

FURIES UNLEASHED

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FOREWORD

Back in 2014, we had slowly started to form a tentative proposal. What if were to do a **Werewolf: the Apocalypse** story, with some players who are completely new to the World of Darkness? Oh and no boys allowed—except for the storyteller. This notion became **The Furies**, a chronicle spanning three acts. The latter two of these were really an encore to the original scope of the story, which it turned out, had the players hooked.

I'll say little more about the story itself beyond that it could be called a coming-of-age story of four girls from Alaska. All the further details are collected here, in **Furies Unleashed**. The main body of the book contains scenes as they had been written out before they were played. Naturally, sometimes the actual story deviated completely from what was prepared. A few annotations have been added to illuminate this.

A warning is due about the abundance of typos and other errors the reader is likely to encounter here. I too wish I had the luxury of proofreaders and more time. Enjoy.



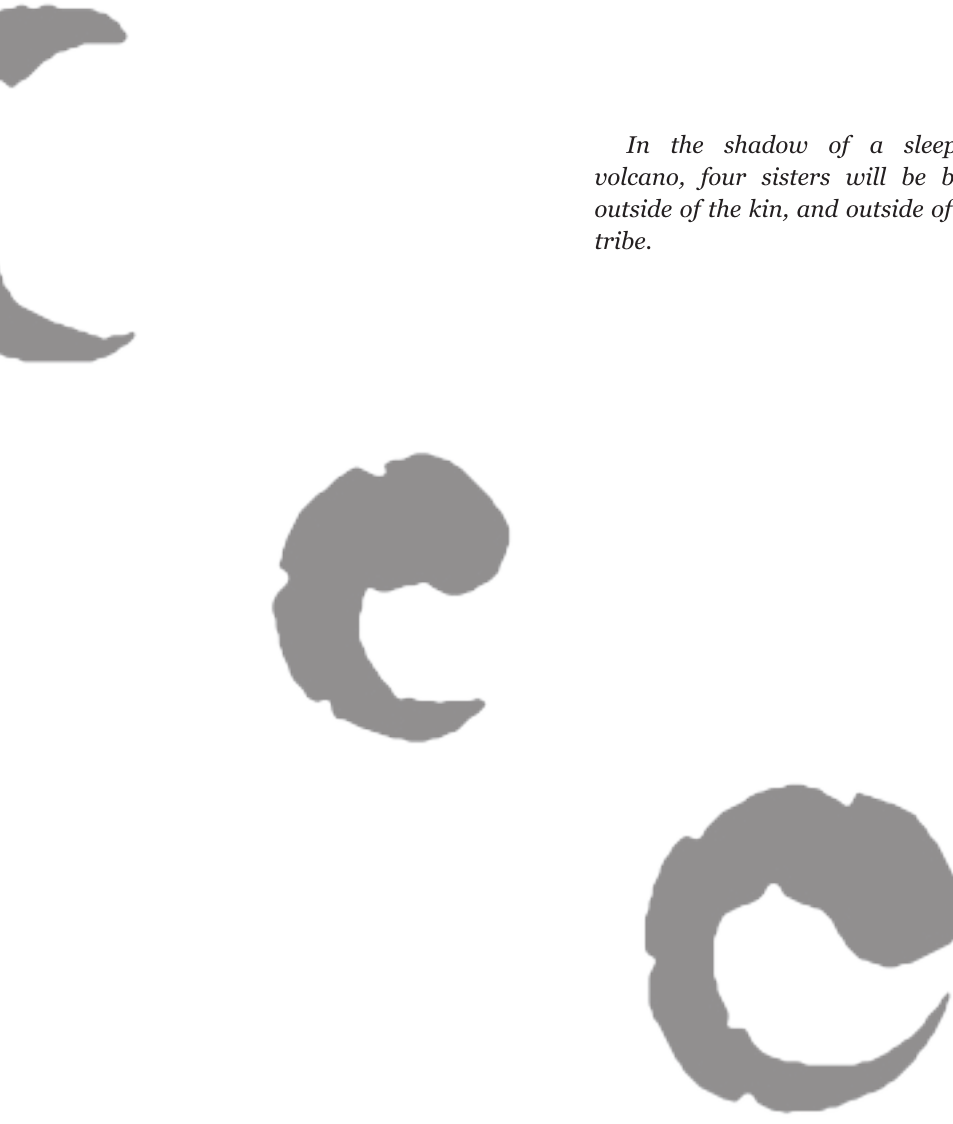
SETTING

King Cove, Alaska, is your hearth and home. Once a byproduct of volcanic activity, a slab of land stretches across the open sea, bridging nearly the entire distance between two sea-side mountains. Today, in the winter of the year 2000, that slab is inhabited by nearly a thousand people. Now, that's not bad for a town this far up north. It's what you call a city.

Up here, it's not bad to have a road connecting your home to your school. The term 'helicopter parent' is not an unfamiliar one in Alaska. So, why King Cove? Well, it's the proud home of the state's largest salmon canning capacity. You and everyone you know has their economy and life-cycle centered around the seafood processing facility here in King Cove. With three kinds of crab, not least among which is the King Crab, all five kinds of salmon, and pollock, cod, black cod—you could go on—suffice it to say, your people know seafood.

What else is there to say about King Cove? Well, men outnumber women 2-to-1 among adults living here. There's a reason the road leading up to the school is called 'Windy Walk Way'. 'Going shopping' here means getting provisions. The nearest mall is 600 nautical miles away. Lastly, while all of this makes for practical, no-nonsense community, all four of you are worried about finding a prom dress.

АСТ / : КИИ



*In the shadow of a sleeping
volcano, four sisters will be born
outside of the kin, and outside of the
tribe.*

JANUARY, 2000

Back to School

"

It is January, a cold month here in Alaska. Not only has the New Year just arrived, but it's a new millennium to boot: the year 2000. Just today, it's time to head back to school, however. In just a couple more months, that will be over and done with, too.

Passing through the fences surrounding the school, New Year's resolutions are all you can talk about as you shake off the snow and head inside the flat, stormproof building. Outside, painted proudly if plainly on a rock is a testament to King Cove High School's sports teams: 'Home of the Rookies & T-Jacks'. The largest question on your tongues, however, is what you'll do when you graduate. Work in the seafood processing industry like the rest of the town? Go to the University of Alaska? Without the money, you would really need either perfect grades or a sports scholarship.

"

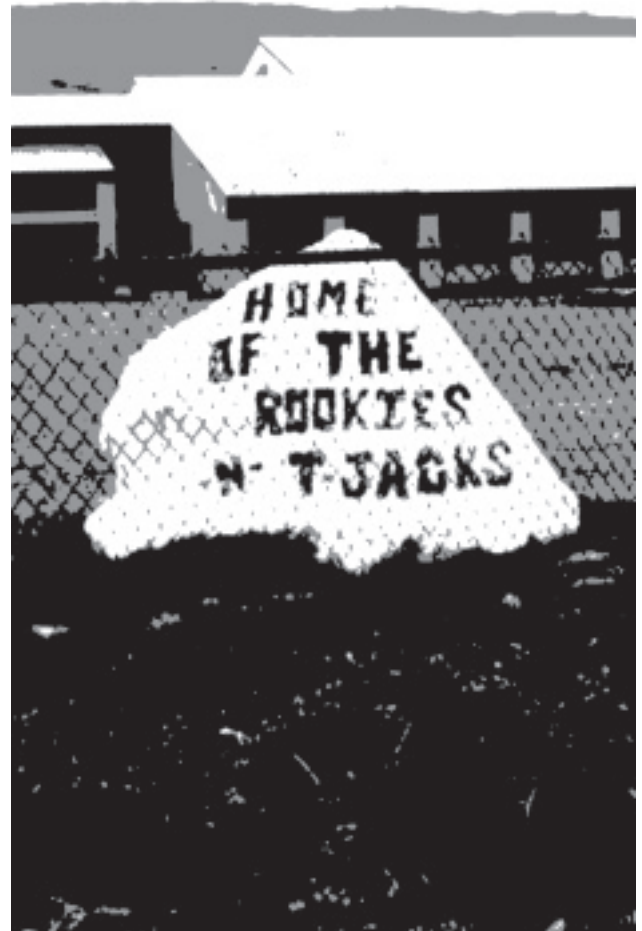
Allow the character to gossip and familiarize themselves around each other. They've been a clique all their lives so make sure all friendships, rivalries, admirations, and jealousies are worked out. Already working toward a pack mentality, the word 'pecking order' is in order. Over the first days, they will have the opportunity to register for their extracurricular activities in their last semester on the bulletin board. For each week, rolls will be made for what they choose.

An Awkward Biology Class

For one biology class late in the day, allow the character to describe everything about their attitude in class, from where they're sitting to how much they make fun of Mrs. Yatch for how she constantly references the

fact that she went to University in Anchorage. Also make a note of how the class consists of about twenty people, and comprises both the 12th and the 11th grade. The material for the coming exam revolves around genetics. An uncomfortable moment forms when the teacher suggests the students look for similarities between eye color, dimpled chins, and earlobe length with both parents.

Roll Perception + Alertness (difficulty 7) to determine how much the characters have already guessed or heard



ACT I: KIN



Tala Serov

Strength	●●○○○	Charisma	●●●○○	Perception	●●●○○
Dexterity	●●●○○	Manipulation [†]	●●●●○	Intelligence	●●●○○
Stamina	●●○○○	Appearance	●●●○○	Wits [‡]	●●●○○
Alertness	●●○○○	Animal Ken	○○○○○	Computer	●●○○○
Athletics	○○○○○	Crafts	●●○○○	Enigmas	●●●○○
Brawl	●●○○○	Drive	●○○○○	Investigation	●●○○○
Dodge	○○○○○	Etiquette	○○○○○	Law	●○○○○
Empathy	●●●○○	Firearms	○○○○○	Linguistics	●●●○○
Expression	○○○○○	Leadership	●○○○○	Medicine	●○○○○
Intimidation	●○○○○	Melee	○○○○○	Occult	●●●●○
Primal-Urge	●○○○○	Performance	○○○○○	Politics	○○○○○
Streetwise	●○○○○	Stealth	●●●○○	Rituals	○○○○○
Subterfuge	●●●○○	Survival	●●○○○	Science	○○○○○
Allies (Bar)	●○○○○	Willpower	●●●●○○○○○		
Mentor (Teacher)	●●○○○				
Resources	●●○○○				

[†] School

[‡] Sarcasm

Extracurricular Activities

If sufficient successes are achieved in one or more of these topics, it will have a significant impact on the character's situation in the next act. The difficulty for each roll will be 6 plus the number of activities chosen at the same time minus a number equal to a specific Ability (see below). If five or more successes are ever scored on one of these rolls, the character gains an experience point.

Advanced Science Class: Roll Intelligence + Science (difficulty is lowered by Investigation)

Computer Science Class: Roll Intelligence + Computer (difficulty is lowered by Enigmas)

Debate Team: Roll Charisma + Expression (difficulty is lowered by Leadership)

Volleyball Team: Roll Dexterity + Athletics (difficulty is lowered by Dodge)

Basketball Team: Roll Stamina + Athletics (difficulty is lowered by Intimidation)

Student Council: Roll Charisma + Leadership (difficulty is lowered by Politics)

Arts and Crafts: Roll Perception + Crafts (difficulty is lowered by Performance)

School Paper: Roll Wits + Investigation (difficulty is lowered by Linguistics)

from their mothers about how their father was a Caucasian man. Today might be the first time the characters realize this holds for all of them. They may decide to question their mothers more thoroughly on the matter. Roll Manipulation + Expression/ Intimidation/ Subterfuge (difficulty 8) to realize their father was the same man, someone who was around town for about a year even though no one knew where he lived or where he worked.

Daughters' Opportunity

Toward the end of the month, each of the characters will come home at one point to hear their mothers talking on the phone to each other for a good while. Eventually, they hang up announce to each and every one of them how the three of them have saved up some money for the

girls to take a little trip. Chief Officer Jefferson is flying up to Anchorage himself in two weeks' time to pick up a new officer who wants to relocate away from the 'big city' to King Cove. The characters' mothers have arranged for the girls to accompany him on Friday the 18th, just after school. A hotel room has been paid for through to Sunday, when they leave in the morning. The girls have all day Saturday to enjoy the city, all in the interest of broadening their view, finding out what they want to do after they graduate. They will have an allowance of \$100 dollars each, part of which they are encouraged to spend on a prom dress.

Reassuringly then, on the 31st they hear news of Alaska Airlines Flight 261 crashing in the Pacific Ocean, killing all passengers and crew on board, 88 in total.



ACT I: KIN



Nakomis Nestor

Strength ●●○○○
 Dexterity ●●○○○
 Stamina[†] ●●●○○

Charisma ●●●○○
 Manipulation ●○○○○
 Appearance ●●○○○

Perception ●●●○○
 Intelligence ●●●○○
 Wits[‡] ●●●○○

Alertness ●○○○○
 Athletics ●○○○○
 Brawl ○○○○○
 Dodge ●○○○○
 Empathy ○○○○○
 Expression ●○○○○
 Intimidation ○○○○○
 Primal-Urge ●○○○○
 Streetwise ○○○○○
 Subterfuge ○○○○○

Animal Ken ●●●○○
 Crafts^{††} ●●●○○
 Drive ○○○○○
 Etiquette ○○○○○
 Firearms ○○○○○
 Leadership ○○○○○
 Melee ●●○○○
 Performance ●○○○○
 Stealth ●●○○○
 Survival^{††} ●●●○○

Computer ○○○○○
 Enigmas ○○○○○
 Investigation ○○○○○
 Law ●●○○○
 Linguistics ●●○○○
 Medicine^{†‡} ●●●○○
 Occult ○○○○○
 Politics ○○○○○
 Rituals ○○○○○
 Science ●●○○○

Contacts (Fishermen) ●●●○○
 Mentor (Cook) ●●○○○
 Resources ●●○○○

Willpower ●●●○○○○○○○

[†] Cold
[‡] Stress
^{††} Cooking
^{††} Fishing
^{†‡} Poisons

FURIES UNLEASHED



Lena Jagr

Strength	●●○○○	Charisma	●●○○○	Perception	●●○○○
Dexterity	●●○○○	Manipulation	●●○○○	Intelligence [†]	●●●○○
Stamina	●●○○○	Appearance [†]	●●●○○	Wits ^{††}	●●●○○
Alertness	●●○○○	Animal Ken	○○○○○	Computer	●○○○○
Athletics	●●○○○	Crafts	●○○○○	Enigmas	●○○○○
Brawl	●●○○○	Drive	●○○○○	Investigation	●●●○○
Dodge	●○○○○	Etiquette	●●○○○	Law ^{‡‡}	●●●○○
Empathy	●●○○○	Firearms	○○○○○	Linguistics	●○○○○
Expression	○○○○○	Leadership	○○○○○	Medicine	●○○○○
Intimidation	○○○○○	Melee	●○○○○	Occult	○○○○○
Primal-Urge	●○○○○	Performance	○○○○○	Politics	●●○○○
Streetwise	●○○○○	Stealth	●●○○○	Rituals	○○○○○
Subterfuge	●○○○○	Survival	●●○○○	Science	●●○○○

Contacts (Professor) ●○○○○
 Mentor (Mother) ●○○○○
 Resources ●○○○○

Willpower ●●●○○○○○○○

[†] Gaining sympathy
[‡] Book learning
^{††} Keeping calm
^{‡‡} Criminal law

ACT I: KIN



Emma Collins

Strength	●○○○○	Charisma	●●○○○	Perception [†]	●●●○○
Dexterity	●●●○○	Manipulation [†]	●●●●●	Intelligence	●○○○○
Stamina	●●○○○	Appearance	●●●○○	Wits ^{††}	●●●○○
Alertness	●●●○○	Animal Ken	○○○○○	Computer	○○○○○
Athletics	○○○○○	Crafts	○○○○○	Enigmas	●○○○○
Brawl	○○○○○	Drive	○○○○○	Investigation	●●●○○
Dodge	●●●○○	Etiquette	●●○○○	Law	○○○○○
Empathy	●●●○○	Firearms	○○○○○	Linguistics	○○○○○
Expression	●●○○○	Leadership	●●●○○	Medicine	○○○○○
Intimidation	○○○○○	Melee	○○○○○	Occult	○○○○○
Primal-Urge	○○○○○	Performance	○○○○○	Politics	●○○○○
Streetwise	●○○○○	Stealth ^{‡‡}	●●●○○	Rituals	○○○○○
Subterfuge	●○○○○	Survival	○○○○○	Science	○○○○○

Contacts (Gossip) ●○○○○
Mentor (Graduate) ●○○○○

Willpower ●●●○○○○○○○

[†] Teachers, Police
[‡] Long-distance
^{††} Excuses
^{‡‡} Eavesdropping

FEBRUARY, 2000

Anchorage Trip: Friday

After one more week of school (and subsequent rolls), the characters are to meet Chief Officer Jefferson at the police station.

"

The police station in King Cove is much like all the other buildings, stormproof and low, with as many trucks parked outside as there are people inside. It's late in the afternoon and Chief Officer Jefferson is waiting for you inside. He doesn't seem to be in much of a hurry as he finishes up his cup of coffee and makes interested small talk about the trip you're taking this weekend. His thick, gray moustache splits in a grin when he asks: "So, you girls looking forward to seeing the big city?"

"

When Jefferson has finished up his cup of coffee, he drives them to the airport in his truck. He gets them in the ski equipped compact plane after giving them all a pair of headsets to talk through. After they take off, he begins to lecture them about ground rules such as No Alcohol. Mostly though, the Chief makes it plain their mothers intend for them to have a good time and to prove strong and independent, to make smart decisions and stay out of trouble.

It's a three hour flight to Anchorage. When they get there, it's a short walk to the hotel. The characters are told to settle in their rooms while Jefferson gets them all some burgers. Roll Perception + Alertness for one the characters to notice there's a faded bloodstain on the carpet of their room.

Furthermore in settling in, the characters may get a map of the city at the front desk, discover there's a video store on the other side of the road, and hear sirens becoming more frequent with every hour deeper in the night. After Jefferson leaves them a bag of takeaway, he

leaves the hotel to go to a bar (although he doesn't say so explicitly) and tells the girls to stay in for the night. Renting a movie costs \$5. Roll Perception + Alertness to see if a character hears Jefferson stumble back to the hotel room next to theirs blind drunk.

Anchorage Trip: Saturday

The next day, Jefferson is sleeping in with a black eye and a hangover. It's up to the characters whether they wait for him, wake him up, or go out while he sleeps. Their choice of transport is an important one. There are about a dozen bus routes that can take them anywhere they want to go for \$2 (or a day pass for \$5). They only come once an hour though and the characters will lose time walking to and from the stops. A taxi can take the characters all the way across town for \$15.

There's a bus station near the hotel. Homeless people cling to its walls all hours of the day and plenty of unsightly filth should do much to unnerve the characters. The first taxi driver the characters see will offer them a discount on their ride for being the delicate girls they are. The driver is a long-haired man in an expensive suit with a difficult to place accent. Surreptitiously, he starts following the characters around the city. Throughout the day, the characters might recognize his cab number '305' in the distance. They might even hail it to get another chance at a discount.

University

Here, the characters can look around at the campus and dream about their future. They can also learn about the three divisions of the University of Alaska System, how Anchorage has grown to process the largest number of students but Fairbanks was the place of origin and to this day gets more than three times the funding. The capitol's branch is the smallest.

Dimond Center Mall

Milkshakes, clothes, jewelry, sports gear, and anything else the characters might be looking for can be found here. In particular, they may be looking for a prom dress. For \$20, a character can have a dress on sale that's only a little off-size. For \$50, a character can have a real nice dress. For \$90, a character can have an elegant, draping dress. For \$120, a character can have the most beautiful thing she's ever seen. Which of these four is chosen will have relevance later.

Later in the day, when the sun is starting to set, taxi 305 will run in to the characters along the street again. By then it has gotten immensely cold and the driver offers to take them back to their hotel, saying it's not safe to be walking around in that neighborhood.

After the characters get in, the driver at one point suddenly locks all the doors from his side and pulls a gun on them not to move a muscle. As he starts driving toward the back lot of an abandoned building, the characters realize what they're in for. They are near an abandoned portion of the harbor, where several containers are locked

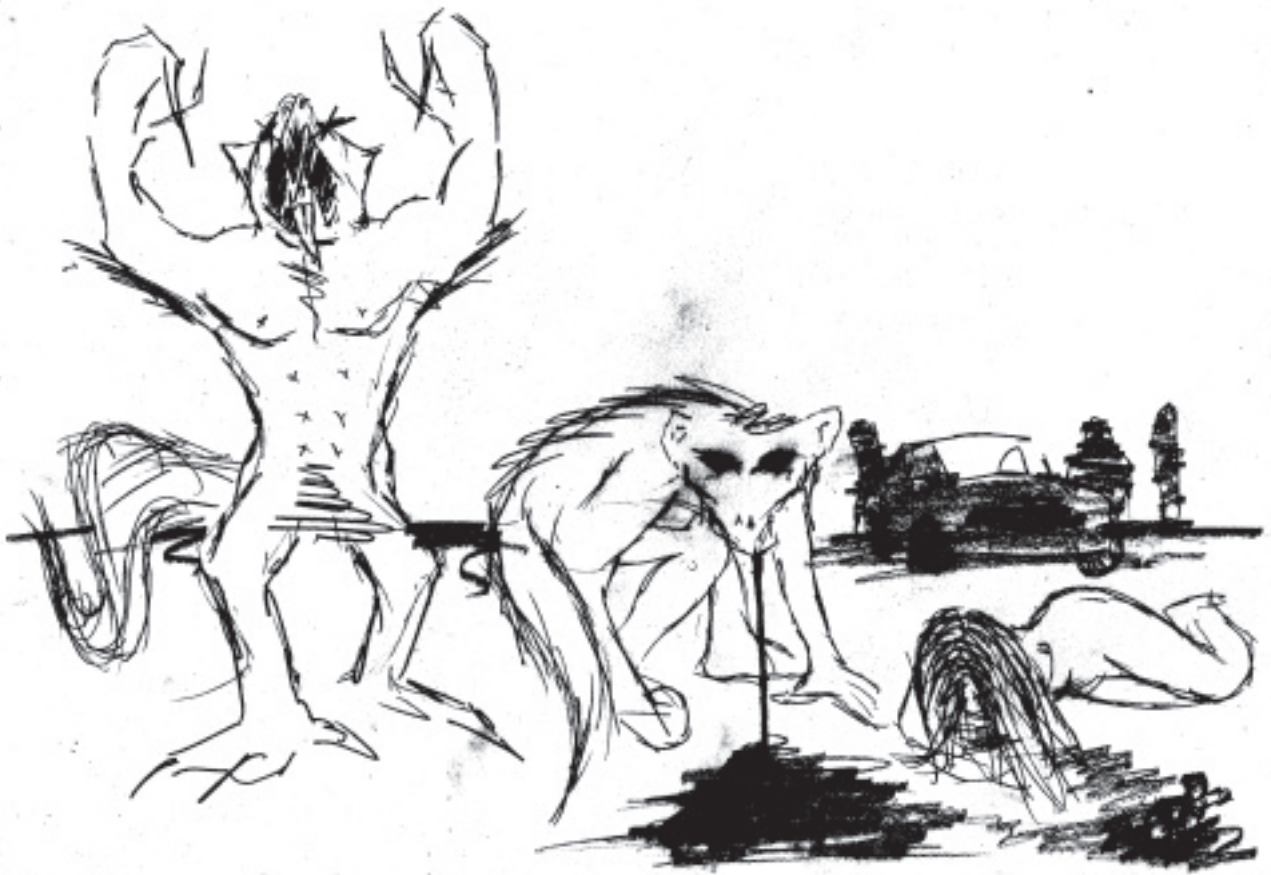
with suspicious chains. All this, they see under a full moon.

The man will be startled by Delirium and is completely at the newly born werewolf's mercy. The other characters are unaffected by Delirium and witness precisely what happens to their friend. The changed character's Frenzy will likely rampage on some more and it's up to the characters to calm her before she causes too much damage.

Slowly and painfully, she will change back to find herself naked in the cold. If the containers are opened, the stench of urine and excrement wafts out before revealing the dangling chains set up here for human trafficking. The characters should find their way back to the hotel as quickly as possible. Jefferson's reaction depends entirely on how late they arrive, in what state they enter, and what they tell him.

Anchorage Trip: Sunday

The girls are gathered early the next day and driven back to the airport. Grimly, the chief will tell the characters how the officer who wanted to transfer died in the hospital last night as he unexpectedly started to bleed internally. He had wanted to transfer after a vicious assault by a bar full of drunk locals. As the plane takes off, it becomes clear that the Alaskan city is an awful place.



The First Change

The characters will have several chances at becoming a true werewolf, though not enough that all are guaranteed to. This is the first such chance. Roll Stamina + Primal Urge (difficulty 6, 2 successes required). With no successes, the character is simply struck with terror and helplessness. With one success, the character will start to growl and even grow claws slightly. With two successes, a shift starts to happen. Only the character with the highest number of successes undergoes the First Change fully, however. If there's a tie, both characters do.

Take a moment to describe what is happening to the character internally and what that looks like from the outside. Note that all the characters, as wolves, have a small streak of red fur, indicating their Red Talon lineage.

Once they're home, their mothers are waiting to pick them up. Each of them returns home and receives a barrage of questions on how their trip was. Each of them is to decide how much they tell their mothers.

That very night, just as the characters are about to fall asleep, the howling of wolves surrounds the town. This isn't especially noteworthy. It's known that wolves inhabit the area. Anyone overly concerned will put a call through

to the police, who also take care of wildlife patrols. The howling is coming from the woods high on the northern side of town.

The character who has undergone the First Change may roll Wits + Primal Urge (difficulty 7). Initially, she will feel the urge to howl as well. With multiple successes, however, she will know the howling around town to be a threatening one, not an inviting one.

MARCH, 2000

A Message on the Doorstep

After one more week of rolls for their progress in school, it will be March.

“

Over the next few days, the howling continues steadily at night. The town is gathering about taking action, after complaints from some of the people living on the north side of town. Strict curfews hold for everyone, though. It isn't considered safe. School continues as normal. You still exchange nervous glances whenever you meet in the company of others. One day, on your way back from school, though, you find a moment to talk without anyone else in earshot.

”

The characters may assess the situation and talk about exactly what they've told their parents. After a week (and subsequent rolls), the wolves' howling quiets down at night. One day then, rumors spread about a family living on the edge of town hearing the wolves fight and finding signs of a vicious struggle a hundred yards away from their own backyard. The snow was sprayed red.

Later that night, the werewolf among the characters will have the wolves visit her doorstep. They will be able to enter the heart of town, unseen through Delirium. Some of the other characters may see the Crinos forms stalking through the streets, although no one else will. They will see the giants carrying something limp across their shoulders.

For the following, the Garou character is all alone.

“

You have only just shut your eyes when you hear it. It had quieted down. They had gone away. Now, you can hear them howling, scraping, barking, and

screeching through the streets close by.

[...]

You enter the living room in time to see your mother pass out on the floor. She was holding a glass of water. It shatters on the floor just as the noise of a pack of wolves—no, bigger than wolves—marches up to your very doorstep.

[...]

The noise is unbelievable, horrifying. Through the curtains, you glimpse enormous beasts made solely of fur, fangs, and fury wildly circling some work of atrocity. Blood seeps through under the front door.

[...]

After one final howl, the figures then quiet down. Their silhouettes dash away and revert back to the shapes of ordinary timber wolves. Whatever they've left on your doorstep continues to bleed into the house.

[...]

There, splayed on your welcome mat, are the gruesome remains of one of the wolves. Its chest is ripped open, its jaw torn out. Each of its organs are tossed aside to seep into the snow. On your front door, its scrotum hangs nailed to the wood with its own teeth.

”

The character is to roll Stamina not to become violently sick. If she succeeds, she may roll Intelligence + Enigmas (difficulty 7) to know the timber wolves she saw don't naturally occur in this part of the world, though some of them seemed to be interbred with the gray wolf. Especially a red streak in their fur was unmistakable.

After the incident, no one will acknowledge the intrusion of beasts into the town. The corpse on the doorstep, though, no one will deny. Suspicions will run wild through town, not least among which is the belief that only a human could have done this, 'some kind of

psychopath’.

Disappearances

Over the next week, the town will turn to wild speculation and the characters are the subject of much attention. Chief Officer Jefferson will arrange for a talk with them at the station. Mostly, he hears them out and tries to assure them that they will be kept safe if they keep to the curfew. Then, the phone rings and he is called away to the canning plant. Roll Perception + Alertness (difficulty 8) to overhear something about a missing person.

After rolling for that week’s progress at school, the characters may pick up rumors that more folks are disappearing.

Intruders

In the third week of March, the town has managed to send for Zoe Bach, a researcher and expert on wolf behavior from Fairbanks, to give a talk in King Cove. On a Tuesday evening, nearly the entire town gathers in the bar next to the canning plant to hear her speak. The characters are likely to be there as well.

“

The common room is already filled up when you arrive that afternoon. You recognize some of your classmates helping out behind the bar and manage to find a single table that isn’t occupied yet while the townsfolk mill around you.

”

Roll Perception + Alertness to recognize a stranger, Zoe, in the distance, setting up her projector. She’s busy at the moment, and will start her talk in a few minutes. If the characters socialize in the meantime, the town’s overbearing concern for the characters will still be apparent. A lot of people present think they shouldn’t be hearing from a biologist at all. Clearly, it’s a psychopath that’s the problem. Eventually, everyone will be made to quiet down and take a seat to face, as she is introduced, Dr. Bach.

“

As she makes her way to the front, shielding her eyes against the light of the projector, many of the men around you quip amongst themselves about the doctor being a woman, and a young, attractive one at that. The projector then clicks and slides, to reveal an impressive photo of her carrying an enormous, sedated, black wolf. “My name is Dr. Zoe

Bach, wolf biologist at the University of Alaska in Fairbanks.”

The whole room quiets down immediately as she pauses for effect. “I’ve been asked to give a talk to your community about the ordinary behavior of wolves in the wild. Although, from the start I have to admit that what I’ve heard may have happened here in King Cove does not fall under ordinary behavior.”

The slide projector moves through a series of graphs then about wolf population densities as Zoe Bach explains that, once, wolves populated the entirety of the northern hemisphere. Now, humans do. Apparently, there currently are less than 200,000 wolves left in the world.

”

The characters may then all roll Perception + Alertness to notice people entering the bar late, behind them. They close the door and loiter near the entrance, leaning against the wall.

“

Dr. Bach continues to explain about the social order within societies of wolves. You knew about the existence of a pack alpha already. Not all of you had heard of both the male and female alphas, however, and how they are almost always the only ones to breed a litter. The social positions of beta, the enforcer, and omega, the scapegoat, further illustrate just how intricate their communal behavior is.

”

Roll Perception + Empathy to notice some of the locals eyeing the newcomers suspiciously. The newcomers are filthy, unshaven, and covered in grime. Worse, they are wearing ill-fitting clothes that belonged to some of the locals’ colleagues, those who went missing.

“

When gazes turn back to the presentation, the projector reveals a photo of a dark wolf surrounded by his pack. The alpha presented there is nearly twice as tall as all the rest and towers over them imposingly, staring right at the camera with a menacing curiosity.

“To return to the case in point,” Dr. Bach continues, “in my research, I have found only two reasons for erratic aggression of wolves outside their own territories. The first is a disease spreading

through members of a pack, making them rabid. Rabies is a common example of this.

“The other, less documented cause, is the result of an internal change. When the alpha of a pack is challenged, the regime change can often be dramatic and have radical consequences. To assert leadership and strength, the new alpha may migrate or expand the pack’s territory to prove the new regime is an improvement to the old one. In fact, it is on this behavior I am composing a paper—”

Dr. Bach is suddenly interrupted by an absurd sound coming from behind you. The whole room falls quiet and all gazes turn to the group. One of them takes off a threadbare hat and shakes a mane of tangled hair as he leans forward and begins laughing, cackling, madly. The others around him grin slightly and stay their ground by the door.

“

What happens next depends largely on the characters. The intruders make up the majority of the Red Talons pack of the area, the same Garou who stampeded through town weeks before. Some of the locals will get riled up at his brusque behavior and he won’t hesitate to challenge one of them. If things escalate, a hunting rifle may be retrieved from the back of the bar. The alpha, Craterborn, will bare his chest and invite being shot. If the shot is made, he will even survive it.

Craterborn speaks crudely, pouring emotion into every

word more than articulating. He thinks before uttering and mouths each word as if unused to his own tongue. When the bar is thoroughly under the pack’s grip, they will make their ultimatum. Craterborn has two women he brought with him grab Dr. Bach. He will sniff the air, inhaling deeply. In his human form, with the stench of civilization all around him, he cannot pinpoint the characters. He does know they’re in the room. He will announce that the pack will return to the wild. The ‘pups in hiding’ are to come to them at night. All they need to do is follow the trail of Dr. Bach’s blood. Every day that the characters delay, someone in town will be killed. If anyone but the ‘pups in hiding’ shows, they will be killed. To make his point, he rips the nearest patron’s head off before barking to his packmates to leave.

The Den

Strict curfews are applied in the town and stricter ones are enforced by their characters’ mothers. Jefferson has already assembled a group of brave locals to head into the woods that very night. Shots may be heard in the distance, but in the end all of them are killed and made examples of. Their remains will decorate the way to the wolves’ den.

It is up to the characters how they deal with the situation and how soon they try to get to the den. If they tarry too long, one of their own mothers may become a victim. In any case, they will have to bypass both their mothers and everyone keeping an eye on the town’s roads.

Once they’re outside of town, the trail of blood becomes harder to follow. Roll Wits + Survival to navigate the icy steps into the woods and up the mountain.



“

As you follow the trail up a winding pass that climbs the western mountains, the signs of the abductors’ passing become grislier. The thin trail of blood frozen into the soil has changed into occasional pools of red ice, signs of teeth being knocked out, and hints of a struggle in the deep snow.

[Roll Intelligence + Medicine: You see far more blood here than Dr. Bach could have survived without.]

Then, when the woods around you become denser, you realize their source. On every other tree, you see the impaled heads of the locals who went after Dr. Bach’s kidnappers. Not least among them is Chief Officer Jefferson. His bruised skull adorns a sharpened branch of a nearby pine tree.

From the distance up the mountain, you can hear howling, jeering, and, from one unfortunate soul, screams.

“

At the sight of what was done to Jefferson and his men, the werewolf among the characters must make a Rage roll. Tonight’s moon is a growing, thin sliver (base difficulty 8). The sight of what the abductors did can also spark another First Change among the other characters.

Any Frenzied characters will charge ahead. Because of the new moon, this is likely only to be a character gone through the First Change. Others may have to follow. Suddenly, the trail of blood is not what the characters follow. Instead, they follow the scent. On the other side of the ridge, they will see the tree line down below. Stampeded down the incline, they know the abductors wait inside that small patch of forest.

Among the Red Talons, a few lupus Kinfolk are eager to prove themselves and leap out of the woods to meet the characters in the snow. They will all work together to bring one of them down at a time, viciously. When one of the Kinfolk wolves are slain, Sleeps-on-Bones, the alpha female of the Red Talons, will emerge from the woods to put a stop to the fighting.

She will beckon the characters into the woods, where a

circle of wolves wait for them. One among them, tall and dark, stands over Dr. Bach’s limp body. Roll Perception + Medicine to see she is still alive, though hallucinating and

“

“I kill your kin. You kill our kin. You agree: we are not kin.”

[...]

“Your kin destroy this world. You are a shark of metal with an appetite greater than all the sharks in the ocean. You have appetite without hunger. You drain and deprive the ocean.”

[...]

“Your kin destroy this world and we destroy those who will destroy this world.”

[...]

“Before, your father tells us the time will come. He promises us he will lead us down upon your nest of pollution. Every day I ask. Every day he answers: ‘Soon.’ Years go by.”

[...]

“Then, we sense your change. It is treachery. Long before I am born, your father had enacts his perversions upon your mothers. He breeds with humans and he was not ashamed. Then, I put an end to your father’s promises. He soils himself as I beat him in our duel. That is the name he will always be remembered by, now. Soils-Himself.”

[...]

“I am Craterborn. Every day my kin asks me my promise. I tell them: ‘Soon,’ and I mean it.”

[...]

“It is strange. I hate you. Your existence offends Gaia. Still I am curious about one thing. What will you do? Will you lower yourself in the snow and beg me to take you into the pack? Will you run far away and leave behind your foul kin to save yourselves? Or will you provoke me to kill you right here so you may die with as much shame as your father?”

[...]

“

The (Second) First Change

This is the second chance for the characters to become a werewolf. The opportunity is fading, however, and the difficulty is increasing. Roll Stamina + Primal Urge (difficulty 7, 2 successes required). Now, any character with enough successes undergoes the change.

From now on, characters who are yet to undergo the First Change may make this roll whenever a Rage roll is called for among the Garou characters. The difficulty will keep increasing with every roll. If the roll is ever botched, that character can never become a full Garou and becomes Kinfolk instead.

ACT I: KIN

near hypothermia. Craterborn shifts to his Glabro form and begins to speak as he keeps standing over Dr. Bach. Roll Perception + Animal Ken to realize that all the wolves eye the characters with disgust.

Ultimately, the Red Talons intend for the following to happen. They must retire to their den and prepare for their attack on King Cove. They have the means to influence the weather and will begin to brew a storm. Soon, travel by boat and plane will become treacherously dangerous for the inhabitants.

Right now, then, they will send the characters on their way, saying only they hope the characters will make the right decision in time. They may yet be spared. They intend to keep Dr. Bach as a hostage. Before they part, they will hint that their attack will not happen today, but soon.

Isolation

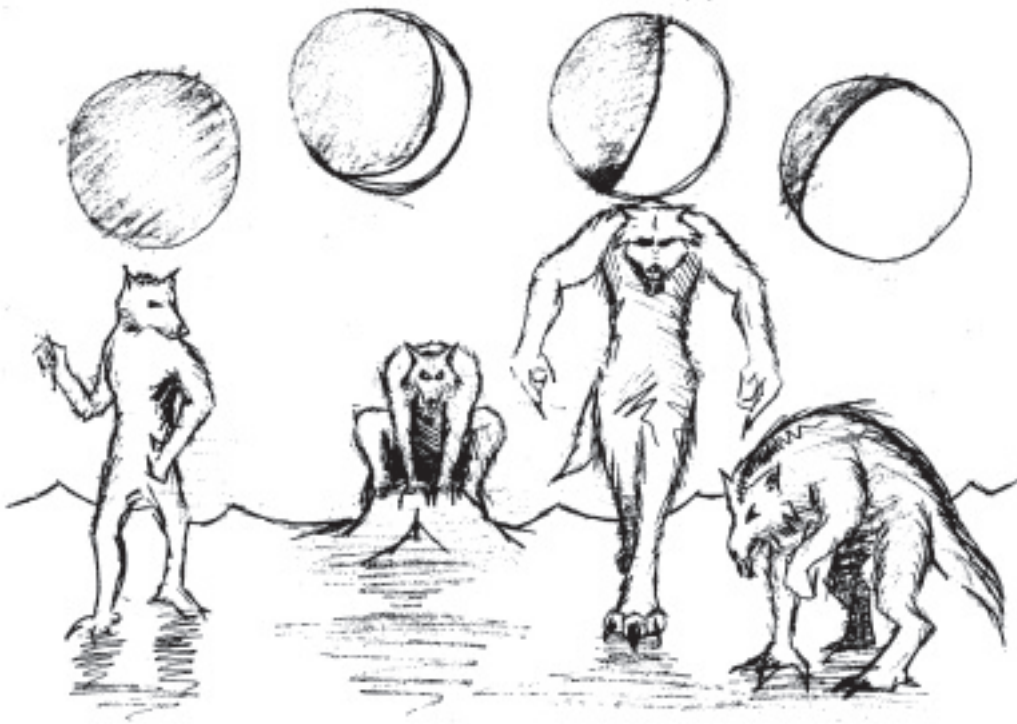
When the characters get back, the whole of the town will still be sleeping. Over the next days, the weather starts to turn against King Cove, but the attacks will have stopped. The curfew will be strongly reinforced and people will have stopped gossiping. At this point, everyone is scared and no one knows what to do.

A council will form, consisting of what remains of the police force, Diana, and several other elders of the town including the mayor. They will take it upon themselves to call for outside help. Strangely, this happens through upper management of the Captain Hook Seafood company. What the council does and discusses is kept quiet, though.

Tests

After a week or maybe two (and corresponding rolls), it will be April. As the wolves leave the area, most people try to get on with their routines as if nothing were the matter. This includes the characters' school lives. At the end of March, they will have a series of tests, marking the end of the quarter. The tests are: Algebra (roll Intelligence + Enigmas), Social Studies (roll Intelligence + Politics), and Biology (roll Intelligence + Medicine). All the rolls are made at difficulty 8 minus the number of days the characters spend studying successfully. To spend a day studying successfully, one subject must be chosen and its roll needs to be made at a difficulty of 6. With one success, the character passes the exam with a C+, two successes get her a B, three successes result in an A, and even more successes result in an A+.

In the middle of these tests, the characters may roll Perception + Alertness at a difficulty of 6 to notice a new item on the notice board. The letter is from the University of Alaska, Fairbanks, and it is directed at the minor schools of the Aleutian Borough. As a thinly veiled promotional stunt, the Fairbanks branch of the University of Alaska, being older, yet smaller than the branch in Anchorage, is offering scholarships to smaller communities throughout Alaska. They're looking for straight-A students with extracurricular accomplishments.



APRIL, 2000

Quiet before the Storm

“

It’s been some time since your night-time encounter with the wolves—werewolves, in fact—your own kind, apparently, although they didn’t see it that way. They’ve left the town alone. No one has heard a howl in the night since. For that matter, no one understands what exactly is going on, or what might happen very soon.

Just now, you’re walking to school, glad for the small comfort of your friends’ familiar faces. It’s more and more that you’ve seen unfamiliar faces around King Cove. They all wear the same black coat, the same black boots, the same black holster for their gun. One of them is standing to attention next to the schools gates as you pass through. Her jaw is set sternly and she doesn’t look one of you in the eye. She just nods as you head inside.

Inside the building, everyone pretends it’s just a normal day at school while the winds pick up outside.

”

During the week, the snow in the area doesn’t so much melt as it is washed away. Temperatures are higher than expected while storms brew all around King Cove. By the end of the week (don’t forget rolls), air travel is suspended.

If the characters are curious, they might discover more about the strangers in town. Several different kinds of prying might reveal the new council in King Cove sent for them and that they are a security company, almost like mercenaries, who are somehow a different branch of the conglomerate that owns the corporation that owns Captain Hook Seafood.

A Blink on the Screen

Whenever a character next touches a computer, she will be contacted by someone from Anchorage. He calls himself Tommy the Typist and he has been trying to find the characters ever since one of them had her First Change in his city.

“

The screen on your computer suddenly seems to glitch.

[...]

A black command screen comes up on your desktop. Slowly, text appears as if typed: ‘Young cub?’

[...]

‘You gave Anchorage quite a fright a little while back, didn’t you?’

[...]

‘Took old Tommy quite a while to find you. Mind you, googling werewolves is what gave you away.’

[...]

‘Is this a school network? Where are you?’

[...]

‘Tell me everything, kid. What’s going on?’

[...]

‘Those guys. They sound like Red Talons. They’re bad news, but usually not this bad.’

[...]

‘Damn.’

[...]

‘Look, I’d love to help. It just seems like this is the only way I can reach you.’

[...]

‘That said, you’re not the first cubs we’ve tried to help out of a bind. The least I can do is get you caught up on the world of the Garou. That is, werewolves—us.’

[...]

'I'm working on a server. I'll give you everything you need to access it and explore. It's a work in progress, though, far from finished. Use it. I'll get back to you as soon as I can do more.'

[...]

“

At this point, the RatBox.exe program may be distributed among the players.

Animal Attraction

From out of nowhere, during the days of school to follow, something brewing below the surface will become apparent. With what few local boys remaining in school, the werewolves among the characters will find themselves the target of inexplicable sudden sexual maturity. None of this manifests in any action, but it takes very little to realize the staring in the hallways, nor the awkward glances during gym class.

Cut Off

Deeper in April, the entire town of King Cove will be cut off from the rest of the world. Air travel has been suspended and five local fisherman have already been lost at sea. The last to arrive from the outside world was another team of the mercenaries who now guard every street corner, armed. As the characters go through just another week, food supplies will have run short and everyone in town is reduced to eating the town's own supply of canned fish and crab—only canned fish and crab.

Papers are sent to individual households, for families to record their inhabitants, names, gender, age, and—oddly—a copy of a birth certificate. They will be used to set up a system for the division and rationing of food at the plant, the letters state. Soon enough, the characters will find themselves queuing at the plant for a few cans of food every day after school. In the queue itself, everyone is made to leave a hair sample. Clearly, the characters are being hunted.

When they turn on the TV, the outside world seems not



to have noticed anything going on in King Cove. Their only connection to the rest of the globe, is the internet. When they reach out to Tommy again after a while, he will reply that he doesn't have much time, that he has to prepare for a moot and he can't personally reply to all the cubs that have contacted him. (If the characters stress the urgency of their own situation, he'll reply: "You kidding me? There's a kid in Alabama, thirteen years old, who just had his First Change during gym and went on a rampage. The only thing that's keeping him safe is the fact that they can't identify the corpses and assume he was killed as well. He's on the run, using an old modem I sent him and fucking pay phones. That's not easy.") However, he will have an update for RatBox for them, which he hopes may answer some of their questions.

Lastly then, the characters may roll Perception + Alertness (difficulty 7) when eating the canned food to realize something's not right. The people of King Cove actually never eat the canned food from the plant. Why would they when there's fresh fish around for the taking? What's in the cans is mushy and cut-up, and the red salmon or crab color is artificial. Roll Wits + Animal Ken (difficulty 8) to realize they're eating bits of shark and whale with added crab aroma. Furthermore, looking closely at the label, the small print reveals: 'Captain Hook Seafoods, a Hallahan Fishing company.'

Characters gain a point of Rage when they realize this and must make a Rage roll.

The Wolf Must Hunt

Every time the characters continue to eat from the canned food, they will inexplicably feel tainted. Not only will their Rage keep building up, but something deep inside them will feel like pollution. Even if they must roll Primal Urge to realize it, the characters should hunt for their meals from now on, which poses a challenge.

If the character remains in homid form, roll Perception + Survival (difficulty 6) to hunt down small game reappearing in the early spring. In lupus form, roll Perception + Primal Urge (base difficulty of 6, which is reduced because of the lupus form) to accomplish the same.

Shark in a Tank

If necessary to motivate them, the characters will keep seeing signs, consequences of eating the strangely polluted canned food in those around them. Eventually, either while standing in the well-guarded line to receive their share of food (at the behest of their mothers, if the characters haven't managed to dissuade them from eating the stuff) or by happenstance, they will see the mercenary naval vessel pull into the plant and recognize the

opportunity for investigation. Roll Perception + Alertness to realize this.

Whenever the naval vessel pulls in, someone from inside the building walks outside to manually verify the vessel and open the gates. The controls are just outside a line of sight of the door and the door itself remains unlocked.

If the characters wager heading inside, they will find themselves in a maze of catwalks high above the plant floor. On all sides of the great hall, offices can be found on the higher level. One looks like a great, sealed cooling chamber and three others appear to be offices. When navigating the catwalks, there will always be an employee making the crossing as well between two of the locations, who the characters must avoid. Also, they must succeed on a Wits + Stealth roll (difficulty 6) to begin with during each crossing. Finding a lab coat in one of the offices lowers this difficulty to 3.

In one of the offices, one with closed blinds, the characters can find reports that lycanthropes are present in the area. If they dig deeper, they will discover that the mercenary company (addressed as a 'First Team') has been instructed to hunt down specifically cubs within the town and rural lupus in the areas around it. In another office, they will find records of researchers, whose names the characters recognize as figures in town, cruelly describing experiments on the Pacific waters. Also, they mention capturing a 'Rokea' so that it might be used as a hostage to dissuade its brothers against attacking the plant itself. A ring of keys can be found here, next to a lab coat. The last office is an occupied lab where a handful of researchers are hard at work. The refrigeration room is locked. With the keys found in one of the offices, it can be opened to reveal a large tank kept just above freezing. Inside is a strange sight: a mutilated marine creature, a shark, with large hooks caught in its gills, keeping it suspended on taut lines—a shark with two arms and two legs, sprouting claws.

The Rokea cannot shift until the hooks are removed from his body. If the characters free him, he will climb out of the tank as a naked, Aleut man with dreadlocks in his long hair from exposure to salt water. The man speaks only Aleut, which the characters might be able to understand with an appropriate roll.

He says he must return to the sea, that the not-sea is filthy. He has overheard the scientists talk around him. He recognizes what is in the characters and warns that he will gather his family for revenge. When the day of war comes, he says, they must lead the men of this place onto the sea in their retreat, so that his family will tear them limb from limb, all of them. Then, he will want to make his escape. Perhaps the characters should, too.

May, 2000

The Moot

Early in May, Tommy will reach out to the cubs again to say he's leaving for the moot with the Red Talons. He will be back in touch in a couple of days, as the moot is nowhere near civilization. While the characters' circumstances continue to grow worse, Tommy meets with several other tribes, most notably the elders of the Sept of the Weeping Daughter.

When he contacts the characters again in a week, he has mixed news. Craterborn's intentions were put before a jury after Tommy had explained everything going on in King Cove. It turns out that Craterborn is something of a heroic figure among the Red Talons of Alaska. He is greatly renowned and deserves respect from even the characters.

Given the presence of Pentex in King Cove, the jury support his war. Everyone agrees that the canning factory needs to be destroyed, its management killed. As a consequence, the town of King Cove, depending solely on the factory, will be reduced to nothing. About the population caught in the crossfire, little was said.

The good news, however, is that although the Red Talon Sept of the Weeping Daughter denies its bastard cubs, several others spoke in the characters' defense. Notably, several members of the Black Furies have sworn that anyone who harms the King Cove cubs will have to answer to them.

On a final note, Tommy tentatively mentions that the characters' father came up in the moot as well. In the end, a Dirge for the Fallen was sung for him. The characters may wish to know that his name was Horizon-Dweller.

Omens

Only several days later than that, the characters will be outside when a great commotion strikes. Around them, First Team recruits will jog up to see what's going on. Mostly, what can be heard from a long way off is screaming. One voice pierces through from a great distance as it draws nearer. It's Zoe Bach. She's been released to incite fear into the people of King Cove. Her

clothes are torn and her wounds have become roughly-healed scars. She has been fed on scraps of raw meat since March. She unkempt and wild, but most of all she is stark raving mad with fear. She will crawl on hands and knees when entering the town, carrying a bundle across her shoulder.

She mutters something like "They promised me... They promised me..." as she makes her way to the center of town. Undoubtedly gathering a crowd, she continues to plunge her bundle into the ground. Then, she begins to laugh maniacally. The bundle's cover of deerskin falls away then, to reveal a tall, carved branch of pine depicting a leaping, rending Griffin atop a tower of skulls.

The First Team recruits will take her away, to the canning plant as she howls. One of them breaks the branch over one knee and leaves it lying on the ground.

That same day, the weather will hit its full storm. The winds pick up and ceaselessly ravage the town, making travel outside dangerous even if it is going across the street. Lightning strikes every few minutes as it slowly becomes dark. Torrential rain floods most of the roads and challenges the integrity of every home. The only thing that can be heard over the cacophony is one shrill moment, when every sound of weather dies out for a moment, and the howling of wolves can be heard across all the valley, louder than ever before. Then, the storm continues, and a careful observer might see a pack of enormous beasts advance down the mountainside, to war.

The Great Battle, Part I

Before the characters can reach the wolves or the factory, they will hear shots fired loudly. Where they catch up to the scene, a team of the armed, black-clad mercenaries stand behind the cover of a civilian home, behind which the Red Talons are advancing. Their backs are turned to the characters and the storm is a heavy distraction.

Craterborn leads the fray for three of his followers. In short range, he will let the others lunge forward while he hangs back to sharpen his talons to take out anyone who



remains firing. From the far back, Sleeps-on-Bones spurs them on.

The characters will be judged on their actions in battle. At the end of it, Craterborn will take on a shape in which he can talk as rain pours down from the heavens, steaming on his skin. In his menacing voice, he says: “Your kin destroy this world and we destroy those who will destroy this world. My kin ask me: When? I tell them: now. You, what will you do, now?”

The Red Talons intend to attack the canning factory and kill those responsible for the atrocities the characters have themselves been witness to. If they resist them, they will attack there and then and the characters will be in mortal peril. They may earn some esteem with Craterborn if they offer to help, however. What is to happen to the

As Played

The players actually decided for their characters to take matters into their own hands. They set off from King Cove to speak with Craterborn. They even managed to convince him to spare their mothers, in exchange for the characters’ help in the battles to come.

First Team Recruit

Dexterity + Firearms 7 (damage 7), Soak 4.

rest of the town will go unspoken.

Starting from now, keep track of the characters’ actions for their rewards in Renown. They are awarded their starting scores at the end of the great battle, as well as temporary Renown for their actions.

The Great Battle, Part 11

As the warband motions to advance toward the plant, a sniper on its roof will open fire. Randomly determine who is to be shot between anyone not in their breed form. The sniper uses silver bullets dealing one automatic aggravated damage plus the damage from the rifle itself (8 dice). For as long as the victim stays outside his or her breed form, another aggravated damage is added each turn if the bullet stays inside them (less than three successes on the initial damage roll).

Craterborn and his followers will become furious at the use of silver and everyone adds a point of Rage to their pool. They might play it safe and send someone to circle

around the factory under the cover of houses or they might try to look for a rifle in one of the nearby houses to take the sniper out themselves. If they storm ahead to the factory, the sniper will get two more shots in before the warband is out of his sight.

The Great Battle, Part III

All the doors requiring key passes are closed and it might seem the characters will have to enter through the main entrance, on the ground floor. When someone looks through there, however, it is clear that way is a deathtrap, as the ground floor is cleared while the catwalks above are lined with armed recruits, waiting for them.

Craterborn will turn to the characters, since they have been in the factory before. The characters might break open one of the doors that requires passkeys with the strength of numbers in Crinos form, swim under the gate leading into the water, or scale the walls with a great feat of strength and the Red Talons' sharpened claws.

However the characters get inside, there are nine recruits spread out across the catwalks. They will be wary of friendly fire if the warband makes it up to the catwalks. During the fighting, scientists can be seen loading the docked ship with files, folders, and hard drives. They are salvaging their research and intend to flee.

Before long, the First Team leader in full riot gear will emerge from the ship as he sends it off while remaining behind himself. He is in fact a Hollow Man fomor. He awaits the Garou below the catwalks on the ground floor.

If the Rokea was not freed before, he can be unleashed now and he will join the fray. As soon as the vessel leaves, however, he will go after it in the water, assuring the characters they should focus on the fomor. If the Rokea had been freed before, he and more of his kind are waiting for the vessel just outside the bay.

Craterborn will be the first to storm at the Hollow Man. He will recklessly jump down from the catwalks, trying to land right on top of it. The Hollow Man may roll Dexterity + Athletics to dodge him however, and Craterborn then falls into machinery, making his falling damage of 3 lethal damage.

By now, the rest of the warband may be opening fire on the fomor from above, or they may jump down themselves as well. Before they reach them however, they may notice the Hollow Man has Craterborn helpless with his Eyes of the Wyrms. The Hollow Man carries a belt of six grenades, two of which he stuffs down Craterborn's jaw before walking away, his face an unreadable mask behind his riot helm. Note that Craterborn does not need to die in the encounter, he is just very likely to. If he lies dead, the fomor will begin to eat some of his brains.

The Hollow Man will keep regenerating just as the Garou do and puts up one hell of a fight. Singling out opponents, his use of Eyes of the Wyrms is terrifying. If his armor were to come off at any point, he will appear to

Hollow Man

Fomor,
Beserker, Regeneration, Eyes of the Wyrms, Brain Eating,
Dexterity + Firearms 7 (damage 7),
Dexterity + Athletics 6 (grenades damage 12),
Stamina 3, Soak 8.

have very thin, pale skin. In fact, he will look surprisingly plain, shaven, and expressionless. Underneath his skin, worms crawl in a way only noticeable up close. When he is defeated, his skin will burst and the worms will spill out in every direction. Some of them will slowly shrivel up while others seem to evaporate.

Sleeps-on-Bones will take action here. She will gather what remains of her pack and lean over the edge of the docks to look into the water. Looking at their wounds and reduced numbers, her frustration is plain on her face. No empathy roll is required to realize she loathes the characters most of all, but she needs them. With her Gifts, she is able to make herself plain to the characters in her animal form. Howling, she explains that the Bane, the spirit occupying the mere human husk is not defeated and has fled into the Umbra, the realm of spirits. She directs the characters to do as she does, touching paws with her packmates and staring into their reflections. She assures the characters they can do it just as she can, that it is innate for all Garou. The character with the highest Gnosis may roll (difficulty 5) to see how quickly they cross the Gauntlet.

The Great Battle, Part IV

When the characters cross over, it will feel like they have dived into the cold water they were gazing into, while the reflected background changes. In the Penumbra, the factory roof is gone, revealing an open sky with only Luna present, along with the mysterious Red Star. In its place stand erect shards of rusted and tainted metal. Some of its reddish sludge is slowly dissolving into the acid waters that make up King Cove's coast. The great mountains around them stand strong, its vegetation lush and green. But here, in King Cove, everything is corrupted and vile, and spreading.

Before them, the Bane is being harried by the other Garou and their great totem spirit: Griffin. The totem spirit is fearsome to the characters, perhaps more so than the swarming pile of worms that make up the Bane. Griffin circles the battle, keeping the swarm from dispersing, while the Garou tear away at it.

The Bane will activate its Armor charm to be able to soak with three dice at the cost of two Essence. Helpless, it will continue to Blast its enemies, costing it more Essence

Worm Swarm Bane

Willpower 2, Rage 4, Gnosis 3, Essence 8
Armor, Blast

every time.

When the Bane is destroyed as well, the other Garou will bow before Griffin. Roll Perception + Animal Ken to realize that they are prostrating themselves before their totem, not thanking it. The characters are unlikely to understand the Griffin's screeches, but the looks passed to the characters may make it plain that the Red Talon Totem spirit resents the characters even more than Sleeps-on-Bones does. It pecks at and punishes its followers before it haughtily flies away.

When they rise again, the Red Talons bleed heavily. The Griffin truly was merciless and they refuse to heal the wounds it bestowed. Before they step back into the earthly realm, Sleeps-on-Bones will look up at the Red Star and growl.

The Great Battle, Part V

Back at the canning plant in King Cove, Sleeps-on-Bones will begin a Rite of Cleansing. The storm will have calmed by the time they return. In the distance out the open door from the docks to the open seas, the naval vessel of the escaping researchers can be seen sinking on its side.

Zoe Bach was being held captive in one of the offices. She will make her way to Sleeps-on-Bones, eager for her reward. Before the characters' eyes, the matriarch will use the Curse of Lycaon to actually turn her into a wolf, a skinny one with a thin coat, moreover a happy one.

Before long, however, townsfolk will show up in numbers. More than half of them carry a hunting rifle. Because of Delirium, the vast majority will flee immediately. Some, however, will manically fire at the Garou.

The warband has been hurt and has suffered losses. What remains of the Red Talons will attack the humans ferociously. The characters may try to intervene, but the locals will not be able to listen to reason either because of the Delirium.

At the end of it, Sleeps-on-Bones will order her packmates to her side. They have been hurt too much to continue and must return north. Begrudgingly, she will address the character as well. She announces the pack's return to their Sept of the Weeping Daughter, inland of Alaska. There, they will report what has happened here. She will say the characters' actions have been witnessed by the spirits and the other Garou will hear of it. Award the characters their first scores of Renown.

But then, Sleeps-on-Bones will threaten the characters.

Tonight, she says, they will sing a Dirge for the Fallen for their losses (if any, and notably, for Craterborn). The humans of King Cove, she says, may be spared tonight, but not for long. This land belongs to the Wyld, she says, to the wolves. The seas belong to the Wyld, she says, to the marine cycle of life. Neither, she says, deserve the touch of the Wurm or the Weaver, of humans.

Then, they depart, leaving the characters to return home. They may clean up some of the mess in the factory, but the carnage really is quite severe. Walking home, they may hear the howling of wolves from the top of the mountain, and instinctively they may understand some of Craterborn's life. This is a good opportunity to reveal Deep Burning Hatred, the comic that reveals Craterborn's past.

Restorations

The next morning, the people of King Cove will awaken from a dark nightmare. Although many try, no one can explain the events at the canning plant. Before long, the general consensus is that everyone had gone a bit mad, either by cabin fever for being isolated for so long or for a lack in their diet from eating the canned food.

In any case, contact is soon established with the outside world and emergency services arrive by helicopter and boat. Nutritional supplements are distributed among the people and an investigation is launched into what happened here.

Final Exams

While these things progress, the school announces its immediate fast track for students. Now that it has become accessible again for commuters, they are doing everything they can for their students to catch up for the final exams.

Also, more good news reaches the characters, at least for some. An organization from New York called the Native American Education Grants offers subsidized schooling for the Aleut characters. They must write in a letter of motivation to become eligible, regardless of their exact grades, after they graduate.

The characters then have two weeks before their final examinations. They may choose to spend every day, weekend or otherwise, studying. An equivalent of one day per week needs to be reserved if the character wants to keep up with her extracurricular activities as well.

The tests are: Humanities (roll Intelligence + Law), Science (roll Intelligence + Science), and Language Arts (roll Intelligence + Linguistics) All the rolls are made at difficulty 8 minus the number of days the characters spend studying successfully. To spend a day studying successfully, one subject must be chosen and its roll needs to be made at a difficulty of 6. With one success, the character passes the exam with a C+, two successes get her a B, three successes result in an A, and even more successes result in an A+.

ACT I: KIN

At the end of this, collect all the characters' grades and extracurricular points to determine their eligibility for graduation. First of all, the test taken earlier by characters must average at a C+ or higher. Then, all three final examinations must individually be passed with at least a C+.

To be eligible for the University of Fairbanks, a character must have an average overall grade of a B or higher, an A in the field they want to pursue their study, and a minimum of extracurricular activities gathered of 15. This allows a character to enroll with a tuition of an equivalent Resource penalty of 4 dots. This penalty can be reduced by scholarships.

Characters with an average overall grade of an A or a minimum of extracurricular activities of 30 will have receive a scholarship of an equivalent 2 Resource points. Characters with both will receive a full ride, resulting in no penalty.

Aleut characters who write in to the Native American Education Grants must roll Intelligence + Expression (difficulty 6). The amount of successes directly results in a Resource penalty reduction, up to a maximum of 3.

Characters who do not make the qualifications to graduate can either become drop-outs or redo the last year of high school in Fairbanks. Characters who graduate but do not qualify for enrollment in the university can try to find work there instead.

Conclusions

Tommy will reach out to the characters again when news of King Cove hits the rest of the world. He will express joy in the characters' accomplishments and assures them a place in his Rats' Book of Renown. He will go on to ask about their experiencing the Umbra for the first time, phrasing it as 'popping their cherry' in a certain sense.

If the characters ask about the Red Star, Tommy will grimly relate that it appeared last year and that it is a sign

of the coming war, the last war, the Apocalypse. It is the sign that today's generation of cubs is the last, that they are the last warriors who will join the war. That it is the very reason he has taken it upon himself to establish contact and help cubs all over the country. Gaia needs them, and so far, there aren't enough of them. Ending on a light note, Tommy will proclaim the worthiness of the characters.

In town, then, people are soon making plans to leave already. After a few weeks, the owners of the plant not only announced they will not pursue rebuilding the plant, but also managed to disown responsibility of cleaning up the mess. Without the work the canning plant offers, a great many people are moving either to Anchorage or back to family in other towns nearby. A stout following makes a point to stay in King Cove, however, the characters' mothers included (unless the characters insist they leave for fear of the intentions of the Red Talons). They will make a living with simple fishing. There's even talk of starting up a venue for tourism.

Not long after their examination then, the characters have one final event to attend: prom. With their newfound animal attraction, they will have their pick of any date in school. Rodrigo Martinez will particularly make himself available.

The prom is held in the school's gym and despite the town's efforts to make it an excellent event, it turns out to be more than a little bittersweet. Everyone in town and everyone at school have known each other all their lives. Generations after generations have stayed in the area, but suddenly a great number of them are leaving.

In the very first session, the characters acquired prom dresses. In the order they were presented, they can be ranked 1-4. The characters may finally roll this score (difficulty 6). The one with the most successes is elected prom queen and gets to stand in the memorable spotlight, earning her a long-lasting confidence expressed in a rewarded permanent Willpower increase.



ACT // : PACK

*From the fires of matricide, four
brothers will arise to exude filth
upon their legacy.*



FURIES UNLEASHED

SUMMER BREAK, 2000

“

It's simply amazing how, after all that's happened, after all the mayhem, things can turn unbearably dull immediately afterward. After the prom, your classmates slowly began to drift out of town. Then, whole families migrated. King Cove hasn't quite emptied out yet, and you're about to make your own departure before it does any further.

The town will remain, for now. The Aleut natives, plus most of the fishermen, and a considerable number of locals who simply refuse to leave the place they were born in stubbornly hang on to the roots they've sown. Lord knows if they will be able to keep King Cove alive. You try not to think about Sleeps-on-Bones, or what the Red Talons might yet do.

Instead, you're resolved to make your own departure. There was an unsurprising multitude of acquaintances with furniture to spare and it, along with several boxes of your own scarce possessions, have been hauled unto the boat.

The best way to get to Fairbanks, where you intend to settle in with either your mothers' blessing or insistence, is by boat until Anchorage and by road or plane from there. Since your cargo was going by boat, your passage alongside it was cheap.

After making Tommy aware of your travel plans, he insisted you stop by in Anchorage, so as to meet in person for the first time. You have all summer to get settled in up north and one stop can't hurt. You've been promised the hospitality of the Bone Gnawers, whatever that's worth. After that, it's on to a new life in Fairbanks.

“

Meeting the Bone Gnawers

After exchanging many conversations through Tommy's RatBox software, the characters have arranged to meet him and the rest of his pack in Anchorage. They meet at the lowest basement floor of a disused parking garage. Signs and lines of tape everywhere warn of a possible flooding. Down at the lowest parts, the characters find Tommy, his great Metis body looking stunted behind a dented laptop. He introduces them to Grandpa, a fierce warrior hidden in the body of a sour hobo, and Minnie Rat, a frail young woman with a high-pitched voice who fully embraces the inside joke of her name.

Under the dripping ceiling, small talk then ensues. "This place ain't so bad. You know, the graffiti's definitely improved this year." Previously, the players had expressed concern about going north to Fairbanks, considering what the RatBox had to say about the Wendigo. Should they ask Tommy, he will tell them: "There's a tribe that should frighten every cub to their core. The Red Talons can be bad, true, but these guys are something else. You rarely see them out in the wide world. They were driven back, outnumbered by us, back when we were invaders to this continent." [...] "They consider themselves the purest of the Pure Tribes, brother only to the Uktena and the extinct Croatoan. They are warriors, xenophobic,

territorial, and malicious. To this day they call us Wyrmbringers for coming to their land. In their war, they believe the Wyrms can be washed away from the world with our blood." [...] "They are the Wendigo, named after their totem. The great spirit called Wendigo is the incarnation of winter, death, and cannibalism. Their ancestral homeland, their last bastion, is the north, where you're headed." [...] "The good news is, they dislike cities as much as the Red Talons. They're also small in numbers. I've had no reports of a Wendigo presence in Fairbanks. Why would there be? It's a symbol of invasion to them. Just... be careful of cold winds in the wild." Tommy then puts an offer on the table. If characters ask them to, the Bone Gnawers will gladly take them in.

Lessons

There are three lessons the Bone Gnawers may further put to the characters. Each will be time-consuming, however, so the characters must choose one and divide themselves among their mentors.

If the characters want to hang around a bit longer, the Bone Gnawers can further tell the characters about the howls of their kind, the First Tongue, the written symbols and their meaning, and several more minor Rites. Before they leave, they will ask them for their new address.



Grandpa's Lesson

The angry Ahroun will stare his pupils down while he rummages through his junk. From in between empty bottles and trashbags, he retrieves a cruelly sharpened silver necklace with a mutilated crucifix on the end. "Some call this the coward's weapon," he will say. "That's because it works."

Grandpa will teach the characters the principles of partial transformation, using the silver necklace as negative reinforcement. The partial transformation must be learned individually for a specific limb, for a specific form.

The character must succeed a *Dexterity + Primal Urge* (difficulty according to desired form) to learn the trick from Grandpa.

Tommy's Lesson

Tommy will state his lesson is pretty simple. He wants his pupils to go up into the city and beg for coins. Once they have six of the same coin, they can come back. Tommy will fold the coins in a bit of newspaper and place them in the center of the room, where a strange symbol has been spray-painted on the floor. He steps sideways into the Umbra to bind a spirit of Plenty into the coins. When he returns, he hands the newspaper to the characters and shows how he's made Golden Pockets. He will explain how the fetish works and that the character should never play by the Weaver's rules.

Minnie Rat's Lesson

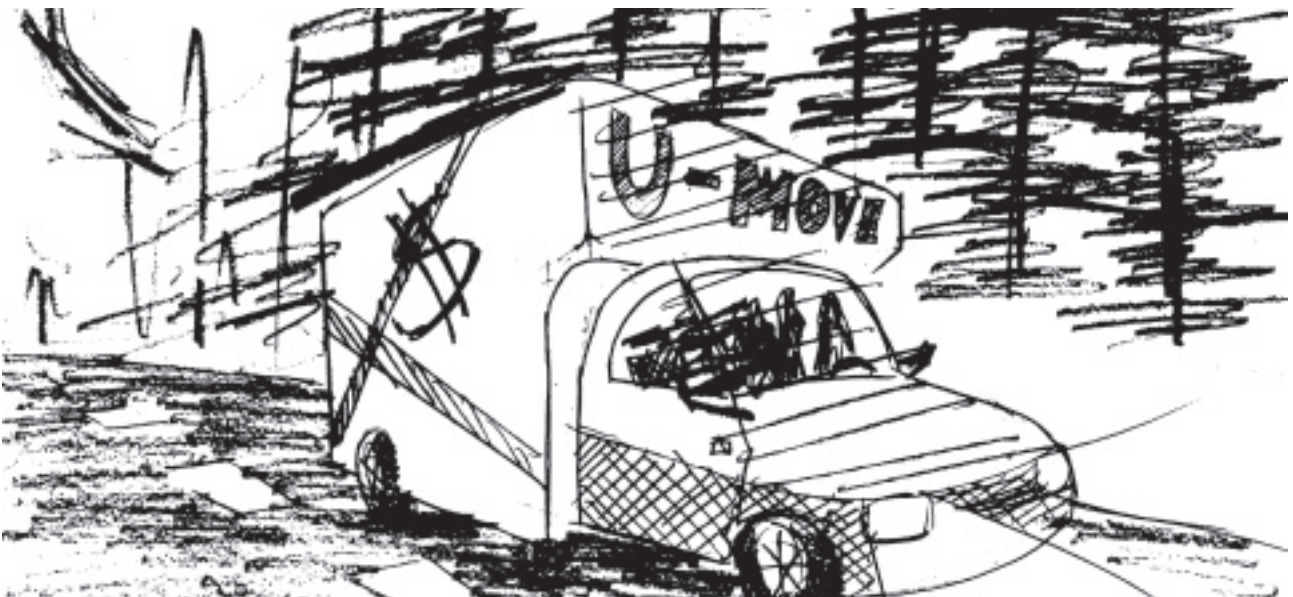
Minnie Rat can teach her pupils about Rites. First, she will give an almost too cute explanation of the cycle of life in the spirit world and how Gaia made a pact between spirits and Fera. In exchange for chiminage, the spirits can offers the Garou aid they desperately require. The Rites require much however. First the character needs to acquire the *Rituals Knowledge* up the level of the Rite. An elder then needs to teach the Rite. Furthermore, to commune with spirits, a *Gift* is required to understand them and a *Rite* is required to awaken them.

In Minnie's company, the characters have the chance to increase their *Rituals* score with experience points. She will further tell them about specific Rites and Gifts out there. The characters may even learn the *Rite of Binding* or the *Rite of Talisman Dedication* in her presence if they succeed a *Wits + Rituals* (difficulty 8) roll.

Most importantly, Minnie presses the characters about acquiring the necessary tools to acquire a totem. She tells them about Rat and what it does for a pack. She lists all the possibilities and urges the characters to seek out a spirit patron.

The Road North

Eventually, the characters must set off north to Fairbanks. It's a seven hour drive spanning 360 miles. This gives the characters much room for contemplation. After the lessons they have received, the players are welcome to browse the available Rites and Gifts in the



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core rulebook and make plans for acquiring them. More than that, allow the characters to discuss their potential totem.

They will need to stop for gas at least once. Undoubtedly, the characters have some means of paying for it. They may also need to stop for food and a few toilet breaks. It gets dark quite late as they approach the north.

Along the way, the characters will run into several more sights. A hitchhiker possessed by a spirit of wanderlust will try to catch a ride, although he may not fit in the car. A car overtaking the characters will hit a wild deer running into the road, required a roll to see if they can swerve aside. The other driver will get out of his truck, shoot the thing in the head, and bind it up to his grill to take home.

It may dawn on the characters how there are vast tracks of wilderness to either side of their narrow road. The Wyld is stronger up north, although the characters drive on the Weaver's web.

Settling In

Once the characters arrive in Fairbanks, they may situate themselves in their new apartment and divide the rooms among themselves. They may devote time to leisure or progress toward the maturation of their pack.

Notably, in the area, there are a few blocks of suburban houses, not in the best shape. Their part of Garden Island is furthermore boxed in by railway tracks and it features the Monroe Catholic High School. There's a hardware store, a beauty parlor, and a gas station. Down the road, there's a tattoo and piercings shop. Having an opening as the characters arrive is an internet cafe in their block. Other stores are on the opposite side of the river.

Characters may also familiarize themselves with their campus, their duties, and possibly apply for a job in town. Note any direction of company may lead the character to a Pentex subsidiary without realizing it. Examples of jobs in the World of Darkness for a high school drop out include working at an advertising agency as an in-house model (starts on a can of soup, ends at degrading car shows), or even as a drug trial subject.



SEPTEMBER, 2000

Routines

From now on, the characters will all have their new weekly routines and subsequent rolls. For each major, if a character has chosen to study at the university, a roll may be devised at a set difficulty. For a particular job, the same holds. At two successes, the character advances as is required. With less successes, the character must make up for the loss during the next week. Successive falling behind may result in getting fired or thrown out of class, botches even more so. Whenever more successes are achieved, without needing to compensate, it is worth noting for possible promotions or better grades.

As soon as the characters find a way to contact the outside world digitally, the Bone Gnawers of Anchorage will have left a message for them. They were visited by a messenger called Lukman. He is one of the Silent Striders, taking the duty upon himself to spread word from the Garou Elders. After visiting the Bone Gnawers, Lukman said he would venture north to bring the same news to the Wendigo, if he could find them. Lukman mentioned he had business of his own in Fairbanks, and so the Bone Gnawers petitioned him to pay the characters a visit. The Bone Gnawers lastly make it no small point offer him the highest hospitality.



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On their first day, let all the characters roll an Appearance + Etiquette (difficulty 6) to see how well they make contact with their colleagues or classmates. Note down the number of successes. Anyone in college making contact will hear of a party going on at a local fraternity to celebrate the start of the academic year.

Frat Party

The characters may have become aware of a start-of-the-year party at a local fraternity. Everyone who remotely resembles a student is welcome. At a prominent house in the College part of town, cars are parked all the way up and down the street. Above the front door the letters ‘Gamma Upsilon Phi’ are proudly displayed.

The party itself is a debauched festival of red plastic cups. Members of the fraternity are treated like kings in their domain. Before long, a prominent college DJ is brought on to the stage along with the announcement that all tonight’s beer is sponsored by royal decree for Gamma Upsilon Phi, by the monarch of beers: King Brewery. As the words are spoken, bikini-clad models haul in kegs marked with crowns and the party breaks loose.

In the back rooms of the house, drugs are sold and used relatively freely. Upstairs, people can be heard fornicating with open doors. All around them, young people are intoxicated, many underage. Worse, the characters will be unable to escape the constant attention their animal attraction affords them.

Should the characters ask around, they might learn a little about the conventions of fraternities and sororities. Gamma Upsilon Phi and other such Greek letters are abbreviations of either an Anglicized phrase or a Greek one.

If they ask a member of the fraternity, he will gladly address them with no shortage of flirtatious advances. Members can tell them the letters stand for “Τῆσι Υπηρετοῦν Φίδι”, but the meaning behind these words is kept as a members-only secret. In fact, they mean Serpent Serving Sons.

Lukman’s Arrival

The Silent Strider Lukman will approach the apartment from a distance. The characters may hear dogs in the neighborhood barking before they realize they are responding to a howl in the night. On the other side of the river, Lukman is in his lupus form, requesting permission into their territory. His coat of fur is black and his eyes shine bright yellow.

When he shifts back, he appears as a tall, dark-skinned man. His eyes are entirely blood-shot and long, thick dreadlocks hang to his shoulders. His beard is gathered in a braid, bound with golden rings. Underneath his long, black fur coat, he wears only loose fitting trousers.

As soon as he does speak, he explains in a deep yet soft voice that he has traveled for three days without rest. He

begs his hostesses for three days of shelter, in which he must rest. In return, he offers them three gifts when he awakes.

Lukman will very shortly collapse to the ground. After these three days, he will open his eyes and ask for a shower. When he comes out, half-naked, he will offer the characters a moment of his time, if they choose. He also has other business in the city he could look to first.

Meet the Neighbors

One evening, the characters may hear a significant amount of noise through the walls of their apartment. Two of their neighbors are arguing. Mr. Obukhov, the reclusive Russian writer living upstairs, has had enough of Scotty, the landlord’s deadbeat son. The landlord allows Scotty to stay in the vacant apartments under the mantle of fixing them up. The landlord himself has moved out recently, giving Scotty even more license to do as he pleases.

By the time the characters open their door to hear properly, they may witness Mr. Obukhov swearing in his native language as Scotty gives him the finger. Eventually, they both head inside again.

Lukman’s Counsel

When the characters want to hear the Silent Strider out, he will sit them down and thank them thoroughly for their hospitality so far. He will speak of their need to align themselves with the Garou Nation, for currently they are outcasts. To illustrate this, he will recite for them the Prophecy of the Phoenix. He will illustrate how the culling of the wolf population already signifies the first sign, how the Exxon Valdez (‘89) disaster coupled with Chernobyl (‘86) signify the third, and how his mission now, going from tribe to tribe, is to deliver word that the Garou Nation Elders have agreed the sixth sign has been seen. It is believed the receding of the Stargazers is its fulfillment. Lukman recites again, the sixth sign, how all packs in the Garou Nation will have a purpose, and urges the pack to join it. They must approach and join a tribe, for there is little enough time already.

Next, Lukman will offer to mentor the characters directly. He explains that he was born a Ragabash, but that he has rededicated himself in his auspice twice already. He does not believe he has betrayed Luna in doing this, although others do. He was a Theurge next and currently remains a Galliard. As a Galliard, he offers to teach them the proper howls of Garou, so that they may recognize their next visitor’s Howl of Introduction. Furthermore, even though the duty should fall to their tribe, since they don’t have one yet, he offers to perform the Rite of the Totem for the characters during his stay here, if they can decide on one.

Last of the Salmon Run

It is late in September when the very last of the silver salmon complete their run past Fairbanks. The salmon have run a long distance up the Yukon River, to split off into the Tanana River by Fairbanks. Encasing Garden Island by the south, the Chena River further splits off from the Tanana and ventures east.

Under Lukman's direction, the characters can gather at the banks of the Chena nearby. He explains that before the hunt, the characters must coat themselves in a substance holy to Gaia, but of their choosing. Some choose pine needles, others choose tobacco. There are hundreds of variations. Their choice matters, as the scent of this coating will mark them for the spirit they pursue and will play a role in their communion with their totem in the future, if they succeed.

When they are ready, Lukman will be waiting for the characters in the Umbra. There, the trail of Salmon must be hunted to where the river narrows, where it may be trapped and approached.

When they present themselves in the Umbra (Gauntlet 7), under the dark sky lit only by the Red Star and Luna, Lukman will impress upon the characters that he has witnessed and marked the passing of the Last of the Salmon, and that this spirit is a special one. He blesses them and sends them on their way to follow the Umbral Chena land inwards.

All around them, Fairbanks appears as a hive of silken shells and threaded webs. The characters may even spot the tiny spiders at work on them. Following the river, and the trail of Salmon's smell emanating from it, the scenery soon changes.

Perception + Survival rolls (difficulty 7) will keep the characters on track as the Umbral river breaks up into smaller channels. It seems as though the river itself is alive, bending and twisting to help hide Salmon's route.

After hours of tracking, they see a stony ford in the distance. The mountains and forests on both sides of the river loom higher than seems possible by now, and the night-sky has made way for a bright late-summer's day. Ahead, at the ford, they can hear the snorting and murmuring of a great beast, a grizzly bear.

Just as the characters approach, the grizzly bear spirit catches the Last Salmon in its mighty jaws as it tries to escape further upriver. It takes a large bite from its flanks and tosses it on a rock beyond the banks. The bear already seems overfed and has attracted the buzzing spirits of decay in its boneyard of fish. A faint presence of the Wyrms clings to this part of the air. The characters must come between Bear and Salmon if they are to save their totem-to-be.

After Bear has been defeated, Salmon speaks to the characters in a whispering, mercurial voice. It has been wounded and has a long journey left to make to reach the

Bear

Willpower 8, Rage 7, Gnosis 7, Essence 30
Armor, Healing, Incite Frenzy

secret recesses of its destination. Salmon never intended to let itself be caught by the Garou, insisting it has its own designs. Last of the Salmon proclaims itself both cunning and wise, patient and calculating.

Its plans will never succeed if it does not reach the source of the river, however. Salmon is prepared to reveal some of its secrets to the pack and bind them in a pact by serving as their totem, if they carry it further upstream.

The characters may carry Salmon further on its way, the river now bending in their favor to find the correct source. Last of the Salmon's destination is the top of a short waterfall. It insists they must place it at the top, but may not see what lies up there. Salmon proclaims the sacred pool now belongs to it alone and if ever the characters have need of their totem or its secrets, they may follow the Spirit River and be guided here if Salmon smells their coming. The Last of the Salmon further offers to teach the characters two Rites of their choosing.

Last of the Salmon

Willpower 3, Rage 1, Gnosis 4, Essence 20

The totem can speak to the characters without them requiring the Spirit Speech Gift.

Traits: Last of the Salmon teaches two characters a Rite of their choice immediately upon accepting them. Furthermore, one character at a time may step sideways at a difficulty of one less as well as call on two extra dice in a Rituals roll per scene.

Ban: Salmon promises the characters that it is no fool and may call on them to perform a service for it once a year, without question. Also, Last of the Salmon's secrets may never be shared without its permission.

The characters may divide their dedication to the Last of the Salmon amongst themselves in a total of 8 Totem Background points. They may work to strengthen Last of the Salmon with further devotion (and experience points) from this point on.

After they leave their totem's home, the characters find they cannot step sideways from here. They have truly wandered away from the Penumbra and must find their way back before they can return. All they have to do is

ACT II: PACK



follow the Spirit River downstream until it appears to become night-time again. Lukman has been waiting for the characters all this time, ready to guide them back to where they crossed the Gauntlet.

Back at home, Lukman draws an abstract chart to the Umbral realms for the characters, attempting to explain where they have been. They are also rewarded temporary Renown for their actions in the Umbra and the earning of a totem. One point of Wisdom is awarded per Rite learned for those who did. Two points of Glory are awarded to all characters who participated in bringing down the gluttonous bear spirit. Lastly, three points of Honor are awarded to all the characters for completing Last of the Salmon's run for it.

Lukman's Business

If queried, Lukman will tell the characters his predecessor in serving as messenger to this part of the

world had a particular fascination with Fairbanks. She had newspaper clippings and hospital records going back five years describing missing persons, exsanguinated pets, and blood bank heists. All signs pointed to the presence of a vampire in the city—indeed those exist as well. Then, last year, she went missing after heading north, to this city again.

Lukman may further reveal the Silent Striders have a particular, historical hatred for vampires. His people may never return to their homeland by their foul design. After a few days longer, however, Lukman turns up no leads and he has to make his way to the Wendigo soon. He leaves the characters, after thanking them thoroughly for their hospitality. He does not believe he will be back in Fairbanks for another year at least.

OCTOBER, 2000

Under Salmon's Guidance

Further explorations of the Umbra may take place under the totem's guidance, revealing new spirits and the characters' first Gifts after offering chiminage. These quests are left entirely up to the characters' desires, however.

News from King Cove

Down south, several developments may come to the characters' attention. The following is what happened, although whether watching it on the news or hearing it from Tommy will reveal different parts of the story.

Nelson Lagoon, a village nearer to the Aniakchak Crater, burns to the ground. The minute town was full of sons of Horizon-Dweller. They escaped with their hides intact as truly dark Garou. In truth, they are trying to prove themselves to the Red Talons of the area by cutting all ties with humanity. They were responsible for burning down their town and they did not stop there.

King Cove, then, is also attacked. The use of fire disgusts the Red Talons and tensions culminate when Sleeps-on-Bones decides to honor Craterborn's pact in sparing the characters' mothers. Horizon-Dweller's sons wanted to slaughter the characters' mothers out of principle after they were told of what had happened there months earlier. In fact, this conflict has driven the other sons away from the Red Talons. Whether this was imposed by the Red Talons, or if their destructive nature has even surpassed Sleeps-on-Bones' pack is unclear.

What has reached the Garou community is the name these dark pups are going by: The Black Orphans. Supposedly this started as a reference to the fact that they killed their own mothers. No one is sure if they really did.

Mothers' Fate

A week later, the characters will receive a phone call from the Providence Alaska Medical Center in Anchorage. Their mothers had all been committed there, in perfect health. They seem to have suffered mass delusions as a police investigation remains unsure of the vast crimes of

arson in the Alaska Peninsula. The characters can even speak to their mothers, who reassure them they are fine and remember very little. They intend to stay here in Anchorage with friends for now. If the characters insist, they may visit with their mothers, although their duties in Fairbanks may suffer for it.

Survivor

What slowly surfaces from the wreckage of the Black Orphans and their actions is a now-homeless kid of sixteen who was not affected by any of the Delirium-induced mysteries surrounding the arson of his home town of Nelson Lagoon. He hid from the attackers and remembers everything. The Bone Gnawers of Anchorage managed to intercept him before he talked to the news. His name is Dale and Tommy has explained to him that he is Kinfolk. The kid had nowhere to go and does not want to stay with the Bone Gnawers. Tommy contacts the characters about how to proceed, given that he is their half-brother after all. He has not told Dale about them yet.

The Mark of the Weaver

After some of the characters' first week of examinations, they may notice a strange pattern in some of their fellow students milling around the university. A roll of Perception + Enigmas (difficulty 7) may, in degrees of their successes, reveal that people around the characters' age taking their first tattoos, that those who have tattoos, even the senior students and researchers, are all a little withdrawn and quiet, or even that those with tattoos in their classes all have significantly higher grades after their exams.

If queried about their tattoos, those newly affected may reveal they got them at a place called Aunt Nancy's, the tattoo parlor in the characters' neighborhood. In truth, its resident artist Anna Ailing is imbuing her masterpieces with spirits of order and diligence, helping her customers by bringing them greater stability by bringing the Weaver into their lives, under their very skin.



Changing Weather

By the end of October, the weather in Fairbanks start to show its harsh weight. The daily highs don't reach above freezing anymore and sunset has moved down into the afternoon and getting closer every day. Snow has fallen all month and has no outlook of ceasing.

Aunt Nancy's

If the characters follow up on the rumors of the tattoo parlor near their own home, they may discover it is a small hangout where students and locals have a beer over thrash metal softly playing in the background. If one of the characters is looking for work, the owner, Ms. Ailing, is actually looking for someone to tend the bar on weeknights as the hangout becomes more popular.

As Played

Emma, being the only one of the characters not to go to college—actually, she remains a high school drop-out—was by this time working two jobs to help pay the rent. One of these jobs was leading up to a modeling career for Pentex's own King Brewery. The other had been simply flipping burgers. As soon as the characters began to suspect something was going on at Aunt Nancy's, Emma got a job there immediately, quitting the burger-flipping job.

NOVEMBER, 2000

A Package

A package arrives for the characters at their apartment in Fairbanks. It is heavy and bears postal marks from Canada. Inside is a note from Aimée of the Three Furies pack, who sent it, and a heavy, silver knife with a thick blade. Although the characters may not realize it, it is a klaive fetish. Bound to it is a spirit of lye, corrosive yet natural. The characters may learn of it and one may attune herself to it with proper dedication.

Trouble over a Cat

One night, shouting again interrupts the characters from an otherwise pleasant evening. Scotty and Mr. Obukhov are at it again. Between them, on the balcony railing, a cat called Kishka, Mr. Obukhov's pure-bred Siberian forest cat no less, is lazily licking itself. Scotty is threatening to have the cat and the owner separated, or

even Mr. Obukhov thrown out as he claims pets are forbidden on the premises.

The characters may get involved or they may stay out of it. In either case, over the next days, the characters may note a missing dog flyer several blocks away. A few days later still, Mr. Obukhov's cat does not return home after a night out.

Greatly upset, the Russian writer blames only Scotty. This time, it comes to blows as the landlord's kid denies everything. Mr. Obukhov reveals himself to be tough for his age and unless he is stopped, Scotty ends up hospitalized.

Only if by some coincidence or unexplained insight, the characters check the dumpster behind Aunt Nancy's, they will never find the exsanguinated remains of their neighborhood's missing pets.

Cold Winds

By late November, it is too cold for people to be out if it can be avoided. While the Aleut characters venture home in the early dark one day, will feel the chilly wind biting through the thickest layers of clothing. In waiting for a bus or returning from buying groceries, they will find themselves out alone in the biting cold. It might be they're imagining it, but as the winds deafen their ears, it seems like a duet of dark voices whisper in it.

The first time this happens, the character might run home and try to forget all about it. Inevitably, as they go out again, it will happen once more. After the third time, one Aleut character may roll Perception + Alertness (difficulty 8) to see a shape ahead of her before she walks into it: a dreadful sight of a man. His arms are bare, revealing a bloodless white skin. For trousers he wears something made of leather and furs. A wig of horsehair hangs from his head and a rigid, frozen scarf is tied around his neck. The outline of a skull is painted over his face in a white paste.

The man follows the character and will give chase if she tries to run. Only when they are face-to-face does the man speak, saying that he is megwànizo. The character may

Letter

To the King Cove Cubs,

My daughter and I have repeatedly been hindered in a long-overdue visit to you all. Where the past months have left us in mourning of our departed eldest, news of what everyone is calling the Black Orphans pack stirs us into action.

We will see you soon, but first we have a hunt to complete. Having picked up the trail of your half-brothers, we have reason to believe that they are dancing the Black Spiral. They may mean you harm above anyone else. In case they find you before we find them, find enclosed a weapon that should not be used lightly.

Yours,
Aimée

Lost Scene: Wendigo

The characters were so frightened of the Wendigo, that they never even followed up on their meeting. Here the scene is included as written, but never played.

If the Aleut characters venture into the western mountains, they will quickly find themselves faced with steep inclines and harsh weather conditions. The last road they will be able to cross is the Old Anchorage-Fairbanks Highway, which soon gives way to a dirt track before the characters are surrounded by frozen woods and howling winds. With a Wits + Survival roll (difficulty 7), they may find their way to a creek with ice forming all along the bank. Suddenly, the characters hear only the wind and the water. The vast expanse of nature draws them in and drowns out the city and the roads, which now seem a world away.

If they keep following the creek, they may roll Stamina (difficulty 6) to prevent frostbite (1 aggravated damage). Another roll of Perception + Alertness (difficulty 8) may reveal shapes in the woods around them. The characters have been followed for a while.

Whether the characters saw it coming or not, one of the shapes steps out of the woods on the other side of the creek. It is one of the Wendigo in Hispo form, appearing as a towering arctic wolf. Icicles of blood hang from its maw like a dreadful beard. Behind the characters, the Garou who called himself Megwànzio before emerges as well. He still wears a mask of frozen white paste, making his face rigid and expressionless, drawn tight, with wide-open eyes. Lastly, two women in Glabro form rise from a sitting position in the snow, where the characters had thought there stood a single formation of rock. They wear an ill-fitting assortment of torn jeans and faded leathers and walk barefoot in the snow in unison. They appear so alike that they must be twins.

How any of them can have bare skin exposed is a mystery to the characters. Megwànzio then speaks: "Welcome to the Pure Lands, cousins of the Aleut." After appraising them, the alpha on the other side of the river gives a great howl. Suddenly, the winds fall still, and for the characters it feels as though they just stepped indoors.

The twins will continue to engage the characters about their place in the world of the Garou. They make no effort to hide their contempt for nearly all other tribes. They explain in no uncertain terms that the Wendigo are the only tribe who has remained pure. The Wyrmscomers, as they name the European tribes, are all infected with the machinations of the Wyrms. Croatoan died to undo the harm they caused centuries ago and indignantly, the Wyrmscomers settled and expanded afterward, culling both the population of wolves and Native Americans.

The Wendigo state their respect for the Silent Striders, the Black Furies, and the Red Talons, and them alone. They see the Uktena as their wayward younger brother, but are prepared to call it a lost cause. If the subject of cannibalism comes up, the twins will growl and point out that Garou are not of the same species as humans. Cannibalism, for the Wendigo, would be the act of eating other Garou. If killing an enemy is right with the Litany, than what is wrong with eating your foe's heart to gain his strength, to honor his death, even?

In all, the Wendigo make it clear that the Aleut characters may attempt a Rite of Passage with them. If they pass it, they may join the Wendigo and return to the purity they have lost. They may finally forsake the machinations of the Weaver and the Wyrms and save what is left of Gaia, here in the Pure Lands alongside the greatest and purest warriors.



roll Intelligence + Linguistics (difficulty 6, for being familiar with Native American cultures) to know it is Algonquian for ‘one who hunts, kills, and butchers’. After a frightening stare, he says: “It has been long since the Wendigo were graced with kin among the Aleut.”

Megwànizo will invite the character and her Aleut sister to venture into the western mountains any time they wish. There, he says, they will find the tribe where they belong.

Dale Arrives

When Dale comes to the characters’ door, he badly needs a shower. He took a train up to Fairbanks from Anchorage. Dale is a year younger than the characters, but had finished high school a year early. He speaks with a stutter, but manages to come across as witty. Most of the initiative lies with the characters, as Dale is an introvert of the highest order. He refuses to speak of what happened in Nelson Lagoon, hinting only that he knew those now dubbed ‘the Black Orphans’ and knew them well.

The characters might soon find Dale sleeping on their couch. He spends much of his time at the internet cafe around the corner and will even find a job there quickly. If he settles easily among his half-sisters, he even mentions he intends to enroll at the university next year.

About their nature as werewolves, Dale is quite open. If it is deemed proper, he has many questions about how it is to change into their various forms. He cannot hide the fact that he laments being bereft of the same blessing as his brothers and sisters.

Late Night Betrayal

Unless the characters have been monitoring Dale’s activity in the internet cafe, they will have no way of knowing he has been working with the Black Orphans all along. One night, while the characters are asleep, Dale stands ready to open the door for them, having already tried to steal the silver klaive.

The Black Orphans have managed to elude Aimée and Désirée as they march toward the characters’ apartment. The only warning the characters receive is an unexpected one. During the night, temperatures drop to staggering depth. The apartment’s heating system cannot cope with the deep frost settling outside.

Usually, the night-time temperature this deep in November is around -20°C. As winds howl outside, the temperature begins to drop to -30°C within the span of an hour and keeps dropping. The characters may roll Perception + Alertness (difficulty 5) to wake up from this in the middle of the night. They may decide to get up and try to dress more warmly. They may notice Dale awake and nervous. If they go looking for it, they may even find the klaive is missing.

If they return to their rooms, the characters will have difficulty falling asleep again, and will still be awake by

Blood-Drinker

Crinos,
Dexterity + Brawl 4 (damage 8),
Dexterity + Melee 5 (damage 9, silver)
Soak 5.

Leg-Breaker

Crinos,
Dexterity + Brawl 5 (damage 9),
Dexterity + Melee 3 (damage 10, silver)
Soak 6.

Eye-Gouger

Crinos,
Dexterity + Brawl 7 (damage 6),
Dexterity + Melee 8 (damage 7, silver)
Soak 5.

the time the Black Orphans arrive. Dale opens the door for them and hands one of them the klaive. His half-brothers have all suffered greatly at the sudden cold outside. They intended to murder the characters in their sleep, but from here they will have to improvise.

In truth, none of the Black Orphans have created ties with the Black Spiral Dancers. Their Wyrms taint originates from their own actions and their intention to align with the Skin Dancers. As his brothers fall, the last standing Black Orphan will make a run for it in the cold.

Dale will have hid himself in a corner of the room. If he is questioned, he will play the victim at first, but eventually confess that they were loyal to one another above all else. After they started to go through the First Change one by one, Dale was left behind. They were contacted, however, by a tribe called the Skin Dancers, who told them it was possible to force Gaia’s hand in making Dale more than just Kinfolk. They were to collect the pelts or skins of five Garou as the ingredients for something called the Ritual of Sacred Rebirth. With it, Dale could join his brothers. As Dale would have been willing to skin the characters alive one by one, all he asks for is a quick death. He expects it is already too much to ask for.

The Last Orphan

The next morning, dawn will cut through a thickened layer of ice all around Garden Island. With the first signs of light, two figures approach the characters' door and knock politely. There stand Aimée and Désirée. At long last, they are introduced.

Aimée looks older than the characters might have expected, with dark hair and lightly tanned skin. Désirée appears to be only a few years older than the characters, with hair dyed blond and a long scar across her cheek which intrudes on her beauty.

Before they can offer the truly profound introduction the characters are waiting for, the Black Furies inquire after the characters' dreadful half-brothers. They will give chase to the one who got away almost instantly, assuring the characters they should remain indoors.

Late that evening, they will return, having found the last Black Orphan. They cannot claim credit for the kill, however, as they found him dead in the snow. His ear was torn off and his heart was ripped from his chest. They have never seen anything like it. If, later, the characters approach the Wendigo about this, they will simply claim that the great killer on the wind, the spirit of death in winter, Wendigo, looked after them.

The Prophecy of the Furies

When there is time for it, Aimée and Désirée will sit down with the characters and discuss what they have been meaning to say for a long time. According to them, Detestée carried with her a legacy from her grandmother, who was a great Garou during the 19th century. She had

come to the New World from her native Greece.

They continue to tell the characters that the Prophecy of the Phoenix is not the only prophecy concerning the end times, the Apocalypse. As it was passed down to Aimée from her mother, it consists of only three lines:

In the shadow of a sleeping volcano, four sisters will be born outside of the kin, and outside of the tribe.

From the fires of matricide, four brothers will arise to exude filth upon their legacy.

Hidden in the shadows of thick webs, four final siblings learn that only one litter is meant to survive.

Although they don't know what exactly, the Black Furies believe the characters' father knew what he was doing when he conceived them. He seems to have kept his intentions to himself and ultimately took them to his grave.

Aimée is doing her best to fill Detestée's shoes, but the prophecy is not entirely clear to her. Still, she and her daughter will offer to prepare a Rite of Passage for the characters, if indeed they will fight for the Gaian Wyld until their dying breath. Whatever the future might bring, the Black Furies want to fight for these daughters of Horizon-Dweller and they want them to fight for the Black Furies.

Thanksgiving

Purely up to the characters, is what they do when they realize that between scrubbing the blood off their apartment walls and realizing their entire existence is the spawn of some prophesied agenda, thanksgiving comes around.

DECEMBER, 2000

The Choice

The characters have had some time to think about what tribe they want to join. After the terrible incidents surrounding their half-brothers, they have a few weeks to return to their routines before the choice is truly due. Between them, characters have the options to try to join the Bone Gnawers, the Black Furies, or the Wendigo. They may choose a tribe individually. If they don't all go for the same tribe, the tribes will meet between them to devise a single Rite of Passage that suits all their needs.

The Weaver's Webs

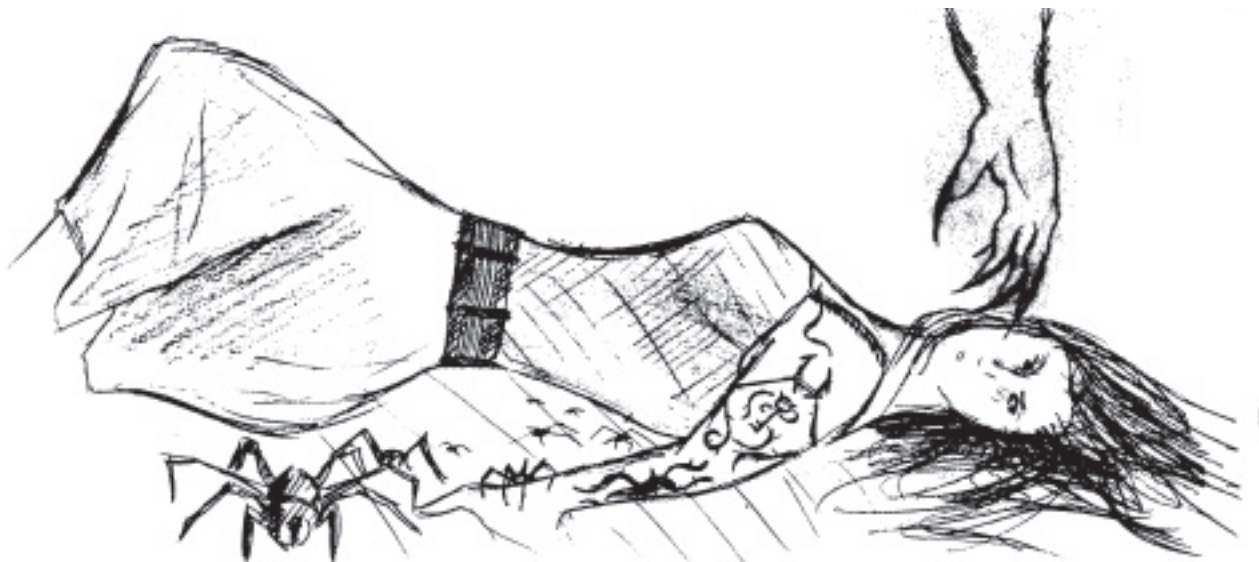
The next time Emma goes into work at Aunt Nancy's, Anna will be on to her. For some reason or other, there will be no patrons in at the bar yet and Anna tells Emma to simply open up and give the bar a good scrubbing. Meanwhile, she begins to replace some of the posters on the wall. At one point, she asks Emma if she could reach one at the very top.

Then, the Ananasi strikes. She tries to bite Emma to inject her poison. Roll Gnosis (difficulty 3 + Emma's Gnosis) for the efficacy of the Entropic Bite Gift. If she

succeeds, she visibly weakens, commenting on the potency required to bring down a Garou. Anna then has something to say: "Yes, you have walked into a dreadful web. No, I do not intend to kill you. Remember that I have no intention to kill you. Despite countless reasons that could be called upon to doom any attempts at an amicable relationship between us, the core of our intentions is as follows. You oppose, more than anything, the Wyrms. I too oppose the Wyrms. These facts are all that need to be said on the matter.

"I envision a partnership between your pack of Garou and my nested webs, where you act as emissary. You are warriors of a kind that I may require and I hold the keys to more secrets than your friend, the Salmon, can give. Deny this cooperation, and I will disperse. The poison will be wearing off soon. What is your answer?"

Anna is sincere about her proposal, but has further demands. None may know of her existence outside Emma's pack and the others are not welcome in her little domain. She will only entertain Emma, alone. She may further continue to work at the parlor if she wishes, and can even expect a considerable raise.



Monitored

The characters digitally contacted the Bone Gnawers in Anchorage about Anna's proposal. It was Grandpa who answered: 'KILL IT'. All this time, Anna has been watching the internet cafe, around the corner from her as well as the characters. She monitored its traffic, and thus had already fled before they confronted her again.

Winter in Waiting

The characters will receive one more impatient reminder from the Wendigo about their extended offer to meet with the Aleut characters. Otherwise, they will return to their den, far to the north.

Gamma Upsilon Phi

In the last weeks before the holidays start and those characters still studying at the university are granted some time off, word will spread around campus of another boozier at a fraternity, none other than Gamma Upsilon Phi. In fact, this is the same event for which Emma had been offered a part as one of the models to herald in the kegs of King Beer.

The characters may decide to attend, or in Emma's case, allow herself to be degraded into wearing a bikini in December for an enormous paycheck. The party itself resembles that of last time in all its debauchery. With a successful Perception + Gnosis roll, a character may notice half-glimpsed shapes moving beyond reflected surfaces who shape has no origin in the physical world.

In fact, a great many spirits are being concentrated in the fraternity. The truth, though the characters may not realize it, is that through the Wyrms-tainted sponsor of this party, specific types of spirits are being awakened in all those who attend. Spirits of avarice, lechery, intemperance, and perversion all gain manifestation in the spirit world. Emotions and concepts already present in those who attend the party are magnified into Banes which linger and stalk those who gave them form.

There are several things the characters can do to stem the influx of taint, such as a Rite of Cleansing. If they are

truly observant, they may realize the keg carried in by the models is a Fetish. This Fetish is responsible for the Bane awakenings and may be destroyed if the Spirit of Infection within is destroyed. If the characters face it in the spirit world, however, they are unlikely to come out without some Banes of their own.

The Upcoming Holidays

The characters will receive a phone call from their mothers before long. What has become a sort of enclave of King Cove refugees is celebrating Christmas and New Year's together and the characters are all invited to visit. They will need to plan for such a trip, and may want to only visit for a few days.

The Upcoming Trials

Before the holidays, the characters will also be brought word of their Rite of Passage. They are to make arrangements for their commitment. The first days of the new year, they are expected to devote their every waking moment to these trials. They are told nothing of what they will be doing, but they are told it is not uncommon for them to have to live in the wild for days, or to travel great distances to distant lands, or to venture to the very depths of the spirit world. They would do well to spend their last weeks of December learning Gifts with their totem and stocking up on supplies.

Holidays in Anchorage

The characters' visits in Anchorage will prove a warm experience. The people of King Cove have apparently often talked about the characters and their lives in Fairbanks, and often worried about them, in fact. Rolling Charisma + Expression will entrench the characters in conversation with their old neighbors enough to pick up on their hushed gossiping about the vagrants often lurking outside their door (none other than the Bone Gnawers looking after them).

The characters may look in on the Bone Gnawers as well. They are eager to hear about the characters' decision as to which tribe to join. What the characters can tell them about the Wendigo frightens them. In all, their holidays in Anchorage will truly revitalize the characters, restoring all their Willpower.

January, 2001

The Rite of Passage: Preparation

In Fairbanks, a letter arrives for the characters soon after New Year's. It simply contains a tourist map of Denali Park, with a mark made on it with an orange pen. The characters may make any preparations they like. With regard to their studies or work, they still have the liberty of a Christmas break for one more week. Nakomis, particularly, may know that Denali park and its peak, Mt. McKinley (originally called 'Denali' in the native Na-Dené language) are sacred areas of the Native Americans called the Ahtna, which means 'Copper River'.

However they get there, they will find at the end of a long, winding road through the park, a small cabin with a view over Mt. McKinley. It has been a cold journey for them and a log cabin intended for summer vacations is the last thing they wanted to find as their destination. Smoke is coming from the chimney.

Inside, Aimée and Désirée are waiting for them. They welcome them by the fire. There are deer skins for them to use as blankets. Aimée starts cutting up an enormous chunk of meat to make venison stew. The characters may notice a statue carved out of wood set above the mantelpiece, a winged horse (Pegasus). Désirée meanwhile asks the characters all about how they have been.

After dinner, Aimée explains that the characters had to leave to impurity of the city for their Rite of Passage. This cabin is theirs for as long as the characters need it. Here, their Rite will begin, and here it will be concluded. Once they think they are ready, they will be cast out from the cabin and they may not return unless they have completed their task.

As to the exact nature of their task, the characters are tasked with seeing what Aimée and Désirée started to its conclusion. While the Black Orphans are dead, they spoke of a tribe that would take them in. They had help in their atrocities from other Garou and perhaps, even, were led astray by these evildoers. The characters' mentors had continued the hunt for these villains up to the point that

they are certain it isn't the infamous Black Spiral Dancers.

Whatever guided the Black Orphans in their crimes is still out there, likely operating within Alaska. There are countless stories of tribeless Garou, renegades who lose sight of their connection with Gaia. It will be up to the characters to find them and put an end to them. A spirit will be bound to them to survey their actions from the moment their quest begins. Their valor, judgment, and wit will all be taking into account.

Lastly, before everyone turns in to sleep for the night, the Black Furies recite by ceremony:

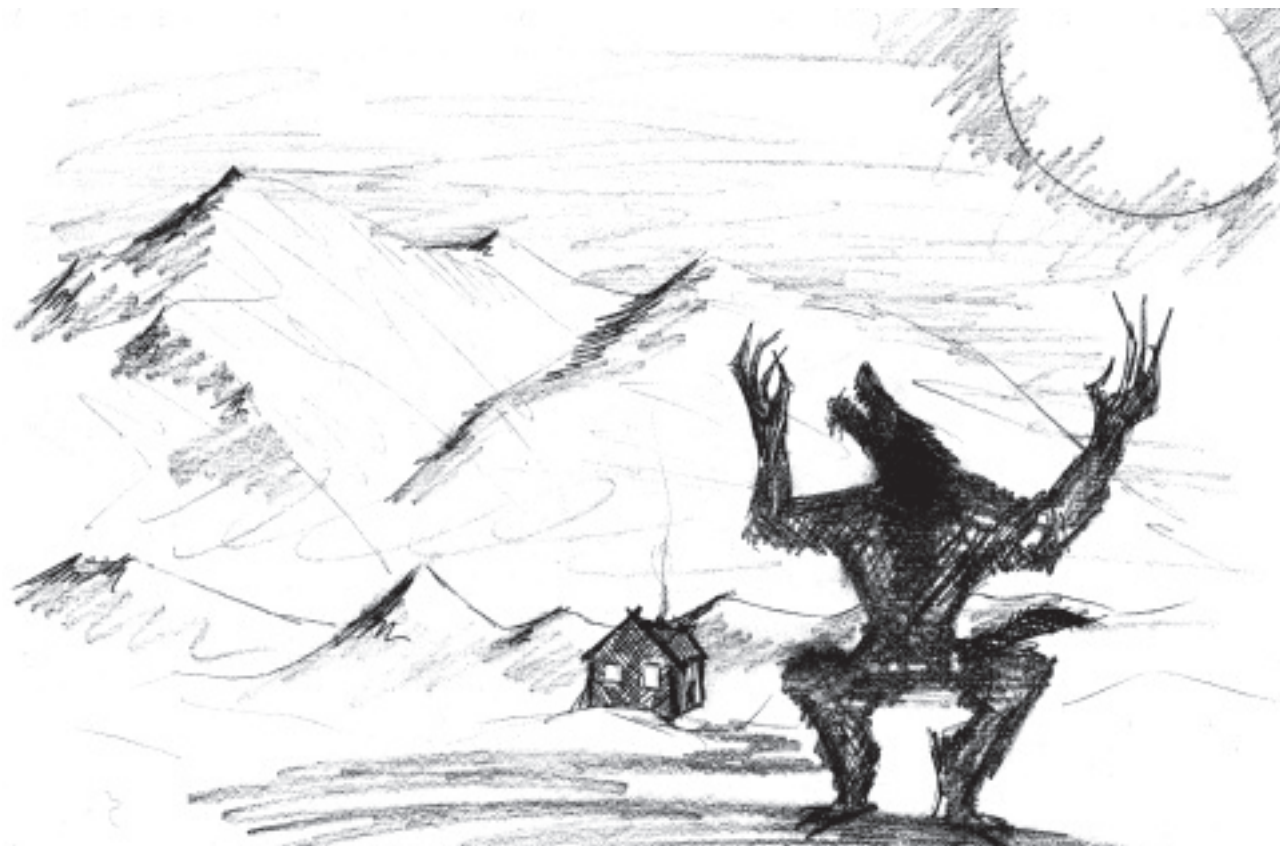
It is said that in the beginning, Gaia created all things that live upon the Earth. She created Man, She created Wolf; She created the Garou half-Man, half-Wolf to walk between the worlds and to be Her guardians. These things are true, but they are not our story.

Gaia's creations spread over the Earth and lived their lives. As She reclined to listen, Her ears filled with the sounds of life as She had dictated it must be: the wails of the newborn, the low mutter of daily existence, the cries of the dying. Then a new sound reached Her above the din of creation, a sound that made Gaia shudder with anger. These were the screams of the slain—not those who died at the fullness of their days, but those cut down by the hand or claw of their kin, those who should provide comfort and protection. As fathers devoured children and sons slew mothers, the spirits of the dead cried out to Gaia, and Gaia heard.

We are Gaia's answer. From the soil of Her Earth She formed us, from ground stained red by the blood of the murdered. She created us female, every one; She made us bearers of life so that we might never take life thoughtlessly. She gave us fur as black as night, so that the wicked might fear our righteous wrath. She gave unto us a charge: to hunt the kinslayers and other profaners of nature, and so to protect our Mother. We are the daughters of Gaia, born of Her body and of blood. We are vengeance. We are the Black Furies.

The characters should spare no expense in preparing. Several facilities for training are available to them.

ACT II: PACK



Gifts

The characters can still learn Gifts in the Umbra, guided by their totem. The Last of the Salmon is as accessible here by the McKinley river as it was in Fairbanks.

Pack Tactics

The Black Furies will also insist the characters train to fight as a pack (thereby exploring some of the Pack Tactics featured in *Werewolf: the Apocalypse* (revised) p. 212 and *Players Guide to Garou* p. 79).

Renown

The characters can improve their Renown (if not their Rank just yet) in the expectation of dealing with spirits or other Garou. For Glory, the Black Furies suggest climbing the park's namesake mountain. For Honor, they might make an offering to the spirits of the land they are occupying, and commemorate the natives who, after Russian occupation, and now American ownership, have been overruled in the name of the mountain. (The name McKinley, which has stuck, was the name of a candidate President who has never gone near the mountain. It was named after him for political reasons by a man who had mining interests in the area.) Wisdom, as the Black Furies explain, cannot be earned at any desired time. The judgment of Wisdom awaits decisions made in a crisis.

As soon as the characters decide they are ready, they have three leads to pursue, from where the Black Furies left off:

They could return to the scene of the Black Orphans' havoc. This was unfamiliar territory to Aimée and Désirée, but not for the characters. Perhaps there is something to find in the ruins of Nelson Lagoon or King Cove.

More dangerously, the characters could approach the Red Talons. They are the only remaining witnesses to what happened when the characters' half-brothers did what they did, or what preceded their actions.

Lastly, there is a man, an old Garou from Wyoming, who has continuously tried reaching out to the Black Furies. He is a part of the Children of Gaia, who could talk

the ears off any true warrior tribe on a good day. Aimée and Désirée believe him to suffer from Harano, a type of depression known to affect Garou. He harbors an obsession with certain events in the '90s. When news reached him of the Black Orphans, he became persistent that he should be heard out about a group he thinks is responsible. However, he refuses to speak over the phone, thinking that his age demands the respect of a visit in person. Aimée and Désirée have, so far, refused the man, thinking him a waste of time, a perfect example of the unthinking arrogant man.

The Black Furies have a final Gift for the characters. It is a black paste, stored inside a small, clay pot. The grease, they say, is a Talen, infused with the spirit of Charcoal. While the characters do not descend from the lupine lineage native to the areas around Greece, this does not make them any less valid candidates among the Black Furies. This paste, however, can shade their coat as dark as theirs. It can be used in several ways (imitation or stealth, for instance), though this judgment is left up to the characters. When they depart, they will do so under the approaching full moon.

The Rite of Passage: Investigation

The characters chose to first return home to the Alaskan Peninsula. To get there, they will need to pay for either a boat or a helicopter to take them, although few

will have any reason to go there now that the places lie in ruins. If they ask around thoroughly, they may hear of inhabitants making their way back to rebuild their homes. Port Heiden holds many of the refugees and if the characters can reach it, there are plenty of connections going from there further down the leg of the land.

Visiting King Cove will devastate the characters. Nothing could have prepared them for what awaits them there. After the destruction of the Captain Hook Seafood facility, the town had looked overturned, but it is nothing compared to what the characters see now. Not only are all the houses torched and all the doors charred, but there is evidence of struggle everywhere. There are claw marks through car seats, still stained red. The bodies have all been cleared, but the characters can still see where they must have lain. Eventually, they even come across some of the pieces that were not picked up. On seeing this, they all immediately replenish all their Rage and actually gain one point of temporary Rage higher than their permanent Rage, leaving them at a greater danger of Frenzy later on.

Nelson Lagoon and the other villages offers similar sights of carnage. The only difference is, though, that there is no one trying to rebuild the Black Orphans' home town. The very air there also feels darker. The atrocities committed there seem even more unthinkable. After all, here there was matricide.

Should the characters step sideways in one of these



ACT II: PACK

towns, they will find Banes waiting on the other side. They cling to the misery of these places as more of their kind are spawned here. If the characters decide to cleanse these places by destroying the Banes in the Penumbra before their influence is allowed to linger on those who are trying to rebuild, they will be rewarded both Honor, Wisdom, and Glory, depending on their individual actions and intentions. Note that a Perception + Alertness (difficulty 8) roll in the Penumbra will reveal the Black Furies' monitoring spirit (whatever it is, it looks like a seahorse) following the characters from the spirit world.

Specifically in the Penumbra of Nelson Lagoon, four of the houses contain true Mother-Killer Banes, indicating where the Black Orphans grew up. The characters can search these places in the physical world to find several clues. Perception + Investigation (difficulty 6) will reveal a few depressing details at first. None of their twisted half-brothers had happy childhoods. One of them slept in an unheated basement, another one's house was full of empty bottles of vodka. There is evidence of spousal abuse in one of their mother's self-help books and also of one of them who entertained live audiences through a webcam in her bedroom. This last house is the only one with evidence of a computer and internet connection, and so is likely to have belonged to Dale. At a subsequent roll of Perception + Alertness (difficulty 7) the characters may find a pattern in the boys' bedrooms. There is a marking hidden in all of them. One is scratched in the wall behind a bed, another is drawn on a piece of paper preserved in a metal box. All of them have this representation somewhere, of a human torso with in inhuman head. At first, it looks much like a crude portrayal of the Crinos form, but the head clearly supports two large horns. Careful inspection (and luck) may reveal a portion of the name 'Asterion' etched nearby.

Misery Bane

Willpower 4, Rage 3, Gnosis 3, Essence 10,
Blighted Touch.

Mother-Killer

Willpower 7, Rage 6, Gnosis 10, Essence 23,
Corruption.

Either before or after learning this, the characters may decide to visit the Red Talons of the area. They may recall stories of a crater where their den truly lies, even though the characters have never ventured that far in order to meet them. In order to meet with them, the characters will

have to make a long journey there, by foot. The Aleutian Range is cold and covered in a deep, unrelenting layer of snow. The journey will not be easy.

After a full 24-hours of traveling, the characters may come across signs of wolves having passed through the area. In fact, there are an uncommonly large number of packs operating in the area. Characters with sufficient Animal Ken or Primal Urge may realize it is unheard of for so many packs of wolves to occupy the same area without conflict.

Before reaching the crater, the characters will come across such a pack ahead of them. They are led by an enormous wolf with a thick coat of half black, half red fur in large patches. It is a Red Talon in Hispo form. Although he leads the pack of kinfolk wolves, he is actually an Omega in the tribal den of the crater.

This lupus Garou refuses to use the human tongue. With body language, the characters will have to make their non-hostile intentions plain. With some tact (showing their patches of red fur is awarded with Wisdom, for a start), they can be permitted an audience with the new alpha near the crater. The characters will be taken to him.

The leader is prepared to assume the Glabro form before the characters. In any shape, half of his face is a mass of hairless scar tissue from a burn wound. His name is Patchless, called so because his patch of red fur was burned away on his face. For a Red Talon, this alpha is an odd one. He enjoys the human concept of hospitality, but whenever he tries to present a smile, he bares his teeth in the manner of a hostile wolf. He speaks with an artificial archaic accent and will hear the characters out.

Concerning the changes going on with the Red Talons of the area, Patchless has come here from the Sept of the Weeping Daughter. Sleeps-on-Bones spends much of her time sleeping these days. They have led wolf populations from more threatened areas all the way down the peninsula and intend to stop the rebuilding of the burned down towns. To the Red Talons, the Wyrms presence caused by Pentex and the Black Orphans is as bad as the Weaver presence the humans intend to reintroduce. Patchless has a vision for the peninsula's future and humans are not part of it.

If the characters want to ask about the Red Talons' contact with the Black Orphans, Patchless will remain silent. He was not a witness to it and although he knows about their vile deeds—and by that, he doesn't mean the fires—he believes it is not for him to say. The characters would have to ask Sleeps-on-Bones, but she needs her rest.

If they have been respectful to Patchless, the alpha will have an idea for them to earn an audience with Sleeps-on-Bones. He was going on a hunt today, to bring Sleeps-on-Bones something to make her feel better. The characters may accompany him and share in an offering to her.



If they follow Patchless, all in lupus shape, he will lead them down the other side of the crater, up into snowy peaks. The terrain is difficult to navigate and Patchless refuses to slow down. Eventually, they reach a frozen stream, where the alpha begins to lick the ice to reveal his own reflection. Quickly, he steps sideways, leaving the characters behind. Before long, he returns again, sure of his way. He has caught the trace of spirits of slumber and hibernation, and of something else. He intends to kill a mother bear.

Before long, they reach a steep slope buried in snow. At the top, Patchless starts digging. Inside, an Alaskan Peninsula brown (grizzly) bear is sleeping through the winter. With her are three newborn cubs. Here, the characters must be conscious of the consequences of either action or inaction. Their Primal Urge can give them the instinct that bears should be killed, even cubs. There will even be Glory in it for them. But the Black Furies will forsake them entirely if they allow this alpha male to slaughter the mother for sport. Allowing the cubs to be killed will result in a loss of Honor as well, regardless.

If the characters resist Patchless, his friendly side will dissolve. His feigned manners give way to the king of beasts that can keep control of a large lupine community. Killing the characters is nothing to him if they stand

Patchless

Crinos,
Strength 8, Dexterity 5, Stamina 8,
Brawl 5,
Willpower 6,
Stoking Fury's Furnace, Clenched Jaw.

Mother Bear

Strength 7, Dexterity 2, Stamina 6,
Claw 4 (damage 9).

between him and his prize. If the characters do assist him, they will fight to kill the bear and afterward, the characters may take a cub in their jaws as a gift for Sleeps-on-Bones.

What Sleeps-on-Bones could have told the characters, and perhaps what a straying Red Talon may tell as well, is that the Black Orphans' crimes were not just against the

ACT II: PACK

human population. They hunted down and skinned a young Red Talon before they disappeared. This is something the characters may have extracted from one of them already.

As Played

The players may have enjoyed reading through these scenes as they were written, all the while well aware that this is not how things turned out. The characters changed their mind about Patchless more than once, but eventually defied him on his territory. By then afraid beyond reason, Nakomis made a fatal mistake as Patchless was dismissing them from his lands. She failed to contain her bladder, an offense which the Red Talon alpha acted on immediately. As soon as things escalated, the whole pack joined in. Patchless meanwhile, was alone. Working together, the characters managed to kill the great Garou, all witnessed by Sleeps-on-Bones. She vanished into the spirit world with only a cold stare, while storms began to rise anew in the area. The characters escaped before the other Red Talons descended on them, but this fatal act would go on to reshape the rest of this story's continuation in Act III.

The Rite of Passage: Retaliation

The characters may so far have the clue of a horned patron and the clue of the skinning of Garou. With an Intelligence + Occult (difficulty depending how much they found at the Black Orphans' homes) roll, the characters might associate the Minotaur, also called Asterion, with something like their half-brothers' totem spirit. Gruesome details of the Minotaur's origins in legend (born from a male beast and a human woman, not belonging with either) or later exploits in myth (sacrifices of virgins in his name) may hint at some animosity between it as a spirit and the Black Furies.

After the characters seem to have hit a dead end, wherever they are around the peninsula, a strange creature will come to them. The characters may roll Perception + Alertness to notice something drawing near with light, hooved steps. It is a materialized Unicorn Gaffling. A reflexive Intelligence + Occult roll will startle the characters with the notion that according to myth, it can only be seen by virgins. More successes may allow a character to recall, either from the RatBox or a stray conversation with Tommy, that Unicorn is also the totem spirit of the Children of Gaia.

It is the Garou from the Valkenburg Foundation, the Children of Gaia in Wyoming, who sent the spirit as a way

to contact the characters. Their suspicions of what is going on in Alaska has more foundation than the Black Furies cared to see.

The Unicorn manifested in the physical world is not the only intruder on the characters' privacy, however. A Skin Dancer warrior, out hunting for a pelt dedicated to Ahroun, has consulted with the servant spirits of Minotaur, who noticed the presence of a servant of Pegasus—the characters' monitoring spirit.

The Unicorn approaches the characters, regally nodding its head. At this point, the characters may roll Perception + Gnosis to realize something is amiss. In fact something close to them has just been murdered. Unless they step sideways immediately, the characters won't see what happens next coming. The Skin Dancer leaps out of the Umbra, having already killed the monitoring spirit, and tears at the Unicorn's throat with a hooked skinning knife made of flint. The knife splits the spirit's neck in half and it dissolves back into the Umbra with eyes filled with terror.

Standing in front of the characters is an overconfident brute in Crinos shape. The fur all over his body is marked with hairless seams where it was stitched together. The Skin Dancer intends to claim all the characters' pelts. More than that, it intends to please Minotaur by killing more servants of Pegasus.

Lone Skinner

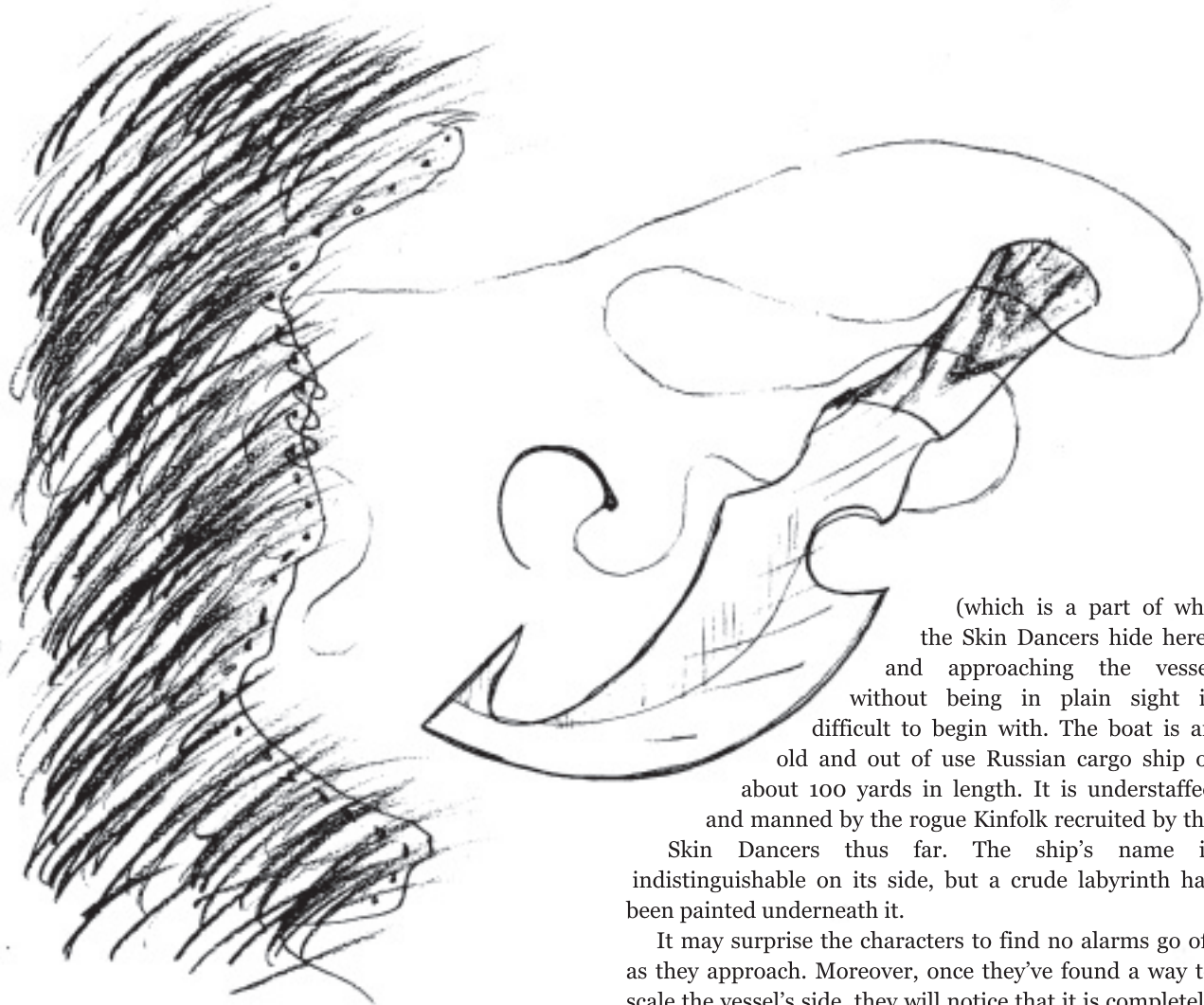
Crinos,
Dexterity + Brawl 6 (damage 8),
Dexterity + Melee 7 (damage 9)
Soak 6.

Lone Skinner's Ritual of Sacred Rebirth was hastily performed and flawed, leaving him forever marked visibly by the stitches in his fur.

Burrows-Hooks-and-Tears

This fetish looks like a hooked and curved knife made of flint, but harnesses a diminutive and vile spirit underneath. Inhabiting it is an aspect of Tick. A deep cut with this blade can seem to leave behind splinters of the stone. In truth, something starts burrowing underneath the victim's skin, siphoning one Gnosis per round unless the shard is removed with a Dexterity + Survival roll (difficulty 8).

When Lone Skinner falls, he drops a mirror shard as well as his fetish knife. The characters would do well to



(which is a part of why the Skin Dancers hide here) and approaching the vessel without being in plain sight is difficult to begin with. The boat is an old and out of use Russian cargo ship of about 100 yards in length. It is understaffed and manned by the rogue Kinfolk recruited by the Skin Dancers thus far. The ship's name is indistinguishable on its side, but a crude labyrinth has been painted underneath it.

track Lone Skinner, starting in the Umbra. These tracks end less than a hundred yards away, from where he stepped sideways himself. In the physical world then, the tracks are easy to follow, marked as they are in the deep snow. They lead to a hidden alcove on the northern shore, to a small boat. The characters won't need to look far to find a compass and a marked nautical map. The cypher to the Skin Dancers' base of operations is scribbled in permanent marker. Intelligence + Enigmas (difficulty 7) may reveal that the map records the trajectory of a large ship. One success may reveal that the ship moves singularly across longitude 180°/-180°, at the precise edge of a map. With three or more successes, the characters will realize the latitude is set by the cycles of the moon. Given the full moon will soon end, they should currently be heading south through the narrowest of the Bering Strait.

The Rite of Passage: Confrontation

How the final showdown with the Skin Dancers goes down, then, depends entirely on the characters' approach. Stepping sideways at any point while at sea is a bad idea

It may surprise the characters to find no alarms go off as they approach. Moreover, once they've found a way to scale the vessel's side, they will notice that it is completely deserted. Investigation that several containers left haphazardly on its deck serve as apartments for its crew. Their interiors, disgusting as they are, show recent use. Some of the beds are even still warm. Furthermore, the same kind of depictions of Minotaur can be found adorning their possessions as the characters found in the Black Orphans' homes. In one such container, they may even find a diary of a woman who signs her name simply as 'M.' at the end of each entry. The journal goes back a few weeks and it details how she is the newest here among her adopted brothers and sisters. She expresses a wish to become a Galliard and notes her progress in pleasing a man called Stanislav, who decides which of the Kinfolk are next in line to receive the Rite of the Sacred Rebirth. She details much of what she has learned, most revealing of which is the nature of Minotaur as a totem spirit for their makeshift tribe. She explains how he is the symbol of man willingly ascending into beast. Furthermore, she notes how in service of him, they are bound to kill any servant of Pegasus, should their paths ever cross. The diary ends with an entry saying she is curious who will be chosen tonight.

Lost Scene: Below Deck

Once again truly terrified of what they might encounter, the characters never went below deck. Instead, they made their way off the ship after they found evidence of the involvement of the Skin Dancers. Intending in some way yet to find the ship with their mentors to help them, they did retrieve some of its paneling to later use the Rite of the Questing Stone. Also, they tried to sabotage it sufficiently to keep it drifting at sea (unsuccessfully). Below, this unplayed part of the Rite of Passage: Confrontation scene is included.

The characters may venture below deck before they hear the signs of the ship's occupants. The cargo hold below has been transformed. A series of containers have been laid out to resemble a labyrinth. The path features no intersections and only spirals in narrowing circles toward the center, where several stacked containers make a high ceiling. While humans couldn't easily climb the containers, the characters could. However, walking over them echoes loudly below.

The closer the characters get, the louder they hear the chanting of a chorus of voices. Eventually, they will arrive at the center, where five Kinfolk holding horns encircle a duo of Garou in Crinos form, slowly draping stitched-together furs over a kneeling figure. The ritual is already taking hold, though the transformation of the third Skin Dancer may take a moment. The last thing that might register before the characters are attacked are the skins mounted all along the walls, stretched as if for curing, each marked with the auspice under which it was taken.

The Kinfolk in the room, while not even under the effects of Delirium, will be terrified of the characters. Some of them may retrieve skinning knives from nearby, which they are anxious to use, but they will wait until one of the characters is down. After killing the three Skin Dancers, the characters are awarded 3 Glory. If they remove the skins and destroy them with dignity, they are further rewarded 3 Honor. Their reward in Wisdom depends on what they do with the remaining Kinfolk. Nearly all of them will repent before the characters' eyes. Only some of them mean it. A few of them truly were subverted to join with the Skin Dancers.

Stanislav

Crinos,
Dexterity + Brawl 7 (damage 8),
Soak 6.

After the characters leave the ship, they are due to report at Denali reserve, though the journey there will take them some time yet. As they leave the cold sea behind them, a realization strikes them. It is precisely a year ago that they were in King Cove, worrying about Tala's First Change.

Agnessa

Crinos,
Dexterity + Brawl 6 (damage 7),
Soak 5.

Reborn

Crinos,
Dexterity + Brawl 5 (damage 6),
Soak 4.

Last Message from Tommy

Girls,

You're in more trouble than you realize. Please, for your own safety, do not contact me again. Don't reach out to anyone you can't trust.

Please, take care.

Please.



ACT III: TRIBE





Hidden in the shadows of thick webs, four final siblings learn that only one litter is meant to survive.





FEBRUARY, 2001

Homecoming

The characters will have had a long journey to think about how they present their homecoming to Aimée and Désirée. When they arrive at the cabin in the reserve, their two mentors will have been worried sick. Although the storm over the Aleutian Range isn't visible from here, word travels fast. They have no idea at all what transpired with the characters. The monitoring spirit's demise leaves the characters' account as their only proof. That, and the news of Patchless' murder, will contribute to the result of the characters' Rite of Passage.

The conclusion drawn is as follows. The characters are welcome to join the Black Furies. Aimée and Désirée will protect them. However, the enmity of the Red Talons can't be ignored. How the other tribes will see the characters' actions is unpredictable, but the killing of a leader such as Patchless is certainly unforgivable within the Garou Nation.

They do not recommend the characters go home. It is up to them entirely, however. Exile will be uncomfortable, but it will be safest thing to do. What do the characters want?

Exile

Exile was chosen by the characters. They may take their time at the cabin in the Denali reserve, but before long, they will have to move on. Every day, the winter has a chance of getting slightly less harsh and every day, they make it easier for their enemies to find them. Around them, Aimée and Désirée can't stop arguing about whether to send them into the wild or into the cities. First, allow the characters to elaborate on what they do to occupy themselves as the days go by. The trials ahead of them may prove to require more preparation than their Rite of Passage did.

Their mentors further take the hull parts taken from the Skin Dancer ship off the characters. Dismissively, they assure the characters they will take care of it. As they do, they sound like impatient parents more than sisters in a tribe. Then, when both their mentors and the characters

have delayed too long, one of the characters spots a figure approaching the cabin. The figure is running, and wears a long, thick, black fur coat. Before long, the Howl of Introduction sounds, and Aimée recognizes it to be the Silent Strider Lukman.

They meet halfway on the road to the cabin. Lukman trembles from exhaustion and manages to say "In body of flesh and in sight of spirit, I have been decreed to escort you to your trial in nine days' time. First, I must ask for a lock of hair from each of you," before he collapses in the snow from his use of the Messenger's Fortitude Gift.

After they take Lukman inside the cabin, a serious conversation follows. Aimée and Désirée are convinced the character who struck the killing blow will not survive the trial even if the others do. Lukman has a reputation as a skilled tracker and none can match his pace cross-country. Eventually, a dangerous course is chartered: the characters should step sideways and take their three days' head start into the Penumbra and the depths of the Umbra. They will have to sever contact for now. Their mentors will go after the Skin Dancers while the characters find safety. When they need to, all the characters have to do is find a servant of Pegasus. Word will reach the Black Furies, eventually. Their farewell is a heartfelt one. Make sure the characters list explicitly all that they bring.

Salmon's Hospitality

The characters are likely to seek refuge with their totem spirit first. After a long journey, however, Salmon is forced to refuse them. He cannot sustain wolves in his domain for long. Their appetites would ruin his most delicate plans. The smell of them will slowly seep into his waters. He will shelter them for up to a day if they wish, but after that they must try to find another place in the vastness of the Umbra.

While they remain with their totem, he can tell them illustriously of just how far the Umbra stretches. To evade pursuit, he intones particularly how the Moon Paths may be of help, though he has never used them himself. They

ACT III: TRIBE

change with the phases of the moon, so the way to follow them slowly changes. Not the least of his revelations includes the fact that in the spirit wilds, nothing is gained without sacrifice and every act is paid in kind. Before they conclude their dialogue, Salmon adds that his annual favor is coming into view. He may need the characters very soon.

Wandering the Spirit Wilds

In their search of a place to lie low, the strange things the characters smell and hear and see and feel become too overwhelming to keep track of. What follows is a simple encounter system, where Moon Paths can take the characters into different environments with unique conditions. Irrespective of their environment, encounters in them are listed as well. Note that they may travel days between Moon Paths.

The Environments

Salmon Streams: This is a friendly domain for the characters, no adverse effects follow.

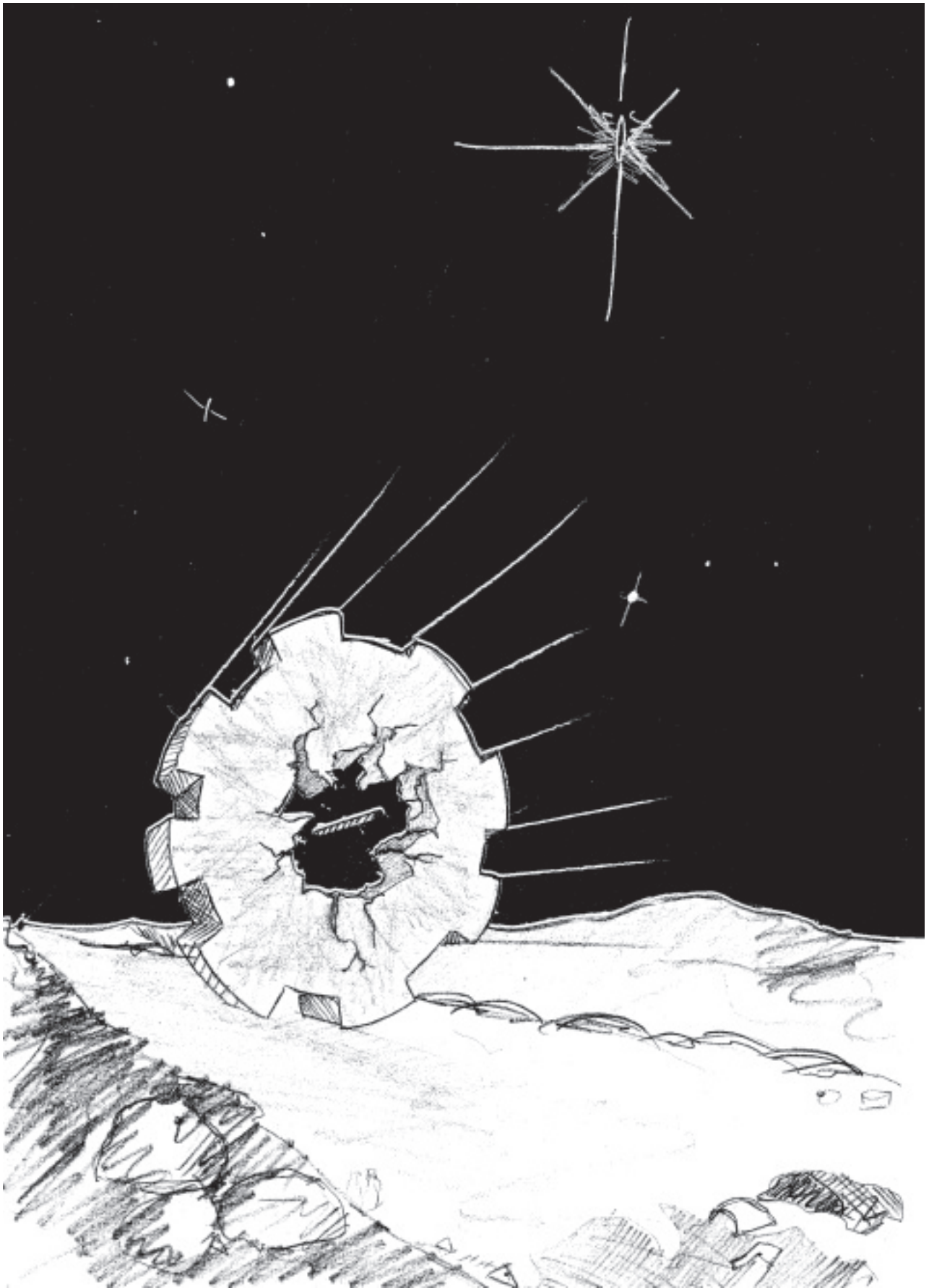
Wasteland: The characters emerge in an area where all life is hindered by filth. Trash heaps dot the horizon as if they were mountains. Once noble creatures can be seen fighting over tin cans and resorting to cannibalism when the can turns out to ooze rot and pus. The only place to walk is a smooth, hot road of asphalt which runs straight through the wasteland. Being here infuriates the characters and immediately fuels them each with a point of Rage.

White Sand: All around the characters is a deep ocean reflecting the dark skies above. Never before have the characters seen so many stars so clearly. Though most terrifying of all remain the Red Star, whose size here clearly sets it apart from any other star. They stand on a thin stretch of a white sandy beach and most risk tides to cross over through a whole chain of small islands. Perceptive characters may notice the tides here do not answer to Luna's slower progress, but instead to the rapid pulses of the Red Star.

An Empire Reclaimed: The characters wind up in a densely forested area. All around them, ruins from countless mixed cultures are intermingled in their fate. This is a place where the Wyld has triumphed. All characters regain a point of Gnosis if they take a moment to rest among the ruins.



FURIES UNLEASHED



The Encounters

Moon Path in Sight: Like twirling ribbon caught in a freeze-frame, the characters see a Moon Path descend in the distance. After one more encounter, they can take it to another environment. The Lunes guarding it always demand tribute, however, and will take a point of Gnosis from one of the characters, bestowing a point of Rage on them in return.

Spinners: In the midst of the wilds, a dozen white spiders make clicking noises as they spin a grid around an anomaly. It's hard to see what they are covering under their webs and the spiders will defend their work if they must. The anomaly may be revealed to have been a grotesque display of victim and hunter, frozen in time.

Tick: During their travels, if the characters still carry the flint skinning knife, its imprisoned Tick spirit will fight its way out. It will find its way discreetly to the small of a character's back and bite down hard with the same consequences as a cut from the knife had. Tick will fight furiously to harm the characters before fleeing into the undergrowth, leaving an empty fetish behind.

Abyss: The characters may notice in the environment, several cracks in the soil. They all widen and converge in one direction, like rivers upstream. The characters may follow these to ever widening canyons and dangerous cliffs until they end up at the actual edge of the Abyss. The sky has turned dark and black, but further ahead is nothing but colorless fog. All around the characters, strange spirits drift slowly to their end. All of them are things forgotten and discarded. Close by, a dead soldier carrying a flag of no nation the characters recognize walks up to the side and throws everything he carries down into the darkness. By the time he has dropped it all down there, he himself has disappeared. His gear never makes a sound where it fell. The characters will have to backtrack to their original environment.

The Painter: The characters will suddenly hear shouting in the distance of a very human kind. When they approach the man, they will find him on his knees with paint smudges all over his hands. He is somewhat delirious, screaming about how his painting has become real, that he must have fallen asleep, that he didn't mean to make it real. Seeing the characters, he points, aghast, saying they are the four sisters he painted in the distance, the four strangers. In what he thinks he intended to paint, he can give the characters a little more insight about this particular part of the Umbra and even about themselves, such as that he first wanted to paint the four horsemen of the Apocalypse, but ended painting something different. Eventually, he closes his eyes long enough to slowly dissipate again to his studio in the physical world.

Followed: The characters may glimpse they are being followed, which at first will unnerve them no end, fearing for Lukman. They realize however, that what stares at them from a half-hidden crouch has a bright red fur and two wide black eyes. It's a small spirit of Fox who will follow the characters wherever they go in this environment, though it will never want to get close. If the characters do chase it down and catch it, it goes poof at the slightest touch, leaving behind but a cloud of feathers. Although it falls outside the normal purview of Renown among the Garou, a particularly shrewd way of catching the fox results in a rewarded point of Cunning.

Three Wise Men: In one environment, the characters may consecutively come across three old men. Each has a long beard and mutters to himself. They are distinguished most by their smell they carry with them. One smells like vinegar and roses, another like goat and strong liquor, and the last like smoldering fire and cinnamon. The first mutters to himself

that the wheel must be made to go ever faster. The second mutters that the wheel must come to a halt. The last mutters that the wheel must fall off its axis. Before leaving the environment, the characters lastly see a great iron rod suspended in the air, with a metal cog on one end, spinning. If the characters do anything with it, this should be recorded. This will have consequences later.

Stuck Shard: The characters will hear a beastly noise from far off. It sounds like an angry bear, though in truth it is an agonizing one. The bear is guarded but even from a distance, the characters can see it stepped in glass and is bleeding from its foot. The shards are still stuck deep in it. The characters can help the bear if they make sure not to threaten it. The bear smells them suspiciously afterward. Meanwhile, the shards of glass bundle together to reform a perfect bottle. The bear climbs up for the characters then, and suffers a hundred bee stings to retrieve enough honey to fill the bottle. It cannot believe it has been helped by wolves and stares at them in disbelief until they are out of sight. While the characters have difficulty telling the passing time, they are certainly hungry by now. The honey can nourish all of them. As the characters eat, the bear sits at a safe distance and tries to communicate. A character with the experience points may learn the Spirit Speech Gift from the bear.

Salmon's Favor

By the time the characters have wandered the spirit wilds for what they have a hard time relating to days and nights, their totem spirit goes looking for them. In the nearest stream of water, Last of the Salmon approaches them with a dire secret: "With the knowledge of why the Salmon swim upstream kept secret, it is slowly being forgotten. With that, my significance as Last of the Salmon is fading. Have you ever seen the place where the forgotten go?" [...] "I have no intention of going there. This is my secret, this is my ambition. I mean to change." [...] "To be the Last of the Salmon means to have endurance, to be patient, and to feel fear. I will forget all of these things and thus I will no longer be what I was. Then, I will still need something to become." [...] "Seek out three spirits for me and ask them three questions. That is the act you owe me. Seek out Pike, seek out Carp, and seek out Eel. Ask them each what makes them: What do they need to have? What do they need to be? And what do they need to feel?"

All three fish spirits may be found in a large pond closer to the Penumbra. The stream their totem came from may lead them there. Each of the spirits wants a favor, one centered around their presumption that the characters know about Weaver-things, making things.

When the characters return with the answers for Last of the Salmon, their totem looks distressed. It is already forgetting its own secrets. It has trouble deciding after hearing Pike, Carp, and Eel's testimonies. It asks the

Pike

Predatory, continental. Before answering, Pike wants the character to make its hiding place better, making it more dense and more lethal. Pike has *nothing*, is merciless, and feels victorious.

Carp

Mixed, continental. Before answering, Carp wants the characters to dig out the shore of the pool, to give him and his friends more room to swim. Carp has friends, is *nothing*, and feels peaceful.

Eel

Demersal, diadromus. Before answering, Eel wants the characters to make a ladder for climbing upstream. Eel has responsibilities, is wise, and feels *nothing*.

characters which of his choices will allow him to remain their totem. Then, it will seek out their choice and negotiate its transformation. The characters' totem spirit will have actually undergone a transformation, though not a complete one. Last of the Salmon has always identified more with being the last of its kind, than it has with its actual kind.

Interstellar Intermission

After time uncounted has passed, the Moon Paths the characters use start to become less reliable. The Lunes will flicker and some of them will seem to mock the characters and sting them. When they are at the highest part tunnel, its lights suddenly go out, as if a shadow falls over all its components. As the characters float in darkness, their eyes adjust and stars shine out through the darkness. Below them, they see a great orb caught in darkness. The sun is nowhere to be seen. On the surface of the earth, all the wild places are segmented like shards of glass. Above

ACT III: TRIBE

them, other orbs can be seen, brighter than any star. Brightest of them all is the Red Star, whose malice up close beads down on the characters like a great, vigilant eye. From here, the characters can make out all the planets, and it dawns on them what kind of spirits they might behold. Behind them, the cause of the Moon Path failing slowly coils around the earth. Luna is slowly swallowed by the same darkness that has swallowed the earth. It takes a moment for the characters to realize that all this time they seem to have been floating, they have actually been falling. The speed at which they race toward Gaia picks up and the orb slowly becomes a horizon. The land below them takes shape, looking like Alaska before its shores have met the horizon as well. Delirious, the characters may faintly hear the cackling laughter of three voices, one of which a woman, before they cringe at hitting the ground.

Last of the Eel

The characters, in the end, chose the Eel.

Willpower 3, Rage 1, Gnosis 4, Essence 20

The totem can speak to the characters without them requiring the Spirit Speech Gift.

Traits: Last of the Eel grants one pack member at a time two extra dice on one Stealth roll per scene and will teach one of his devotees a Rite of their choosing.

Ban: Eel promises the characters that it is no fool and may call on them to perform a service for it once a year, without question. Also, Last of the Eel's secrets may never be shared without its permission.

MARCH, 2001

The Observatory

The characters open their eyes. Slowly, they can feel their bones cracking into place, their skin reknitting. They are each awarded 3 Glory for surviving their most recent Umbral experience. By the time they can stand, they will find themselves on a cold mountainside. More than that, they see an unkempt but definitely man-made road and a structure. They have erupted in the Penumbra near an abandoned observatory. The Celestines above them are large and clearly visible. Other than that, though, the characters have a clear feeling that they are in the Penumbra again and that the structure before them is proof of long-forgotten solid earth. Having been in the Umbra for as long as they have, the characters realize they have grown used to an inexpressible sensation of being as a spirit is. Stepping back into the world of the solid and physical actually frightens them a little. Stepping sideways here is actually far easier than the characters could imagine. In fact, this place has the makings of a small Caern.

The observatory is long-abandoned and forgotten by the world. Funding for it had ceased, but that did not stop a dedicated student from coming here to make it operational. The enlightenment experienced there in solitude marked its significance in the spirit world long after the storm that trapped her inside. Her corpse can be found inside, swathed under thick blankets with a spent reserve of cans of soup stacked next to her. The expiration dates on the cans date her involvement here more than decade back and several clues like her student ID and thesis notes can hint to the characters what happened here. Her name was Elizabeth Freeman and she simply loved to look at the stars.

The road down from the mountainside was never finished and ends abruptly after going around the bend. There is a hiking trail Elizabeth used which goes around the mountain and leads to the Top of the World Highway. It's closed in winter and is more dirt road than an actual highway the rest of year, but it is a lifeline to civilization. The characters are just to the north of the border crossing

between Alaska and Canada, and as far as they can conceive, there is no trail leading here except if they start making one.

The observatory was never named. Although the food supplies are gone, there are several gas canisters left along with a camping stove. The surrounding area is heavily



forested and fertile. The population of wolves equates that of humans within several miles.

Triumvirate of Celestines

Even in the physical world, the characters can feel a strong influence of spirits on the observatory. There are enough books on the subject of astronomy littered about the place that the characters may soon find themselves reiterating on the question of what they saw on the broken peak of the Moon Path. The telescope can be operated manually with lightly rusted cranks and gears. Looking through the lens is an awing experience. More than this, the characters can hear what can only be described as whispers between the heavenly bodies. Their words are unintelligible, but each tone is clearly distinguishable. This includes the three they remember cackling before the characters hit the ground. Distinguishing which ‘voice’ belongs to which celestial body is more difficult, however. As soon as a character lifts her gaze off the telescope, the voices vanish in an instant.

Caern Affirmation

The characters will have noticed that all the signs of a potential Caern can be found in the observatory. Their reborn totem may offer them the knowledge of a Rite under his new traits, along with a confirmation of the ban. Should the characters engage in the Rite of the Opened Caern, a challenge will await them. The spirit encroached in the building is still shy. If it can be coaxed or coerced into the realization of a Caern, the observatory may become capable of monitoring Moon Paths, of magnifying Luna’s emitted Rage, and much more. Most of all, they will be able to see anything coming their way from the Umbra.

Sustenance

This month is still a cold one as far north as the characters are. The Top of the World highway is still closed and although there are cabins and homes within walking distance where charity may be found, the

characters are likely to hunt for their food. The winter’s prey includes small game such as rabbits, but the main prize remains caribou.

Observations

Gazing up through the observatory, the characters may make a study of the celestial bodies. With the aid of Elizabeth’s books, they may soon definitively identify the planets involved in their interstellar intermission as being Venus, Mars, and Neptune.

A Word with Friends

The characters may try to contact their mentors now that they have found their Caern. If an ally of Pegasus is contacted, the Black Furies may soon relay a message. What they send is a very specific Lune, whose representation, a shard of moon rock encircled by a crown of silver feathers, will force its way through the telescope to make a Moon Path for the characters to follow to a designated point of meeting.

The Moon Path leads to a cliff of dry rock jutting out of a clear blue sea. The dawn’s sun burns bright over a cloudless day and everywhere on the horizon, driftwood burns brighter still. In front of the characters on the island stand Aimée and Désirée. They tell the characters that this is one of the safest Umbral pockets, a memory of ancient Greece kept dear in hearts of all Black Furies. If their mentors had been able to introduce their characters to the tribe openly, they would have been shown this place and many others, a thing they did not want to deprive them of entirely. Their faces then turn dire when they announce that despite this, they still do not feel safe and that they need to hurry in their discourse. Too many forces are at work between the Skin Dancers, the Red Talons, Lukman, and others yet incomprehensible. Aimée and Désirée have clearly been hunted at least as much as the characters.

Concerning the Skin Dancers, Aimée and Désirée followed up on the leads they had. The Rite of Questing Stone led them to the ship, stranded, defunct, and abandoned on this side of the Pacific, just north of Seattle. From there, they seem to have split into three distinct groups, each consisting of one false Garou leading some of the traitor kinfolk. They pursued each one individually, but the grim truth is that all the trails ended at either a highway or a bus station. The Skin Dancers are at large in North America.

Concerning the Caern, the Black Furies are immensely impressed. By this time in the conversation, Aimée will speak up, having noticed something peculiar: the characters radiate an aura. She concludes after a moment of stunned observation that the characters are under the lingering but fading protection of nothing less than a Celestine. Désirée will continue to interrogate the characters about who it was that opened the Caern. She will express how vital a responsibility that character bears.

The Caern

Observatory Caern: Type: Perception, Rating: 2

Spirit of Observation: The greatest spirit lingering near the Umbral side of the caern is a silent one. It is against this spirit the characters contest to open the Caern and it is through this spirit that the characters may observe the heavens and the surrounding spirit wilds. The character who manages to overcome the spirit in a Rite of the Opened Caern is awarded 4 Wisdom.

The health of one of the last holy places on this earth—one of Gaia’s own fingertips—is hers to maintain, protect, and hold dear. One day, Aimée adds, they may be able to open Moon Bridge from it to connect to the great Caerns of the Black Furies and witness how the tribe has preserved Gaia’s sacred heart.

The characters may at this point roll Perception + Alertness (difficulty 7). A storm has been building around the island. The number of successes obtained will determine for how long before it was noticed. The characters recognize the exact shape and sound of the storm, even if Aimée and Désirée think it is harmless. They will whisper that they have seen it before, however, every time they slipped into the Umbra. It is unquestionably Sleeps-on-Bones’ work. She has been following the characters’ mentors to get to them. Dreadfully, she is not the only one to have done so. Scarcely in the corner of their perception, the characters may also note a small black critter climb the rocky shore.

Aimée commands the characters to follow the Lune back to their Caern and promises to seal the way behind them. The spirit of storm seems to exude a growl in every sense of the word. Désirée snarls back as the characters are forced to leave. Cockroach follows unseen through the Moon Path.

A Word with Siblings

When the characters emerge back in their Caern, the Lune will slowly spin in midair, revealing the spirit of Cockroach clinging to its rock. The Lune finds its way home through the telescope while the new intruder drops

to the ground before the characters. Any attempt at harming Cockroach will simply result in one identical dead Cockroach ejected from under the shell while the other remains motionless. The spirit communicates by dissolving into hundreds of identical shapes to form perfectly geometric letters. If pushed, it will display the message: ‘COCKROACH CANNOT BE KILLED.’

The message it has come here to relate, however, is from the characters’ hidden, surviving siblings. Their words will read:

‘THE HEAVENLY BODY HAS TOLD US OF A SYMPTOM, ONE WHICH YOU FOUR ARE THE CAUSE OF. YOU DECIDED TO ISOLATE THAT WHICH WAS

The Prophecy Self-Fulfilled

At this point, the characters started telling their half-siblings about their experiences so far in a great amount of detail. They even dictated the prophecy of the Furies to their emissary Cockroach, including the line that claims ‘only one litter is meant to survive’. This part of the prophecy refers only to what the Tamed Ones learn and by telling them so, the characters have made it self-fulfilling.

This occurrence further complicates a notion that was intended for the story, namely that the prophecy of the Furies is far from accurate. The Tamed Ones had no immediate interest in eliminating the characters by killing them.

THE HEAVENLY BODY HAS TOLD US
OF A SYMPTOM, ONE WHICH YOU
FOUR ARE THE CAUSE OF. YOU
DECIDED TO ISOLATE THAT WHICH
WAS CORRUPT, SISTERS. FOR THIS,
WE ADMIRE YOU.

THOSE WHO ARE TAMED

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CORRUPT, SISTERS. FOR THIS, WE ADMIRE YOU.

—THOSE WHO ARE TAMED’

The characters’ actions in the Umbra did not go unnoticed. When they stopped the Wise Men’s Wheel, they acted in accordance with Stasis, the Weaver’s domain. Their siblings, the self-styled Tamed Ones, are starting to reveal themselves out of interest.

After the message is presented, Cockroach reforms into one and climbs into the telescope lens. If the characters observe its departure, they will see it heading to a small constellation of stars which is slowly growing larger. They form a curious shape near the horizon, toward the south. If observed closely, it will seem to be composed of strands, shaped like an iris or a web. It will remain fixed in the observatory’s view from now on.

APRIL, 2001

Opening of the Moon Bridge, Part I

After the characters have had time in the observatory to piece together what might be going on, Cockroach returns. It has another message for the characters: 'OPEN MOON BRIDGE.' Their siblings want to open a path between their two Caerns.

If the characters assent, they are likely to approach their totem spirit, the Last of the Eel. While it has taught them rites in the past, this is not one that can be expressed easily. Eel knows that it requires a pathstone, first of all, which are rare gifts from Luna herself for worthy Caerns and sojourners to her Umbral home, also called a moon gem. More than this, Eel may explain that the rites, while they can be understood by spirits, are acts of the Fera handed down through the generations. They started as ways of venerating and uniting the two worlds they inhabit. By channeling powerful rites, the characters may channel their ancestors' wisdom and power. Such is what is required for a rite such as the Rite of the Opened Bridge.

The characters are for the moment unable to contact with the Black Furies out of necessity. With further correspondence through Cockroach, one of the characters may start undertaking the tutelage of their siblings to learn the rite. The others will still need to find a pathstone if they want to unite their two Caerns. The mechanics of the challenge the rite poses may be revealed before hand as the character prepares for what she needs to be able to do. This includes acquiring a Rituals knowledge of at least 4.

Opening of the Moon Bridge, Part II

Over the time the characters spend in their observatory, they will undoubtedly study what can be seen through the lens further. Perception + Alertness may reveal to a character a distant shape not among the stars, but on the horizon. A great deal of patience is required for the silhouette to become enlarged in view and it often slips away before that time. Over several appearances, the characters may realize it changes shape between a wolf

and a man. He is always alone, always stands in the exact same place due south, and always stares in the characters' direction.

Should the characters venture that way, they will need to keep accurate track of where the figure appeared. In the physical world, ridge is mundane with not a trace of anyone passing through. In the Penumbra, however, something has been left behind for the characters. The mysterious observer has left behind a flat, polished pearl. A mark has been made on its surface, that of a wolf's paw print. Furthermore, three traces have been scratched in the rock around the moon gem: ψ , φ , and δ .

In future, characters looking for this figure anywhere in the Penumbra may attempt a Perception + Investigation roll at difficulty 9 to notice, most of the time, he linger on the horizon, watching them. It is impossible, however, for the characters to approach the figure. The identity of the man is none other than the ancestor spirit of their departed father, Horizon-Dweller.

Opening of the Moon Bridge, Part III

After days or even weeks, the characters may be ready to attempt the opening of the moon bridge. While they are preparing to perform the ritual, synchronized with the Cockroach skittering back and forth, the Tamed Ones will force the characters' hand. Cockroach witnessed their conversation with the Black Furies before, within the memory of Ancient Greece. It knows about Lukman and Sleeps-on-Bones hunting them. Now, the Tamed Ones have broadcasted the characters' location, using allied spirits, and storm clouds approach their Caern. Cockroach relays the message that the characters must finish the Moon Bridge with haste. The Tamed Ones' Caern is the only safe place, they say, and they will be able to close the connection from their side.

It is up to the characters whether they want to risk venturing into their siblings' realm, or gather the courage to face Sleeps-on-Bones. The roll to perform the rite is Wits + Enigmas at a difficulty of 6 on the observatory's side and two successes are required.



Hidden in Deep Webs

The characters emerge on the other side of the Moon Bridge. There, they stand on glowing strands, bright and hard as glass. Above and below, everything else is dark. Their siblings reclaim the pathstone, and the Moon Bridge behind the characters closes. Their faces illuminated only by the strands of the web at their feet, the last half-siblings regard one another for the first time.

The Tamed Ones look younger than any of the characters. Their clothes are simple, but unlike the characters', display no tears or other signs of wear. In truth, they have lived in the city all their lives. There was a small town in the peninsula, abandoned early on by their mothers when they had become pregnant.

Two of them have nearly identical faces, boys with deep-set eyes and a hooked nose. Their names are Liam and Mason. The other two are girls who could not be further apart in appearance. One has long hair tied in a braid. Her name is Audrey. The other is the tallest of the four and has shorter hair than the twins. Her name is Brooke and it is she who first speaks to the characters: "You are safe here."

The Tamed Ones can answer immediate questions the characters might have about the Deep Webs. Afterward, they will offer the characters a place to rest. Cockroach will be summoned to guide them in four different directions, splitting itself off into smaller clusters of skittering spirit. The characters may roll Perception + Enigmas to realize the layout of the Deep Webs. It consists

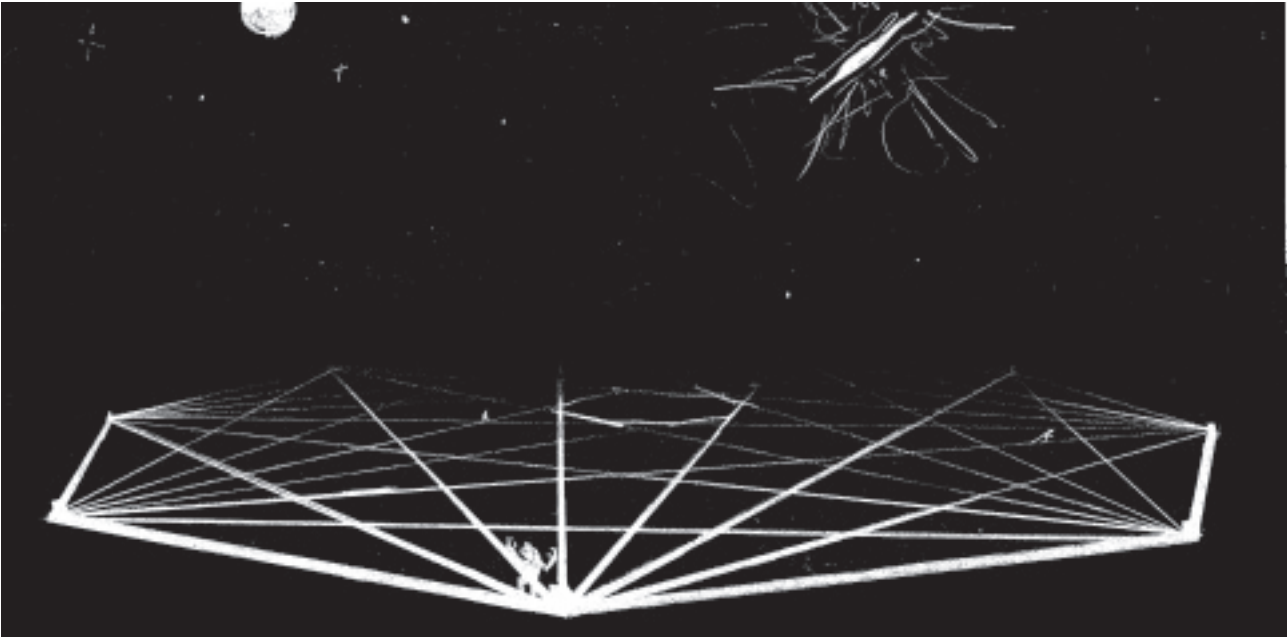
of nine points on a perfect circle, with a perfect glass strand connecting each point with all the others. This leaves a gap in the center, and many intersections throughout the rest of the web. At four of the points where characters are individually led, a seat has been prepared made of the same bright, hard material as the web itself.

Sitting down in one of the seats, a character feels truly at rest. Taking a moment, the characters may realize from this vantage that what looms above them is not truly dark. Faintly, they can distinguish stars overhead. It may be then that they reflect that no one knows where they have gone, not even the Black Furies.

Trapped in Deep Webs

One of the Tamed Ones appears before each of the characters at their designated places. Each displays immense concern about whether the characters are comfortable and calm. Indeed, they make it plain that they cannot abide Rage in their sacred Deep Webs. Although there is no method of making certain, there are many within the Garou Nation who believe that Rage is not a gift from Luna at all, but rather a disease devised by the Wyrms.

"We have tamed ourselves." [...] "Sometimes, it takes a tamed beast to understand what neither Man nor Beast can." [...] The Tamed Ones are looking for confirmation that the characters also seek to rid themselves of chaos and duality, striving instead for union and perfection. The Tamed Ones wait for the characters' approval to put this willingness to the test. The half-sibling before each of



them then starts asking questions. Meanwhile, he or she gauges the character's expression for any emotional response.

"What is it that you did to our half-brothers?" [...] "In fight or flight, you chose. You killed them." [...] "You offered them to the Wyld just as much as they would have offered you to the Wyrms, in their misguided way." [...] "We are the ones who are not misguided." [...] "You had a prophecy. They had nothing. We... We have everything." [...] "They were the forceful just as we are the mindful. You... I don't believe you even know what you are."

Any character who can refrain from displaying an emotional response will be commended by her half-sibling saying: "You have the potential to be tamed as well." A character who is provoked by what the Tamed One says will be scorned sharply, "We will not suffer chaos. You will be isolated."

When a character tries to rise from her seat, she will notice invisible trappings have started to form to hold her in place. Struggling against the bindings will only make them swell and grow until they become visible. The bindings are the same as those the spinner spirits make in the Umbra. True Rage however, can break the bonds, to the Tamed Ones' horror. This twisted thing that may be of the Wyrms, that may be of the Wyld, is the only way to escape. If the characters resist at this point, the Tamed Ones will flee to their own sanctums on the Deep Webs. It is for those character who have broken their bonds to find the others.

The northernmost point on the web marks the place where the characters entered the Deep Webs through the Moon Bridge. From there, going clockwise, the Tamed Ones' sanctums and the characters' seats are located in the order: Liam's, Tala's, Mason's, Nakomis', Brooke's,

Emma's, Audrey's, and finally Lena's. As the characters free each other, they are being hunted on the web's strands by Cockroach, whose skittering can be heard in its approach.

Cockroach

Willpower 5, Rage 2, Gnosis 8, Essence 15

The Webs Themselves

The characters may take a moment in their half-siblings' Caern to discern what spirit drives it. A Perception + Engimas roll may reveal that the place is very different from the Observatory. It houses a far more mysterious spirit. In many ways, it is the counterpart to their Caern. Another Wits + Enigmas roll will reveal its identity. This Caern houses a great spirit called down from the heavens. It is Occultation, hiding amongst its own witnesses, a spirit of cosmic Stealth.

Such attentiveness to the spirits around them may lead the characters to realize three other distinct and strong entities. The Caern is home furthermore not only to Cockroach, but also to Cocoon, Symbiosis, and one the characters are unlikely to understand: Polychoron. The same attentiveness may lead Tala to a growing concern. Her own Caern of Observation is far away, its presence fading from her mind while it is in the hands of Sleeps-on-Bones. The old she-wolf is taking the Caern away from them. A sinister thought may lead the characters to wonder if they can do the same here.

Audrey maintains this Caern. While she is alive, the

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characters will need to contest her on the Wits + Rituals (difficulty 7) roll before they can try to rededicate the Caern. It is possible for the characters to leave here and never look back if they can succeed the rolls. Those of them who escaped impending isolation by tapping into their Rage are carried by the momentum of that instinct, however, in their animosity toward the Tamed Ones.

Deep Webs Caern

Type: Stealth, Rating: 3

Spirit of Occultation: This great spirit harnesses the power to hide planets from each other's view. Obeying Neptune, it was sent here to hide the Tamed Ones. Not only did Neptune decide to let the disciples of Mars and Venus slaughter each other first, it made sure that when its own wards came to a confrontation, the encounter would be on their terms. All Neptune's planning is now tested against raw fury. The character who manages to overcome the spirit in a Rite of the Opened Caern is awarded 4 Wisdom.

Mason's and Liam's Sanctums

Oddly, the sanctums of both twins contain two seats, back to back. It may not be apparent at first, but it is there. The extra seats allow Mason and Liam to disappear and emerge at the other's sanctum through the workings of the infused Polychoron spirit. "Not by the hair on my chin..."

As one of them disappears through one of the seats, cockroaches burst forth from where they were sitting, skittering to the underside of the walkways and darting for the other seat in the distance. The only way for the characters to bring the twins down is to split into two groups, awaiting them at both sanctums. "Sons and daughters of our father..." "Merely half-siblings, all..." "Except for us."

Liam

Crinos,
Strength 8, Dexterity 5, Stamina 5,
Brawl 3,
Heat Metal

Mason

Crinos,
Strength 6, Dexterity 5, Stamina 7,
Brawl 3,
Heat Metal

Audrey's Sanctum

Audrey maintains the Deep Webs Caern. Of the Tamed Ones, she holds the greatest control over spirits. She believes that with enough control, even Banes may be tamed. When the characters enter her sanctum, they will witness how far she has truly gone. As she shifts into her Crinos form, the spirits under her skin are revealed. Together with a strong spirit called Symbiosis, she has grafted Banes of malice and torment into her very skin. The truth of this, a truth she has never revealed to her siblings, is that she could never control her Rage. The Banes she carries with her feast on her Rage, however,

Brooke

Crinos,
Strength 6, Dexterity 6, Stamina 6,
Brawl 1,
Firearms 3

Brooke's Sanctum

The characters never made it to Brooke's corner of the Deep Webs. Should they have gone there, the following is what they would have found.

Unlike the others, Brooke's sanctum is unclean. Webs have engulfed the platform, forming domed walls and a ceiling. Half-concealed by thick cocoons spun by crawling spirit spiders, 'isolated' articles litter the floor and walls: Mason's old baseball glove; a picture of Audrey's first boyfriend; Brooke's own cat, petrified for all time; and countless others. Brooke meanwhile, hangs from the ceiling in her Crinos form, waiting for the characters to try to climb up. In her hand, she has an antique revolver loaded with six silver bullets. "Extinguish my flesh, and tread forever in the shadows of ignorance."

draining her of it to sustain themselves. In return, she wields the agony they embody as a finely honed weapon. “No horizons here, don’t you see?”

Audrey

Crinos,
Strength 7, Dexterity 4, Stamina 7,
Brawl 4

Banes: Collectively, the Banes feasting off Audrey have a pool of 7 Rage. They use the Incite Frenzy charm on the characters, depleting their collective pool with every attempt.

The Other Side

After the characters have taken control of the Caern, its mysteries fade. The darkness around them may fall back like a curtain. They may step sideways to arrive in a

warehouse. The shape of the star is painted plainly on the floor. All around, crates with dehydrated foods are stacked next to bottled water. None of the Tamed Ones follow the characters into the physical world. If the characters killed them, their bodies also do not reappear here. The great hall is cold and empty.

A set of double doors on one end of the room is locked from the outside. Peculiar as this is, the characters may break through with a great feat of strength, again falling back on their Rage. Outside, the characters emerge in urban Alaska. Down a slope lies the city of Juneau. The door had been locked with three great chains closed with padlocks and a weather-worn glyph is painted on its surface. The characters may recognize part of it as the Garou sign for the Rite of Passage, only it has been crossed out crudely.

In truth, the Glass Walkers exiled the Tamed Ones long ago. Their radical and incomprehensible goals were too extreme for the tribe. They were aware of the great attentions bestowed on them by Neptune, however, and dared not act against a Celestine. The situation was contained before the characters arrived. Whatever agenda

As Played

Here, the characters made the most fatal mistake of all throughout this story. Once they had secured their freedom in their siblings’ realm, they met up at the point where they entered. With no immediate way out, they then decided—unfortunately—to split up into groups. Nakomis and Emma came to face Audrey alone and both fell victim to the symbiotic Bane’s Incite Frenzy Charm. Nakomis slaughtered Emma. Only when the others rejoined were the characters able to overcome Audrey. With her gone, they managed to bend the Caern to their will and reveal a way out. Emma would never see Alaska again.



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the Tamed Ones were acting out, the Glass Walkers were apprehensive yet pleased so long as they did so from their exile.

The moment the characters stepped outside, a camera mounted on the roof turned toward them. They have kept out of sight for months. Now, their exact location has been marked. It's only a matter of time before the Glass

Walkers arrive to investigate, before the characters are identified.

Juneau, uniquely, is not connected to the rest of North America by any road. The characters may risk hiding in the city, or they may try to take a ferry connecting back to accessible Alaska. Another more obvious alternative is of course to run into the wilderness from here.



May, 2001

Lukman's Stride

If the characters are careless it will be a matter of days. If they are meticulous it may be a matter of months. Inevitably, eventually the Glass Walkers will have notified Lukman about what they saw. From a firm location in the physical world where the characters had been, he will track them. There will come a morning where the characters wake up, ready to move on, and find the Silent Strider standing over them.

Lukman begins an account of his misery in finding the characters. From the shifting Moon Paths to their disappearance at the highest point of the Umbral realms, he recites his difficulties. He had even traced the river of all rivers to its source only to find that the characters' very totem spirit had disappeared. He has resorted to making a truce with Bear, learning enough to now no longer sleep. For every month he hunts the characters, he will hibernate a year, but only once they have been delivered to their trial. He is resolved to hunt the characters for as long as it takes. Once, there was a break. The characters were betrayed, the location of their Caern revealed. Only, Sleeps-on-Bones got there first and he was forced to endure a confrontation with her. He is already owed a year of his life when this is over. If the characters would rather have the Apocalypse tear the world apart while they and Lukman still play this game, then they will.

Harano

Nakomis still treads in the shadow of her actions while under the Thrall of the Wyrms. It has taken her a long time to accept what happened, but inevitably she has come to realization of what it was that drove her to kill her own sister. She recalls the taste it left on her tongue and she recalls the great urge within her and its source. It was undoubtedly the Wyrms, a specific aspect of it. She has no way of knowing that this aspect is called the Eater-of-Souls by Garou elders. All she knows is that she has to live with the unspoken burden that in fact, she ate of Emma's flesh while she lay dying.

The Moot

The characters are led through countless miles of wilderness by Lukman. When they started this journey, the Silent Strider sent word ahead for the moot to gather at the Sept of the Distant Sun, a Wendigo Caern in the Anaktuvuk pass, north of the arctic circle. When they finally arrive, the characters will be led through the great crowds of Garou who have come to the gathering.

The condemning gazes of those attending will do much to unnerve the characters. Furthermore, a falcon started circling overhead soon after they arrived. Lukman will only say that the bird above is a strong spirit serving the judge at the trials of this moot. It has its eye on the accused here, monitoring their honor at every moment. A terrible fate awaits those who try to escape or those who try to scheme their way to absolution.

Lukman tells the characters they will be called forward for the trials when the judge is ready. Until then, they may wander the grounds of the sept. As for him, he will now retreat for his years of hibernation. He notes it is unlikely they will ever meet again. Then, he walks away.

The Trial

Before the trial, the character may wander the grounds and try to gather some information. They may confirm that the judge is a Silver Fang named Cymeon. He has crossed the Pacific to be here just for the trials that await. Rumors about the Silver Fangs' lost glory and disgraces made in derangement will equal the speeches of hope for the one tribe that may be able to unify all Garou with its leadership. The characters may furthermore learn that they are not the only ones standing trial here. Sleeps-on-Bones was brought here by Lukman as well and is to stand trial for the dishonorable murder of Désirée. Also, the Glass Walkers have delivered one of the Tamed Ones, Brooke, to be judged. Only the twins were able to escape their Caern, now hiding somewhere in the Umbra.

The characters may spot Aimée in the crowd, her face a mass of scars with one eye torn from its socket. She has

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her gaze fixed on a jutting rock, a platform where Cymeon sits, waiting. Before the characters can approach her, they are intercepted by Tommy. He can tell them a little more about what happened to their Black Furies mentors, about how Aimée lost her daughter to Sleeps-on-Bones' Rage and how Sleeps-on-Bones fled at Aimée's onslaught. Tommy can furthermore tell the characters that, although he's unsure what a Metis Bone Gnawer's opinion means to the assembly, he has come here to provide a character witness of the King Cove Cubs. He intends to detail, with evidence in their conversation history through the Ratbox, that the actions of the Red Talons in the Alaskan Peninsula were heinous to begin with. It's a gamble to state that the characters killed Patchless because of his ill intentions, and it's up to them whether he should take that route. Tommy does not realize that Falcon is judging them, but the characters should.

Cymeon then gets up and calls for the trial of Sleeps-on-Bones to commence. He wears a long, battered coat of thick dark leather with tears of claw marks running along its length. His hair is bright grey from brow to beard. He waits patiently as Sleeps-on-Bones is ushered forward. Proudly, she stands to face Cymeon in her lupus form. She is charged by the Silver Fang with the dishonorable killing of Désirée. Sleeps-on-Bones first has the opportunity to defend herself. She only utters the a single Garou Tongue syllable to indicate that the killing was 'honorable'. The crowd is then called upon for testimony. A large number of Red Talons in the area will commence a howl which the characters do not recognize. Cymeon puts an immediate halt to their efforts, shouting only: "On your honor!" After silence has fallen, he assures the gathered crowd that vain testimony will be judged harshly. Aimée then speaks up, claiming Sleeps-on-Bones had no reason to attack Désirée, that there was no notion of a duel. If there was a just motive for her killing, she should have been willing to face Aimée as well, for hers and Désirée's motives have always been one. She begs Cymeon to allow a duel between the two of them to settle the matter in justice. The characters may, at their peril, offer testimony as well. Cymeon will think on it before denying Aimée's request.

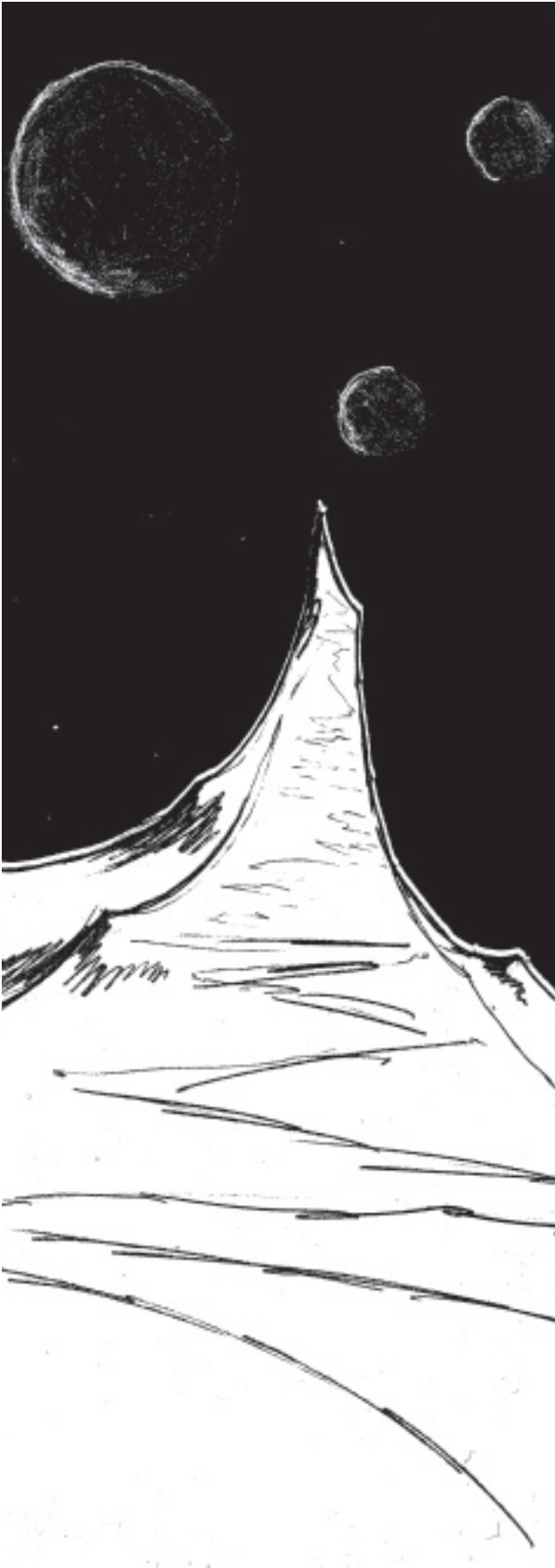
Cymeon calls for a Trial by Luna's Judgement. He produces a blade with no handle made entirely of Moonsilver, the fiercest silver gifted to him by Luna herself. Sleeps-on-Bones is ordered to assume her Crinos form and hold the blade up to the night's full moon. If the Moonsilver does not harm her, Luna decrees the killing was honorable. Otherwise, Luna will decide the price of penance in how long the blade will sting. If it never stops stinging, her decree will have been a penalty of death. If Sleeps-on-Bones releases the blade, she will be decapitated by Cymeon for her insult to Luna. Many in earshot of the characters whisper that Cymeon is insane. Sleeps-on-Bones complies and slowly, before all gathered, she withers in an agonizing death by silver.

Cymeon then immediately calls for the next defendant as Sleeps-on-Bones' corpse reverts to that of an aged she-wolf. She is taken away while the judge picks up the Moonsilver blade with thick gloves. Brooke can then be seen walking toward the platform. When asked to offer a defense, she does not answer. She does not even look at any of the Garou gathered. She only looks up at the stars. When the crowd is asked to offer testimony, a Glass Walker introduces himself. He explains how Brooke and her pack disgraced themselves during the Rite of Passage. They were tasked with preserving a potential Caern from being bought by corporations interested in the real estate. Instead, they housed themselves inside the property after killing the innocent developers. They claimed the Caern for their own, having somehow attracted the attention of great spirits the Glass Walkers dared not anger. The man continues to explain their decision to isolate the young pack without admitting them into the tribe. Cymeon continues to interrogate Brooke about these spirit allies, but she does not offer a response. For her lack of cooperation, Cymeon then threatens her with execution. When she only nods, Cymeon draws a klaive and proceeds to decapitate her. When the deed is done, however, she does not collapse. She merely dissipates as a being of pure spirit.

Taken aback, Cymeon immediately calls for the characters to come forward. Impatient and aware of his loss of composure, he demands their defense as the crowds of Garou look on in anxiety. The charge is the dishonorable killing of Patchless of the Red Talons, of evading judgement, and of scheming with Brooke and her ilk. Suddenly, Cymeon is more interested in the last charge than any of the others. Once the involvement of the Celestines is laid bare, and the trinity of Mars, Venus, and Neptune are named, Cymeon begins to direct his questions toward the characters' association with the Tamed Ones and the Black Orphans. He instantly regrets killing Sleeps-on-Bones, for only she could have told them more of this universal patron of miraculous virility, Horizon-Dweller. He cannot show such weakness in judgment, however, and will soon decree that the trial must be postponed until one more testimony is delivered. The testimony must come from the ancestor spirit of Horizon-Dweller, if he can be found. The characters may at this point reveal they believe they have seen him. For this opportunity, the characters are provisionally freed, with Falcon keeping a close watch on them as they travel. On their honor, they are to consult with their father's spiritual remnants, to extract from him the underlying machinations of the Celestines, and perhaps regain their honor if their actions did indeed serve Gaia.

Father

If the characters travel into the Umbral realms and begin to wander, they may find their father's spirit as a



detail on the horizon. They may need to employ their observatory Caern in order to do so, however. It will require a feat of Wits + Enigma's to engage him, however. By his very nature, their father's spirit appears ever on the distant horizon. He can be trapped, however, if the three remaining characters approach the same point from three directions.

When, at long last, their father comes into view, the characters will regard his noble lupus form. Wordlessly, he begins to guide them through a short, strange path in the Umbra, uphill, into the deepest darkest night. As they begin to climb toward the spirit of the Peak, their father begins to explain: "If one listens, one can hear the spirits speak. If one listens carefully, all manner of strange exchanges can be observed. It takes more to be heard by the spirits, and a lot more to be blessed with the attentions of the Celestines." [...] "I had heard their whispers and so I asked the planets: 'So, what is stronger: a war, a life, or a mind?' Mars claimed that 'War extinguishes life and conquers the mind.' Venus countered that 'Life endures war and there can be no mind without life.' Finally, Neptune only said 'I will prove you both wrong.' Thus, a gambit arose between the Celestines and they decided that since I asked the question, I would be the channel for their experiment. They are patient, you see." [...] "Mars gave me the strength to rule my pack. Venus gave me my endless fertility. Neptune equipped me with rationalizations that allowed me to stand idly by as plans unfolded that I knew would lead my own children to murder each other."

The characters then arrive at the Peak. There, the spiritual remnants of Blood-Drinker, Leg-Breaker, Eye-Gouger, Audrey, Brooke, and Emma linger. They are as shocked to finally see their father as the characters were. Here then, a reunion of sorrow and hatred is founded. Their father continues: "Now, the matter is yet to be decided. Mars has lost and he does not deny this." At this, the Black Orphans seethe. [...] "Venus is furious and will not rest until she is declared the victor." [...] "Neptune meanwhile, thinks he has already won. His disciples are devoid of all life. They are creatures of spirit and pure thought." At this, Audrey and Brooke simply nod.

The Celestines have spoken to those who awaited at the Peak. Once the gambit is complete, all are promised paradise in the realms of their patron. The Black Orphans await to join the realms of Mars, where their spirits have been promised a paradise of war, all but Dale. Audrey and Brooke await their remaining siblings, to join Neptune in the paradise of the mind, as they had intended from the beginning. Emma has heard the promises of Venus as well, an invitation which extends to the characters. Realms of eternal life are made ready for their spirits as well.

The characters have their choice: return to the physical world and face judgment, perhaps live to fight in the

ACT III: TRIBE

Apocalypse, or remain here to become as spirits and see the contest between Venus and Neptune to its resolution, forsaking the Garou life and joining their respective paradises. In abandoning the physical world, they abandon their mothers and all the friends they had made among the Garou. In abandoning the blessings of Venus they will never see Emma again, consigning themselves to doctrines of the Garou.

As Played

The choice before the characters took much deliberation. Nakomis was still wracked with guilt over Emma's death. Lena was honestly fed up with the workings of the Garou Nation. In the end, they chose duty over paradise. They left their father to resolve the troubles he himself had started, just as they would face judgment back home in Alaska.

Endings: The Stars Recede

The surviving characters have decided to turn their back on the Celestines, on their father, on the Black Orphans, on the Tamed Ones, and on Emma. They make their way down from the spirit of the Peak. Horizon Dweller promised to attempt to forge a truce between Venus and Neptune, while Nakomis, Tala, and Lena return to the physical world and their duties there.

Before they cross the Gauntlet, the heavens catch their gaze. The stars are receding. The three are nowhere in sight. Only the Red Star grows dominant, like a wound spilling forth. Then, the sky is restored, and the characters are back in the physical world of the cold northern reaches of Alaska. They need to hurry to reach the Wendigo Caern. The blessings of Venus, the lingering spirit of their sister—all are now lost to them.

Endings: Cymeon's Decree

Before they reach the Anaktuvuk Caern, the characters will be intercepted in the town below by the Wendigo Megwànizo and his packmates. They simply stare at the characters for a longer while than could be considered comfortable. Meanwhile, the air around them is turning colder. Eventually, the twins, always in Glabro form, walk up to the two Aleut characters. With one hand each, they present a wolf's skull, expecting the characters to accept it in a similar fashion.

After the act is done, the Wendigo bask in the exchange. They stare at the characters until it becomes plain that they expect them to continue onward toward their trial. The significance of their tribute may be lost on the characters, though they may realize the skull is freshly scraped. It belonged to Sleeps-on-Bones.

As the characters march on, Falcon screeches from above one last time before it dives into the foliage to report to Cymeon. The character meanwhile notice that many of the Red Talons have left the Moot. They can spot Tommy in the distance, talking to Aimée. Meanwhile, the Wendigo follow behind them as well. Cymeon leans over the edge of the rock platform and barks for the characters to come and see him as they come nearer.

Falcon rests on Cymeon's shoulder when the characters have climbed up the winding cliff. Facing away from them, he only stares at the bared blade of Moonsilver as he says only: "Falcon has told me everything. Nonetheless, I would like to hear your account before you announce it to the world."

After the characters' telling, they may be surprised when Cymeon only tells them which details to accentuate and which to leave out. Nothing in his demeanor remains of the erratic judge. Suddenly, Cymeon appears to be a mere salesman. Only by casting a glance down at Tommy and with a successful Perception + Empathy roll will the characters realize that from the very start, more has weighed in at the trial than their honor and their actions. Deep beneath it all however, it is their honorable acts that will absolve them. Cymeon makes it plain that in a few moments, when they display his judgment publicly, it is a Rite of Accomplishment they will be enacting.

As the characters deliver their testimony, the remaining Red Talons seethe. Only the Wendigo retain their expressionless stares. By the end of it, the characters are proclaimed by Cymeon to be True and Loyal Daughters of Gaia. He calls them worthy warriors in the Apocalypse soon to come.

Endings: Only One Was Meant to

Survive

After the characters are absolved and honored, the Red Talons all disperse silently. Aimée is waiting for them, as Tommy starts walking toward a truck parked down the slope to start packing. Through her many scars and her undissolved grief, she smiles. "So, the prophecy—told to me by my mother, passed down to her by her mother, originating with her mother—was right after all," she says, "Only one was meant to survive."

THE END



ΑΡΡΕΝΔΙΧ



*We conclude this work with some
well-deserved treats.*



FURIES UNLEASHED



THE KING CODE CURS

As they leave the stage and take their bow, we reflect on where they started, and where they ended up.

APPENDIX

Emma Collins

Strength	●●●○○	Charisma	●●●○○	Perception [†]	●●●○○
Dexterity	●●●○○	Manipulation [†]	●●●●●	Intelligence	●●○○○
Stamina	●●●○○	Appearance	●●●○○	Wits ^{††}	●●●○○
Alertness	●●●○○	Animal Ken	○○○○○	Computer	○○○○○
Athletics	●●○○○	Crafts	○○○○○	Enigmas	●○○○○
Brawl	●●○○○	Drive	○○○○○	Investigation	●●●○○
Dodge	●●○○○	Etiquette	●●○○○	Law	○○○○○
Empathy	●●○○○	Firearms	○○○○○	Linguistics	○○○○○
Expression	●●○○○	Leadership	●●●○○	Medicine	○○○○○
Intimidation	○○○○○	Melee	○○○○○	Occult	○○○○○
Primal-Urge	●○○○○	Performance	●○○○○	Politics	●○○○○
Streetwise	●○○○○	Stealth ^{††}	●●●○○	Rituals	●○○○○
Subterfuge	●●○○○	Survival	●●○○○	Science	○○○○○
Rite of the Questing Stone		Rage	●●○○○○○○○	† Teachers, Police	
		Gnosis	●●○○○○○○○	* Long-distance	
		Willpower	●●●○○○○○○	†† Excuses	
		Glory	○○○○○○○○○	†† Eavesdropping	
		Honor	○○○○○○○○○		
		Wisdom	●●●○○○○○○		

“Fucking fabulous.”

Stereotypes:

Tala: She really knows her way around the spirits. I thought I was the Theurge but hey, we’re all in the same team, right?

Lena: Of course I love her, but why does she always have to be such a smart-ass?

Nakomis: My dear sister is clearly a real survivor.

Tommy: A true friend. We really can rely on him. No idea where the saying “To rat someone out” comes from. Tommy is an awesome rat.

Bone Gnawers: I really like being around them, so long as I don’t have to eat their food or anything.

Black Furies: Girlpower!

The Tames Ones: What were they thinking? Thinking... get it?

Black Orphans: Now you know not to mess with us!

Wendigo: I’m sure their intentions are good, but I can’t help it. They scare the hell out of me. The white paste doesn’t help.

Sleeps-on-Bones: Hope she dies a painful death.

FURIES UNLEASHED

Lena Jagr

Strength	●●●○	Charisma	●●●○	Perception	●●●○
Dexterity	●●○○	Manipulation	●●○○	Intelligence [‡]	●●●○
Stamina	●●○○	Appearance [†]	●●●○	Wits ^{††}	●●●○
Alertness	●●○○	Animal Ken	●○○○	Computer	●○○○
Athletics	●●○○	Crafts	●○○○	Enigmas	●○○○
Brawl	●●○○	Drive	●●○○	Investigation	●●●○
Dodge	●○○○	Etiquette	●●○○	Law ^{**}	●●●○
Empathy	●●○○	Firearms	○○○○	Linguistics	●○○○
Expression	●○○○	Leadership	○○○○	Medicine	●○○○
Intimidation	○○○○	Melee	●○○○	Occult	○○○○
Primal-Urge	●○○○	Performance	○○○○	Politics	●●●○
Streetwise	●○○○	Stealth	●●○○	Rituals	●○○○
Subterfuge	●○○○	Survival	●●○○	Science	●●○○
Resources	●○○○	Rage	●●●○○○○○	† Gaining sympathy	
Spirit Speech		Gnosis	●○○○○○○○	* Book learning	
		Willpower	●●●○○○○○	†† Keeping calm	
		Glory	●○○○○○○○	** Criminal law	
		Honor	●●●○○○○○		
		Wisdom	●○○○○○○○		

“Guys... shouldn’t we maybe... eh... think this through first?”

Stereotypes:

Tommy: He was kind of a father figure.

Wendigo: Scary guys, but I still think they are quite nice.

Emma: Jumps head-first into any kind of situation. Full of life and humor. I would have gone to paradise with her!

Tala: Pretty stubborn, but always has very useful insights.

Nakomis: Everything she says makes me think: “Ah, another piece of the puzzle falls into place!”

The Tamed Ones: Intriguing, with all those mind control things.

Sleeps-on-Bones: Bitch.

Last of the Salmon/Eel: Nice that you want to help us, but does everything have to be so fucking cryptic?

Aimée and Désirée: People (or werewolves) to look up to!

Grandpa: Taught me a cool trick!

APPENDIX

<i>Nakomis Nestor</i>					
Strength	●●●○○	Charisma	●●●○○	Perception	●●●○○
Dexterity	●●○○○	Manipulation	●○○○○	Intelligence	●●●○○
Stamina [†]	●●●●●	Appearance	●●○○○	Wits [‡]	●●●○○
Alertness	●●○○○	Animal Ken	●●●○○	Computer	○○○○○
Athletics	●○○○○	Crafts ^{††}	●●●●○	Enigmas	●○○○○
Brawl	●●○○○	Drive	○○○○○	Investigation	○○○○○
Dodge	●○○○○	Etiquette	○○○○○	Law	●●○○○
Empathy	○○○○○	Firearms	○○○○○	Linguistics	●●○○○
Expression	●○○○○	Leadership	○○○○○	Medicine ^{†‡}	●●●●○
Intimidation	○○○○○	Melee	●●○○○	Occult	○○○○○
Primal-Urge	●●○○○	Performance	●○○○○	Politics	○○○○○
Streetwise	○○○○○	Stealth	●●○○○	Rituals	○○○○○
Subterfuge	○○○○○	Survival ^{††}	●●●●○	Science	●●○○○
Resources	●●○○○	Rage	●●○○○○○○○	† Cold	
		Gnosis	●●●○○○○○○	* Stress	
Mindspeak		Willpower	●●●●○○○○○	†† Cooking	
		Glory	●●●●○○○○○	‡† Fishing	
		Honor	●○○○○○○○○○	‡† Poisons	
		Wisdom	●○○○○○○○○○		

“Wolves don’t burn down villages.”

Stereotypes:

Bone Gnawers: Welcoming and friendly, the warmest Garou we have met. They are like family, but eating trash, that’s just disgusting.

Wendigo: Cold as snow and incomparably scary. I can’t deny my curiosity about their lifestyle.

Red Talons: If we had met them under different circumstances, I would have actually liked them.

Black Furies: Strong and goal-oriented. I feel honored to be a part of the tribe.

Skin Dancers: Nope!

Tala: I envy her courage to step into the spirit world.

Emma: I’m so sorry.

Lena: We should have listened to her more often.

The Tamed Ones: Soulless and robotic, I can’t imagine how one could become so strange.

The Black Orphans: Puberty certainly was not good for them.

Tala Serov

Strength	●●○○○	Charisma	●●●○○	Perception	●●●○○
Dexterity	●●●○○	Manipulation [†]	●●●○○	Intelligence	●●●○○
Stamina	●●○○○	Appearance	●●●○○	Wits [‡]	●●●○○
Alertness	●●○○○	Animal Ken	○○○○○	Computer	●●●○○
Athletics	○○○○○	Crafts	●●○○○	Enigmas	●●●○○
Brawl	●●○○○	Drive	●○○○○	Investigation	●●○○○
Dodge	○○○○○	Etiquette	○○○○○	Law	●●○○○
Empathy	●●●○○	Firearms	○○○○○	Linguistics	●●●○○
Expression	○○○○○	Leadership	●○○○○	Medicine	●○○○○
Intimidation	●○○○○	Melee	○○○○○	Occult	●●●○○
Primal-Urge	●●○○○	Performance	○○○○○	Politics	○○○○○
Streetwise	●○○○○	Stealth	●●●○○	Rituals	●●●○○
Subterfuge	●●●○○	Survival	●●○○○	Science	●●○○○
Resources	●●○○○	Rage	●○○○○○○○○	[†] School	
Rite of Binding		Gnosis	●●●○○○○○○	[‡] Sarcasm	
Rite of the Opened Caern		Willpower	●●●●○○○○○		
		Glory	●○○○○○○○○		
		Honor	●●○○○○○○○		
		Wisdom	●●○○○○○○○		

“Hmm... Fuck this shit. Let’s do it!”

Stereotypes:

Nakomis: Saved our asses more than once. Still waters run deep.

Emma: Our dear sister. I will miss her laughter and her crazy ideas, forever. It is a relief to know that she is happy in paradise, even if it’s without us. May Venus enjoy her proximity.

Lena: So much more than just a pretty face. She is our conscience.

Tommy: Sweet, sweet Tommy! The nerdiest Bone Gnawer I have ever met. Without him, we would have been dead before our first full moon as a werewolf. It feels like he’s extended family.

Mom: I feel so much guilt if I think about what I did to my mom. They say that losing your child is the worst thing that can happen to you.

Celestines: All this shit and all this sorrow for a fucking bet?! Are you kidding me?! Celestines may be great forces, but they are just as stupid and vain as humans, only they have more power. That shit is dangerous.

Wendigo: Fucking scary! I cannot believe Nakomis and Lena are their descendants.

Aimée and Désirée: Tough bitches. In the best possible way.

The Tamed Ones: All those hidden messages. Just fucking speak up and say things as they are. I have no patience for your arrogance.

The Black Orphans: I can never forgive them for burning down our hometown. All the memories. They were seriously troubled fellas.



QUESTIONS ANSWERED

Who was the leader of the Black Orphans?

In a pack where might was the only right, Leg-Breaker served as the alpha.

For what manner of experiments was the Rokea held imprisoned?

The rate of regeneration in Fera was being investigated, specifically whether it might be exploited to fuel the food industry.

How did the Black Furies get rid of Lukman at the cabin?

Lukman was at the point of collapse when he arrived. He hadn't learned the secrets of Bear yet at that point and was counting on the honor of the characters' mentors.

What happened to the painter who glimpsed the spirit world?

He woke up and shook his head. After staring at his ceiling for a while, he finished his masterpiece.

How are the characters' mothers doing at the end of the story?

They had been consumed with worry over their daughters. They hadn't heard from them in months. The apartment in Fairbanks was empty. Eventually, the Bone Gnawers took it upon themselves to comfort them with an elaborate hoax. The characters have a lot of explaining to do should they ever visit their mothers again, although they may respond well to the notion that their daughters can't talk about their work for the government.

How did Zoe Bach suddenly become a wolf?

Sleeps-on-Bones used the Gift she had long promised to use on the biologist, called the Curse of Lycaon. Some, indeed, would call it a blessing instead.

Would the Tamed Ones ever have crossed through to the characters' side of the Moon Bridge?

No. Their plan was formulated and there was only one course of action.

What would have happened if the characters had chosen differently at the Wise Men's Wheel?

The Tamed Ones would have had a less convincing pretext to approach the characters. Also, the balance of the Triat would have been affected differently, for indeed the wheel was directly tied with the Wurm, Weaver, and Wyld's motions in a minute way.

How much impact did the wheel have on the world?

Only a little, but enough to matter.

Who were the wise men wandering around near the wheel?

They were once men, never Fera, yet now they are spirit.

What would have happened if the characters had stepped onto giant hand in that part of the spirit world they ended up after they botched a roll to step sideways in Fairbanks?

Even though much of the characters' fear for the Wendigo tribe had been unnecessary, that would have ended badly.

Would the characters have redeemed themselves if they had confronted the Skin Dancers on the boat below deck?

No. They would have passed their Rite of Passage with flying colors and their mentors would have had far more respect for them, but it would not have stopped a trial from happening.

What did Patchless expect from the characters?

Not much, really. Either they would do as he asked and he would have liked them a little, or they wouldn't and he would loathe them a lot. He didn't expect them to even be capable of arranging his death.

If a Garou wears nail polish in Homid shape and she then changes to a Crinos shape, what happens?

The claws have little bits of cracked nail polish on them and your storyteller dies a little inside.

How did King Cove and the other coastal towns burn to the ground?

Old spirits of oil, fire, and pollution were extracted from the Skin Dancer's cargo ship and set to wreak havoc.

Does Tommy hate the characters now?

Never.

What would have happened to Tala and Emma if Nakomis and Lena had joined the Wendigo?

They would all have remained one pack. In fact, the Wendigo and the Black Furies would have met to discuss a joint Rite of Passage. Slowly, Nakomis and Lena may have started to see the Wendigo's point of view. What they did after they learned of the injustices of the past, only they would have been able to say.

How did Sleeps-on-Bones cause storms to grow?

Decades of homage to the spirits all around her have left many in her debt. Sleeps-on-Bones was the most powerful Theurge the characters are likely to ever meet.

Why did Sleeps-on-Bones create those storms?

To punish those for whom she harbored a deep, burning hatred.

Where did the Spirit of Observation come from?

Indeed, Elizabeth Freeman's endless devotion to what she could perceive in the observatory attracted this great spirit. It settled there while she still lived and endured after she had died.

Did Lukman ever find the vampire?

First of all, there was no vampire. The exsanguinations were Anna's doing. Second of all, Lukman will never have a chance to visit Fairbanks again.

What was the Ananasi's goal when she suggested a cooperation with Emma?

She meant to use the characters to her advantage. The relationship is certainly an unconventional one, but she realized the characters were relatively new to their existence. She believed she would have been able to control them. Even though she was proven wrong right away, in theory the relationship may have been mutually beneficial right up until the point the characters realized that Anna cared nothing for the plea of the Wyld.

Why were there so many wolves around the Red Talons' crater?

Craterborn brought them there. He thought the area might be suitable to rehabilitate wolves into the wild. He led attacks on zoos and conservation centers to liberate packs from the influence of humans. It's how he was able to observe human behavior as much as he has and it's what has allowed his many hypocrisies to grow.

What would have happened if the characters had stayed in the seats prepared for them by the Tamed Ones?

The Tamed Ones never needed to kill the characters, only to prove Neptune right. To do so, they would have done anything to their half-sisters that they deemed necessary, though.

What would have happened if one of the characters fell off the glass walkways in the Deep Webs?

They would have died.

What happens when a Garou dies in the spirit world?

Death happens in the same sense as dying in the physical world.

What did the sign mean on the doors to the warehouse in Juneau?

It is the symbol of the Ronin, those who are rejected by the Garou Nation. It was placed there by the Glass Walkers as judgment.

Why did the Wendigo offer Sleeps-on-Bones' skull to Lena and Nakomis?

So that they might sleep on it in the future. It is an act that rivals the transferal of power to the victor when he eats the heart of his enemy.

APPENDIX

What influence did Tommy have on the trial's outcome?

He struck a deal with the Silver Fang which meant that Cymeon would drop the act of the irrational judge and consider the characters' innocence in earnest. In exchange, Cymeon can count a pack of Bone Gnawers in his debt for any future vote of his choosing.

Why did Cymeon's behavior change so suddenly from one day to the next?

He is a good showman and a better spin doctor. He uses the mistrust of the Silver Fangs to his advantage. With two opposing parties equally invested in a particular issue, being seen choosing either side deliberately is dangerous. If the judge seems irrational in his decision, he paradoxically receives less blame. Since his tribe is already made out to be insane, Cymeon considered he didn't have much to lose by being accused of being irrational.

FURIES UNLEASHED



CRATERBORN COMIC

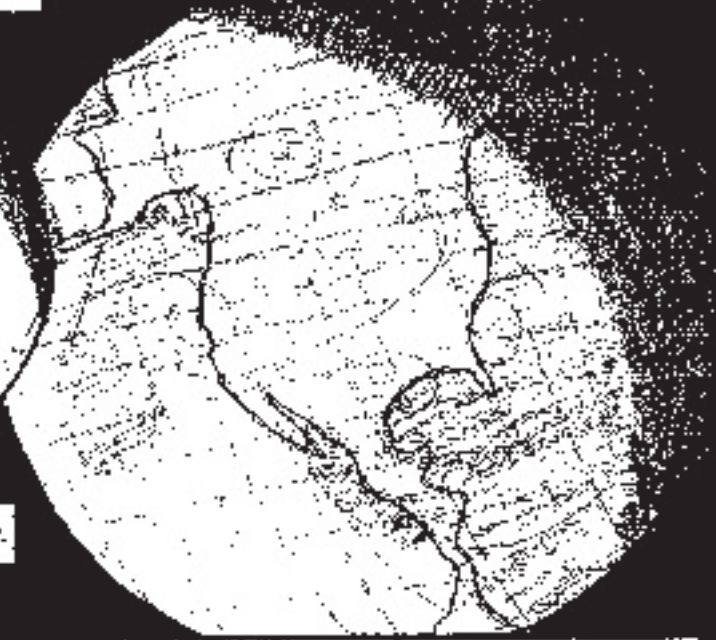
In order to explore a kernel of the motivations behind the actions of the Red Talons, we take a look at a pup who was born in a crater.



The Tale of Craterborn



*Listen, young one.
I have something to tell you.*



A crater is a special thing.

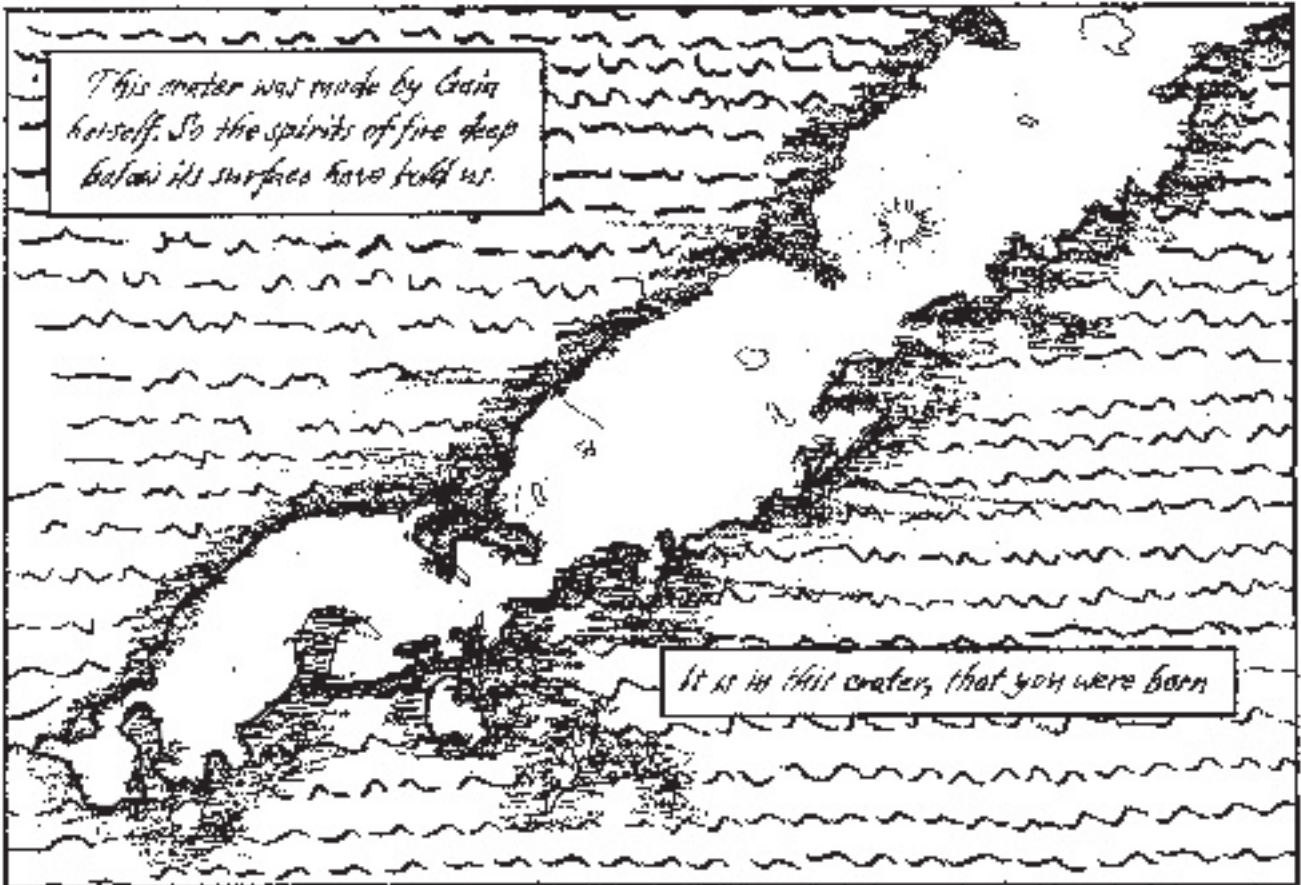
Since the dawn of time, Luna and Gaia have been locked in their dance.

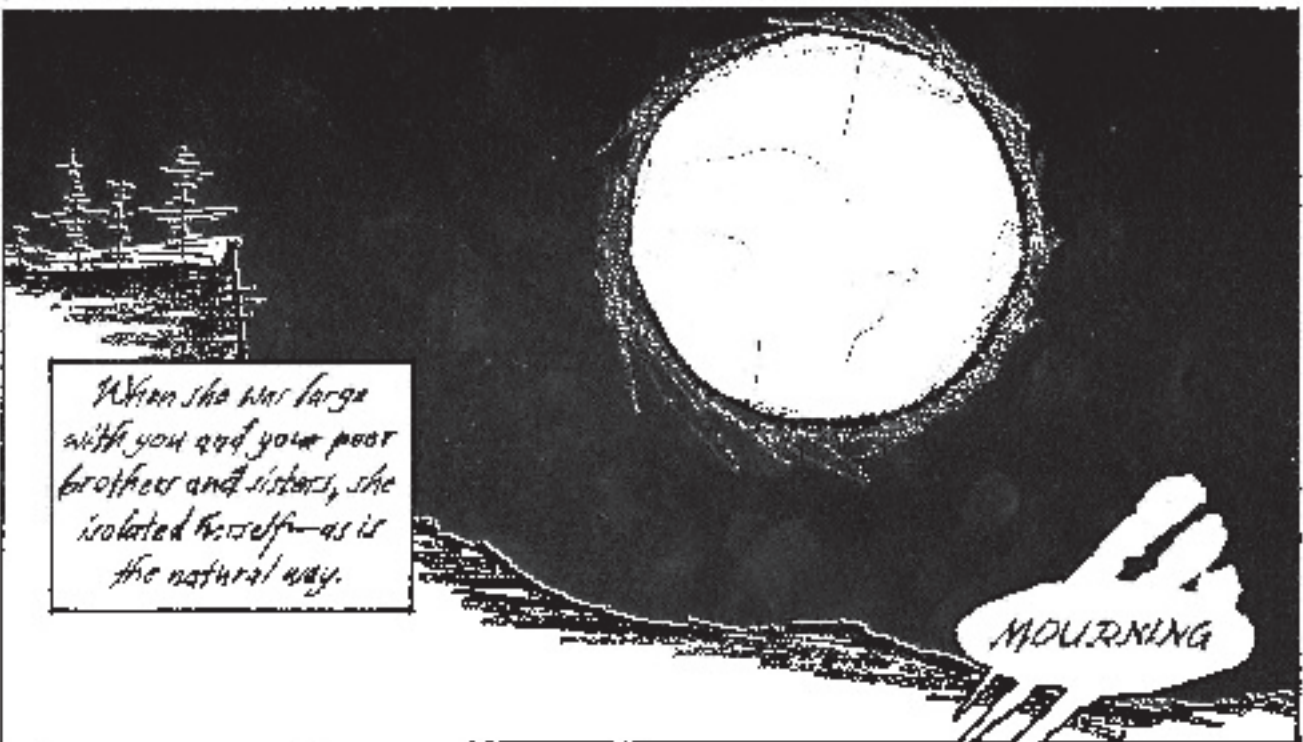
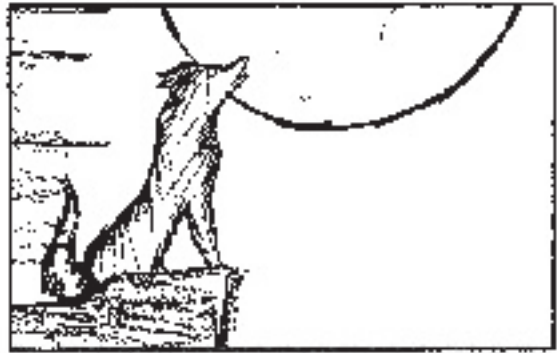
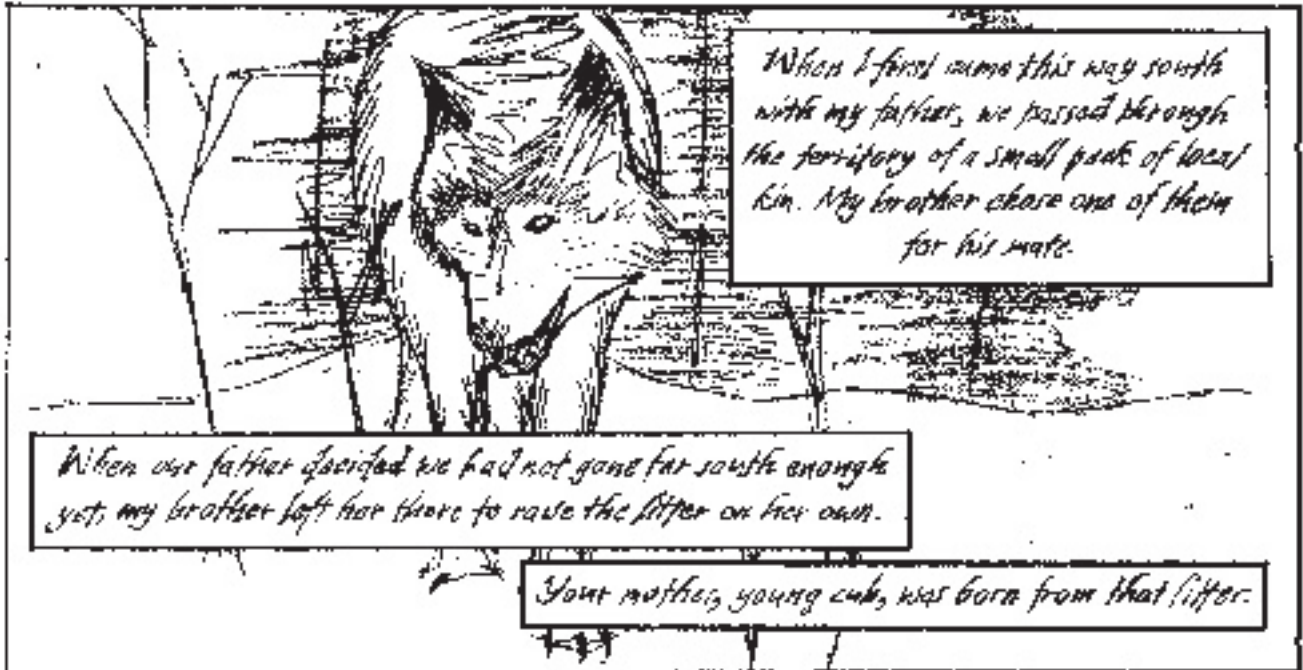


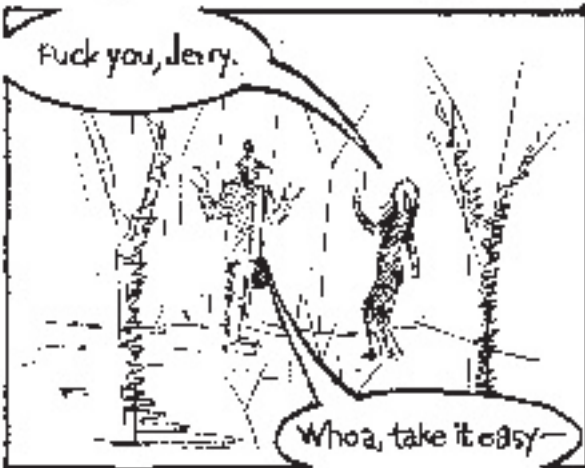
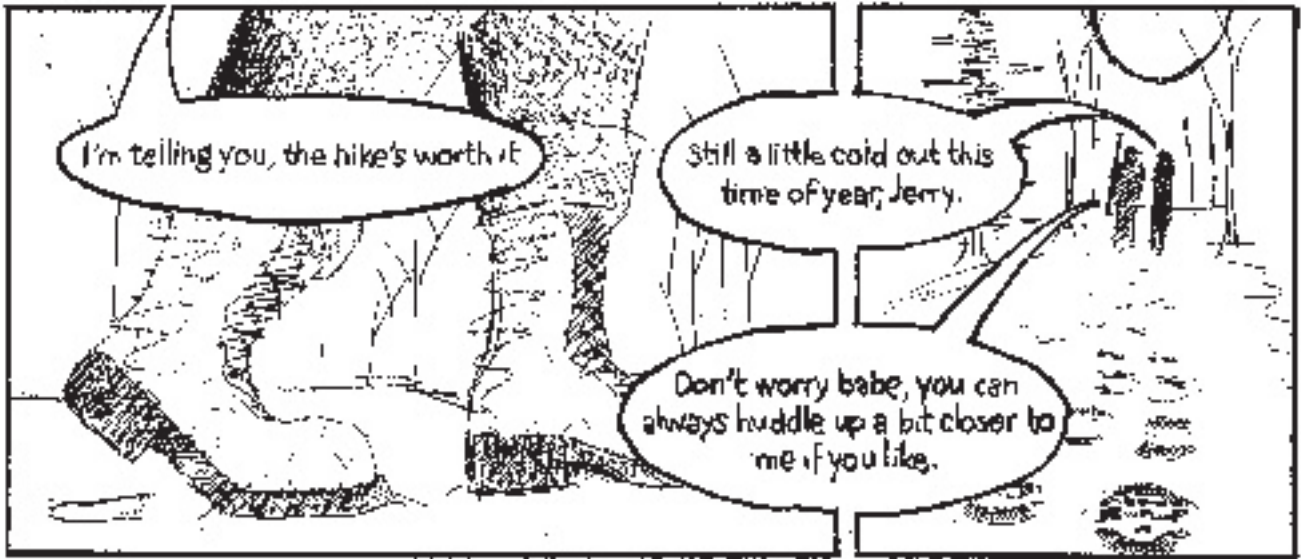
*Some craters are marks of
Luna upon the surface.*

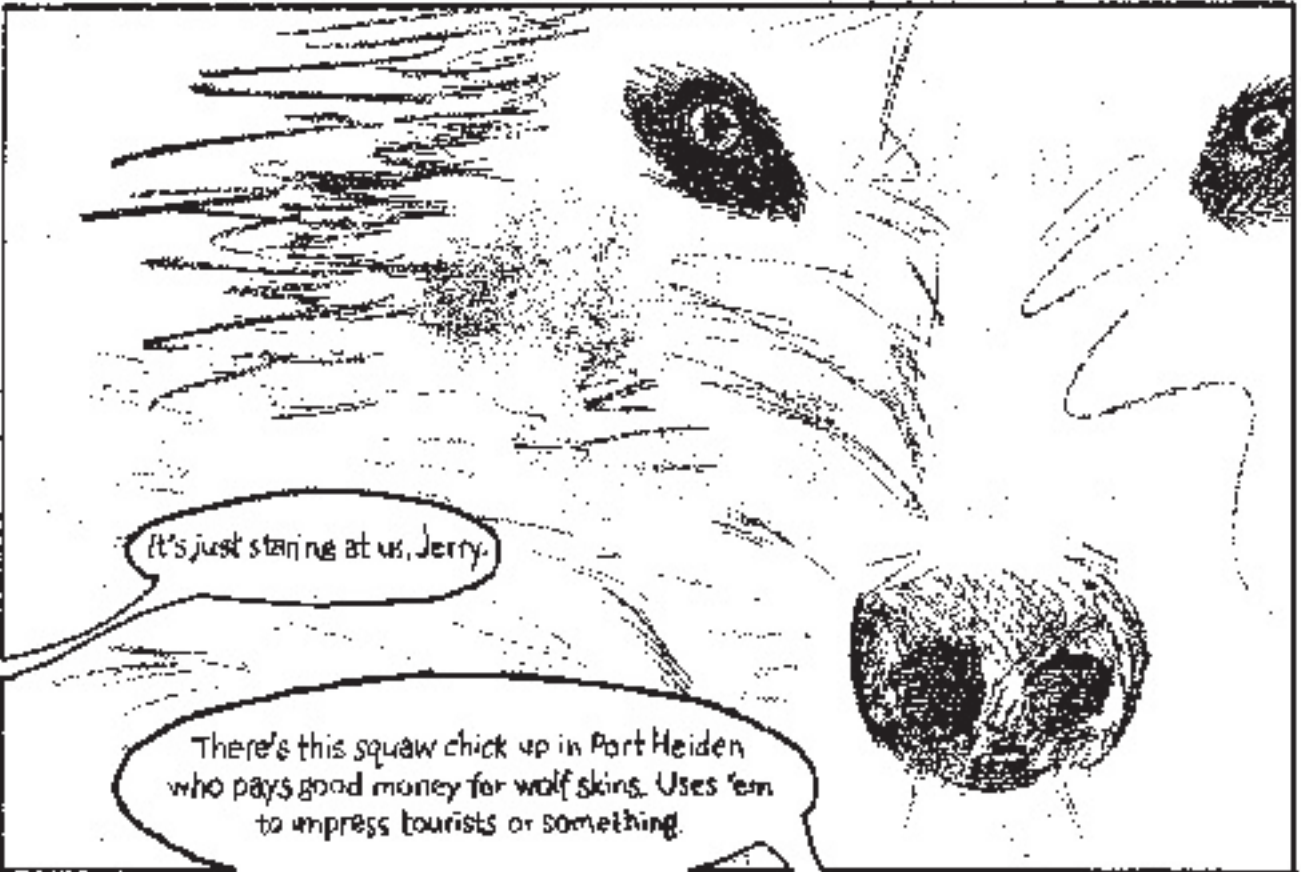
Others are scars from further away.

You and I both know of a crater nearby.

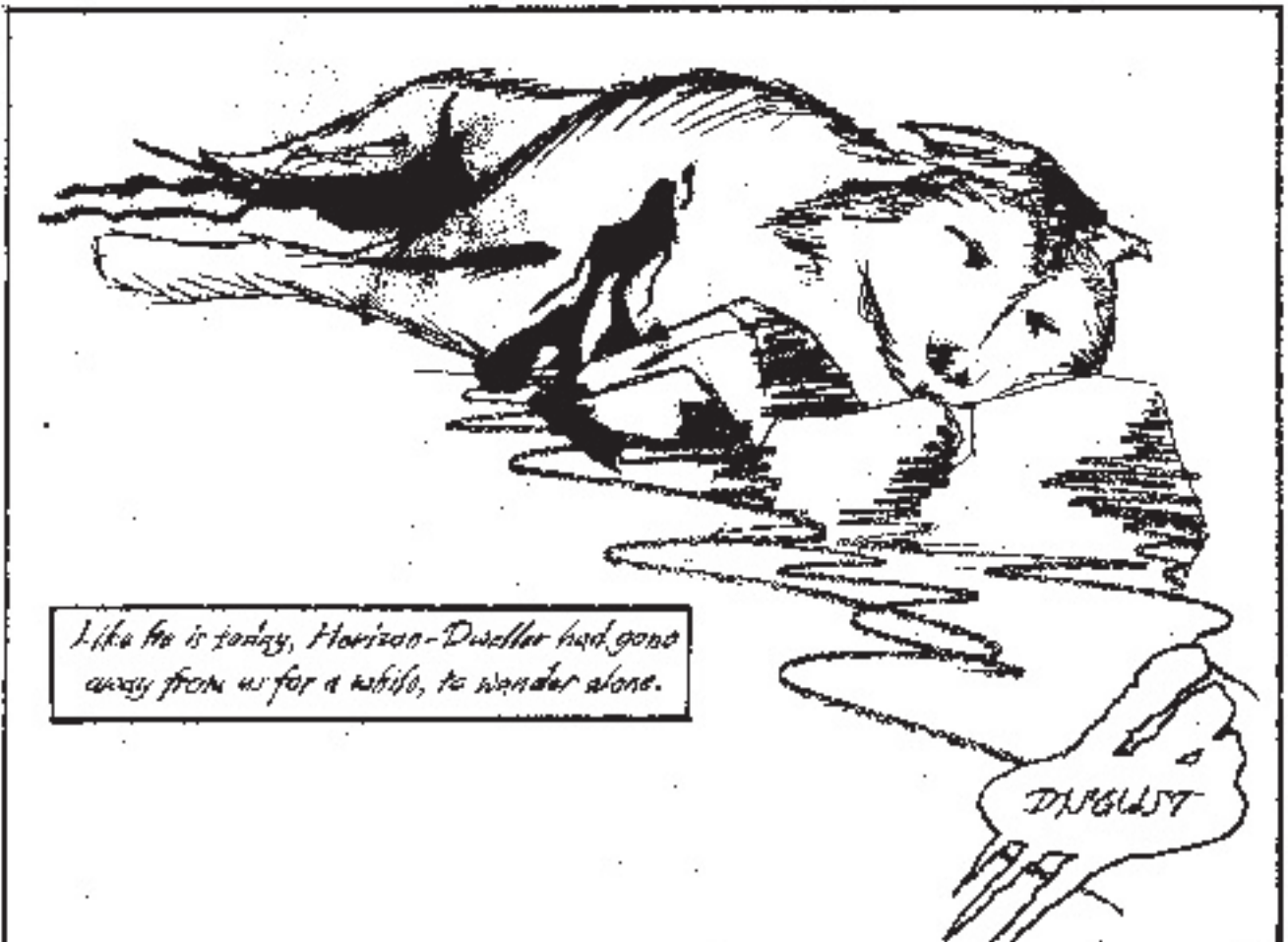
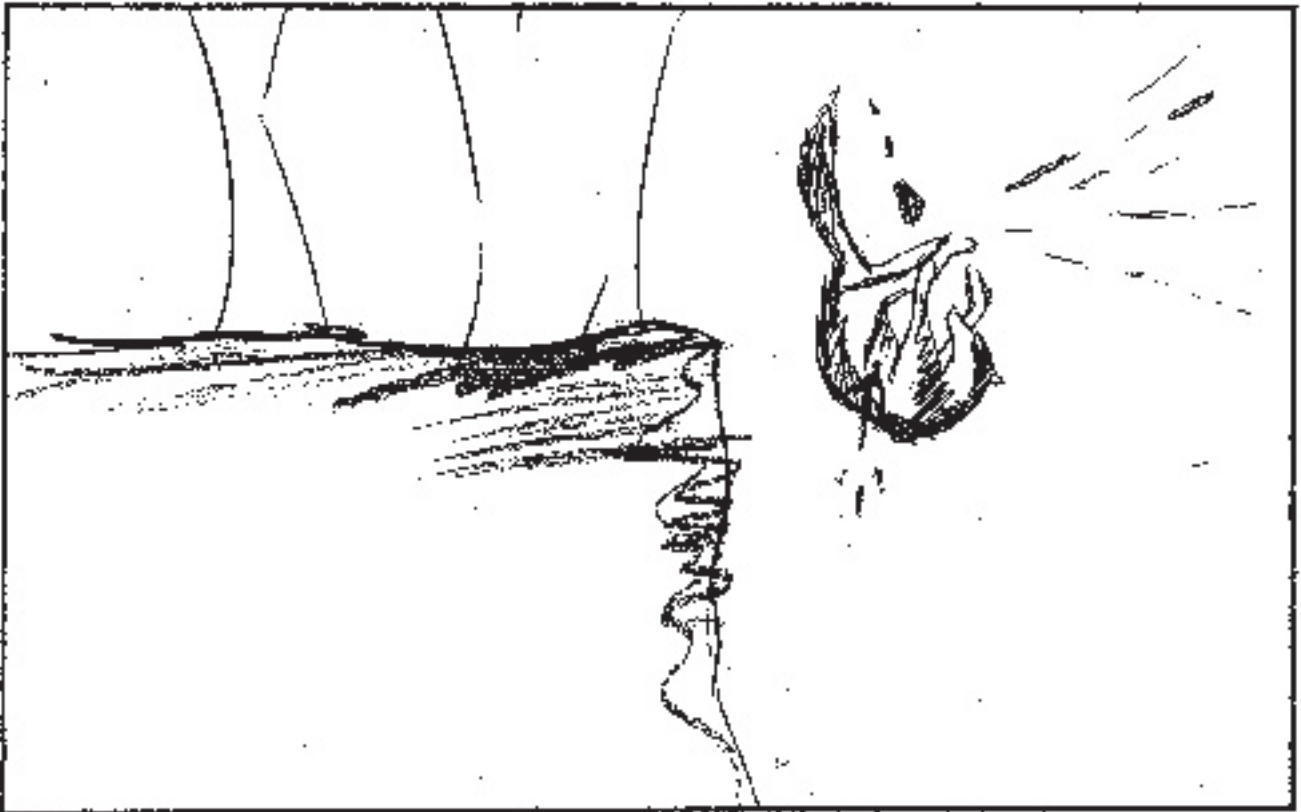








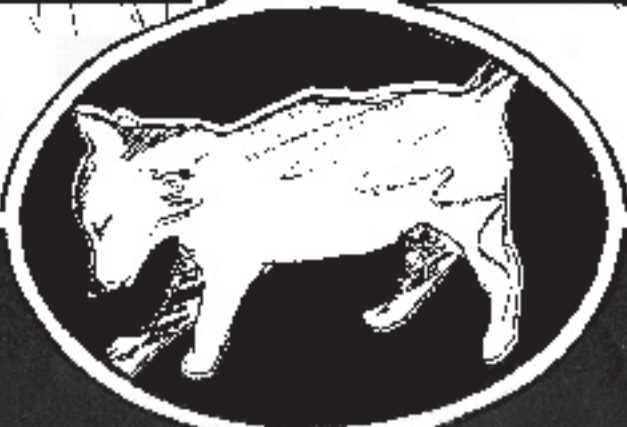
APPENDIX





He saw your mother fall from a great distance and ran down the slope himself to meet her at the bottom of the crater.

Horizon-Dweller abandoned his natural form to better help, but —



There, she lay broken, blind, and dying.

And, one by one, he pulled your broken and lifeless siblings from your mother.





At last, he found you. You, who still breathed. You, who is too strong to be killed.



All who hear your name will know your pain and share your hatred.



That night, after Horizon-Dweller returned to us, carrying you in his jaws, we hunted for revenge.

We left the maidens to care for you while we ran back to the crater to hunt the humans down.

I slept well that night, because I slept on their clean-picked bones.

VENGEANCE

The End

