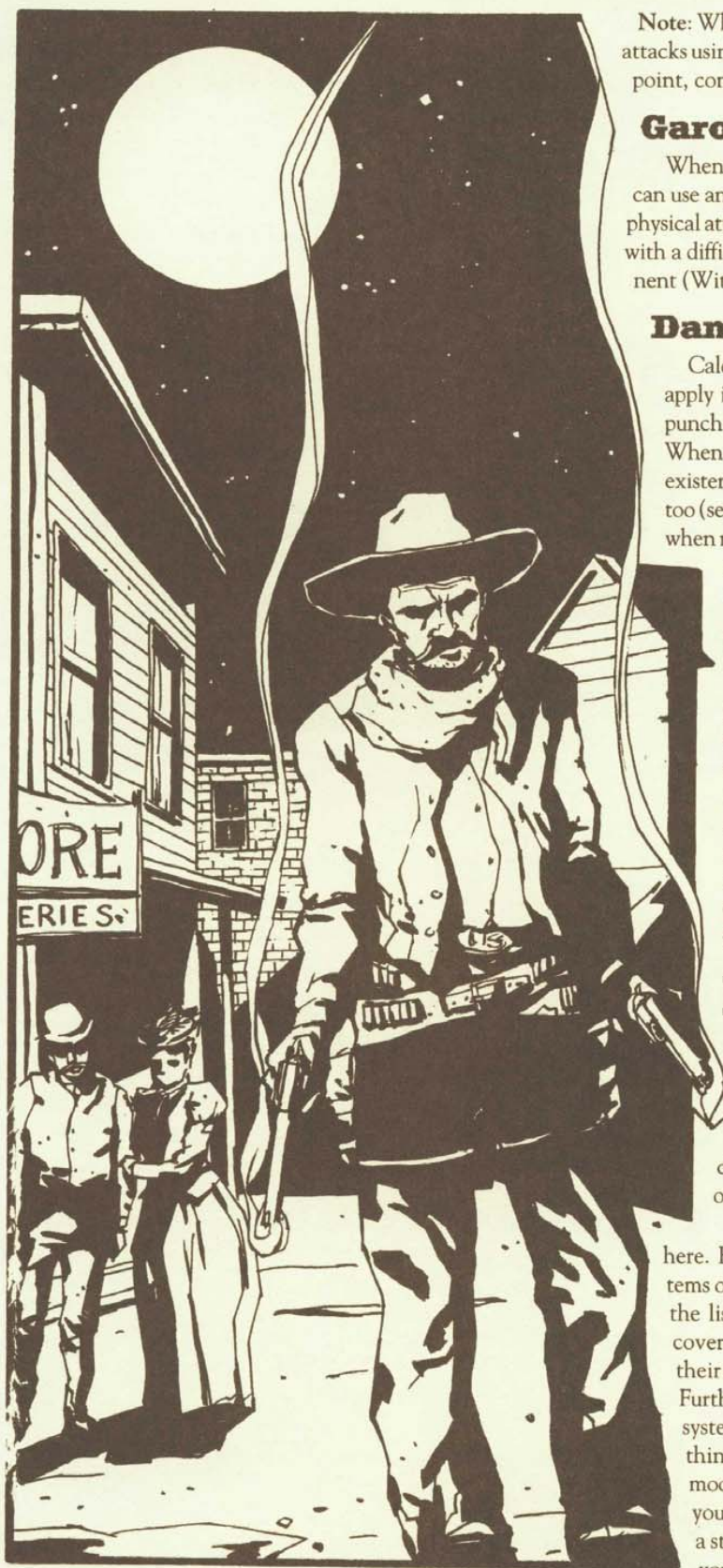
Pursuit in the Umbra

When a spirit or a Garou tries to flee battle in the Umbra, use the Pursuit rules below; the spirit rolls its Willpower. Spirits begin with three successes automatically because of their ability to fly in the Umbra. If a fleeing spirit scores 10 successes more than its pursuer, it gets away. If the pursuer matches the spirit's successes, he moves alongside the spirit and may attack it. A spirit with the Charm: Reform may simply dissipate rather than flee and may reform elsewhere.

Dramatic Systems

The Rules chapter details the mechanics of the Storyteller system. The remainder of this chapter describes numerous ways to extrapolate on the basics provided in the rules.

A variety of rule permutations are described here. However, the Storyteller may use dramatic systems of her own design. In fact, we encourage it. While the list of systems here is extensive, it can't hope to cover every possibility. Storytellers who wish to design their own systems should use what follows as a model. Furthermore, the Storyteller can modify any of these systems to suit the flavor of the story. The important thing to keep in mind when designing new systems or modifying old ones is consistency. As long as your systems remain consistent throughout a story, the players won't feel cheated and your world will seem more realistic.



Physical

The following systems are useful when determining the outcome of physical actions and confrontations. Combat is dealt with earlier in this chapter.

Climbing

Holding higher ground always offers an advantage, especially when your opponents don't expect an ambush from above. Simple climbs don't require a roll; climbing anything more difficult than a ladder does. A successful Dexterity + Athletics roll is required when any character attempts a climb. The difficulty is determined by the gradient of the surface, the existence or absence of hand or footholds, and other interfering circumstances (combat, severe weather, frenzy). Each success indicates that the character climbs five feet.

For example, Runs-Swiftly attempts to climb a cliff in order to escape a band of Black Spiral Dancer bandits. The surface is rough, but almost perfectly vertical. Bullets ricochet off the cliff walls all around the Garou. The penalty for failure will surely be death — or worse.

If the player rolls five successes, Runs-Swiftly climbs 25 feet. A failure indicates no progress. A botch indicates the character might fall and may not continue without expending a Willpower point. The Storyteller decides the exact difficulty of a climb, and this one might mean trouble for Falls-Swiftly.

Difficulty

Type of Climb

- | | |
|----|--|
| 2 | Easy: a tree with many stout branches |
| 4 | Simple: a gentle cliff with many handholds |
| 6 | Straightforward: the side of a building |
| 8 | Treacherous: an unstable cliff face |
| 10 | Extremely difficult: a sheer, vertical surface with no handholds |

Feats of Strength

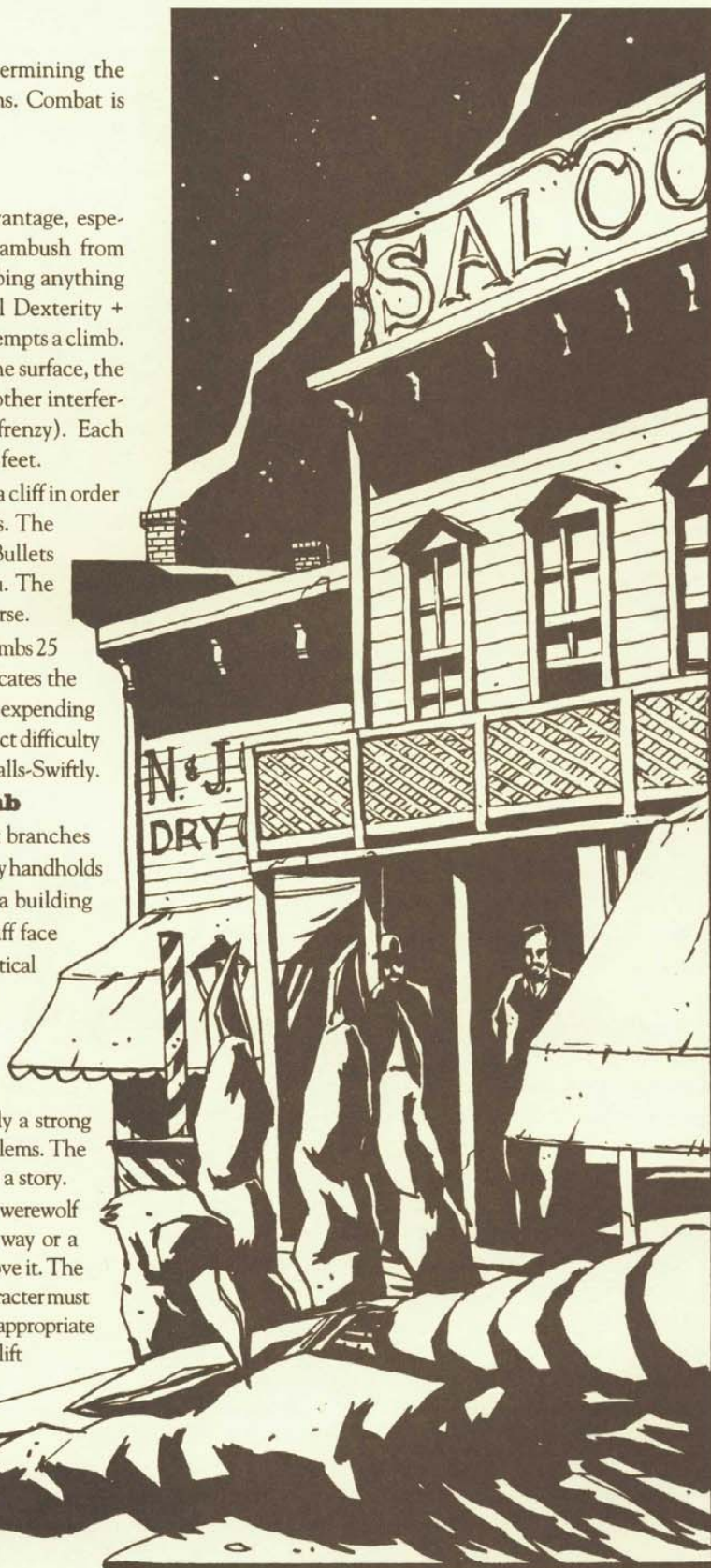
Sometimes all the bullets and all the brains in the world simply can't get a job done. Fortunately a strong back and a little sweat can solve some of your problems. The following is several ways in which strength affects a story.

♥ **Lifting:** The connection to Gaia gives a werewolf incredible strength. If there's a stagecoach in his way or a boulder blocking the mine, he can pick it up and move it. The chart below lists the number of Strength points a character must possess to lift various objects. If the character has the appropriate Strength, with or without friendly assistance, he can lift the object automatically. Cooperating characters can add their Strength scores together to lift an object.

Of course, making room for

a whole pack in

Crinos form is a logistical nightmare.



Feats of Strength Chart

Strength Rating	Feat	Weight (pounds)
1	Snap a slender branch	40
2	Break a chair	100
3	Break down a door	250
4	Break a 2" x 4" board	400
5	Bend jail-cell bars	650
6	Carry a Gatling gun	800
7	Flip a stagecoach	900
8	Lift a horse	1000
9	Punch through a cement wall	1200
10	Pry open a Wells Fargo safe	1500
11	Lift a draft horse	2000
12	Tear the roof off a shack	3000
13	Throw a small boulder	4000
14	Punch through a jail-cell wall	5000
15	Knock over a rail car	6000

Under normal circumstances, a character can't lift more than his Strength would indicate on the Feats of Strength Chart. However, if the player wishes, she may try to exceed her character's Strength with a Willpower roll. The difficulty is always 9 and the character only gets one shot at it. Every success indicates that the character's effective Strength increases by one for the contest in question, up to a maximum of five additional points. Failure indicates a wasted effort. A botch causes one Health Level of damage for every 1 in the roll.

♥ **Throwing:** If a Garou has just picked up a rock, horse or stagecoach, why not throw it at somebody? Stagecoaches make effective weapons.

The difference between a werewolf's Strength and the rating of the object indicates the number of dice remaining with which to throw the item. (This Dice can never exceed a character's Dexterity + Athletics, no matter what.) Difficulty is 6, barring any interference. The combat section covers rules regarding throwing weapons.

For example, Stanson, a powerful Silver Fang, has picked up a large rock that weighs about 600 pounds (Strength 5 required to lift it). Stanson's Strength is 8 in Crinos form. If he throws the rock, his player rolls three dice to make an attack.

If the rating of an object ties or exceeds a Garou's Strength, he may attempt a Willpower roll (or perhaps a second one if Willpower was used to lift the object) to increase his Dice Pool temporarily, as detailed under Lifting. If the Willpower roll fails, the character is forced to drop the rock. If the roll botches, he drops it on himself and suffers damage as described under Lifting.

♥ **Opening and Closing:** Some things aren't meant to be opened and other things aren't meant to be closed. Whether a werewolf tries to pry open a safe or push a jammed door closed,

a Strength roll is required. Using the Feats of Strength chart as a benchmark, the Storyteller should determine the Strength rating of the task at hand. Remember, if the Garou's Strength exceeds the rating of the task, she automatically succeeds. The player may also attempt a Willpower roll to increase the Garou's effective Strength.

Clever werewolves quickly discover that levers and tools make jobs easier. Appropriate use of tools increases a werewolf's effective Strength, as deemed appropriate by the Storyteller. Generally, a lever or pry bar can increase a Dice Pool by at least one-half, if not more.

Horse Training

Assuming a horse has not already bolted at the mere scent of a werewolf, commanding it to perform requires significant talent. To perform stunts on horseback requires a Dexterity + Ride roll. However, the player may add her character's Ride Skill only up to the level of Animal Ken score.

The difficulty of such a stunt roll depends on the complexity of the feat, the training and temperament of the animal, and any other variables that might disturb or distract the horse. Use the Horse Training Chart to determine the base difficulty of the effort. If the horse has been trained for a particular stunt, the difficulty is reduced. If the animal has performed the trick numerous times, the Storyteller might do away with the roll altogether.

Training a horse to obey commands, perform stunts or to remain calm in a combat situation requires a lot of patience and skill. A horse can be trained by an expert to perform many tricks at the command of its owner, although it will not solve problems creatively for the character. To train a horse requires the Animal Ken Skill and time.

Horse Training Chart

Difficulty	Stunt
4	Respond to a summons
5	Return to a specific point
6	Kick on command
7	Bite on command
8	Throw rider
9	Ride fearlessly into combat
10	Open a door

After the character spends several days or months training, the player rolls Manipulation + Animal Ken. Again, the difficulty depends on the complexity of the "trick." If the feat is something the horse might do naturally, the difficulty should be lower than if the stunt involves complex actions.

For example, Stanson wants to train his horse to kick on command. Stanson knows the animal well and has years of experience training horses. The animal takes to the training, as horses normally kick out when frightened. The tricky part is getting the horse to kick on command. If Stanson wanted his horse to open doors on command, that would be even more difficult to teach.

The Horse Training Chart lists a few stunts and the difficulty required to train the animal. This chart can be used for other animals as well, but difficulties might be higher or lower depending on the intelligence of the animal. Mules are intelligent but stubborn. Dogs are amenable to training but aren't necessarily all that intelligent.

Jumping

Jumping is a simple action; the character uses all of her strength to launch herself into the air. The player rolls Strength in dice against a difficulty of 3 (unless circumstances such as loose gravel or desert sand make the jump more difficult). The Storyteller calculates how many successes the jump requires and compares that to the player's roll.

Jumping is an all-or-nothing action. A character either makes it or falls short, literally and sometimes painfully. If a werewolf attempts a horizontal jump with a running start, the Storyteller might allow the player to add Athletics score to the Strength dice rolled (Strength + Athletics, difficulty 3).

The following chart details how each of the Garou forms affects the outcome of a jump roll.

Long-Distance Running

The wide-open, undeveloped country of the Savage West makes long-distance running one of the most reliable forms of travel available to Garou. Wolves are renowned for their stamina and ability to run for long periods without rest. Werewolves are even more capable than their cousins, driven by their Rage as much as their legs. Other than riding horseback or taking the occasional train, long-distance running is the only way to travel great distances.

Type of Jump Feet Per Success

	Homid	Glabro	Crinos	Hispo	Lupus
Vertical	2	3	4	5	4
Horizontal	4	4	5	6	7

Werewolves in Lupus form are able to trot at about 16 miles an hour for a number of hours equal to their Stamina. After that time they must rest or begin making rolls to keep pace. The player rolls Stamina + Athletics (difficulty 4) for every hour beyond the character's normal limitation. The difficulty can be adjusted by adverse conditions such as intense heat, rough terrain or cold. If a rolls fails, the character suffers one Health Level of aggravated damage from strained muscles and overexertion. If the player fails two rolls in a row, or botches, she must spend a Rage or Willpower point for the Garou to continue. At that point, all difficulties for the run are increased by two until the Garou rests.

Despite pack mentality, sometimes survival of the fittest dictates that if a werewolf can't keep up, he'll be left behind.

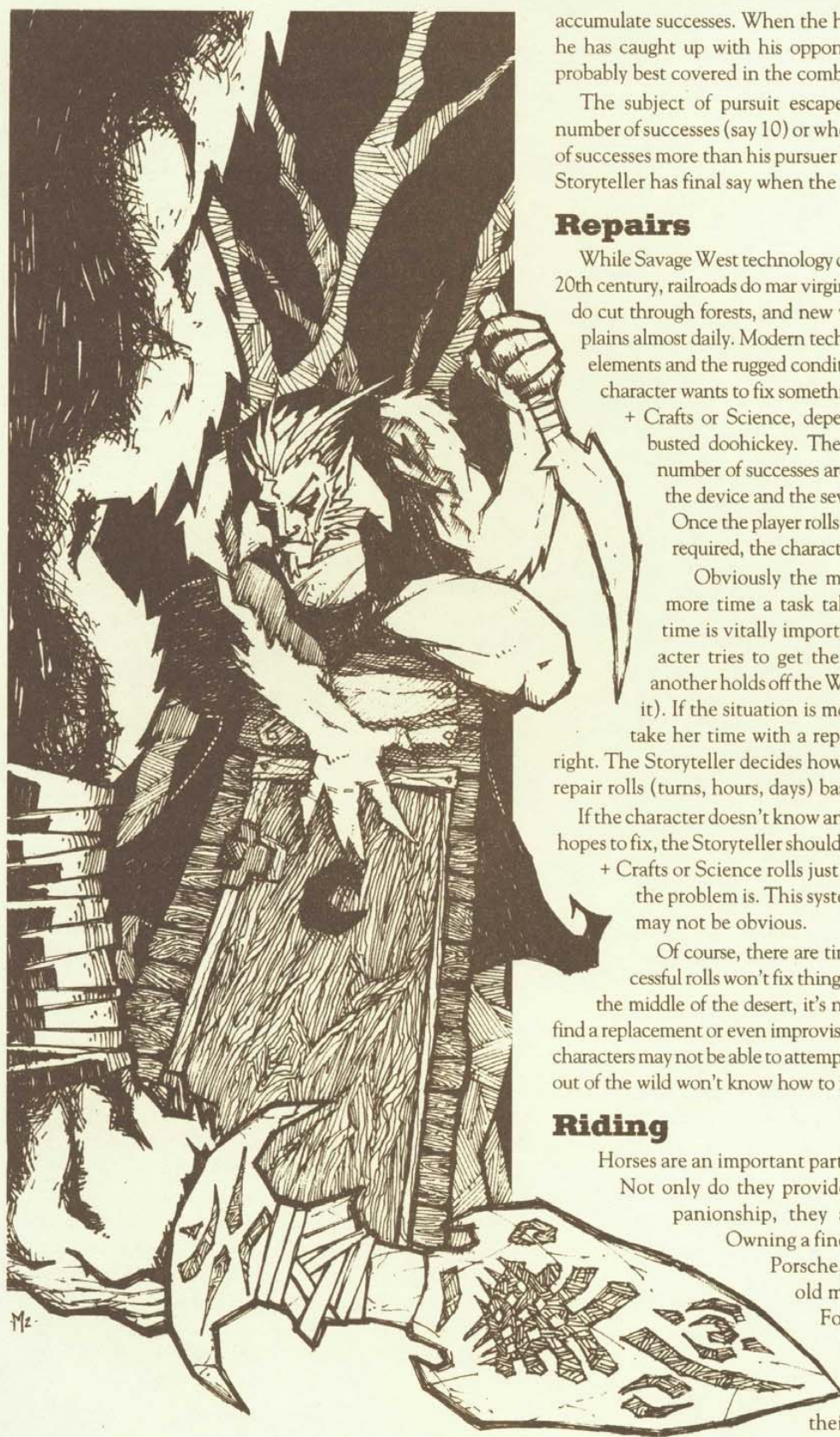
Pursuit

When a character tries to catch up to bandits before they get away with his prize fetish, he better be quick. In a short-distance foot race, one opponent starts with a number of successes as deemed appropriate by the Storyteller or as indicated by a Dexterity + Athletics roll (difficulty 6), made for each turn before the pursuit starts. In each turn after the pursuer begins the chase, both parties roll Dexterity + Athletics (difficulty 6) and

Long-Distance Pursuit

Pursuing someone who left town days ago is a little bit different than a foot race. Determining whether the hunter catches up with his prey involves combining the rules for long-distance running and pursuit. This system assumes that the predator knows the prey's course or final destination. If the subject's location is unknown, she has to be tracked. In this case, use the Tracking rules below, instead of these.

Each party, hunter and prey, rolls Stamina + Athletics (difficulty 4) for each day of travel. The prey begins with a number of successes equal to the number of days she has as a lead. When the hunter accumulates enough successes to surpass the prey's accumulated successes plus her lead successes, he has caught up to within a few miles of her. The difficulty and the rolls might be modified by several variables: weather, health, whether either party has transportation, intensity of pace, and familiarity with terrain.



accumulate successes. When the hunter overcomes his deficit, he has caught up with his opponent. What happens next is probably best covered in the combat section.

The subject of pursuit escapes if he achieves a certain number of successes (say 10) or when he gains a certain number of successes more than his pursuer has achieved (say five). The Storyteller has final say when the subject of pursuit gets away.

Repairs

While Savage West technology doesn't compare to that of the 20th century, railroads do mar virgin countryside, telegraph lines do cut through forests, and new weaponry does appear in the plains almost daily. Modern technology often falls prey to the elements and the rugged conditions of the Savage West. If a character wants to fix something, the player rolls Dexterity

+ Crafts or Science, depending on the nature of the busted doohickey. The difficulty and the required number of successes are based on the complexity of the device and the severity of the damage suffered. Once the player rolls the total number of successes required, the character's work is done.

Obviously the more successes required, the more time a task takes. In a combat situation, time is vitally important (for example, one character tries to get the train running again while another holds off the Wyld-spirits that converge on it). If the situation is more relaxed, a character can take her time with a repair and make sure it's done right. The Storyteller decides how much time passes between repair rolls (turns, hours, days) based on the situation.

If the character doesn't know anything about the device she hopes to fix, the Storyteller should call for Intelligence or Wits

+ Crafts or Science rolls just to figure out what the heck the problem is. This system also works when damage may not be obvious.

Of course, there are times when even the most successful rolls won't fix things. If a vital part is destroyed in the middle of the desert, it's not likely that characters can find a replacement or even improvise a quick fix. Certain types of characters may not be able to attempt repairs, either. A lupus fresh out of the wild won't know how to fix a plow blade.

Riding

Horses are an important part of life in the Savage West.

Not only do they provide transportation and companionship, they are also a status symbol.

Owning a fine horse equates to owning a Porsche, but even owning a haggard old mare is better than walking.

For the people who can't shapechange into wolves, horses supply the majority of their transportation.

Depending on the chronicle's time frame, the railroad may not be that prevalent an influence, if present at all. Certainly, most townsfolk would laugh at the very idea of the automobile.

Horses, unlike trains or cars, have individual personalities; they're living creatures, after all. Regrettably they're skittish, and werewolves only make matters worse. Garou are born predators; a horse can sense the presence of a werewolf just as if the character were a wolf and the horse was back in the wild. When horses are nervous, they dance, whinny and sometimes bolt. Garou stir up horses tied to hitching posts just by walking down a street.

In general, if a werewolf's Rage exceeds his Willpower, assume that horses react violently in his presence. If a Garou's Willpower exceeds his Rage and he doesn't pose an obvious threat, horses are visibly nervous, but might not panic.

Since merely approaching a horse inspires a nervous reaction, it's no wonder that werewolves often have trouble riding horses. A horse will likely throw a strange Garou who attempts to mount it, and may even deal out a hoof to the head for good measure. Many werewolves use their Gifts to make peace with their horses, or they choose to walk. Over time a werewolf can, with enough patience and training, gain control over an animal.

Eventually, if treated properly, a horse can be acclimated to a rider. Once a the creature overcomes its natural fear, most normal equestrian actions do not require a roll. This doesn't mean that the horse has forgotten it has a wolf on its back; it has just become used to it. However, when trouble arises, the horse is more likely to panic under a werewolf than under a normal person. The Storyteller should increase all riding difficulties for werewolves by two for this reason. A patient character can compensate for (or even negate) this penalty with time, Gifts or good training.

Shadowing

Following someone in the small towns of the Savage West presents many difficulties. Following someone closely in the open wilderness borders on impossible. There are two requirements to covertly shadowing someone: keeping track of the target and not being spotted.

Shadowing someone in a city or town requires numerous Perception + Investigation rolls to keep track of the target. The base difficulty is 6, but crowds, distractions and the erratic movements of the prey increase that difficulty.

Keeping out of sight while shadowing requires a Dexterity + Stealth roll (difficulty equals the prey's Perception + Alertness total). This roll must be made whenever an opportunity arises for the target to recognize his shadow.

Most Savage Western towns are small enough that it doesn't take long to trail a target to his destination. However, failing the shadow's Perception rolls indicates that the target is lost. Failure on Stealth rolls indicates that the prey is aware of the predator. In either case, the Storyteller should determine exactly what happens and how the one being pursued reacts.

Shadowing someone in the countryside usually requires the ability to track a target, follow its trail. The wide open plains deny a close shadow. Use the Tracking rules, pg. 260, for wilderness shadowing.

Shapeshifting

The defining characteristic of a werewolf is the ability to shapeshift. Garou aren't the only creatures that can change shape; they're just the best at it. Garou can change into five different forms, each of which has its own advantages and disadvantages: Homid (Human), Glabro (Near-Man), Crinos (Wolf-Man), Hispo (Near-Wolf), and Lupus (Wolf).

A Garou always assumes her breed form (Homid, Lupus or Crinos) automatically. However, any other change requires a Stamina + Primal Urge roll. The difficulty depends on the form the character wishes to change. The character needs multiple successes in order to change shape — it's not that easy to double your mass in three seconds. The player must acquire a number of successes equal to the number of intermediary forms plus final form plus one for the character to make the transformation in one turn. If he doesn't get enough successes, the number rolled determines what shape the character stops. Further attempts can be made in subsequent turns based on the current form of the Garou. Complete failure on the roll means the character doesn't change at all. A botch indicates that the Garou has lost control and has altered her body painfully. The grotesque transformation causes one aggravated wound per extra 1 rolled.

For example, Runs-Swiftly is in Lupus form and stumbles onto what appears to be a Cherokee camp. In the dim firelight, he can see several human forms preparing for a hunting party. Not wanting to be mistaken for dinner, he decides to change into human form. His player needs five successes (three intermediary forms, his target Homid form + one) to complete the transformation. He gets only four successes, meaning that Runs-Swiftly shifts through Hispo and Crinos, but stops at Glabro. Runs pauses a bit longer to try again. This time he only needs two successes to shift from Glabro to Homid.

Upon approaching his would-be companions, Runs-Swiftly discovers them to actually be Bane-infested zombies. He automatically switches to Lupus, his breed form, and takes to the hills.

Clothing and restraining articles of any kind are usually destroyed in a transformation. If such items have been dedicated to a Garou spiritually (see Rite of Talisman Dedication, pg. 173) they change along with the werewolf. Nondedicated objects that are too solid to break (such as handcuffs or barbed wire) injure the werewolf foolish enough to shapeshift while restrained by them.

In a particularly stressful situation, a player may elect to spend a Rage point for his character to change shape immediately. The transformation takes place automatically despite the number of intermediary forms. This kind of change is usually undertaken when combat is imminent. Remember that Garou with no Rage or Willpower cannot shapeshift into any form but their breed forms; they've "lost the wolf."

When changing forms, werewolves gain the benefits that come from being larger, faster and stronger. However, the intermediary forms, Glabro, Hispo and Crinos, complicate social life with humans and wolves. Each form adjusts a character's Attributes; these adjustments should be applied to a character's Homid statistics.



It should be noted that Appearance is subjective. While the Crinos form's Appearance is zero, other werewolves still recognize the inherent beauty of a highly attractive werewolf. When a Garou in Crinos form interacts with other werewolves, the werewolf retains his full Appearance rating. Crinos form scares the living daylight out of humans and wolves, though. With that in mind, remember that werewolves retain their full Manipulation scores when intimidating opponents (see Intimidation, p.254), be they human, wolf or Garou.

Homid (Human)

Statistics Adjustments: None

Shift Difficulty: 6

Description: The standard form that most characters use to interact with the human world. Most machines, including guns, can be used only while in this form. A werewolf cannot regenerate in Homid form, but may handle silver without difficulty.

Roleplaying: The Homid form is indistinguishable from an ordinary human in almost every way. Werewolves in Homid can understand the Garou tongue (see Languages and Customs, below), but can only speak a few Garou words with difficulty.

Glabro (Near-Man)

Statistics Adjustments: Strength +2, Stamina +2, Manipulation -1, Appearance -1

Shift Difficulty: 7

Description: With the increase in Strength and Stamina comes an appropriate increase in body size and mass. The now heavily muscled body towers over human form by about six to nine inches. The character no longer resembles a human; hair grows in spots over his body, and sharp teeth and nails sprout. A Glabro werewolf can hide some of his beastly features by dim firelight, but there's no mistaking the creature as something other than human in broad daylight.

Roleplaying: While still close to human in some ways, the Glabro form imposes some bestial personality traits. Conversation is possible but words are gruff and guttural. Glabro werewolves can speak the Garou language with some difficulty.

Crinos (Wolf-Man)

Statistics Adjustments: Strength +4, Stamina +3, Dexterity +1, Manipulation -3, Appearance 0

Shift Difficulty: 6

Description: As Gaia's chosen warriors, Garou have the ability to change into the ultimate fighting machine. This terrifying transformation combines the ferocity of the wolf and the cunning of the human. A Garou in Crinos form doubles or even triples in mass and nearly doubles in height. Any resemblance to human form vanishes as the werewolf grows thick fur over every inch of his body and gains a wolfish snout, ears and a tail. Razor-sharp fangs and claws grow long and deadly. The Garou's reach extends as his arms lengthen and become more massive, suitable for running on all fours or grappling with enemies.

Roleplaying: The embodiment of the killer, a werewolf in Crinos form doesn't persuade or negotiate — he destroys. Even simple human-speak is difficult; Crinos form limits a werewolf to grunts, snarls and two-word sentences. Wolf-speech is just as difficult. The Garou language, however, comes easily and naturally. (The reduction in Manipulation applies even when speaking the Garou tongue, as Crinos form prohibits protracted conversation and any form of subtlety.) A Crinos werewolf may speak one clear sentence in either human or wolf speech with the expenditure of a Willpower point.

Hispo (Near-Wolf)

Statistics Adjustments: Strength +3, Stamina +3, Dexterity +2, Manipulation -3, Appearance 0

Shift Difficulty: 7

Description: While Crinos form may be ideal for combat, Hispo is perfect for hunting. This form combines massive size, keen senses and powerful jaws. A throwback to the prehistoric dire wolf, the Hispo's hulking frame is something out of a bad dream. Head and jaws grow to nightmarish size, while a Hispo's four-legged stance lends it great speed and mobility (and it can stand on two feet in emergencies). The Hispo also benefits from the keen senses of wolves (reduce Hispo-Perception difficulties by one).

Roleplaying: The Hispo does not possess hands and cannot speak any languages but the Garou or wolf tongues, and even then communication with wolves and other Garou suffers from poor social skills and a general lack of good graces. Hispo form's only purpose is to hunt. Intelligent interaction with humanity is virtually impossible.

Lupus (Wolf)

Statistics Adjustments: Strength +1, Stamina +2, Dexterity +2, Manipulation -3

Shift Difficulty: 6

Description: The other half of the human-wolf equation, Lupus form resembles that of a wolf. Each of the tribes resembles a different breed of wolf, but Lupus form is always similar. Lupus form is smaller and sleeker than the prehistoric Hispo. Lupus teeth are deadly, though; they still cause aggravated wounds. A Garou's senses in Lupus form are his sharpest. All Perception-related difficulties are reduced by two.

Werewolves in this form may also take advantage of instinctual senses that the other forms lack. A Lupus werewolf can see in near-darkness and has exceptional hearing and incredible olfactory awareness. Werewolves in Lupus form can also use Primal-Urge as a "sixth sense" to be on guard for traps and ambushes and to sense the temperaments of other animals. (Using any of these senses calls for Perception + Primal-Urge rolls.)

Roleplaying: Instinct drives the Lupus werewolf, almost as if the Garou had completely become his canine cousin. Werewolves in Lupus are likely to



flee from a fight out of sheer instinct rather than stay and claw it out. Stray scents, noises or movements may distract or even unnerve a Lupus Garou. Lupus werewolves cannot speak human tongues at all, but may communicate freely with wolves. They have access to the Garou language but can only string together a few words at a time.

Partial Transformation

Although it is painful, difficult and rarely attractive, a Garou with superior command over shapeshifting may transform parts of her body. A Crinos werewolf might shapeshift her claw into a hand in order to hold and fire a gun, or shapeshift her eyes to Lupus form to improve her night vision. A Homid werewolf might change her ears for improved hearing, or grow some Lupus fur to protect herself from the elements.

Partial transformations require the expenditure of a Willpower point and a successful Dexterity + Primal-Urge roll (difficulty 9). Failure indicates a wasted effort, while a botch causes lasting physical damage (one aggravated wound per extra 1 after failure).

Sneaking

Garou don't usually want to be seen when they skulk into Bane-infested mines or when they sneak around in the shadows waiting for unwitting vampires. When a character attempts to hide in shadows, sneak through woods or the back alleys of a town, the player rolls Dexterity + Stealth (difficulty of the would-be spotter's Perception + Alertness). At the Storyteller's discretion, Stealth may be limited to a character's Survival score when the Garou is in the wilderness.

The amount of time spent hiding or the distance of ground that needs to be stealthily covered determines the number of successes required. If the character remains within perception of her opponent the player may need to continue rolling as long as there is a chance the Garou might be spotted. Failure indicates that the character has been heard or seen. A botch leaves the character high and dry, in plain view after snapping a twig or knocking over a liquor cabinet.

Social

The following systems are based on interactions involving the three Social Attributes: Charisma, Manipulation and Appearance. While roleplaying takes precedent over any systematized die rolling, rolling dice in social situations balances a player's skills with a her character's. While the player might make a great delivery, her character may lack the needed social awareness and botch the job. Conversely, the character may possess skills far beyond the abilities of the player to emulate. In general, the Storyteller should call for Social Skill rolls only when the difference between the skills of player and character differ greatly. Also, the Storyteller might demand rolls simply to get an objective measure of a character's talent, even if the player roleplays close to the mark.

Animal Attraction

Garou are both human and animal. On one side, they must deal with social graces. On the other side, they must contend with the pack mentality. Werewolves, as the ultimate predators, threaten all living things by virtue of their very existence. Overcoming that fear can be difficult. This explains why werewolves tend to stick to their own.

Yet the animal in a werewolf can attract members of the opposite sex. Wolves sense a superior creature and potential mate; humans feel their primal urges stir. Whether it affects a wolf or human, primal attraction is determined by rolling Charisma + Primal-Urge (difficulty of the Garou's own Rage). If the subject is aloof, the Storyteller may require several rolls over a period of turns and a number of successes equal to the subject's Willpower. Werewolves use their animal attraction to mate despite their fear-evoking presence. A failure causes fear and discomfort; a botch invokes the Delirium.

Animal attraction is not a seduction effort, but simply a reflection of a character's magnetism and natural ability to attract members of the opposite sex. It does not apply when a Garou's Rage exceeds his Willpower score; the predator is too much at the fore, more frightening than attractive. But even if a character's Willpower exceeds his Rage, animal attraction rolls shouldn't be made in every social situation. The Garou can use his magnetism to attract partners, or the Storyteller can call for rolls (or make secret ones herself) to determine if the werewolf has unintentionally attracted would-be companions.

Fast-Talk

Sometimes the best way to get out of trouble is to run your mouth and leave your pistol in its holster. Better to talk the marshal into believing that you're not who he thinks you are, and that the person he's looking for has taken off for Dodge. Overwhelm him with more information than he ever wanted to know, as quickly as possible, and he just might just let you off easy.

The player rolls Manipulation + Subterfuge (or Charisma or Appearance or Performance) against a difficulty of the target's Wits + Subterfuge. The difficulty should be reduced if the player roleplays his character's efforts convincingly. The number of successes rolled indicates how confused the subject is, and how likely she is to agree with the character. Failure on the roll means the person disregards the character's line of bull or at least gets a chance to interrupt. Once a victim sees through the character's smoke screen, no further fast-talk attempts affect him. A botch might get the character hanged.

Fast-talk can be used repeatedly to continue to confuse the same person, assuming preceding efforts were successful. Eventually the poor victim is left standing and staring like a fool, which gives characters a chance to pass by or make a getaway.



Interrogation

The law in the Savage West extends only as far as the local sheriff can shoot. Beyond that, only personal justice can set things right. Taking matters into your own hands might be not only wrong, but necessary. After a werewolf has found the outlaw who's been poisoning the well, or the murderer of his Kinfolk, he might want to find out who the criminal is working for. The law might punish the perpetrator of the crimes, but probably won't go after the railroad baron behind the plot. A Garou tends to find those responsible, and do something about it himself. Setting things right often involves gaining information, and in the Savage West that means talking to people, perhaps aggressively.

There are numerous ways to get information from those who won't volunteer it. Interrogation involves a complex mix of questioning, cajoling, threatening and making promises that may or may not be kept. Torture might work, but that's likely to lead to a bad reputation, and is on no account good for one's Honor.

The player roleplays the questions and states the threats or promises that her character makes. The Storyteller should roll the Garou's Manipulation + Intimidation (difficulty equal to the victim's Willpower). The number of successes indicates how much information the victim reveals, and how accurate it is. One success indicates minimal, garbled information. Five successes strikes the mother lode. The victim may spend Willpower to hold his tongue, but if the interrogator is patient, the captive's will should erode eventually.

Failure at an interrogation roll leaves the character as ignorant as when she started. If the player botches, the character never gets anything out of her prisoner — or worse, is given false information.

Intimidation

Any man don't wanna get killed better clear on out the back.

— Clint Eastwood, *Unforgiven*

Werewolves, by their very nature, intimidate almost every creature that comes in contact with them. They are among the most frightening creatures in the West. The very sight of a ten-foot werewolf can make even a seasoned gunslinger wet his trousers. Intimidation can be used in a variety of ways, most often to get your own way when asking nicely proves ineffective.

The basic results of intimidation usually come into effect automatically where Garou are concerned. No roll is required. Most humans are overcome by the Delirium and most animals flee. However, when a werewolf wants to manipulate this effect to achieve a specific goal, the player rolls Manipulation + Intimidation. The Storyteller determines the difficulty (which is modified by the Garou's form), the setting and the quality of roleplaying. Difficulties range between 4 and 9. The Storyteller may also allow the player to spend a Rage point to get an automatic success; Rage is plenty terrifying in its own right, and sometimes just a hint at the savage anger within does the trick.

The results of a successful intimidation roll vary. An abundance of successes incapacitates a victim, turning him into a gibbering mass after the werewolf learns what he wants; the Delirium can easily kick in. Between one and five successes usually suffices to intimidate someone.

The Manipulation penalty imposed by some shapeshifting forms does not apply to intimidation attempts.

Languages and Customs

Knowing your way around the Savage West requires knowing a lot about its people. The best way to learn about people is to learn their languages and customs. Numerous native tribes, each with its own language and ways, roam free throughout the plains and mountains. Mexican society influences much of the American Southwest. And then there are all those Easterners who seek to settle the plains.

Multiple Charisma + Linguistics, Culture or perhaps Etiquette rolls may be required when meeting strangers. Maybe they've had trouble with your kind — shapeshifters, that is. If you don't know their language and ways, good luck getting by.

Not only do werewolves have to contend with multitudes of human languages and ways, they must also communicate with wolves and each other. Lupus-born werewolves may speak freely with their wolf brethren, but must be taught human languages. All werewolves can instinctively speak with wolves, but only when they're in Hispo or Lupus. To overcome these barriers, Garou have developed a language that they all can speak. To humans, the language would seem to be a combination of grunts, snarls and half-articulated words. Werewolves in Lupus or Homid form have difficulty with the Garou language, but even they can use it to some extent.

The language skills of the various forms are discussed under Shapeshifting.

Leadership

Some Garou feel they were born to sit on a throne and lord over all others. Wolves instinctively look to the strongest, fastest and smartest to make decisions. The same applies to werewolves. It takes a certain amount of natural talent to make others believe that your decisions are the best. While snarling and biting might work for wolves, most Garou need better reasons to follow someone.

A pack's alpha commands the group and should expect nothing short of obedience. If there is disagreement at a crucial moment, the entire pack may be lost. However, a poor choice of leader is just as likely to lead to disaster. Werewolves change leaders when it is obvious that the old alpha has become weak or foolish. There is a time and place for such upheaval, though. Too many packs have been destroyed because one Garou has challenged the alpha's leadership when danger loomed.

Attempting to lead a pack or any group requires strong roleplaying and successful Manipulation + Leadership rolls. Difficulties vary by circumstance, but are usually 7. A strong leader is invaluable in a combat situation. The ability to make quick decisions and order members of the pack to execute them can mean the difference between living and dying. A successful Leadership roll in combat can also allow a pack to coordinate attacks (see General Complications, pg. 237), as long as the pack has practiced or fought together before. If the other characters obey the alpha without question, no roll is necessary. The lead character may wish to order Storyteller characters around as well. In that case, the player has to roll to succeed.



Performance

Whether used to tell stories around a campfire or to bring a bit of culture to a bitter and hateful territory, this system provides a useful measure of a character's ability to entertain. The act can be formal (on stage or in front of tribal elders), or informal (as when entertaining friends).

The player doesn't have to sing or dance himself (unless he wants to and possesses such skill); a description of the display suffices. The player rolls the appropriate Attribute + Performance (or Expression) at a difficulty set by the Storyteller. The Attribute depends on the act (Dexterity for juggling, Charisma for singing, Wits for comedy and so on). Difficulty depends on the receptiveness of the audience. If a Garou quotes Shakespeare in front of a bunch of ignorant tin-pans, she better be good if she wants any response at all (gunshots notwithstanding). The number of successes rolled indicates the quality of the performance and the response of the audience.

Seduction

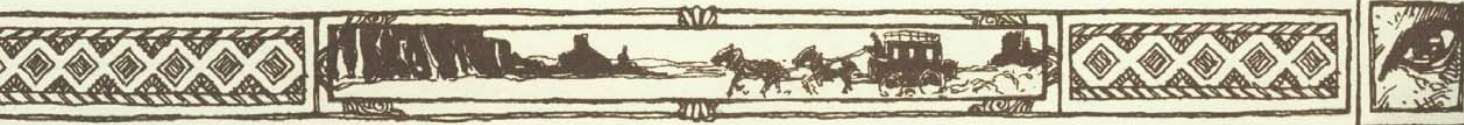
Taking advantage of one's natural appeal can get a character into a lot of trouble, but can also help her get her way. The player establishes the technique that is used to seduce the target. The Storyteller and player need to roleplay the scene, but the dice help establish the outcome of the event. A word of warning: Subtle, patient seduction isn't always easy for characters with Rage, so Garou might be better off trying to use their animal attraction.

The roll depends on the seduction technique used: Appearance + Subterfuge for straightforward physical attraction; Wits + Subterfuge for witty, playful banter; Charisma + Empathy for endearing conversation. Any one of these techniques can accomplish the desired goal. They also work well in unison and the seduction effort should become increasingly easier as the character succeeds at various methods. What happens next isn't suitable for young audiences.

Staredowns

Staredowns are staples of the Savage West gunfight and many other intense one-on-one situations. They can be used to unnerve opponents in order to gain an edge or they can be used to prevent conflict altogether. A mean stare brings out the yellow in folks.

Wolves use staredowns to determine supremacy without loss of life; they establish their pecking order when the strong dominates the weak. Two wolves face off, growling and bristling until one





backs down. Wolves also use this technique when measuring potential enemies and prey, waiting for a victim to lose nerve before striking. Humans and Garou can achieve similar results.

When a staredown begins, those involved roll Rage, or Manipulation + Intimidation (whichever is higher) at a difficulty of the opponent's Willpower. The first of the opponents to accumulate a number of successes equal to the other's Wits + 5 forces that opponent to break contact. The victor may choose to press the issue further by intimidating his opponent (see Intimidation, above) or by taking advantage of his opponent's broken concentration and filling him full of lead (see Dueling and Staredown, and Quick-Draw).

Garou of high Rank have an advantage when staring down other werewolves. The staredown difficulty of a lower-Rank Garou increases by one for every two levels (rounded up) difference between the Garou's Ranks. Losing a staredown to a human causes a Garou to lose a point of Glory Renown; skinchangers are just supposed to have more mettle than ordinary folks.

Swindling

There's money to be made in the Savage West; fortunes are found, lost and stolen every day. In order to remain on the fortunate end of the stick, a character needs to be clever and cunning — or at least more so than his intended victim. A properly executed scam usually involves selling something to someone who is too ignorant or greedy for his own good. This something can be the deed to a tapped mine or 40 acres of prime real-estate that actually belongs to

the most powerful rancher in the area. Whatever the case may be, greed makes the con-man's life a lot easier and many hucksters have crawled out from under their rocks to cash in.

If a character wishes to pull the wool over someone's eyes to make a few dollars, the player needs to describe preparations made to the Storyteller. These might include false or stolen documents or producing the character's "share" of an investment or a cooperative party or two.

After preparation work is completed, the player must roleplay the scene through with the Storyteller. If the scam seems sound and convincing, the Storyteller might not even need to make a roll. If the player slips up or the victim catches on, the Storyteller rolls the character's Charisma + Subterfuge (difficulty is the opponent's Wits + Streetwise). The number of successes determines the likelihood of the mark falling for the scam. Failure indicates doubt or disinterest. A botch might win the shuckster the business end of a pistol.

Mental

The following systems account for the ways in which players most often use the mental abilities of their characters. Many characters possess knowledge that players may not have, and players may know things that are outside character understanding. The Storyteller must balance a player's knowledge with his character's. Players should solve problems and puzzles on their own, but should be allowed the benefit of their characters' experiences.

Awareness

Watching your back may be paranoid, but sometimes being paranoid keeps you alive. To determine if a character notices what occurs around her or that she has just walked into a trap, roll Perception + Alertness. The difficulty depends on the subtlety of events or the skill of the person setting the trap. (Note: The Shadowing rules, pg. 251, use a target's Perception + Alertness as the difficulty for a stalker to avoid detection. The Storyteller also has the option to allow the target Perception + Alertness rolls to spot her stalker, depending on the circumstances of the hunt.)

Werewolves have enhanced senses in their wolflike Hispo and Lupus forms. Difficulty modifiers for Perception rolls are reduced by one for Hispo Garou, and by two for Lupus-form Garou.

Wolves and skinchangers in Lupus form can hear and see things imperceptible to normal humans, and can even communicate by scent alone. Werewolves in this form can switch Primal-Urge for Alertness in awareness tests, if players wish. Garou in Lupus form can sometimes sense danger before it hits. The Storyteller determines if and when this danger sense is applicable. The roll should only be made if some vital clue, scent or movement could give the danger away. The Storyteller makes an Alertness roll for a character to determine if she detects impending danger.

Cheating

Winning at cards sometimes requires an unfair advantage. Cheating may be dishonorable, but when you need to win, you need to win. Cheating uses both mental and social abilities. If a character wishes to apply some underhanded tactic, the player rolls Wits + Subterfuge. The Storyteller sets the difficulty equal to the highest Perception + Subterfuge score of the others at the table, whether playing or watching. For every success rolled, the character wins a game. The Storyteller should determine the exact dollar amounts won. If the character wants to play for high stakes, the player's difficulty should increase. If a character continues to cheat the same opponents, the player's difficulty increases by one for each roll after the first. Greedy cheaters often become dead cheaters.

To lower the difficulty of a cheat attempt, the character can try to distract her opponents. This should be roleplayed, possibly using actual cards and the other players as the marks at the table. Once the player has established how the others are distracted (seduction, comedy, long boring stories), she rolls Charisma + Subterfuge at a difficulty equal to the highest Willpower of the opponents. Each success on this roll reduces the difficulty of the player's cheat roll by one. In the case of a botch, each 1 rolled increases the cheat difficulty by one; the character draws too much attention to herself and might get caught!

Forgery

Forging documents, whether they are deeds to land or warrants for arrest, requires a steady hand and the proper tools.

In order for a character to properly falsify a document, the Storyteller makes a Dexterity + Larceny roll on the player's behalf. Difficulty is based on the complexity of the document.

If the character doesn't have a copy of the document that she wishes to forge, the player rolls Intelligence + Investigation (difficulty 6). This determines whether or not the character has an idea of what the proper document looks like. The number of successes rolled is the limit to the number of dice that may be used in the player's forgery roll.

If a forgery roll made by the Storyteller fails outright, the character probably realizes that she has made a mistake. If the roll botches, the character doesn't realize she has made a fatal error that will be recognized by all but the ignorant or blind.

Anyone familiar with successfully forged documents rolls Perception + Investigation against a difficulty of the forger's Dexterity + Larceny. (This detection roll doesn't apply to any mark on the street, but rather to lawyers, bankers, accountants and the like.) If the investigator's roll succeeds, the ruse is recognized. Otherwise the document passes inspection.

Gambling

In the Savage West, a lot of blood has been spilled when there's money on the table and someone got a little too lucky. There are all sorts of games to bet money on, from the roulette wheels in the sleekest casinos to stud poker in the seediest sodbusters' cabins. Sometimes you can even make a buck.

The simplest forms of gambling can always be resolved with a die roll, any die roll will do, really, as long as the odds are heavily stacked in the house's favor. A character may have to roll two nines or better on two dice to reach the long odds of the roulette wheel, or maybe even two tens on two dice to make that one-in-a-hundred shot. That's games of pure chance, though. The Storyteller may allow a character to make a straight-up Wits roll, difficulty 10, to accurately guess where to put his money in a given game.

Of course, poker itself isn't as much a game of luck as it is skill. To simulate a hand of poker, the Storyteller may have each player involved in the game make two rolls; one Wits + Empathy, difficulty 8 (to guess when to fold or call) and one Manipulation + Empathy, difficulty 7 (to properly bluff or conceal the strength of one's hand). The player with the most successes wins the hand. To add in a little more of Lady Luck's favor, the Storyteller may add a set number of dice to everyone's Dice Pools (three is usually about right), to simulate the element of chance.

Perhaps the surest way to act out a poker game is to actually deal out a few hands and play while in character. This game-within-a-game can be pretty relaxing, and it can show you who your real friends are.

Gamecraft

This is a form of riddle and puzzle solving in which contestants ask each other questions or play a mental game until one of the participants can't answer or continue. When they are not roleplayed out, such games are adjudicated by rolling Wits + Enigmas (difficulty of the opponent's Intelligence + Enigmas, +1 for every two Ranks that she is above an opponent, rounded up.).



Gamecraft can also take the form of put-downs and pranks. The contender who makes the most fun of the other is victorious. When it is not roleplayed out, this contest is resolved with Manipulation + Expression rolls (difficulty of the opponent's Willpower).

Garou Rituals and Etiquette

Werewolf life involves plenty of customs, rituals and etiquette. Stepping out of line is liable to get you a swat on the nose or into a klaive duel — no one really cares if you own one or not. Small errors in judgment can lead to big consequences, especially when European and native Garou meet or attend the same moots. Many unnecessary battles have been fought over perceived lack of respect for other tribes' customs.

Knowing when to stay quiet and what to say when called on in Garou society requires a Wits + Etiquette roll (difficulty 8). If the character familiarizes herself prior to the event or has coaching, a roll may not be necessary. Actually performing a Ritual, even a simple greeting, usually requires a roll of Charisma + Rituals (difficulty 6). If the Garou doesn't know the particular Ritual, she might attempt to fake it based on what she's seen or heard (Wits + Subterfuge, difficulty 8). Botching any of these rolls can result in dangerous consequences. Success might mean a Garou is accepted into a foreign caern or might simply earn the Garou a grunt of approval.

Creating new Rituals earns a Garou great esteem in the eyes of other werewolves, especially Galliards and Theurges. The exact execution and function of the Ritual must be detailed by the player. The Storyteller then determines the difficulty of the Ritual based on its complexity, effect and the character's experience with other Rituals of the same type. The player rolls Intelligence + Rituals (or possibly Occult or Etiquette) with a difficulty between 7 and 9.

Hunting

Even skinchangers need to eat, and food isn't always available in the Savage West at the corner restaurant or saloon, especially where there are no restaurants, corners or towns! Werewolves can find plenty of opportunities to hunt in open country. Dinner, on the other hand, doesn't want to be caught. When a Garou is stalking prey, a Perception + Primal-Urge roll is made (difficulty depends on the scarcity of game). For every two successes rolled, the hunter catches enough for a meal for one.

When hunting dangerous prey, such as humans, mockeries or vampires, werewolves often harry their opponents before taking them down. A pack of Garou surrounds its victim. One werewolf chases the prey into the reaches of the next werewolf, who surprises the victim and takes up the chase. The process continues until the victim is exhausted. If a human or animal suffers this treatment, he loses a Willpower point whenever a new werewolf, after the first, takes over the hunt. If the prey loses all its Willpower in this way, it falls to the ground, exhausted.

Setting up a harrying requires some planning. Each werewolf, including the first, makes a Dexterity + Athletics roll (difficulty 5). The prey also makes this roll when another werewolf is encountered. If each werewolf receives more successes than the prey, the chase continues. If the victim wins any roll, the Garou must physically catch the target.

Inventions

Inventors scour the Savage West looking for investors (read: suckers) to purchase their latest strides in technology. Many of the items that are commonplace or even outdated in our time are on the cutting edge of technology in the 19th century. Hydraulic mining tools, steam trains and the Gatling gun are all developed in this period. If a character wants to cobble together a device from her stash of miscellaneous parts, the player must make several Intelligence + Science rolls over a period of time. The time, difficulty and number of successes are all determined by the complexity of the item.

The Storyteller has final say about what characters can devise. Players have to break the modern paradigm when getting into their characters' imaginations. Settlers in the West are more interested in improving the tools and means of tilling fields than they are in creating devices that can store and summon up information. Hell, electrical-powered devices don't even exist yet.

Memory

Players are as responsible for keeping track of chronicle events as the Storyteller is, but players are human, even if their characters aren't. Players frequently forget what has been said by or has transpired for their characters. Characters sometimes try to remember things that they might have experienced only in passing. For a character to remember an important detail (whether the player has forgotten it or not), the player rolls Intelligence + Alertness. Difficulty depends on the obscurity of the information. The Storyteller can also use this system as a tool to measure how well characters keep track of events if they have to recount them.

Research

Universities and research laboratories are rare in the Savage West. That doesn't make research impossible, just difficult. The main problem with accomplishing any book-learning is finding books. Not everybody can read, and public libraries exist only in big cities. Perhaps the only storehouses of knowledge on the frontier are schools and the small newspaper offices.

If a Garou can manage to find an appropriate text, she can try to find the information she's researching. An Intelligence + Investigation (or another appropriate Skill, such as Occult) roll is required. The difficulty varies depending on the obscurity of the information sought and the amount of research material available.

If a werewolf doesn't waste her time sticking her nose in a book, but rifles through the paperwork of an institution or her enemy, the local land baron, it works a little

differently. The following research system works for any kind of investigation that involves more than book research. To work through a stack of paperwork and discover something interesting requires a Perception + Enigmas roll (difficulty 8, but modified by the complexity of the information sought). The werewolf might discover interesting purchasing patterns or learn that the railroad won't be coming to town — but something much worse will.

Under either research conditions, truly obscure information might only be found with extended actions and numerous successes.

Books and papers aren't the only sources of information, though. People are full of it — information, that is, and are probably a Garou's greatest resource in the West. Although players should roleplay any fact-finding engagements, the Storyteller may wish to speed things up. If a character probes into the general knowledge of saloon patrons or just wants to learn the latest gossip, the Storyteller should roll the character's Wits + Empathy, difficulty 7 (or roll for the character with the highest total in a pack). Etiquette or Politics may prove more appropriate than Empathy in certain circumstances. The number of successes determines the amount of information gleaned from listening to the locals.

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Search

Finding someone in a crowded saloon or finding a clue in the rubble of a collapsed mine can be a tedious, time-consuming task. How a Garou searches — on all fours using wolf-senses, for instance — often determines the difficulty of a task. The player rolls Perception + Investigation. Difficulty depends on how well the object or person is concealed. If the Garou searches for a person and the subject doesn't want to be found, the two must make opposed rolls. The hunter rolls Perception + Investigation; the prey rolls Wits + Stealth. The difficulty in such a roll is the opponent's opposed Skill (Investigation and Stealth, respectively).

Whether a Garou searches for clues, objects or people, the number of successes rolled indicates how productive the investigation is. One success means the target is heard or a small clue is found. Five successes indicates the Garou walks right up to the idiot in his hiding place or the werewolf finds all the evidence he needs to go to the hanging judge.

Stress

Werewolves simultaneously thrive on and are victims of stress. In order to utilize his Rage in any way, a werewolf must be in a stressful situation, or the animal within will not respond. Too much stress can cause the Beast to gain control and overwhelm a Garou, though, sending him into frenzy. Any time a werewolf scores four or more successes on any Rage roll, he frenzies.

Stressful situations come in many varieties, but the basic rule is that a Garou suffers stress whenever he experiences a great deal of tension or is under pressure. When emotional strings are pulled (anger, fear, love, hate, passion) assume that the Garou suffers stress. Stressful situations don't always demand Rage rolls, but enough stress might push a werewolf over the edge.

♥ **Danger:** Whether its combat or hanging off the side of a runaway train, a life-threatening situation creates a lot of tension.

♥ **Suspense:** Sometimes waiting for events to unfold can be more stressful than the actual event itself. Standing in the street and waiting for your opponent to draw builds up a lot of tension.

♥ **Confusion:** Not knowing what to do, being lost in a dark, dusty mine or being separated from the pack in combat can cause a werewolf to lose control. Lupus and native Garou often suffer confusion when in towns or cities.

♥ **Surprise:** Being caught off-guard makes adrenaline flow and muscles tense.

♥ **Frustration:** Beating your head against a brick wall that won't budge is a sure sign of stress. Being defeated by your enemies, dealing with bureaucratic Easterners or being imprisoned can drive a werewolf mad.

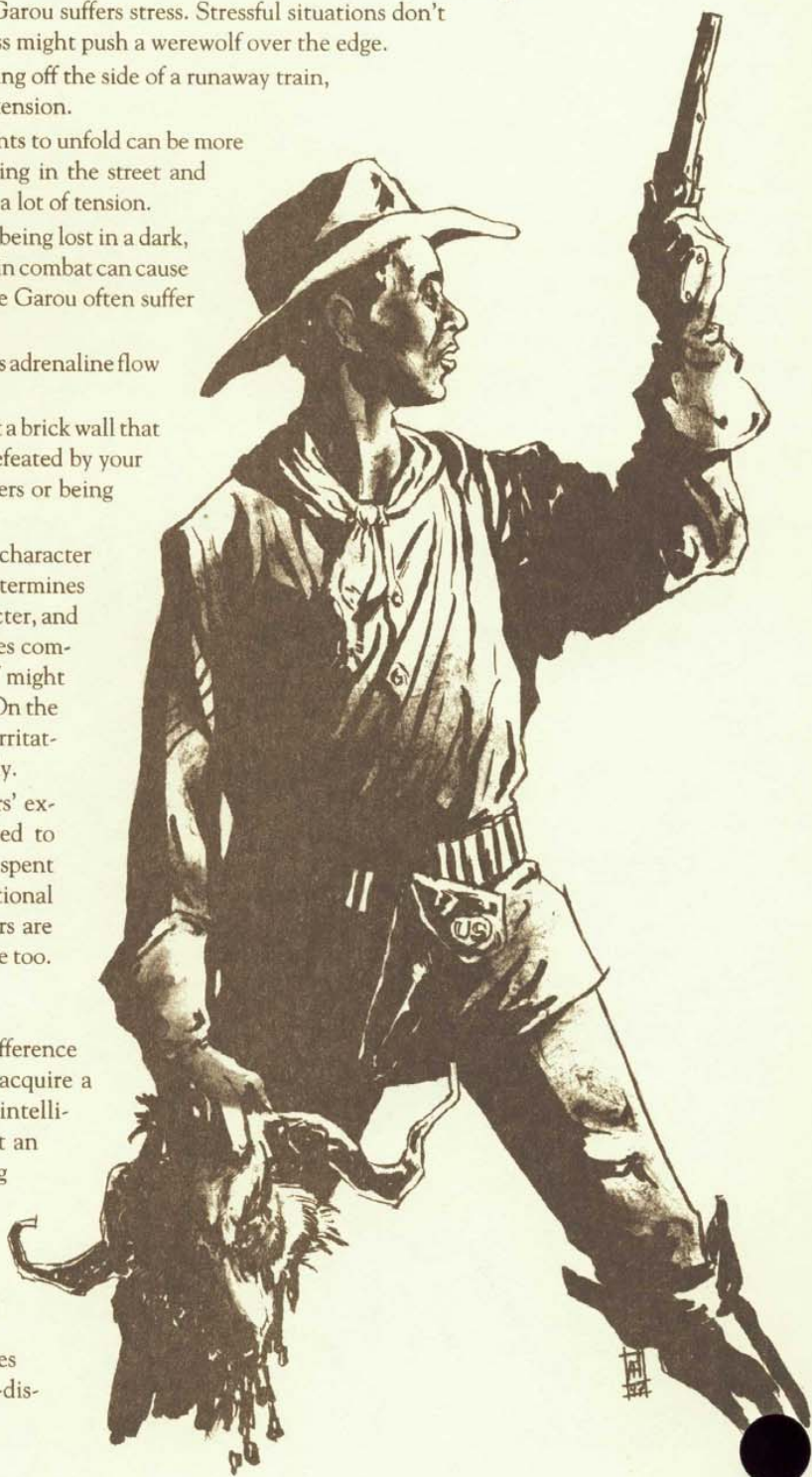
There are numerous ways in which a character might suffer from stress. The Storyteller determines the exact nature of how stress affects a character, and when the player may spend Rage. Sometimes combat isn't life-threatening, and the werewolf might not be excited enough for Rage to be spent. On the other hand, a simple conversation might be irritating if the Garou can't communicate properly.

A Storyteller does well to control players' expenditure of Rage points. She doesn't need to clamp down, but needs to ensure that Rage is spent at appropriate times; otherwise, the emotional impact is lost. The best rule is: If the players are excited or tense, their characters probably are too.

Tracking

Tracking is similar to hunting; the main difference lies in the goals. The goal of a hunt is to acquire a meal, and the subject is usually a small, unintelligent animal. Tracking can be used to hunt an animal, but it's usually applied to following humans — much more dangerous prey.

Tracking is usually staged over several hours or days, depending on the pace of the opponents. It's usually used when the tracker does not know the location or destination of the subject. If the tracker does know this information, the rules for long-distance pursuit can be used.



When tracking people — or things pretending to be people — through the wilderness, a character needs to utilize his animal instincts. The player rolls Perception + Primal-Urge. The number of successes determines how well the character follows the trail. The Storyteller determines the difficulty based on the age of the trail and the terrain (typically 7 or 8). If the prey does not wish to be followed or covers its tracks, it may roll Wits + Survival. The difficulty again depends on the terrain. Whoever gets the most successes wins the contest — the tracker continues following until he catches his prey or the hunted loses the pursuer. The time that passes before the hunter arrives upon the prey or the hunter realizes that he has lost the trail depends on the distance between the opponents — turns, hours or days.

Tracking someone in a town is a task for only the most skilled hunters. Even Garou in Lupus form can lose a scent in a town. The easiest way to track someone in an urban setting is by doing it at night. The streets are less crowded and scents and noises don't distract the hunter as much. The roll to track someone through a town (or an otherwise human-occupied place) is still Perception + Primal-Urge, but the difficulty rises by one to three, depending on the activity in the town, the age of the scent and any distractions or complexities.

So how do humans track, being that they don't have Primal-Urge? Well, even though mortals can't track by scent, they can still make a decent job of following a trail. The Storyteller may make an optional Tracking Skill available to human characters, or she may let mortals default to Survival or Investigation when following a trail. In any event, the difficulty for human tracking is always at least one higher; having to rely on sight alone tends to hinder tracking a bit.

Vision Interpretation

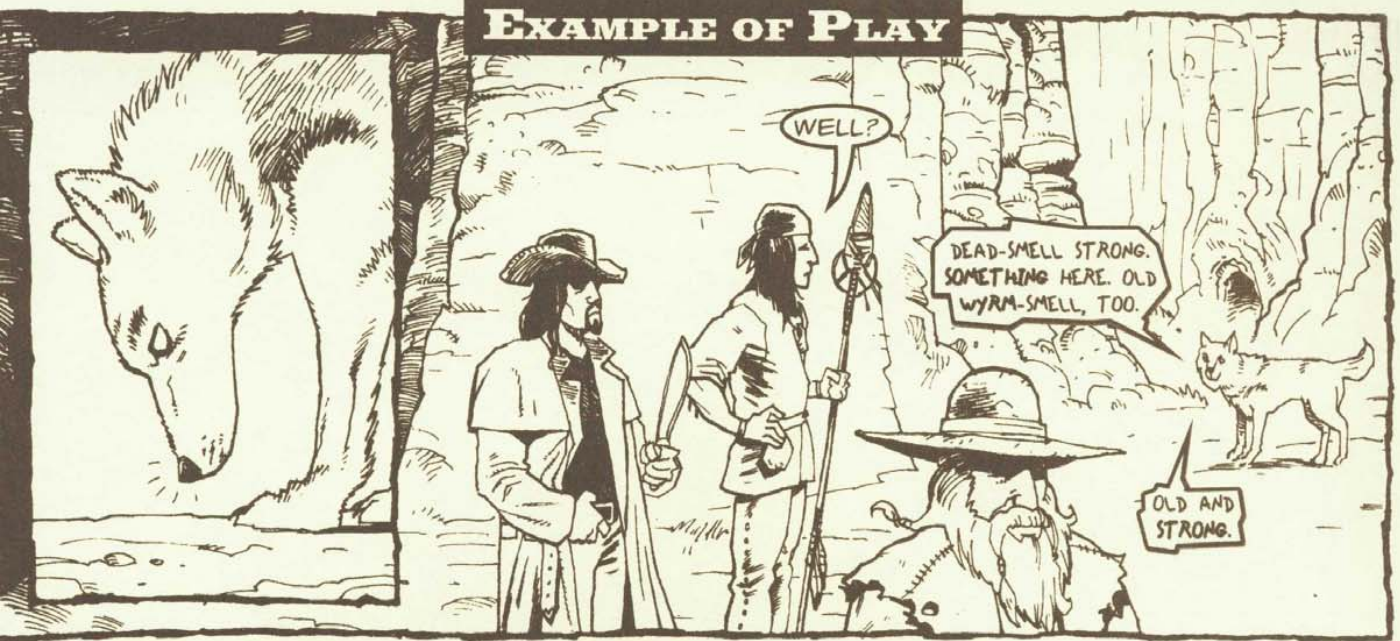
Werewolves are creatures of both the physical and spiritual worlds. Dreams and visions from their spirit ancestors or mystical guides impart clues to the future. But visions are obscured by symbolism and are subject to interpretation. When a Garou is confused by a vision, the player may make a Perception + Enigmas roll to understand its meaning. The difficulty depends on the complexity of the dream, but usually ranges between 7 and 9. The Dice Pool cannot exceed the character's Gnosis rating. Knowledge of the occult or possession of the Past Life Background can reduce the difficulty.

Although this system is helpful, its use is not encouraged. Let the players piece things together instead. This system is only provided so that players don't pull their hair out trying to understand visions and dreams.

Some native tribes use smoke huts, rituals or natural drugs to induce visions from their ancestors or spirit guides. In order to call on spiritual aid in a visionquest, an Intelligence + Rituals rolls is required. If successful, the werewolf calls on a spirit who reveals something of the character's (or another's) fate. The Storyteller decides whether the spirit shows the Garou true visions or false images. Either way, the werewolf needs to interpret what the spirit reveals.



EXAMPLE OF PLAY



EXAMPLE OF PLAY

ETHAN HAS KICKED OFF HIS WEREWOLF: THE WILD WEST CHRONICLE, AND THE PLAYERS HAVE GATHERED FOR ANOTHER SESSION. THE CHARACTERS ARE: EARL COTTEN (PLAYED BY FRED), A BONE GNAWER AHROUN WHO EPITOMIZES THE RUSTIC "MOUNTAIN MAN" IMAGE; WALKS-AMONG-MEN (PLAYED BY AILEEN), A SILENT STRIDER LUPUS PHILODOX ATTEMPTING TO LEARN THE WAYS OF MAN; ISAIAH MORNINGKILL (PLAYED BY JEFF), A SILVER FANG THEURGE WHO HAS COME WEST TO INVESTIGATE THE STORM UMBRA; AND PROUD SPEAKER (PLAYED BY KATHY), AN UKTENA GALLIARD ATTEMPTING TO TEACH EUROPEAN GAROU RESPECT FOR THE PURE ONES AND THEIR WAYS. TOGETHER, THE PACK IS TRYING TO FIND SOME WAY TO SET AFFAIRS IN THE STORM UMBRA RIGHT ONCE MORE.

EARL HAS HEARD RUMORS THAT A CLUE TO THE HISTORY OF THE STORM EATER WAS LEFT SOMEWHERE IN THIS ARROYO, BUT IT'S BEEN A LONG TIME SINCE ANY GAROU'S BEEN HERE. THE PACK HAS ALSO HEARD THAT A BAND OF MOCKERIES HAS BEEN SEEN IN THE AREA, BUT FIRST THINGS FIRST....

PANEL 1:

WALKS-AMONG-MEN TRIES TO PICK UP THE SCENT OF THE MOCKERIES: AILEEN ROLLS WALKS' PERCEPTION (4) + PRIMAL-URGE (3; A TOTAL OF SEVEN DICE). ETHAN SETS THE DIFFICULTY AT 7, SINCE THE TRAIL IS PRETTY OLD. AILEEN ROLLS 3, 9, 1, 8, 4, 8, 10 — THREE SUCCESSES, SINCE THE "1" REMOVES A SUCCESS. WALKS HAS PICKED UP THE TRAIL. ETHAN TELLS AILEEN THAT WALKS HAS ALSO SENSED THE PRESENCE OF STRONG BUT OLD WYRM-TAINT IN THE AIR.

PANEL 2:

EVEN IN LUPUS FORM, A WEREWOLF CAN MANAGE A FEW CRUDE WORDS IN GAROU SPEECH. AILEEN, IN CHARACTER, TELLS THE PACK WHAT HER INVESTIGATION HAS REVEALED. FRED MENTIONS TO ETHAN THAT HE'S LOOKING FOR VISIBLE SIGNS OF WYRM-TAINT; COTTEN'S HEARD OLD TALES OF MONSTERS AND POLLUTION IN THIS GULCH, AND HE SUSPECTS SUPERNATURAL TAIN'T ISN'T FAR AWAY.

PANEL 3:

SINCE FRED'S GETTING A BAD FEELING ABOUT ALL THIS, HE HAS HIS CHARACTER DRAW ONE OF HIS PISTOLS. (COTTEN'S PISTOL GUARDS HAVE BEEN REMOVED FOR USE IN CRINOS OR GLABRO FORM.) NO ROLL IS NECESSARY, OF COURSE.

PANEL 4:

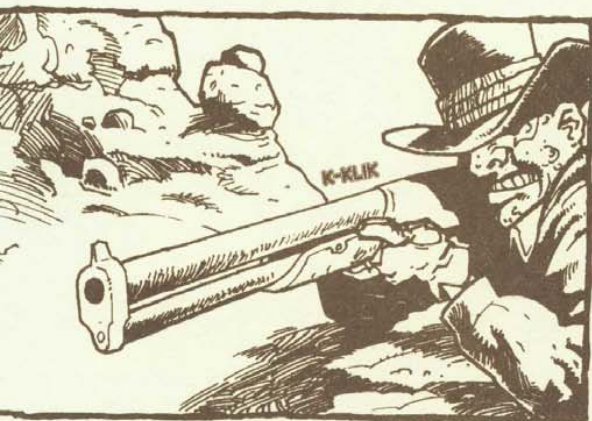
ETHAN, NOTING FRED'S PARANOIA, TELLS HIM THAT COTTEN SEES AN OBVIOUSLY WYRM-TAINTED BIRD. BEING A LITTLE HOT-HEADED, COTTEN WHIRLS AND FIRES! HE'S AT DIFFICULTY 7 TO HIT, WHAT WITH THE SIZE OF THE BIRD AND THE RANGE OF THE SHOT. ROLLING HIS DEXTERITY (4) + FIREARMS (4; EIGHT DICE IN ALL), HE SCORES FIVE SUCCESSES...

PANEL 5:

WITH HIS HEAVY PISTOL (DAMAGE 6) AND SIX SHOOTING SUCCESSES, FRED WOULD HAVE ELEVEN DICE FOR DAMAGE. THAT'S OBVIOUSLY MORE THAN ENOUGH. ETHAN DECIDES TO FOREGO THE DAMAGE AND SOAK ROLLS AND SIMPLY ANNOUNCES THE SMALL BIRD'S DEMISE.

PANEL 6:

FRED POINTS OUT THAT HE WAS RIGHT ABOUT THE AREA'S TAIN'T! COTTEN AND PROUD SPEAKER EXAMINE THE DEAD CROW TO BE SURE. JEFF DECIDES THAT THE PROBLEM MUST LIE IN THE SPIRIT WORLD, AND DECIDES TO STEP SIDWAYS. HE NEEDS A REFLECTIVE SURFACE TO DO SO; ISAIAH DRAWS HIS BOWIE KNIFE. MEANWHILE, ETHAN TELLS AILEEN THAT WALKS-AMONG-MEN HAS DISCOVERED A DILAPIDATED SHACK.



PANEL 1:

USING THE POLISHED EDGE OF HIS KNIFE, MORNINGKILL BEGINS TO STEP SIDeways. JEFF ROLLS MORNINGKILL'S Gnosis (SIX DICE AT DIFFICULTY 7). ALTHOUGH THE AREA IS CONSIDERED DEEP WILDERNESS (NORMALLY DIFFICULTY 4), ETHAN DECIDES THAT THE WYRM-TAINT INCREASES THE GAUNTLET RATING BY TWO.

PANEL 2:

JEFF ROLLS A 7, 4, 3, 8, 6 AND A 9. FOUR SUCCESSES; ISAIAH SHIFTS INTO THE SPIRIT WORLD INSTANTLY. KATHY DECLARES SHE WANTS TO CAUTION MORNINGKILL (PARTICULARLY AFTER ETHAN SMIRKS AND HANDS JEFF A NOTE), BUT ETHAN DECIDES THAT PROUD SPEAKER DOESN'T HAVE TIME TO SHOUT A WARNING. KATHY ROLEPLAYS THE ATTEMPT ANYWAY, SHOUTING AT HER SHIFTING COMRADE.

ETHAN ALSO SECRETLY ROLLS PROUD SPEAKER'S PERCEPTION (3) + ALERTNESS (3; TOTAL OF SIX DICE) TO SEE IF HE MIGHT NOTICE THE BANDITS HIDING HIGHER UP ON THE WALLS. HE ROLLS NO SUCCESSES AGAINST A DIFFICULTY OF SIX; PROUD SPEAKER (AND KATHY) DOESN'T NOTICE A THING.

PANEL 3:

THE MOCKERIES, MEANWHILE, HAVE DUG IN FAIRLY NICELY. ONE OF THE HIDDEN BANDITS TAKES THE OPPORTUNITY TO CAREFULLY AIM HIS RIFLE. FOR EVERY TURN HE AIMS, HE GAINS ONE DIE ON HIS DEXTERITY + FIREARMS ROLL, UP TO A MAXIMUM OF HIS PERCEPTION (TWO DICE). HOWEVER, THE MOCKERY'S NOT FEELING ALL THAT PATIENT....

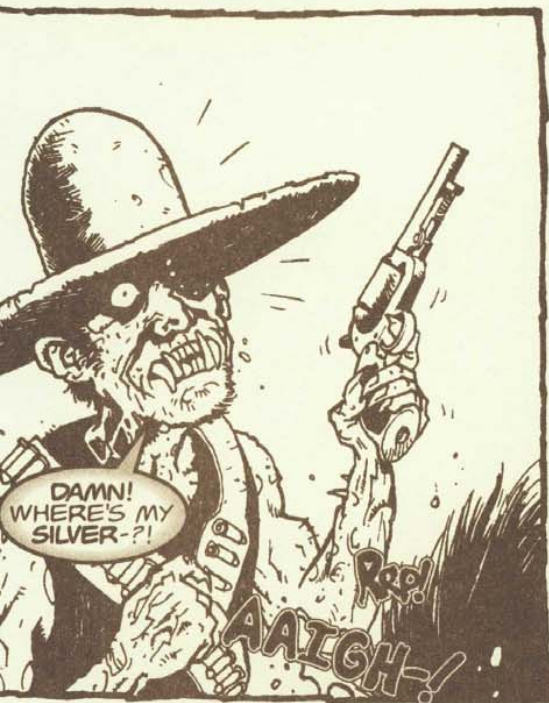
PANEL 4:

THE MOCKERY FIRES A ROUND AT PROUD SPEAKER. SINCE THE ATTACK COMES AS A SURPRISE, KATHY CAN'T ROLL TO DODGE. ETHAN ROLLS THE MOCKERY'S DEXTERITY (2) + FIREARMS (3; FIVE DICE) PLUS AN ADDITIONAL DIE FOR AIMING (TOTAL OF SIX DICE). ETHAN SCORES TWO SUCCESSES AT DIFFICULTY 7. ETHAN THEN ROLLS THE DAMAGE; NINE DICE FOR THE RIFLE, PLUS A DIE FOR EACH OF HIS SUCCESSES EQUALS ELEVEN DICE! HE SCORES 7 SUCCESSES (DIFFICULTY 6). KATHY ROLLS PROUD SPEAKER'S STAMINA (4) AT DIFFICULTY 6. SHE ALSO SPENDS A WILLPOWER POINT FOR ONE FREE SUCCESS AND MANAGES TO ROLL THREE SUCCESSES, SOAKING ALL BUT THREE HEALTH LEVELS OF DAMAGE. KATHY DUTIFULLY MARKS THESE ON HER CHARACTER SHEET; PROUD SPEAKER'S NOW INJURED, AND HAS ONE LESS DIE ON ALL HIS DICE POOLS. NOW THE OTHER CHARACTERS ACT....

PANEL 5:

AILEEN DECLARES THAT WALKS-AMONG-MEN IS SPENDING A RAGE POINT TO SHIFT TO HISPO FORM. ETHAN APPROVES THE EXPENDITURE — WOUNDING A PACKMATE TENDS TO UPSET GAROU A TOUCH. AILEEN ALSO HAS WALKS USE HER GIFT, JACKRABBIT JUMP, TO LEAP UP TO THE BANDIT'S POSITION. SHE ROLLS STAMINA (6) + ATHLETICS (2; EIGHT DICE) AGAINST A DIFFICULTY OF 7 TO ACTIVATE HER GAIA-GIVEN POWER. THE GIFT ACTIVATES AND WALKS NOW DOUBLES HER JUMPING DISTANCE. ETHAN DECIDES THAT AILEEN'S CHARACTER CAN EASILY REACH THE RIDGE (SHE CURRENTLY HAS A STRENGTH OF SIX IN HISPO FORM, DOUBLED BY HER GIFT, GIVING HER TWELVE DICE TO ROLL — AND AT A DIFFICULTY OF 3 FOR JUMPING, AND BEING ABLE TO LEAP FIVE FEET PER SUCCESS IN HISPO, THERE'S REALLY NO CONTEST).

COTTEN, IN A VAIN EFFORT TO ENTER THE BATTLE, FIRES OFF TWO SHOTS WHICH CAREEN WILDLY THROUGH THE VALLEY. WITH THE DISTANCE BETWEEN THEM AND THE COVER PROTECTING THE MOCKERIES, ETHAN RULES THAT THE DIFFICULTY WOULD BE 10. FRED HAS COTTEN FIRE SIMPLY FOR EFFECT, ENCOURAGING THE MOCKERIES TO KEEP THEIR HEADS DOWN.



PANEL 1:

WALKS-AMONG-MEN IS TAKING CARE OF ONE OF THE MOCKERIES, WHILE THE OTHER ATTEMPTS TO RELOAD HIS PISTOL WITH SILVER BULLETS. ETHAN ROLLS THE MOCKERY'S WITS (2) + FIREARMS (2; ONLY FOUR DICE), DIFFICULTY 8. HE ROLLS 1, 1, 2, 8 — A BOTCH! THE FOMOR PANICS, UNABLE TO RELOAD HIS PISTOL PROPERLY.

PANEL 2:

UNARMED, ALONE AND PANICKED, THERE ISN'T MUCH TIME LEFT...

PANEL 3:

FRED, HOUNDING FOR A LITTLE GLORY, INSISTS ON ROLLING DAMAGE FOR COTTEN'S ATTACK. ETHAN PROTESTS THAT THERE IS NO REASON TO EVEN TEST IT (AFTER ALL, HE DOESN'T WANT TO SPEND ALL NIGHT ON COMBAT WITH CANNON FODDER WHEN THERE'S MORE IMPORTANT ISSUES AFOOT). FRED ROLLS ANYWAY, SCORING 8 SUCCESSES. THE MOCKERY IS CRUSHED!

PANEL 4:

ALLOWING THE OTHER PLAYERS TO TAKE CARE OF THE DIRTY WORK, KATHY LETS PROUD SPEAKER REGENERATE. HE AUTOMATICALLY HEALS A HEALTH LEVEL THIS TURN, BRINGING HIM UP TO HURT; HE'S STILL A DIE DOWN FROM HIS DICE POOLS. SHE THEN USES ANOTHER GIFT, MINDSPEAK, TO COMMUNE WITH THE REST OF HER PACK TELEPATHICALLY. SHE SPENDS A WILLPOWER POINT; SINCE THE REST OF THE PACK'S WILLING TO TALK, NO ROLL IS NECESSARY.

THE COMBAT IS BASICALLY OVER, BUT ETHAN RULES THAT COTTEN AND WALKS WILL HAVE TO SPEND ANOTHER TURN MAKING SURE THE MOCKERIES DON'T GET UP.

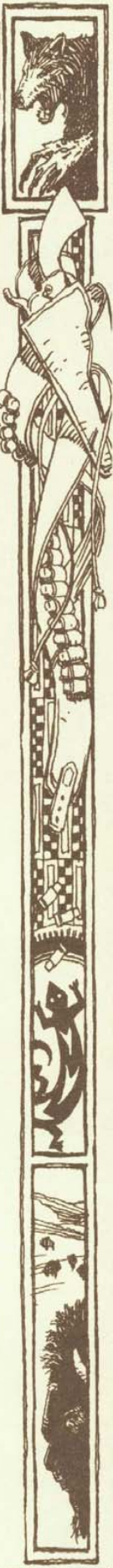
PANEL 5:

KATHY DECLARES THAT PROUD SPEAKER WILL ALSO ENTER THE SPIRIT WORLD, VIA HIS REFLECTION IN A SMALL MIRROR HE KEEPS FOR JUST SUCH A PURPOSE. KATHY ROLLS PROUD SPEAKER'S GNOSIS (7, BUT BECAUSE HE'S HURT, SHE ONLY ROLLS SIX DICE) AND SCORES THREE SUCCESSES, INSTANTLY STEPPING SIDeways.

PANEL 6:

SEEING A PARTICULARLY DRAMATIC MOMENT, ETHAN ANNOUNCES THAT MORNINGKILL HAS FOUND MORE THAN JUST THE PICTOGRAMS HE WAS HOPING FOR — HE'S BEEN BUSHWHACKED BY A BLACK SPIRAL DANCER LURKING IN THE UMBRA! THE MOCKERIES' ALLY HAS MORNINGKILL AT A DISADVANTAGE, AND PROUD SPEAKER'S STILL HURT; IT'S GOING TO BE A CLOSE FIGHT. WHAT'S MORE, ETHAN HAS A FEW MORE SURPRISES WAITING, ONES THAT AREN'T GOING TO BE SOLVED WITH A QUICK APPLICATION OF FANG AND CLAW. THE QUEST IS JUST GETTING STARTED....





No chronicle is complete without a hearty supply of supporting cast, props, enemies and the like. This chapter gives plenty of rules and suggestions for thoroughly stocking your chronicle with all the elements you need.

Antagonists Mockeries

Mockeries, or "fomori" as many Europeans call them, are humans who have completely turned to the Wyrms. The supernatural change from human to mockery often causes physical changes in the person, transforming him into a twisted foul reflection of what he once was and warping his personality as well. Most often these wretches have obvious deformities, but some mockeries can hide the changes in their forms, allowing them to lurk among humans and spread their corruption. Those who cannot hide their malformed bodies often live in the desert or in the deep caverns they find in the hills. As often as not, the desert-dwelling mockeries resort to cannibalism as a means of survival.

A fomor is created when a Bane possesses a body. Most often it is a human, but sometimes they possess an animal. Normally the victim's personality and consciousness remain intact, but are fused with the

malevolent disposition of the Bane. If the person was already corrupt and evil, the resulting mockery is a truly psychotic creature, uncontrollable and unrelenting in its pursuits.

Some of the less-scrupulous land barons have discovered darksome methods for creating mockeries, and use these creatures as guards and enforcers. While fomori are often unpredictable, the greedy landowners are willing to take a few risks in order to achieve their goals. These soldiers are a rarity, but they are becoming more common as the mining industry sinks its teeth into the Western Territory.

The following statistics are a simple guideline for fomori creation. The Storyteller is encouraged to create new powers for mockeries in order to make them more personalized.

Physical: Strength 3+, Dexterity 2+, Stamina 3+

Social: Charisma 1+, Manipulation 1+, Appearance varies

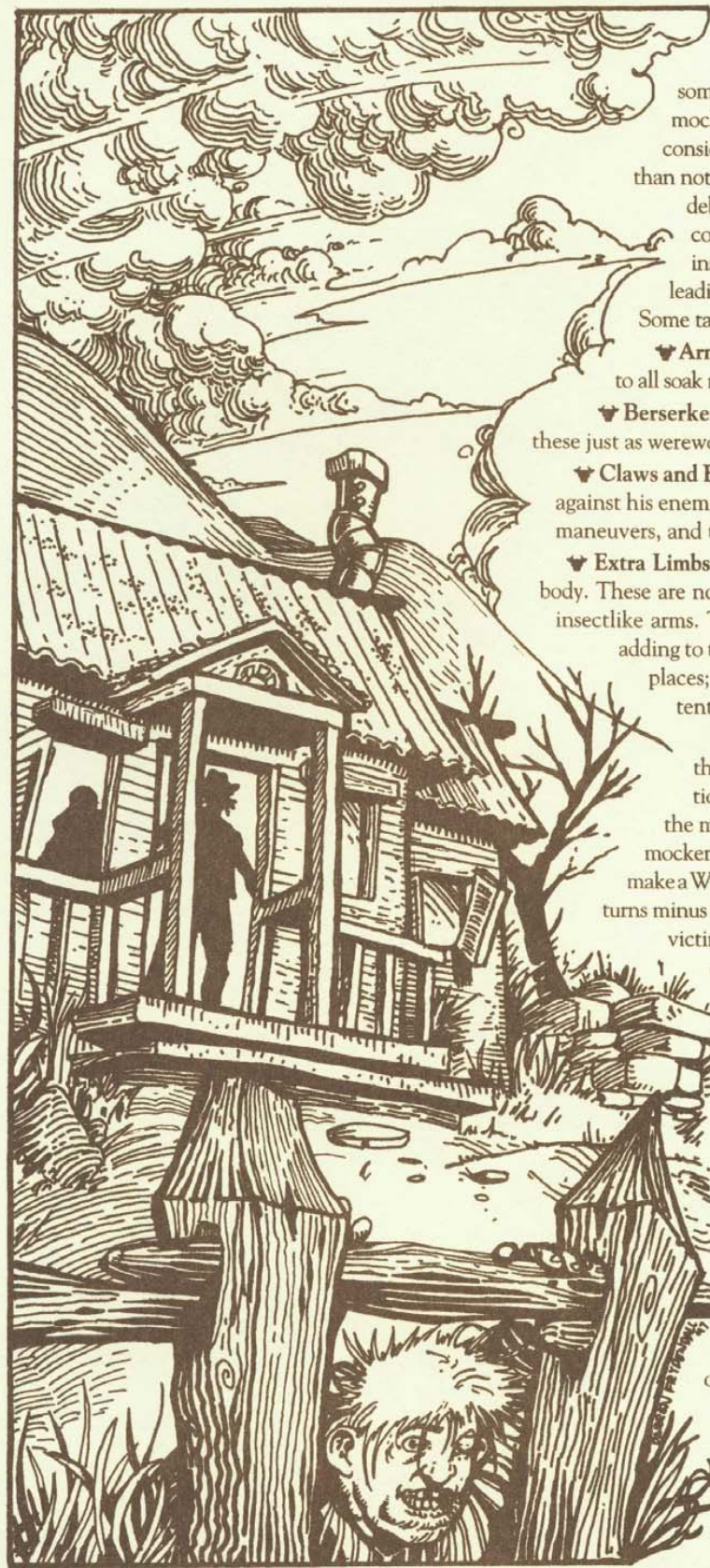
Mental: Perception 2+, Intelligence 1+, Wits 2+

Abilities (typical): Alertness 1, Athletics 1+, Brawl 1-3, Dodge 1, Intimidation 2+, Larceny 2+, Firearms 1+, Melee 1+, Stealth 1, Survival 2, Occult 1

Powers: All mockeries have one or more special abilities, "Gifts" from the Wyrms that help them in their corruptive endeavors. See the list below for examples, or feel free to make up your own.

Equipment: Most of the fomori hired by the land barons are issued handguns or knives for combat, and heavy clothes to aid in hiding their deformities.





Mockery Powers

Most fomori have around three special powers; some have more and some have less. The most powerful mockeries, often the leaders through brute strength, are considerably more powerful than their brethren. More often than not, the more powerful fomori suffer side effects that are debilitating in the long term. While these detrimental conditions exist (such as a body that's rotting from the inside, or a form that mutates more as the days go on, leading to eventual death), they aren't always a factor. Some take place over the course of months or even years.

♥ **Armor** — The fomor has thick, scaly skin, adding three dice to all soak rolls. This flesh is often mottled gray or a pale green.

♥ **Berserker** — The mockery has five Rage points, and can use these just as werewolves do. The mockery is also susceptible to frenzy.

♥ **Claws and Fangs** — The fomor has natural weapons to employ against his enemies and victims. He may attack using claw and bite maneuvers, and the wounds inflicted are aggravated damage.

♥ **Extra Limbs** — The mockery has extra limbs growing from his body. These are normally in the form of tentacles, tendril clusters or insectlike arms. These limbs are useful for feinting maneuvers and adding to the confusion in a battle, but often grow in awkward places; an arm may grow from the side of the head, or a tentacle may sprout from the mockery's stomach.

♥ **Eyes of the Wyrn** — The fomor has unusual eyes that can dilate, revealing visions of the Wyrn's corruption. Dark images and torturous sights of damnation fill the minds of anyone unfortunate enough to gaze into the mockery's eyes. Anyone meeting the mockery's gaze must make a Willpower roll (difficulty 8) or be frozen in horror for five turns minus Wits rating, minimum of one turn. While holding a victim in thrall this way, the fomor can neither attack nor defend. His friends are another story.

♥ **Immunity to the Delirium** — Most mockeries are immune to the Delirium. The influence of the Wyrn has erased their primal fears along with their humanity. Some still feel the effects of the Veil, but at a +4 on the Delirium Chart.

♥ **Monstrous Strength** — The fomor adds +5 to his Strength.

♥ **Poison Tumors** — The mockery's skin is covered with heavy, pus-bloated blisters that erupt on hard contact. Whenever the mockery is hit with a claw attack or is bitten, the blisters explode, spilling a powerful venom. The attacker must immediately roll to soak three levels of damage (five if bitten), or suffer severe burns. Characters attacking with melee weapons must make a Dexterity roll (difficulty 6) or suffer the same fate.

♥ **Quills** — The fomor is covered with thick, heavy spines that work as armor (+2 to soak rolls) and as a weapon.

These quills are hooked at their tips, much like a hunter's arrow, and must be cut loose or pushed completely through the body in order to be freed. Anyone attacking the mockery in hand-to-hand combat must make a soak roll or suffer half the damage he inflicted as the quills sink into the attacker. This damage is aggravated. Some mockeries can actually launch the quills from their body, doing their Strength in damage.

♥ **Slick Skin** — The mockery's hide excretes a thick, slippery mucus that coats its entire body. All melee and hand-to-hand combat damage inflicted on the fomor is reduced by half after soaking, and attempts to grab the mockery are at +3 difficulty.

Black Spiral Dancers

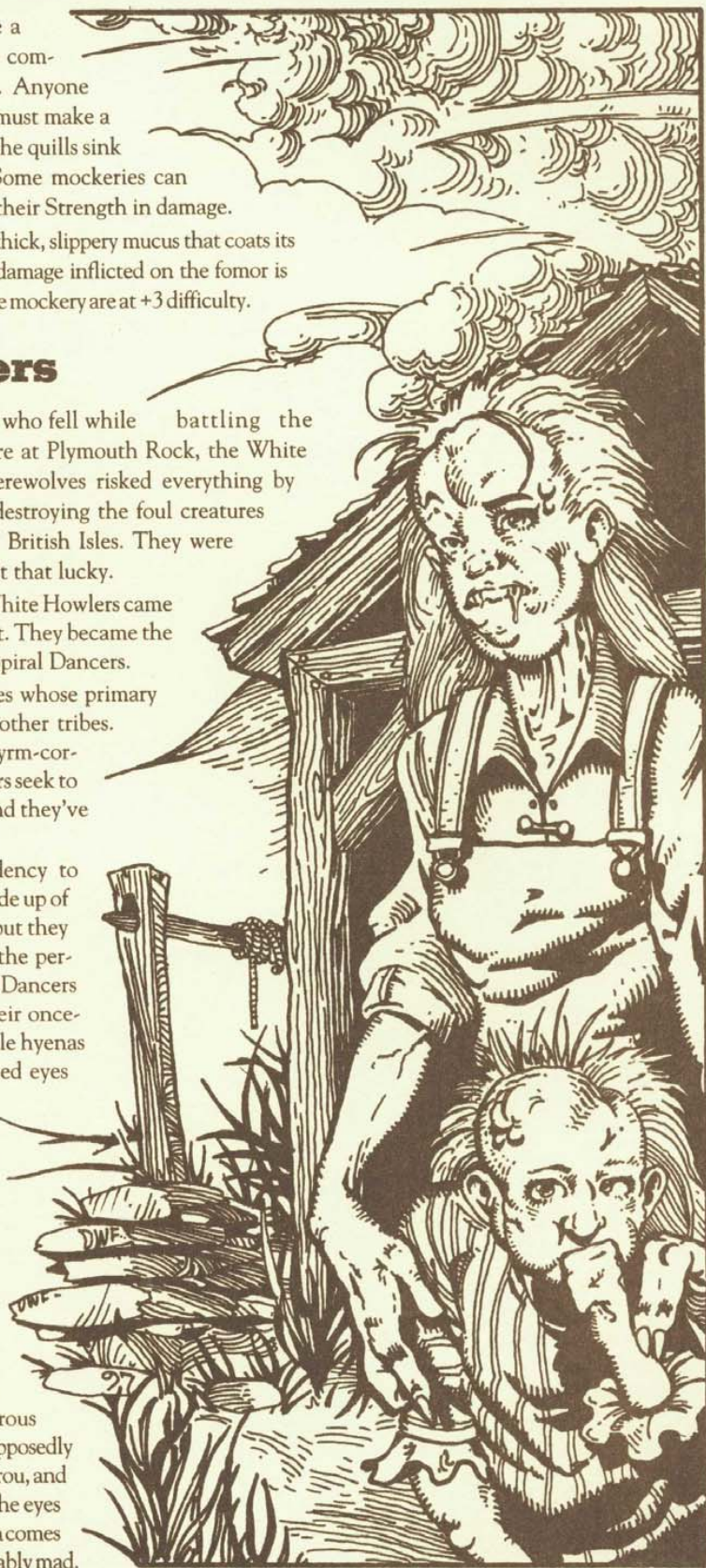
The Croatan weren't the only tribe of Garou who fell while battling the Wyrms. Long before the Mayflower drifted ashore at Plymouth Rock, the White Howlers lost their final battle. The Pictish werewolves risked everything by entering a massive Wyrmhole in the hopes of destroying the foul creatures beneath the ground and sparing the rest of the British Isles. They were willing to die in order to save Gaia. They weren't that lucky.

After nearly a month in the Wyrms' lair, the White Howlers came back to the surface, now twisted in mind and spirit. They became the Wyrms' own Garou, known today as the Black Spiral Dancers.

The Dancers are vicious, warped monstrosities whose primary goal is the destruction or corruption of all the other tribes. From their underground dwellings and their Wyrms-corrupt caerns called "hives," the Black Spiral Dancers seek to destroy everything the Garou have worked for, and they've succeeded to a frightening degree.

Their time with the Wyrms and their tendency to inbreed have created a tribe that seems mostly made up of metis. The Dancers resemble most other Garou, but they are malformed, reshaped to make their lives in the perpetual darkness more comfortable. Many of the Dancers have ears more like a bat's than a wolf's, and their once-noble faces have changed until they more resemble hyenas than wolves in their Crinos form. Their oversized eyes burn with the fires of the Wyrms' hatred, sometimes a dark and violent red, sometimes a pale, sickly green. Even their fur has changed, losing its rich white luster and turning the same mottled greenish-gray as the molds and spores found in their caverns. The Dancers' totem is Whippoorwill, whose cry they often mimic while hunting. They also speak in some *other* language, now forgotten by all other tribes.

The Black Spiral Dancers name themselves after a spirit-maze they follow to the realm of the Wyrms. The path, the Black Spiral, is a dangerous course. Successfully "dancing" the Black Spiral is supposedly a source of great power and insight for the Wyrms Garou, and surviving the dance is a sign of wisdom in the eyes of the Dancers. However, with this wisdom comes insanity; most Dancers are horribly, incurably mad.





Black Spiral Dancers have statistics like any other Garou, but most of them are metis, having inbred for centuries in their dark caverns. Their "Gifts" often resemble mutations; the nature of these Gifts is up to the Storyteller. Some suggestions follow.

♥ **Bite of the Bat (Level One)** — The Black Spiral Dancer develops razor-sharp teeth and an insatiable appetite for blood. When biting an opponent, the character can choose to drink the blood of a foe, quickly weakening an enemy while temporarily fortifying herself.

System: With the expenditure of a Gnosis point and a Strength + Medicine roll (difficulty 7), the Dancer activates the Gift. For each success on the roll, the bitten victim loses one Health Level in addition to the bite damage. The victim must make a Stamina roll (difficulty 8) to resist this additional damage. For each Health Level of damage inflicted on an opponent by this Gift (and only this Gift), the Black Spiral Dancer gains +1 Stamina for the next turn, but only with a successful Gnosis roll (difficulty 8).

♥ **Cloud of Night (Level One)** — As the Level One Uktena Gift.

♥ **Sense Wurm (Level One)** — As the Level One Metis Gift.

♥ **Burrow (Level Two)** — As the Level Two Metis Gift.

♥ **Ears of the Bat (Level Two)** — Black Spiral Dancers with this Gift develop large, batlike ears in their wolf forms. Even in their human forms, their ears are often oversized. This Gift allows the Black Spiral Dancer to use sonar like a bat, sensing objects around him even in complete darkness.

System: This Gift is always active, and has no Gnosis cost.

♥ **Wurm Speech (Level Two)** — This Gift allows the Black Spiral Dancer to understand and communicate with other sentient followers of the Wurm. Simple communication, however, doesn't mean that any sort of bond between the Dancers and the other Wyrmlings exists.

System: The Black Spiral Dancer rolls Wits + Enigmas in order to comprehend the speech of another Wyrmling.

♥ **Foaming Fury (Level Three)** — The Dancer's mouth bubbles and foams with a greenish fluid that, when it gets into the blood, drives even the meekest of individuals into a berserk rage.

System: The Black Spiral Dancer must spend one Gnosis to activate this Gift for a scene. Anyone bitten by the Dancer must succeed in a Stamina roll (difficulty 8) or fly into a rabid frenzy.

♥ **Icy Chill of Despair (Level Three)** — As the Level Three Shadow Lords Gift.

♥ **Skinglide (Level Three)** — The Black Spiral Dancer develops heavy folds of skin under her arms, much like a pterodactyl or a flying squirrel. By outstretching her arms and leaping from a height, she glides at 25 miles per hour. The Dancer gains these patagia in *all* her forms on learning this Gift; blending in becomes accordingly improbable.

System: This Gift has no cost, and once learned is permanent. Should her patagia be damaged, the Black Spiral Dancer must wait until the wound is healed before she can glide again.

♥ **Trackless Waste (Level Three)** — As the Level Three Red Talon Gift, but only effective in caves and tunnels.

♥ **Crawling Poison (Level Four)** — This Gift allows the Black Spiral Dancer to infect others with a slow-acting poison via fang or claw. This venom, when injected into a victim, inhibits a werewolf's regenerative powers and reduces the target's Stamina rating.

System: The Dancer rolls his Gnosis (difficulty of the victim's Stamina); the effect lasts for one hour per success. Each success reduces the target's Stamina by one for the remainder of the scene, as well as negating any regenerative or healing powers (but not healing Gifts).

♥ **Eyes of the Wurm (Level Four)** — Same as the mockery Power.

♥ **Wurm Visions (Level Four)** — This Gift allows the Black Spiral Dancer to distort what a victim sees. The Black Spiral Dancer must make physical contact with a target and breathe into her victim's mouth. If successful, the victim's senses are distorted, giving visions of the madness and suffering caused by the Wurm.

System: The Dancer rolls Stamina + Medicine (difficulty of the target's Willpower). Each success reduces the victim's Willpower and Dexterity by one. This may only be done once on any target during the course of the scene. The target affected by this Gift may make a Gnosis roll (difficulty 8) in order to resist the attack; each success negates one of the Dancer's successes.

♥ **Balefire (Level Five)** — The Dancer can hurl sickly green balls of flame at her opponent. If she hits, the target's body is twisted in some fashion by the strange energies.

System: With the expenditure of a Gnosis point, the Dancer can try to strike an opponent with the energies (difficulty 6; use the Firearms Chart for complications). The victim must roll Stamina (difficulty 8) and meet or exceed the Dancer's number of successes. If he fails, he is mutated in a manner decided by the Storyteller. These mutations are always harmful and each level of the Dancer's success is treated as an aggravated Health Level of injury for the purpose of healing or rejecting the mutation.

♥ **Heart of the Wurm (Level Five)** — This Gift allows the Black Spiral Dancer to send one target into the "thrall of the Wurm."

System: The Black Spiral Dancer must spend two Gnosis and make a Wits + Manipulation roll (difficulty equal to the target's Gnosis). Only one success is needed to send an opponent into a frenzy, but two or more successes are required to force the target of this Gift into being "ridden by the Wurm" (see page 222).

♥ **Kiss of Entropy (Level Five)** — This Gift allows the Dancer to summon a wave of pure entropy and focus it against a single foe.

System: The Black Spiral Dancer must hit her opponent with the black, burning energy (difficulty 6; use the Firearms Chart for complications). This Gift also costs one Gnosis. If the Dancer hits his target, the victim must make a successful Gnosis roll (difficulty 8) to resist the effects of this Gift. If the target fails to resist the power of this Gift, he ages 10 years for every one of the Dancer's successes.

The Law

With so much open space and so many people spilling into the area from the East Coast, there's been little chance for anyone to truly become organized and establish a solid base for law and order. In many ways, frontier law is virtually the "law of the jungle," and mob rule is a harsh reality.

While there are actual law-enforcement agencies in place, there are almost never enough members in the agencies to make a difference. Each town might have a sheriff and a deputy sheriff or two, but in most frontier towns — especially the boom towns built around local gold and silver mines — the best these people manage regularly is catching individual horse thieves and locking up the local unruly drunks on any given night. There's also a problem with the honesty of the local law enforcement. As often as not the sheriff and his men are paid enough to mind their own business when it comes to vendettas and illegal activities. In reality, the mine owners and land barons normally control the law.

To add to the confusion, several enterprising men have started their own private branches of law enforcement....

Armbrusters

The best known of these is the Armbruster Detective Agency, owned by none other than Walter Xavier Armbruster of Amarillo, Texas. Armbrusters, as the agents are usually called, are among the best-trained lawmen around. Each is handpicked by Walter Armbruster and schooled in the fine art of tracking, as well as in the skills necessary to bring a man in dead or alive. It's said by many people that the Armbrusters are fearless, and a few unwary werewolves have learned the hard way how accurate that statement is. The statistics below represent an average member of the Armbruster Detective Agency.

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 2, Manipulation 2, Appearance 1

Mental: Perception 4, Intelligence 3, Wits 2

Talents: Alertness 2, Athletics 2, Brawl 1, Dodge 1, Intimidation 3, Larceny 3, Subterfuge 2

Skills: Etiquette 2, Firearms 3, Leadership 2, Melee 2, Ride 3, Stealth 2, Survival 2

Knowledges: Culture 1 (Spanish or local Native American tribe), Enigmas 2, Investigation 3, Law 2, Linguistics 1 (Spanish or local Native American tribe), Medicine 1, Politics 1

Backgrounds: Allies 2, Contacts 4, Resources 2

Powers: For reasons unknown to the Garou, the Armbrusters are unaffected by the Delirium.

Willpower: 7

Image: Armbrusters are always dressed in gray suits with bowler hats, the signature uniform of the Armbruster Detective Agency. When they wish to remain more anonymous, the detectives switch into whatever sort of clothes are fashionable around town.

Roleplaying Hints: Always be courteous, as everyone is a potential employer. Never hesitate to let people know that you're an Armbruster. Smile, be friendly, and never stop hunting the target you've been assigned.

History: When Walter Xavier Armbruster was a young man, he decided he'd had enough of being pushed around and abused by the local ruffians. He taught himself to fight and to defend himself from any foe. By the time the Civil War erupted, he'd already killed a dozen men and was up for election as the sheriff of Amarillo. Instead, he fought for the Confederacy, because he was damned if some Yankee was going to tell him what he could and could not do (that there shouldn't be slaves was a given in his eyes, but that wasn't the point of the war as far as he is concerned).

When the war ended, Armbruster was a different man. He came back haunted by the bloody battles he has survived, and with a reputation for violence that scared many people. He also came back with the gratitude of an old man whose life he saved, a man named Arthur Candlewick. After a short time, he decided to use that reputation to his advantage and founded the Armbruster Detective Agency.

Unbeknownst to Armbruster, the detective badges he had Candlewick design for him are actually fetishes that grant the bearer an immunity to the Delirium. Candlewick is a powerful mage, who believes the Armbrusters are the best way to enforce the law in an area where honor seems a trivial matter.

Federal Marshals / Texas Rangers

Physical: Strength 3, Dexterity 2, Stamina 3

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 2, Athletics 2, Brawl 3, Dodge 2, Expression 1, Intimidation 3, Larceny 1 (Texas Rangers 3), Tracking Skills: Crafts 1, Firearms 2-4, Leadership 2, Melee 1-3, Ride 2, Stealth 2, Survival 3

Knowledges: Culture (Mexican or local Native American tribe) 3, Enigmas 2, Investigation 3, Law 2, Linguistics (Spanish) 1, Medicine 2, Politics 2

Backgrounds: Allies 3, Contacts 2

Willpower: 6

Image: The Federal Marshals and Texas Rangers normally manage to bring a good amount of the trail with them, in the form of dirt. Most of these men are constantly on the move, going from territory to territory and doing what they can to uphold the law. Most are hardened by incidents in their past and well-tanned from their time on the move.

Roleplaying Hints: Don't take no guff off anyone. You've a job to do and you aim to take care of the matter, and that's the end of the discussion. Be polite to the ladies, but don't expect them to be any better'n the men out here. There's snakes hidin' in every bush, so always keep your eyes in motion and your hands close to your pistols.

Local Sheriff

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 2

Talents: Alertness 1, Brawl 1, Dodge 2, Intimidation 1, Larceny 3, Streetwise 4

Skills: Etiquette 1, Firearms 2, Leadership 1, Melee 1, Ride 3

Knowledge: Investigation 1, Law 1, Politics 2

Backgrounds: Allies 2, Contacts 3, Resources 1

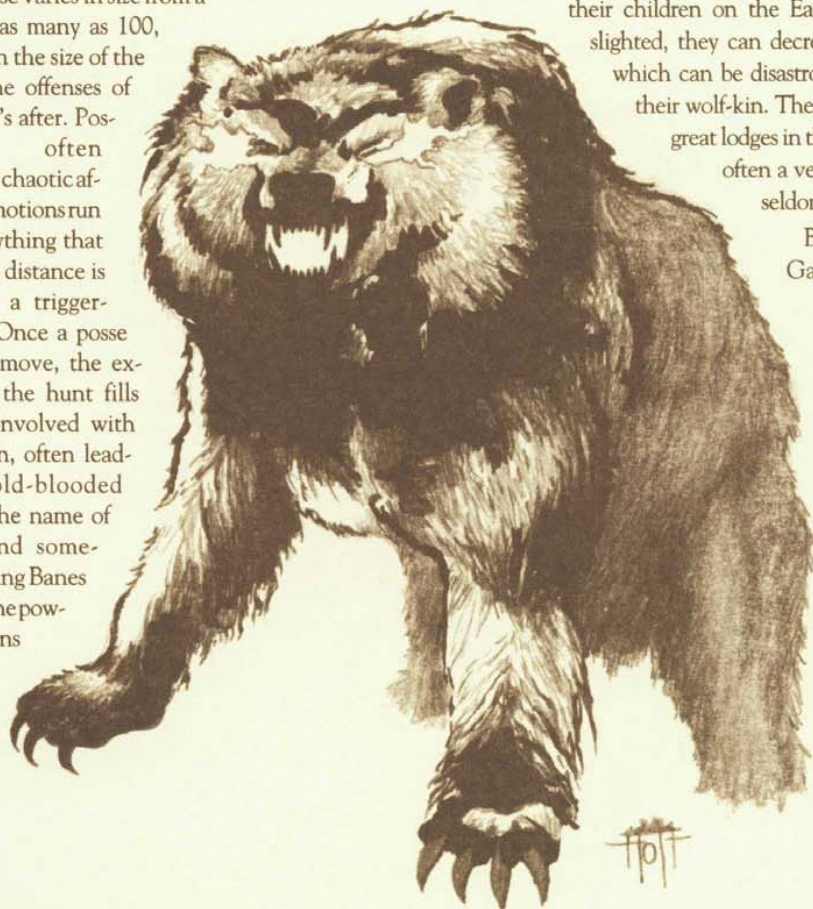
Willpower: 5

Image: The average sheriff ranges in age and physical description. Most are armed with at least one pistol and carry a certain air of authority in the way they walk. Most also wear a tin star. As a rule, the sheriff is someone well-known and liked by the community — even if he isn't exactly capable of doing his job properly.

Roleplaying Hints: Be courteous; be stern. Never let your enemies know how nervous you are. You haven't been yourself since that sidewinder Black Jack Dooley took a shot at you last week and blew the hat clean off'n yer head.

Posses

U.S. Marshals, sheriffs, Texas Rangers and even the occasional charismatic town local all have the ability to call up posses. A posse varies in size from a few men to as many as 100, depending on the size of the town and the offenses of the person it's after. Poses are often disorganized, chaotic affairs where emotions run high and anything that moves in the distance is a target for a trigger-happy fool. Once a posse gets on the move, the excitement of the hunt fills the people involved with high emotion, often leading to cold-blooded murders in the name of "justice," and sometimes attracting Banes that feed on the powerful emotions and simultaneously fuel the anger generated by the mob.



Spirits

Naturae

Naturae are the spirits of nature. They are most often found in the wild, unclaimed areas where mankind has not yet managed to establish a foothold. Many of these spirits reflect the areas where they dwell, and help sustain Gaia even as She gives them life. The Naturae are largely found in the Middle Lands, but some still exist on the Earth itself.

Animal Spirits

Garou often interact with the spirits of animals, whether to learn new Gifts from them or to appease them after hunting one of their kind for food. Animal spirits are similar to their physical counterparts, but often have a power they can teach a Garou; a Rabbit-spirit may teach a Garou to leap, or a Cat-spirit might teach a werewolf to see in the darkness. There are too many types of animal spirits to categorize here, and many of the Garou believe that more existed in the past, when they had living counterparts, only to fade as their races were exterminated.

The Garou believe that all animal spirits are connected with their patron totem Incarna, called the Animal Fathers. According to the lupus, the Animal Fathers regulate the population of the their children on the Earth. If the Animal Fathers feel slighted, they can decrease the births of new children, which can be disastrous for the predatory Garou and their wolf-kin. The Animal Fathers allegedly live in great lodges in the Middle Lands. Finding them is often a very difficult task, as the lodges are seldom located in the same place twice.

Below are some sample animal Gafflings.

▼ Bear

Willpower 8, Rage 7, Gnosis 7, Power 30

Charms: Armor, Healing, Forest Sense, Incite Frenzy

▼ Buffalo

Willpower 7, Rage 6, Gnosis 8, Power 30

Charms: Airt Sense, Cleanse the Blight, Create Wind, Umbraquake

▼ Rattlesnake

Willpower 5, Rage 5, Gnosis 6, Power 20

Charms: Disorient, Healing, Reform

✦ Eagle

Willpower 10, Rage 6, Gnosis 6, Power 25

Charms: Airt Sense, Cleanse the Blight, Create Wind, Tracking

✦ Puma

Willpower 7, Rage 7, Gnosis 6, Power 30

Charms: Airt Sense, Open Moon Bridge, Tracking, Incite Frenzy

Desert Winds

Desert Winds are the personification of the hot, often turbulent winds of the desert. These spirits are as tempestuous as the winds they control, and have a reputation for a quick temper. In areas where the railroads have come through, these spirits appear as dark clouds, smudged with soot and coal dust. In areas where the desert is untouched by man, they are larger and softer in appearance.

Desert Winds often know when someone, *anyone*, has come through the area of the desert that they inhabit. Sometimes, if the Garou approach them with the proper respect, they will share the knowledge, knowing full well that the Garou can't follow a trail they have already swept clean.

Desert Winds are usually Gafflings or Jagglings, though a very few have reached the power level of Incarna.

Willpower 7, Rage 6, Gnosis 8, Power (varies; between 20 and 80)

Charms: Airt Sense, Cleanse the Blight, Create Wind, Disorient, Reform, Updraft

Lunes

Lunes are Jagglings of Luna. These spirits appear as shimmering ribbons of light surrounded by auras of blue and gold. Great friends of the Garou, they communicate empathically, undulating into various forms as they silently communicate with other spirits. This motion becomes increasingly unstable as the moon waxes. The demeanors of Lunes vary depending on the phase of the moon and, like their mistress, these spirits are susceptible to lunar madness during the full moon.

Lunes have the power to open any Moon Bridge at will, if they so desire. They sometimes perform this service for Garou who successfully petition them (a taxing task). Should the Lune be suffering from lunar madness at the time of the granted request, there's no guarantee that the Garou will end up where he requested.

Willpower 8, Rage 4 (8 during the full moon), Gnosis 7, Power 35

Charms: Airt Sense, Open Moon Bridge (cost 5), Reform

Vengeance-spirits

Vengeance-spirits are Jagglings that certain shamans can summon to do their bidding. Vengeance-spirits take many forms, and are almost always single-minded in their purpose. Some Garou believe these spirits are dying out as humans lose their ability to believe in anything they can't experience with their own five senses. Most act indirectly against a target, causing mishaps around them and bringing "bad luck." A few, however, are able to manifest in the physical world and wreak their havoc directly.

The Wendigo

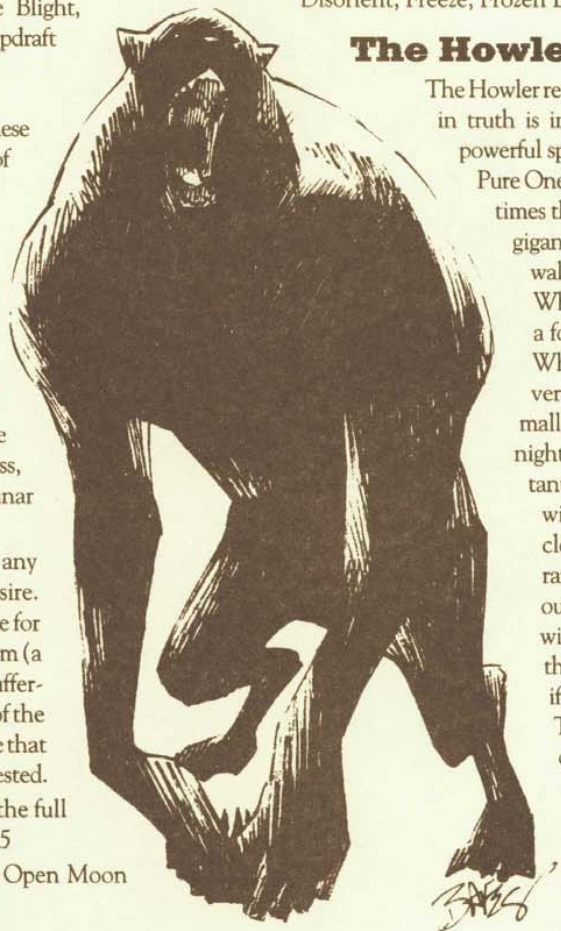
The avatar of great Wendigo itself, this creature appears as a twisted humanoid with blue skin, fangs, claws and eyes that flash like lightning. The Wendigo has large black hooflike stumps instead of feet, and legs powerful enough to propel it through the wintry air at 50 miles per hour. The Wendigo is occasionally called by Garou to act as an engine of vengeance. Once summoned, it tracks its prey, tears its victim apart and feeds on the victim's heart. The Wendigo may be summoned with the Wendigo Gift: Call of the Cannibal Spirit.

Willpower 7, Rage 10, Gnosis 3, Power 45

Charms: Materialize (Power cost 30; Str 6, Dex 6, Sta 6, Brawl 5, Dodge 1, Claws: Str +1 Bite: Str +2, Health 12) Create Wind, Disorient, Freeze, Frozen Breath, Ice Shards

The Howler

The Howler resembles a werewolf in many ways, but in truth is in no way related. The Howler is a powerful spirit of vengeance that serves various Pure Ones tribes under different guises. Sometimes the Howler takes the form of a bear or gigantic eagle; at other times it looks like a walking cloud in the shape of a man. Whatever its manifestation, the Howler's a force of destruction unlike any other. While the Howler doesn't seem to move very quickly, its intended victim normally hears it over the course of three nights. The first night it sounds very distant, so faint that it could well be the wind. The second night it sounds much closer, as if it were just out of visual range. The third night the Howler cries out again, signaling that it will attack within the hour. When it howls for the third time, the powerful spirit sounds as if it's standing only a few yards away. The cries of the Howler are said to deafen their enemies; perhaps this is true of humans, but the Garou who have survived the creature's attacks still have their ability to hear. No human has yet survived its wrath to prove the point, anyway.



The Howler may be stopped, but it can't be bound or destroyed. If "killed" in the physical world, the Howler disappears into the Umbra where it waits for one full cycle of the moon before attacking its prey again.

Willpower 8, Rage 10, Gnosis 5, Power 60

Charms: Materialize (Power Cost 45; Str 9, Dex 6, Sta 10, Brawl 5, Dodge 3, Melee 4, Claws: Str, Bite Str: + 1), Disorient, Forest Sense, Shapeshift

Elementals

These spirits are representations of the basic elements of all life: the four elements of earth, wind, fire and water. Rumors of other elementals abound, but no one alive has ever seen them (or at least provided proof of such spirits' existence). The power of elementals differs as surely as a single grain of sand differs from a mountain. Some are no stronger than Gafflings, while others are as powerful as any of the Incarna. The following examples of elementals are "average" in strength. They are the most common, and the most likely to be encountered by Garou Theurges.

▼ Air Elemental

Willpower 3, Rage 8, Gnosis 7, Power 40

Charms: Airt Sense, Create Wind, Reform, Updraft

▼ Earth Elemental

Willpower 10, Rage 4, Gnosis 4, Power 40

Charms: Airt Sense, Armor, Calcify, Materialize (Power cost 30; Str 10, Dex 4, Sta 10, Health 15), Umbraquake

▼ Fire Elemental

Willpower 5, Rage 10, Gnosis 5, Power 30

Charms: Airt Sense, Blast Flame, Create Fire

▼ Water Elemental

Willpower 6, Rage 8, Gnosis 10, Power 40

Charms: Airt Sense, Cleanse the Blight, Flood, Healing

Enigmatic Spirits

Many spirits hide their secrets from even the Garou. These spirits are normally unconnected with Gaia, having no earthly counterpart. Werewolves have no frame of reference when encountering these spirits, and they often seem as alien as anything ever spawned by the Wyrms.

Warpers

Warpers, or Chimerlings as the Stargazers call them, are Jagglings of the totem Chimera. These oddities change shape as quickly and frequently as a wolf breathes, never holding any pattern for more than a few seconds. The Uktena believe the Warpers are responsible for many of the prophetic dreams the Garou experience. Sadly, what these dreams are attempting to convey is seldom clear to any of the Garou. The Chimerlings often teach Gifts to the Garou, and are considered among the wisest of spirits.

Willpower 3, Rage 5, Gnosis 10, Power 35

Charms: Airt Sense, Reform, Shapeshift

Englings

Englings are Jagglings of Gaia and carry a part of Her within them. They are spirits of Gnosis, and Garou often ritualistically hunt them down during moots. Once an Engling has been captured, the Garou ritualistically thanks the spirit for giving of itself so that the Garou may continue to defend Gaia. If this ritual is completed properly, all Garou involved regain all their Gnosis. The Engling then disappears, Reforming in the Umbra. For more information on the hunt, see Gnosis, pg. 182.

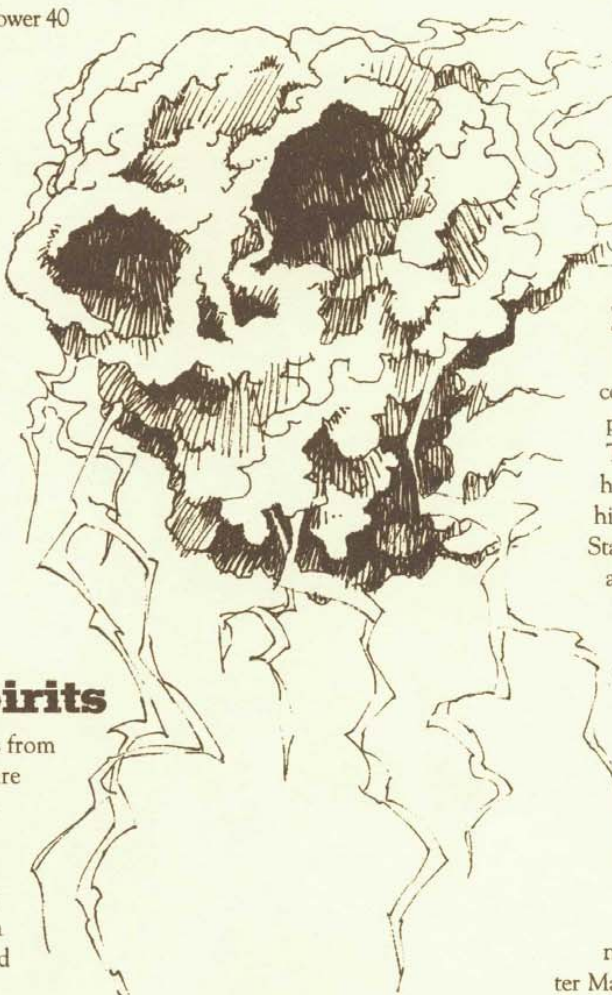
Willpower 5, Rage 1, Gnosis 10, Power 25

Charms: Airt Sense

Epiphlings/ Manitou

These strange spirits embody concepts, such as war, death, pain, pleasure, protection and so on. The Garou are not certain just how these spirits fit into the spirit hierarchy or Umbral Courts. The Stargazers believe the Epiphlings are pure ideas or abstract concepts filtered down from the Heavens, or up from the Underworld, where they become shadows of their true power. The Uktena believe the spirits, which they call Manitou, are actually the Pure Lands' response to the European invasion. Perhaps this belief is fostered by the fact that they

normally only encounter Manitou of protection.



The Wendigo are convinced that these Manitou are little more than unformed spirits of vengeance, waiting for the chance to grow in power and help destroy the Wyrms-Bringers. Whatever the Epiphings truly are, they are normally encountered as Gafflings, and are frequently bound into talens and fetishes. The Storyteller is encouraged to create statistics for the Manitou, for each is different from the next.

Wyldlings

Wyldlings are spirits of the Wyld, the uncontrollable forces that created the universe given life and mobility. Most of the Wyldlings stay far away from the Gaia-Realm, preferring to reside where the Weaver and the Wyrms have not yet gained any influence. From time to time these powerful spirits do break through the Pattern Web and enter the physical world, where they cause chaos and shatter the Weaver's patterns wherever possible. Regrettably, they now have a great enemy in the Wyld-devouring Storm Eater, who feeds on these completely unpredictable spirits whenever possible. All Wyldlings have the Charm: Break Reality.

Cyclones

Cyclones are some of the most powerful Wyldlings, and are as unpredictable as the storms from which they get their name. These massive swirling pools of chaotic energy are feared and respected by Garou and spirits alike, for theirs is the ability to completely alter reality. Cyclones used to rampage freely across the physical world — and still do, occasionally, in the company of Wyld mages — but now spend most of their time in the Deep Umbra.

As a Cyclone is comprised of all things real and unreal — fire and water, wood, glass and everything else at once — any damage it inflicts is considered aggravated.

Willpower 8, Rage 10, Gnosis 10, Power 80

Charms: Airt Sense, Break Reality, Cleanse the Blight, Disorient, Materialize, Reform, Shapeshift, Umbraquake

Lesser Wyldlings

While not as powerful as the Cyclones, lesser Wyldlings are still very dangerous. Most appear as shifting, hazy turbulent swirls of color. While they occasionally act as spirit guides, all werewolves agree that the Wyldlings aren't to be trusted.

Willpower 4, Rage 7, Gnosis 6, Power 40

Charms: Airt Sense, Break Reality, Materialize, Reform, Shapeshift

Weaver-spirits

The spirit servants of the Weaver are responsible for what we call reality. They strive to maintain order in an endless struggle against the Wyld. Most Weaver-spirits resemble spiders, and normally inhabit the Pattern Web. Some are rumored to look like odd geometric patterns. But few, save the Iron Riders, claim to have seen them. All Weaver-spirits have the Charm: Solidify Reality.

Pattern Spiders

Pattern Spiders are the most common of the Weaver's servants. These large, crystalline creatures are primarily workers, constantly adding to and reinforcing the Pattern Web. They are docile for the most part, but instantly attack anything that violates the Pattern Web's integrity, calcifying the offending creature and adding it to the Pattern Web.

Willpower 6, Rage 4, Gnosis 6, Power 25

Charms: Calcify, Solidify Reality

Chaos Monitors

These powerful spirits seem to serve the Weaver as shock troops. Bearing a powerful resemblance to gigantic glass scorpions, the Chaos Monitors often visit the Gaia-Realm, working to destroy anything that doesn't fit within the constant, steady reality the Weaver's worked so hard to create. The Iron Riders believe the Chaos Monitors are the Weaver's answer to a world that is often too Wyld.

When materialized in the physical world, these spirits defend the Weaver's creations, destroying anything that attempts to harm what the Weaver builds. Their entry into the Gaia-Realm is not gentle, however, and has led to several weak spots in the Gauntlet. Some werewolves guess that this is how caerns first came about, but most scoff at the notion. Of late, the Storm Eater's influence has begun to affect these brutal spirits. Some are coming out of the Umbra with glazed, blackened carapaces and with a very noticeable Wyrms-taint. The Iron Riders are justifiably concerned about this new development.

Willpower 7, Rage 10, Gnosis 9, Power 60

Charms: Airt Sense, Calcify, Healing, Materialize, Reform, Solidify Reality, Spirit Static

Wire Hoppers

Wire Hoppers are a recent discovery among the Weaver-spirits. These odd, multilegged Gafflings are only found running across the wires of telegraph poles, transferring information along with the electrical impulses that make the telegraphs work. Iron Riders find these creatures very effective means of passing information to others of their tribe, and also use them to learn what is being said to whom by means of the telegraph.

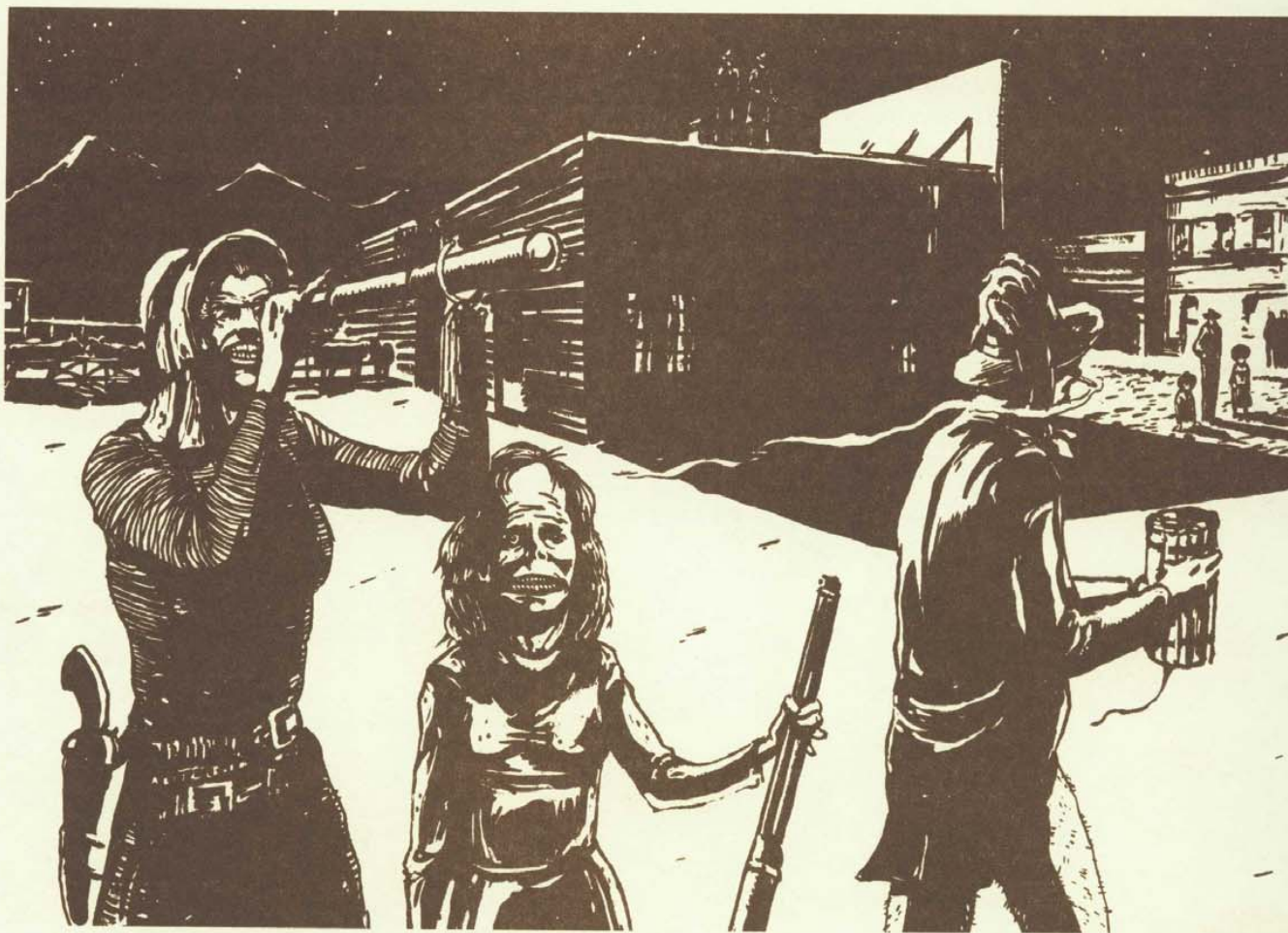
Willpower 2, Rage 1, Gnosis 3, Power 10

Charms: Airt Sense, Solidify Reality

Banes

Banes, the spirit minions of the Wyrms, are beyond redemption and filled with the Corrupter's foul venoms. Banes assume countless shapes, for destruction isn't limited to any single form. Certain Banes are avatars or personifications of principles such as hate or disease; others are simply random demonic entities. There is little doubt that Banes are the Garou's greatest enemies.

All Banes are lost to the Wyrms, and the best way to fight these vile spirits and ensure the removal of their influence is typically to destroy them. Even their obliteration is no guarantee that the damage they've caused can be undone, for their dark emotions are



gifts of the Wyrms, and often spread like plagues to any humans or sentient creatures in the area. These emotions fester, growing stronger until a Blight forms in the Umbra near a certain area. Blights draw other Banes to the location, allowing them to feed on the hatred and bitterness of the infected people. In this way, the Wyrms' influence grows like an unchecked cancer. Certain rites of cleansing and healing are often an effective way to undo and outdo the Banes' works of corruption, but all too many werewolves claim that the expediency of violence is the only tenable solution.

When in their true form, Banes are often revolting in appearance, causing an effect rather like the Delirium in humans. Few who've seen a Bane manifest are quite the same again, and most suffer nightmares for the rest of their lives.

Most Banes have the Possession Charm, and many have specific powers based around the emotion or force they characterize. These powers can range from basic emotion control or the talent to remove the effects of the Delirium — allowing humans to see Garou for what they really are — to the ability to spread living corruption throughout the reality of a Realm.

Storytellers are encouraged to let their imaginations run wild when creating Banes, so long as their powers reflect the forces they represent. These powers often require "activation," which can be accomplished through the expenditure of Power

or by making successful Gnosis rolls. Many Banes have powers of corruption or mutation, and Garou who fight these creatures risk their bodies and souls.

The Storyteller should avoid letting Banes take the blame for every form of human evil. Banes simply magnify and feed on the evil inherent in a person's soul; they aren't readily attracted to anyone who isn't ready to come to the Wyrms. Banes tend to choose the path of least resistance, focusing on the deranged or corrupted instead of first creating the darkness that allows them to enter a soul. Of course, no one is fully immune to their corrosive touch — but such is life.

The Banes listed here are but a few of the many Wyrmspirits that infect the Tellurian. Storytellers should feel free to create their own Banes as well, using those given here as guidelines.

Wyrms-Winds

Wyrms-Winds are what remains of air elementals and Desert Winds that have been corrupted by the Wyrms. These powerful Banes resemble very strong dust devils when materialized, throwing sands at speeds of up to 100 miles per hour and uprooting plants wherever they go. While in the material world, these Banes are capable of creating sandstorms that cover entire regions. In the Umbra, they look more like a thunderhead in the shape of a rotted skull. Most Garou believe that Wyrms-Winds are created



by the pollutants spilling into the air near mining towns and along the tracks of the railroads; the Uktena believe these Banes are the offspring of the Storm Eater. Wyrn-Winds are malevolent and delight in spreading their corruption to others. Where these Banes go unchecked, Blights soon form. Worst of all, Wyrn-Winds are starting to become a regular occurrence in the Savage West.

Willpower 8, Rage 10, Gnosis 4, Power 55

Charms: Airt Sense, Blighted Touch, Corruption, Create Wind, Disorient, Materialize, Reform, Updraft

Mind Eaters

The Mind Eaters were once Weaver-spirits, but the Storm Eater changed all that. When encountered in the Umbra, these Weaver-Banes appear as massive spiderlike creatures with blackened hides and seeping wounds. When manifested in the Gaia-Realm, they are surprisingly small, ticklike arachnids that immediately burrow into the skulls of anyone they encounter. Normally more of these Banes are seen in the physical world than in the Umbra; the Uktena believe that the

Mind Eaters actually break into smaller entities when manifested. These powerful Banes manifest in areas where people are numerous and where towns of any size have popped up.

With the gold rush under way, the Mind Eaters have become a serious threat. The Mind Eaters are not attracted to greed or lust in the human soul; what they seek is something far worse. They feed on the xenophobic tendencies of anyone they encounter, and fuel a hatred for strangers that consumes the unwary. Often times, the Mind Eaters focus on a particular ethnic group or religious camp, driving the people of that particular crowd to gather against "common enemies" and "heathens." Once a gathering is chosen, the Mind Eaters begin the work of corrupting their targets and instilling a fanatical zeal for the "pure" within them. In a short time, the victims of the Mind Eaters begin seeing all but their own as an enemy. When the group has gathered enough followers and enough targets, the Mind Eaters possess their victims, digging deep into the brains of their targets and spilling a foul venom into the minds prepared to receive them. The chosen group is thus corrupted and led into acts of violence and degradation.

Willpower 5, Rage 5, Gnosis 5, Power 35

Charms: Airt Sense, Incite Frenzy, Materialize (1 Strength, 3 Dexterity, 1 Stamina), Possession

Storyteller Notes: The targets of the Mind Eaters gain +2 Strength, +2 Stamina and 3 Rage (even humans) while under their influence. Should the victims of the Mind Eaters remain in the Banes' thrall for more than two days, they are permanently transformed into mockeries.





Night Hunters

Night Hunters are insidious Banes that possess individuals who have a greedy nature. These spirits are permanently materialized in the Gaia-Realm and, if the Uktena are correct, were once held imprisoned in the forms they now possess. Each Night Hunter is different in shape, but all of them appear as a small stone carving on a leather thong when encountered. To people of a particularly greedy nature, these stones appear to be made of gold or gems; when they're spotted, the Hunters call out to their victims, seducing them with promises of wealth. Night Hunters have been the objects of pistol duels, knife fights and even riots, as numerous individuals have fought for the possession of the "precious" trinkets. Whoever survives such an encounter becomes the new host for the Night Hunter. Once possessed, the host continues on with his or her normal life, never realizing that the treasure he wears (carefully hidden on the body at all times) holds sway when the sun sets.

When night falls, the Bane takes possession of the body and uses a Moon Bridge to join with the other Night Hunters. As a group, the 13 Night Hunters move through the desert, stalking Garou as their main source of prey. They aren't too selective, however, and will kill anything that crosses their collective path.

All of the Night Hunters carry pistols or rifles, all ride "horses" that never tire. No barrier seems capable of stopping the Bane-possessed souls once they've set out to accomplish a task; the Night Hunters and their mounts are capable of moving through solid rock. At present only four Night Hunters have manifested. If the Uktena, who continue to remain secretive about the exact origin of these Banes, are correct, there are a total of 13 of the beasts.

Manifested Night Hunters

Physical: Strength 3, Dexterity 5, Stamina 4

Social: Charisma 2, Manipulation 3, Appearance 2

Mental: Perception 4, Intelligence 4, Wits 4

Talents: Alertness 2, Athletics 3, Brawl 3, Dodge 4, Intimidation 4

Skills: Animal Ken 2, Firearms 4, Leadership 3, Melee 4, Ride 4, Stealth 3, Survival 5

Knowledges: Enigmas 3, Investigation 4, Law 4, Linguistics 3 (Spanish, French, German, at least one Native American), Medicine 3, Occult 4

Backgrounds: Allies 3, Past Life 5

Gifts/Powers: All Night Hunters have Immunity to the Delirium, Eyes of the Wyrms and Ghost Walk (see below)

Gnosis 8, Willpower 9

Health Levels: OK, OK, OK, OK, -1, -1, -2, -2, -5, Incapacitated

Image: The Night Hunters all appear in typical clothes, varying only to the extent that the clothes often come from different regions. There is only darkness where the faces of the Night Hunters should be, save for eyes that glow a sickly green.

Roleplaying Hints: Ask questions of the locals wherever you may be. Find out about any unusual deaths in the area.

Never smile. Never laugh. Speak in a gravelly voice, one unaccustomed conversation. Kill any Garou you see, because you remember the centuries you spent locked away all too well. Serve the Storm Eater well, because it freed you.

Storyteller Notes: Ghost Walk allows a Night Hunter to move through solid objects and effectively removes the creature from harm with a Gnosis roll (difficulty 5) and the expenditure of 2 Power. When Ghost Walking, the Night Hunter may not attack, nor may he suffer physical damage.

Night Hunter Bane

Willpower 9, Rage 8, Gnosis 8, Power 50

Charms: Airt Sense, Healing, Materialize, Open Moon Bridge, Possession, Reform, Shapeshift

Skin Walkers

Skin Walkers are Wyrms—corrupt shamans capable of devastating an area in a very short time. These Native American mystics normally start off with the best of intentions, but their anger at the mistreatment of their people and their own curiosity about the spiritual world often lead them to disaster. Once possessed by a Bane—the exact nature of the Bane in question is unknown, a problem that worries most of the Garou—the shaman becomes a unique form of mockery, one that seldom leaves populated areas alone for very long.

Skin Walkers seem to seed an area with new fomori, passing new Banes to other people through the use of specially crafted Bane-fetishes. Anyone unfortunate enough to encounter a Skin Walker soon finds they can't remember what happened after the chance meeting took place. Within a few days they also discover that there are increasing lapses in their memories; blank spots that only survivors of their assaults can account for with any accuracy. There are very seldom any survivors to tell the tale.

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 4, Intelligence 3, Wits 4

Talents: Intimidation 3, Subterfuge 2

Skills: Animal Ken 4, Firearms 4, Stealth 3, Survival 4

Knowledges: Enigmas 3, Investigation 3, Linguistics, Medicine 2, Occult 4

Backgrounds: Resources 1

Powers: Corruption (as the Bane Charm), Eyes of the Wyrms, Stone Seed (see below)

Gnosis 6, Willpower 7

Image: The Skin Walkers are universally very pale, with dark hair and Native American attire. Their eyes are very dark, with blood-red pupils that pulse independent of any light source. Many of the Skin Walkers drip an oily sweat constantly, and most bear bloodstains on their hands and around their mouths.

Roleplaying Hints: Smile serenely and lift your blow gun to your mouth. Never speak.

Storyteller Notes: Stone Seed allows a Skin Walker to use a blow gun to infect a person with a Bane from a distance. The Skin Walker must first successfully hit his victim (Firearms + Dexterity, difficulty 6); the power also costs one Gnosis. A Victim struck with one of these minuscule stones is likely to feel no more pain than a mosquito bite, and seldom realizes that he's been attacked. Once the stone is in the body, it dissolves immediately, releasing the Bane that sleeps inside.

These Banes, called Debauchers, immediately instill within a host a need to hurt others in a ritualistic manner. In short, the host becomes a serial killer. After a few weeks of struggling against these violent urges, the victim (if too weak to resist the temptations) becomes a full-blown fomor. The exact nature of the resulting mockery is left to the Storyteller's discretion.

Debauchers

Willpower 7, Rage 10, Gnosis 8, Power 20 (+ 10 per person killed by host)

Charms: Airt Sense, Materialize, Possession

Texas Tarantulas

They say everything grows bigger in Texas. In the case of certain spiders, that statement seems to be true. The Texas Tarantulas are actually found everywhere in the West, but were first spotted in the area around Nacogdoches, Texas. Ranging in size between three feet and seven feet in height, these creatures are terrifying and voracious. Worst of all, they tend to run in packs. The Tarantulas were first spotted only a few weeks after the first appearance of the Storm Eater; most Garou blame the powerful Bane for their existence.

The statistics below depict a "small" Texas Tarantula, averaging three feet in height with a body length of almost five feet. Bigger critters are tougher accordingly.

Physical: Strength 3, Dexterity 5, Stamina 3

Social: all 0

Mental: Perception 4, Intelligence 1, Wits 2

Talents: Alertness 3, Athletics 3, Brawl 3, Dodge 4

Skills: Stealth 3, Survival 2

Powers: Extra Limbs, Fangs and Claws,

Poison Bite (see below)

Rage 4, Willpower 5

Health Levels: OK,

OK, OK, OK, -1,

-1, -1, -2, -2, -5,

Incapacitated

Image: Texas Tarantulas bear a strong resemblance to their namesake, but only in general shape. These Wyrmlings have a hard carapace, more like a crab's shell than a spider's exoskeleton, and anywhere between eight and 30 small eyes on their heads. A small number of these monsters even sport claws similar to those of a crab; these claws are capable of inflicting aggravated damage. The color of their carapace changes subtly from light gray to dark reddish brown, allowing them to blend into the surrounding landscape. Once moving, however, they're easy to spot.

Roleplaying Hints: Find food, kill it, eat it.

Storyteller Notes: The venom of Texas Tarantulas isn't fatal, but a bitten victim must roll Stamina (difficulty 7) or suffer paralysis. Once paralyzed, the victim is unable to react to any physical stimuli, but feels everything. Due to their sheer size and their ability to resist many natural poisons, Garou in Crinos form require two injections of venom to fully succumb to the paralysis. One dose, however, is sufficient to halve their effective Dexterity.

Wurm Clouds

A very new development in the ways of the Wurm is the Wurm Clouds. These portals to the heavens seem to appear only where the railroads run, and normally manifest at set times; always in accordance with the train schedules, strangely enough. The portals are swirling masses of black clouds lined with flashes of green lighting. When they open, a stream of Banes pours into the Gaia-Realm, heading directly for the train below. Anyone on the train who is at risk of Wurm-corruption becomes a mockery; those few who are left alone by the Banes soon become meals for the newly formed servants of the Wurm.

As the phenomenon is very new, no Garou has yet discovered what causes the Wurm Clouds to form, or exactly where in the Umbra they lead. Of all the Garou, only the Bone Gnawers can attest to having actually seen a Wurm Cloud. The portals opened during this event seldom last longer than five minutes, and leave no trace once they've dissipated. The precise timing of these things leads most Garou to believe that the Clouds are guided by a mundane hand; maybe a human,

fomor, Black Spiral Dancer or even a corrupt Iron Rider? Many Iron Rider septa have already offered a high fetish bounty to the pack that prevents the Wurm Clouds from running on time.



Fetishes

Below is a list of fetishes the Storyteller may use in a chronicle. They are ranked from one to five, corresponding with the Fetish Background Trait. Characters with this Background may have one or more of these fetishes, up to their level in the Background, or the Storyteller may make up fetishes of his own.

Storytellers are encouraged to create their own fetishes, using the basic rules outlined in Chapter Seven (*Fetishes*, pg. 209). However, they should avoid using too many of these items in their stories, as they are rare and thus rightly prized.

The Gnosis rating indicated is the difficulty a Garou must meet or exceed in a Gnosis roll in order to use the fetish in question.

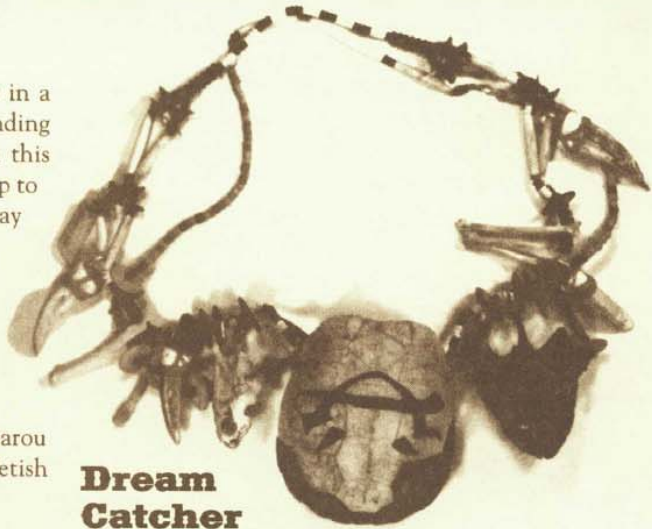
Medicine Bag

Level varies, Gnosis varies

Medicine Bags are fairly common among the native Garou, and are used for a multitude of purposes. These can include: Peace (Level 1, Gnosis 5), which increases the difficulty of all Rage rolls by +3; Protection from Spirits (Level 3, Gnosis 6), which prevents an uninvited spirit from manifesting with 100 feet of the bearer; Healing (Level 4, Gnosis 8), which allows the bearer to heal at twice the normal rate; and Stealth (Level 2, Gnosis 4), which reduces all Stealth-related difficulties by two.

The most powerful Medicine Bags (Level 5, Gnosis 8) allow a Garou to roam among humans in any form and still appear human (though violent acts are still perceived normally), or fool Wyrminions into perceiving the bearer as a kindred spirit. Many Medicine Bags do more than one of the above in conjunction, but are always of appropriately high level and require very high Gnosis to activate. Appropriate spirits must be bound into Medicine Bags, and all but the most powerful abilities of the Medicine Bag require concentration in order to operate properly.

Medicine Bags are always created by the elders of the Uktena and Wendigo tribes, and are seldom awarded to anyone from other tribes. These powerful fetishes are usually attuned to the wearer when they are presented.



Dream Catcher

Level 2, Gnosis 4

The Dream Catcher is a simple hoop of wood, designed with a web of sinew in its center. When activated, this fetish captures and holds any Banes attempting to possess the owner. This fetish is actually fairly common, but few Europeans know how to make one work properly.

To create a Dream Catcher, a Protection, Guardian or Weaver-spirit must be coerced into the sinew web.

Turtle Necklace

Level 3, Gnosis 7

One of the few remaining artifacts of the lost Croatan, this turtle-shell necklace is a potent fetish of protection. When activated, it grants its wearer an extra soak die against all attacks, including silver, for a scene. The few Turtle Necklaces were gifts from the Croatan to the other Pure Ones, and some doubt that any will be left in a century or so. Presumably a Turtle-spirit must be bound into a necklace to create this fetish, but no other tribe has had any luck doing so.

Klaive

Level 4, Gnosis 6

A klaive is a ritual dagger of the European Garou. Klaives are rare weapons, for they are made of silver and their manufacture and use is deadly to the Garou. A klaive is about the size of a Bowie knife, and a Garou who carries one loses one point from his effective Gnosis Rating. A War-spirit is usually bound into a klaive, allowing it to do aggravated damage to non-Garou enemies. Without the spirit, the klaive only causes aggravated damage to other shapechangers; however, a Garou need not attune a klaive without a spirit.

Pulling a klaive on another Garou is considered a grave action, for a klaive duel is almost always to the death.

The difficulty to attack with a klaive is 6, and it inflicts Str +2 damage. Garou can't soak this damage because it's a silver weapon,





Spirit Axe

Level 4, Gnosis 6

The Uktena fashion spirit axes to help them battle the minions of the Wyrms. These weapons act as normal axes when used against an enemy, save when their target is possessed by a Bane or spirit. In the latter event, the spirit axe ignores the physical person, simply passing through solid flesh as if it weren't there, and attacks the spirit instead.

To create a spirit axe, a Predator-spirit must be convinced to join with the specially crafted weapon.

War Bow

Level 4, Gnosis 7

War bows are intricately carved from bone and often adorned with numerous feathers and beads. These powerful weapons are much like the klaives of the European Garou in that they are usually passed down to descendants in the same family. The war bow is a weapon first, and fires arrows at a -2 difficulty, while inflicting Strength +2 aggravated damage.

To create a war bow, a War-spirit, and sometimes an Ancestor-spirit, must be bound within the weapon.

Spirit Whistle

Level 4, Gnosis 8

When activated, this small bone whistle emits a powerful shrieking noise that causes great pain to all spirits within the wielder's line of sight. Any spirits present must roll Gnosis, difficulty 6, and score equal to or greater than the user's successes on the activation roll in order to avoid fleeing in pain and fear.

In order to make a Spirit Whistle, a Screech Owl-spirit, or a spirit of Madness, Screaming or Discord must be bound into the whistle.

Grand Klaive

Level 5, Gnosis 7

These are the legendary weapons of European Garou heroes. Grand klaives are as big as swords and, like their smaller counterparts, are forged from silver. A Garou who carries a grand klaive loses two from his effective Gnosis Rating. As with klaives, the grand klaives usually have War-spirits bound into them, causing aggravated damage to non-shapechanger enemies. Those few without War-spirits need not be attuned to the wearer.

Grand klaives are extremely rare and are often passed down through family lineages, especially by the Silver Fangs and Shadow Lords. In addition to a War-spirit, some have an additional spirit — such as a

Gnosis-spirit to grant magical aid to the user, or even an Ancestor-spirit — bound within them. The second spirits seldom mind being bound within them because these weapons are so honored and legendary.

The difficulty to attack with a klaive is 7, and it inflicts Str + 4 damage. Garou can't soak this damage because it's a silver weapon.

Talens

A number of sample talens are listed below. The Storyteller should feel free to create more, bearing in mind that talens are always one-shot items.

Gaia's Breath

Gnosis 5

Gaia's Breath is a small dried gourd marked with symbols of praise to Gaia. When crushed and spilled over an open wound, the powdered gourd heals up to four Health Levels, even if the damage is aggravated.

To create a Gaia's Breath talen, a spirit of Healing must be bound within the gourd.



Bane Arrows

Gnosis 4

These obsidian-headed arrows are able to home in on Banes, whether they are visible or not. These arrows hit automatically and inflict three dice of aggravated damage. The bite of a Bane arrow is so painful that no Bane can resist crying out in pain.

To create a Bane arrow, one of the following spirits must be bound into the arrow: War, Air or Pain.

Vision Pool

Gnosis 6

A vision pool is a simple powder which, when added to a clear pool of water, shows visions of the future. These talens are used for divination, but are often convey vague messages, requiring an Enigma roll (difficulty 6) to comprehend.

To create a vision pool, a Divination-spirit must be bound into the ashes of burned peyote.

Pack Totems

The process of allying with or "adopting" a pack totem is more like that of a parent adopting a child than two friends devoting themselves to each other. The totem feels a tie to its adopted pack and speaks to those Garou it chooses as its "children." The actual spirit that attends to the werewolf pack is a Jagglings representative called a totem avatar.

Generally a totem spirit is an Incarna. Totem spirits are usually animal spirits, but can be mythological creatures, elemental forces or other kinds of spirits. Animal totems are also called Animal Fathers by the lupus Garou. Most totems fall into one of three categories: Totems of Wisdom, Totems of Respect or Totems of War.

- **Totems of Respect:** These ancient spirits are associated with the greatest of Garou. They are totems of honor. They have provided leadership advice, diplomatic assistance, and other kinds of aid for many years. They have been known to lend their iron will to their children.

- **Totems of War:** These are most often predatory animal spirits and ancestral warriors. They are totems of Rage and glory, aiding the Garou in battle, tactics, strategy and reconnoitering. They are perhaps too bloodthirsty to win respect from the Garou as a whole, but they are helpful in times of battle. They have been known to lend Rage to their children, and to help them in times of war.

- **Totems of Wisdom:** These are wild, spiritual totems, usually nature-spirits and elemental forces. Though they teach many werewolf mystics the secrets of magic, and they grant aid

to Theurges, these totems are often looked on with a measure of disrespect because they are unpredictable and speak in riddles. They have been known to teach their children Gifts and to protect them spiritually.

Background Costs and Traits

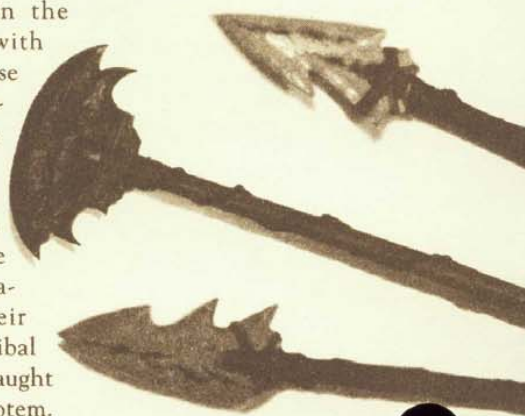
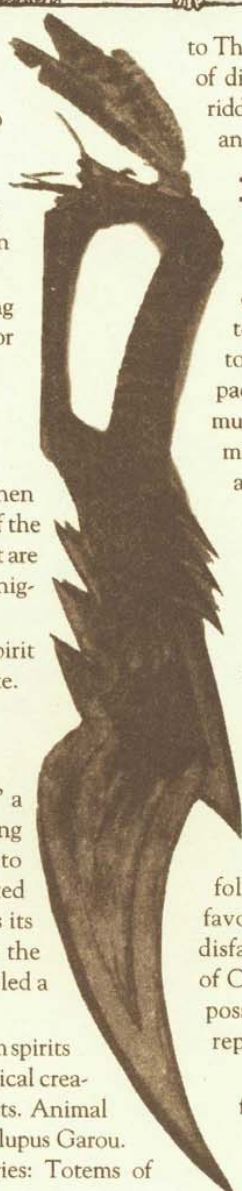
The Totem Background enables characters to "purchase" a totem-spirit affiliated with their pack. The total number of Background points allocated to the totem by the characters to the pack totem provides the pack with a pool of points to spend. However, the pack must first spend the Background points for the totem the members select, and then provide the totem with other abilities. For more information, see *Totem*, pg. 137.

All Traits granted by a totem are on a per-turn basis, and are granted to only one pack member at a time (with the exception of Renown, unless otherwise stated). Traits may be passed back and forth among the pack members; the current power-wielder designates the next recipient of the Trait. All Attribute and Ability bonuses add to the wielder's Dice Pool for that Trait, even if the character doesn't normally have that Trait. All Renown bonuses and penalties apply immediately to the pack members' Renown as soon as they have selected a totem.

Most totems have a Ban, a rule or rules that its followers must follow in order to maintain the totem's favor. Those who violate the Ban find themselves in disfavor with their pack totem, and must undergo a Rite of Contrition before the totem will aid them again. It's possible for a totem to totally abandon a pack that repeatedly violates its Ban.

Pack totems may teach new Gifts to those Garou it finds worthy as with other spirits. The types of Gifts they teach relate to their affiliations and powers.

Below are lists of available totems and their affiliations. Many of these totems are also tribal totems. Members of a tribe allied with a totem don't gain the Traits listed with each totem; these bonuses only apply to those packs allied to an avatar of that totem. Tribes benefit from the wisdom and patronage of their totem; their tribal Gifts were first taught by their tribal totem.



Totems of Respect

Falcon

Background Cost: 5

Noble and brave, Falcon soars high and leads all Garou. Falcon helps werewolves be strong through his insight into their hearts. The Silver Fangs serve Falcon, who helps them maintain communication and unity. Falcon is a highly respected totem.

Traits: Packs chosen by Falcon may call upon four Willpower points per story, and gain +3 to a Leadership Dice Pool. Each pack member's Honor rating increases by one temporary point. Silver Fangs often look upon the Children of Falcon as nobles, though some may scoff and consider them usurpers.

Ban: Children of Falcon can never allow themselves to lose permanent Honor. If they do, they are expected to right this misdeed or perform the Rite of Contrition and atone by throwing themselves into an impossible battle with a minion of the Wyrms, thus committing suicide.

Grandfather Thunder

Background Cost: 7

Thunder is more feared than respected, yet his place among the Totems of Respect is secure. His Stormcrows have eyes everywhere, and he rarely chooses a pack on his own. Instead of relegating a totem avatar to a pack, Grandfather Thunder sends one of his Stormcrows to tend his children. Grandfather Thunder teaches patience, ingenuity, subtlety and strategy to those he chooses.

Traits: Packs chosen by Thunder can call upon an extra five Willpower points per story and gain +3 to Etiquette Dice Pools. Very few people trust them, but Grandfather Thunder's children gain +2 to Intimidation Dice Pools by invoking Thunder. Each pack member gains one temporary Honor, and Shadow Lords watch the pack closely.

Ban: Children of Thunder don't usually tell the truth to those they do not respect. They never respect anyone they can dominate.

Pegasus

Background Cost: 4

Pegasus is known as the tribal totem of the Black Furies, but also for her nobility and power. Pegasus is chiefly concerned with sacred places and their protection. Because of the ongoing feud between the Black Furies and the Get of Fenris, the totem will accept no pack with a Get as a member. She teaches her children Gifts associated with the air.

Traits: Pack members gain an extra three Willpower points per story and +3 to Animal Ken Dice Pools. Each member gains +2 temporary Honor Renown. Black Furies will always be well-disposed toward the Children of Pegasus.

Ban: The Children of Pegasus must always give aid to females of all species, especially the young. Naturally, this doesn't include any females with a Wyrms-taint.

Stag

Background Cost: 4

Stag is the master of the Wild Hunt, a representation of the wild, masculine power of nature. He is an ancient totem, far older than the Garou, and represents one of the fundamental aspects of life. He taught the Garou their affinity with nature and was, perhaps, instrumental in the ending of the Impergium. He is also associated with virility. Stag will occasionally appear to lost Garou, leading them out of danger or aiding them in a crisis.

Traits: Packs chosen by Stag have three extra Willpower per story, and gain +3 Survival. Each pack member gains three temporary Honor Renown. The Fianna are well-disposed to the followers of Stag, as are European faeries.

Ban: Children of Stag must always aid the fae and their kin.

Totems of War

Bear

Background Cost: 5

Great Bear is a fierce warrior, but very wise in peacetime. He is an ancient healer and ritemaster, old and wise in the ways of the Gaia-Realm. He is viewed unfavorably by the European Garou, however, because they distrust his true children, the Gurahl (werebears).

Traits: Children of the Bear gain +3 to Medicine Dice Pools and the ability to hibernate for up to three months with no need for food or water. Each member's Strength Attribute is permanently raised by one, and each pack member may use the Gift: Mother's Touch once per day.

Unfortunately, all members of the pack also lose five temporary Honor Renown, and subtract one from all earned temporary Honor Renown when rewarded. Werebears look favorably upon the Children of Bear, as do most native people.

Ban: Bear asks nothing of his children, save that they not attack the Gurahl without reason. He knows they give much in service to him.

Coyote

Background Cost: 7

Coyote is the Trickster. He is wild, unpredictable and often an outlaw. He is the shadow in the woods, the root that trips even the mightiest wolf. Coyote's howl rises up to Luna and calls Her down to dance. He is a great warrior, a master of deception and skullduggery.

Traits: Coyote gives his children +3 Larceny, +3 Stealth, +1 Subterfuge and +1 Survival. He can always find his children, wherever they are. The Nuwisha werecoyotes are inclined to play tricks less likely to kill on Coyote's children.

However, the Garou do not see Coyote as an especially wise totem. Each pack member subtracts one from any temporary Wisdom Renown awards they receive. The pack is constantly blamed for troubles, whether or not it's at fault. Coyote is a very powerful totem, but difficult to follow. Still, boredom is never a problem for the Children of Coyote.

Ban: Coyote asks only that his children follow their hearts and avoid the Wyrms' embrace.



Fenris

Background Cost: 5

Great Fenris treads the world in a haze of Rage. He is the feral Dire Wolf, the destroyer of all that is weak. Fenris is bloodthirsty and powerful, giving no quarter and expecting none in return.

Traits: Fenris grants one additional Physical Attribute point to the pack; the current holder of this Trait can choose if it goes to Strength, Dexterity or Stamina, even if the additional point increases the Attribute over 5. Each pack member gains two temporary Glory Renown. The Get of Fenris respect those who follow Fenris more than they do most others, and will constantly invite the Children of Fenris to join them on wild, frenzied hunts.

Ban: Fenris demands that no child of his ever refuse a chance to fight.

Griffin

Background Cost: 4

The ever-hungry Griffin murders with lightning claws and feeds on his fallen enemies. He guards the wilderness against human encroachment and represents the most primal and animalistic powers.

Traits: Griffin grants +3 Alertness to his vigilant children. Additionally, each pack member can communicate directly with any bird of prey, without the need of a special Gift. Red Talons recognize the Children of Griffin as kindred souls, even those few homids who follow him.

Ban: Griffin requires that his children not associate with humans. He demands that they hunt humans foolish enough to stray into his domains. Only the most exceptional homid Garou are accepted by Griffin.

Rat

Background Cost: 5

Silent, quick and crafty, Rat is a master of guerrilla warfare, survival and camouflage. Rat finds safety in numbers, and has taught many Garou the virtues of his wisdom. Although not that belligerent, Rat is every inch the scrapper, and quite violent when cornered.

Traits: Rat grants his children five Willpower points per story, and teaches them how best to fight a foe. All pack members subtract one from all difficulties involving a bite maneuver, and from all attempts at stealth. Each pack member gains one point of temporary Wisdom Renown. Bone Gnawers aid Children of Rat when they can, but won't generally risk their own lives to do so.

Ban: Rat asks that his children never kill vermin.

Wendigo

Background Cost: 7

Wendigo is the great cannibal spirit, devouring the hearts of its foes and howling its rage to the world. Wendigo is far too much of the Wyld to be tainted by the Wyrms, and is said to have a hatred for the Corrupter that is even hotter than its own frozen hide is cold. Wendigo teaches the Garou how to use the wild tactics of the storm in battle. It also teaches them to use the cold bitterness within them, converting it into a burning rage.

Traits: Each pack member gains five Rage points per story, regardless of the actual Rage rating of each; thus, the Children of Wendigo may sometimes have more Rage to spend than their ratings allow. Each member also gains +2 temporary Glory Renown. The Wendigo tribe doesn't automatically trust the Children of Wendigo, for they acknowledge that the spirit of the frozen wastes is often too wild and unpredictable for sound judgment.

Ban: Wendigo asks that its children help native people when they are in trouble.

Totems of Wisdom

Buffalo

Background Cost: 6

Buffalo is sturdy, patient, slow to anger and filled with the wisdom of the future. His dreams of prophecy and words of wisdom have stopped wars before they could start.

Traits: Buffalo grants +3 Stamina to the pack's soak pool, and subtracts four from all difficulties in interpreting dreams. His children also gain +3 Survival when searching for food and safe water. Uktena and Wendigo Garou consider followers of Buffalo friends, unless the pack proves otherwise.

Ban: Buffalo asks that his children protect the great herds of buffalo that roam the ranges. This Ban doesn't mean preventing the death of a buffalo for food, but rather is a request to defend the herd from those who would slaughter them by the hundreds for profit.

Chimera

Background Cost: 5

Chimera is She of Many Faces, the Lady of Mirrors, the Ever-Changing. She is the mysterious caretaker of dreams, and is thus the mistress of enigmas and inner wisdom.

Traits: Chimera gives her children the ability to disguise themselves as something or someone else while in the Umbra. The pack gains +3 to Enigmas Dice Pools and +1 to Perception. Each pack member subtracts two from all difficulties involving solving puzzles, enigmas, finding things or interpreting dreams. Each pack member also gains two temporary points of Wisdom. Stargazers will note the pack's affiliation, but this won't necessarily affect their opinion of the pack.

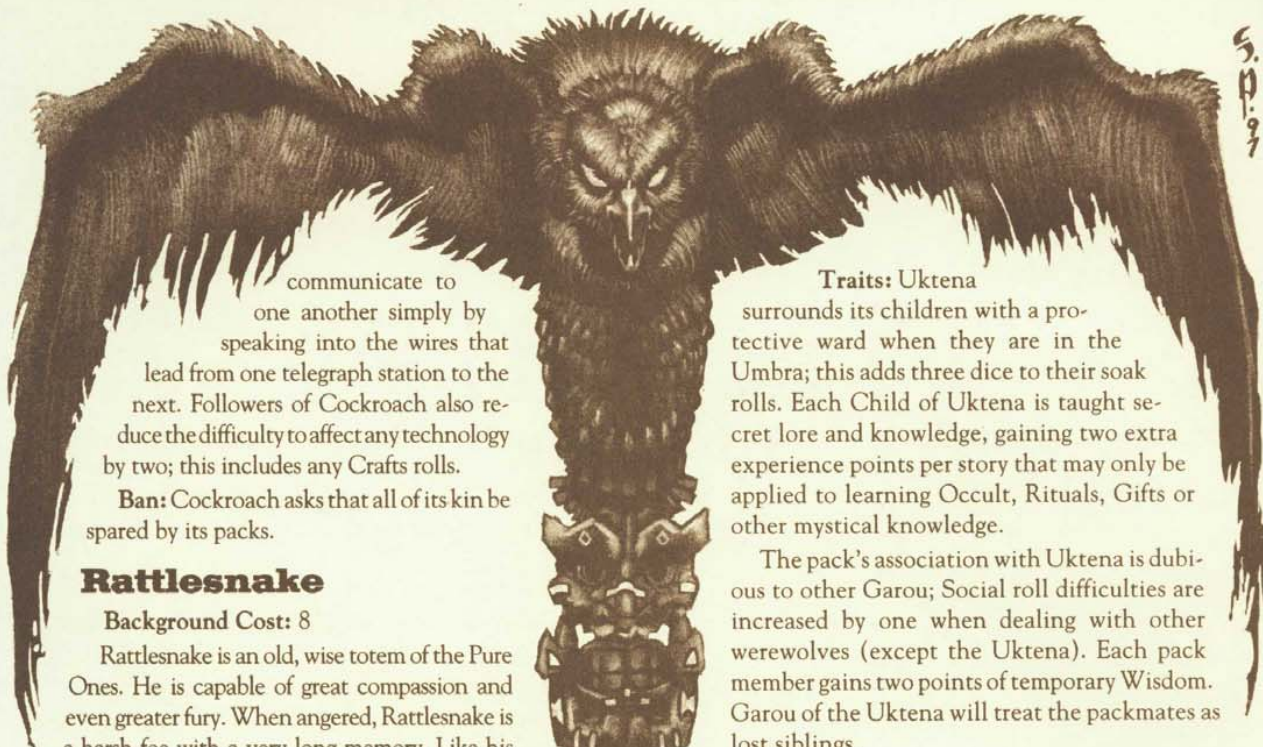
Ban: Chimera doesn't limit her children, but won't visit them if they don't seek enlightenment.

Cockroach

Background Cost: 6

Cockroach is old and cunning, the master of adaptation. The Iron Riders revere Cockroach, and in turn it aids them in learning to survive in the rapidly changing world. Though incredibly ancient, Cockroach is a totem of the modern age. Whatever works, its children inevitably shrug.

Traits: Cockroach's children gain the ability to Peek from the Umbra and hear the words communicated by telegraph, simply by listening. They may also



communicate to one another simply by speaking into the wires that lead from one telegraph station to the next. Followers of Cockroach also reduce the difficulty to affect any technology by two; this includes any Crafts rolls.

Ban: Cockroach asks that all of its kin be spared by its packs.

Rattlesnake

Background Cost: 8

Rattlesnake is an old, wise totem of the Pure Ones. He is capable of great compassion and even greater fury. When angered, Rattlesnake is a harsh foe with a very long memory. Like his namesake, Rattlesnake is easily offended. But Rattlesnake's anger is almost ironic when one considers his patience; he is capable of great things, and demands that his children carefully consider any situation before acting. Once his followers strike, however, there is seldom an enemy left alive.

Traits: Rattlesnake grants his children second sight, giving them the Gift: Pulse of the Invisible. His packs gain the ability to entrance listeners through singing or howling (Manipulation + Performance, difficulty 8); the actual effects are up to the Storyteller. In addition, the pack gains Past Life 3; this is not an actual affinity with Garou ancestors, but an ability to learn ancient knowledge and lore by accessing primal memories. All Uktena and Wendigo will recognize and honor Children of Rattlesnake.

Ban: Rattlesnake asks that none of his followers attack any serpent, and that his children honor the Pure Ones.

Uktena

Background Cost: 6

Uktena is a dark, powerful and ancient water-spirit with the features of a cougar and a serpent. Few spirits know and understand the secrets of the occult as well as Uktena.

Traits: Uktena

surrounds its children with a protective ward when they are in the Umbra; this adds three dice to their soak rolls. Each Child of Uktena is taught secret lore and knowledge, gaining two extra experience points per story that may only be applied to learning Occult, Rituals, Gifts or other mystical knowledge.

The pack's association with Uktena is dubious to other Garou; Social roll difficulties are increased by one when dealing with other werewolves (except the Uktena). Each pack member gains two points of temporary Wisdom. Garou of the Uktena will treat the packmates as lost siblings.

Ban: Uktena asks that its children recover lost mystical lore, places and animals from the Wyrms.

Unicorn

Background Cost: 7

Unicorn is pure, powerful, strong and wise. She is a totem of peace, harmony and healing. She represents the pure understanding and unbridled love of Gaia, and she extends this bliss to her children.

Traits: Unicorn's children gain her speed, moving at twice the normal rate when in the Umbra. Followers of Unicorn subtract two from all difficulties involving empathy and healing, but add two to all difficulties involving harm and injury to other Garou, excluding the Wyrms-tainted. They also gain three additional dice when using Gifts involving healing, peace, strength and protection. Each pack member gains +3 temporary Wisdom Renown. Children of Gaia will always give aid to and usually side with the Children of Unicorn.

Ban: Unicorn asks that her children continually aid and protect the weak, the helpless, the abused and the exploited, but not to the extent of aiding the Wyrms. Unicorn may be a pacifist, but she's no fool.





Name:
Player:
Chronicle:

Breed:
Auspice:
Tribe:

Pack Name:
Pack Totem:
Concept:

Attributes

Physical

Strength ☐ ☐ ☐ ☐ ☐ ☐
Dexterity ☐ ☐ ☐ ☐ ☐ ☐
Stamina ☐ ☐ ☐ ☐ ☐ ☐

Social

Charisma ☐ ☐ ☐ ☐ ☐ ☐
Manipulation ☐ ☐ ☐ ☐ ☐ ☐
Appearance ☐ ☐ ☐ ☐ ☐ ☐

Mental

Perception ☐ ☐ ☐ ☐ ☐ ☐
Intelligence ☐ ☐ ☐ ☐ ☐ ☐
Wits ☐ ☐ ☐ ☐ ☐ ☐

Abilities

Talents

Alertness ☐ ☐ ☐ ☐ ☐ ☐
Athletics ☐ ☐ ☐ ☐ ☐ ☐
Brawl ☐ ☐ ☐ ☐ ☐ ☐
Dodge ☐ ☐ ☐ ☐ ☐ ☐
Empathy ☐ ☐ ☐ ☐ ☐ ☐
Expression ☐ ☐ ☐ ☐ ☐ ☐
Intimidation ☐ ☐ ☐ ☐ ☐ ☐
Larceny ☐ ☐ ☐ ☐ ☐ ☐
Primal-Urge ☐ ☐ ☐ ☐ ☐ ☐
Subterfuge ☐ ☐ ☐ ☐ ☐ ☐

Skills

Animal Ken ☐ ☐ ☐ ☐ ☐ ☐
Crafts ☐ ☐ ☐ ☐ ☐ ☐
Etiquette ☐ ☐ ☐ ☐ ☐ ☐
Firearms ☐ ☐ ☐ ☐ ☐ ☐
Leadership ☐ ☐ ☐ ☐ ☐ ☐
Melee ☐ ☐ ☐ ☐ ☐ ☐
Performance ☐ ☐ ☐ ☐ ☐ ☐
Ride ☐ ☐ ☐ ☐ ☐ ☐
Stealth ☐ ☐ ☐ ☐ ☐ ☐
Survival ☐ ☐ ☐ ☐ ☐ ☐

Knowledges

Culture ☐ ☐ ☐ ☐ ☐ ☐
Enigmas ☐ ☐ ☐ ☐ ☐ ☐
Investigation ☐ ☐ ☐ ☐ ☐ ☐
Law ☐ ☐ ☐ ☐ ☐ ☐
Linguistics ☐ ☐ ☐ ☐ ☐ ☐
Medicine ☐ ☐ ☐ ☐ ☐ ☐
Occult ☐ ☐ ☐ ☐ ☐ ☐
Politics ☐ ☐ ☐ ☐ ☐ ☐
Rituals ☐ ☐ ☐ ☐ ☐ ☐
Science ☐ ☐ ☐ ☐ ☐ ☐

Advantages

Backgrounds

☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐

Gifts

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Gifts

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☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Renown

Glory

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Honor

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Wisdom

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Rank

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Rage

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Gnosis

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Willpower

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

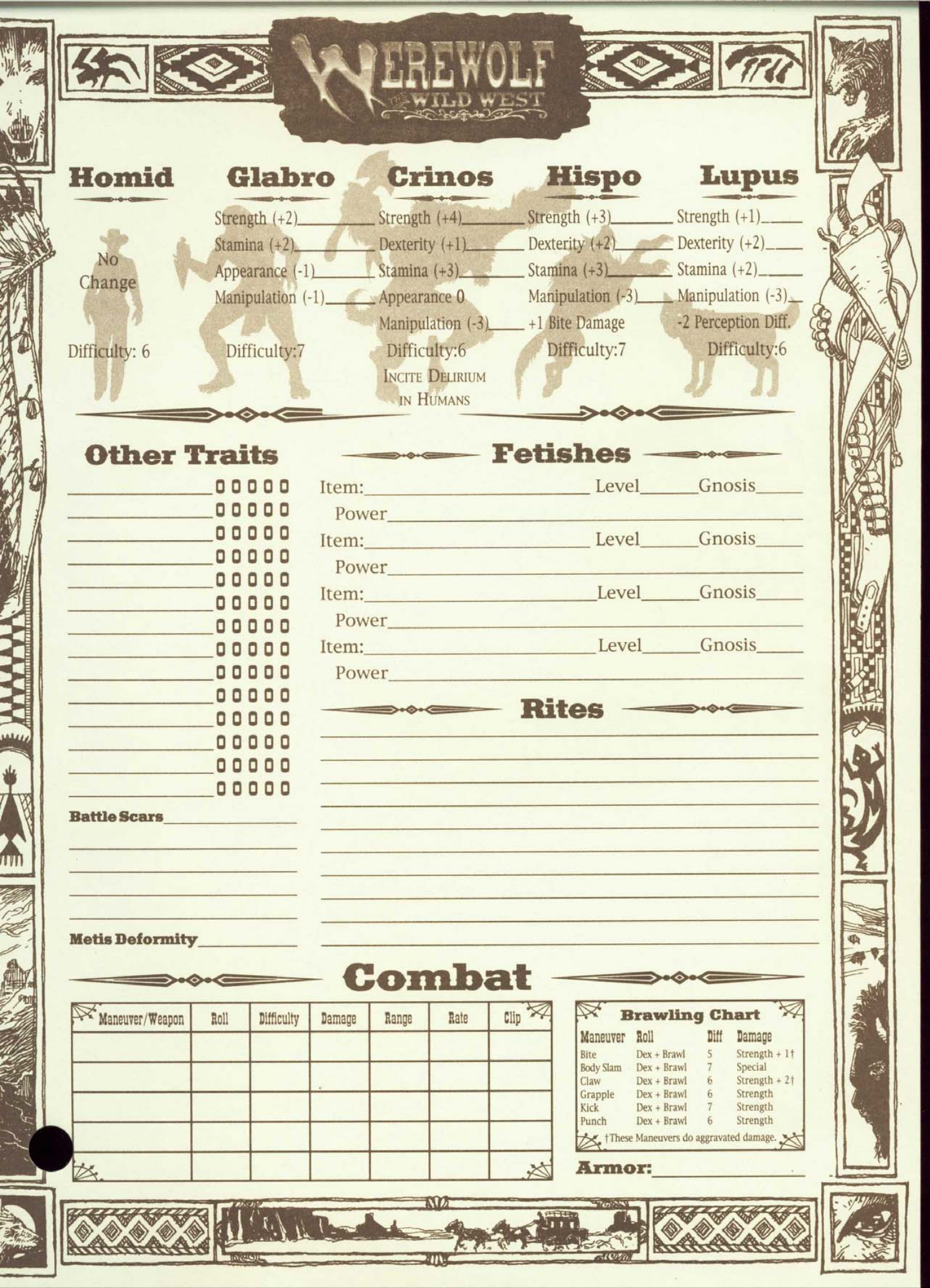
Health

Bruised ☐ ☐ ☐ ☐ ☐ ☐
Hurt -1 ☐ ☐ ☐ ☐ ☐ ☐
Injured -1 ☐ ☐ ☐ ☐ ☐ ☐
Wounded -2 ☐ ☐ ☐ ☐ ☐ ☐
Mauled -2 ☐ ☐ ☐ ☐ ☐ ☐
Crippled -5 ☐ ☐ ☐ ☐ ☐ ☐
Incapacitated ☐ ☐ ☐ ☐ ☐ ☐

Experience

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Attributes: 7/5/3 Abilities: 13/9/5 Gifts: 1 Level One from breed, auspice and tribe; Background: 5; Freebie Points: 15 (7/5/2/1)



WEREWOLF

THE WILD WEST

Homid

No
Change

Difficulty: 6

Glabro

Strength (+2)
Stamina (+2)
Appearance (-1)
Manipulation (-1)

Difficulty: 7

Crinos

Strength (+4)
Dexterity (+1)
Stamina (+3)
Appearance 0
Manipulation (-3)

Difficulty: 6
INCITE DELIRIUM
IN HUMANS

Hispo

Strength (+3)
Dexterity (+2)
Stamina (+3)
Manipulation (-3)
+1 Bite Damage

Difficulty: 7

Lupus

Strength (+1)
Dexterity (+2)
Stamina (+2)
Manipulation (-3)
-2 Perception Diff.

Difficulty: 6

Other Traits

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Battle Scars

Metis Deformity

Fetishes

Item:	Level	Gnosis
Power		
Item:	Level	Gnosis
Power		
Item:	Level	Gnosis
Power		
Item:	Level	Gnosis
Power		

Rites

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart			
Maneuver	Roll	Diff	Damage
Bite	Dex + Brawl	5	Strength + 1†
Body Slam	Dex + Brawl	7	Special
Claw	Dex + Brawl	6	Strength + 2†
Grapple	Dex + Brawl	6	Strength
Kick	Dex + Brawl	7	Strength
Punch	Dex + Brawl	6	Strength

†These Maneuvers do aggravated damage.

Armor:

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A Storytelling Game of Horror in Times Past

Blood's been spilled on these plains by the gallon.
The humans, our families, are killing each other.
Blue fights Gray, Red tussles with White –
And then there's us.

The sun burns pretty hot by day.
That's all right.
We burn even hotter, down inside.
And when the sweet moon shines down by night,
There's no fort or camp so strong they can keep us out.

We run on wolf-paws faster than any horse.
We're stronger than the buffalo, deadlier than the rattlesnake.
We walk the spirit-paths between this world and the next.
We can't be killed by lead nor flint.
We are the favored ones.

There's a storm thundering on the other side of the sunset,
And there's something coming to eat it.

It'll have to get through us first.

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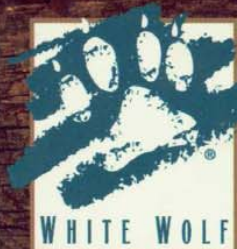


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