

WEREWOLF

THE APOCALYPSE

Primer

A STORYTELLING GAME OF ENVIRONMENTAL AND SPIRITUAL HORROR



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Introduction:

Why Play Werewolf?

Werewolf: The Apocalypse is a roleplaying game in which you play one of the Garou, a werewolf fighting a war in a desperate attempt to save our world from the depredations of human greed and the supernatural horrors it attracts.

If you're familiar with previous editions of **Werewolf**, please note that this fifth edition is a re-imagining. The truths and lore of previous editions aren't necessarily true in this edition.

When you play **Werewolf**, here are some of the things you can expect:

- * **Everyone is a Rage-filled combat machine:** Werewolves are capable of changing into a terrifying war-form where they tower over their enemies as massive, furred monsters of claw and fang. To the werewolf, physical violence is as easy as breathing and, when they change into the intimidating shape of war, someone will get hurt. Even a spiritually or intellectually oriented werewolf is going to be stronger than most other creatures, capable of ruining their foes in straight-up combat.
- * **Put a face on the evils of the world and rip it off:** Our world is broken. Energy companies try to squeeze the last drop of oil from rock shale and sea bottom, while ocean life boils alive, and the atmosphere slowly becomes hostile to human existence. In **Werewolf**, the enemies of our shared world have a supernatural aspect, their greed and

malevolence attracting vile spirits of destruction and decay. Werewolves fight to save the earth, to save Gaia, from the Apocalypse that's already underway. They may struggle with how to fight because their tools of violence may not always be the right ones. They may have to walk the line between despair and zealotry. Yet still, they can fight the good fight and make a real difference, if only for a little while.

- * **Part human:** As a werewolf, you're not just a slaving monster. You have the remnants of a human life to tend to. You may have family members and friends who have no idea of the secret life you lead. You may struggle with the effects of your Rage on the people around you. Your story might involve reconnecting with the family you were forced to abandon when you first changed, ducking the responsibilities of your day job so you can fight the enemy, or just seeing your hometown from a different viewpoint, that of a protector of Gaia.
- * **Part wolf:** Every werewolf has the wolf inside them, and some were even born wolf, only finding their human sides after their First Change. For a wolf, life can be simpler — running free in the forests and hunting when you're hungry. Of course, that way of life is the most vulnerable of all to the terrible greed of the enemy and is often a stark reminder of why the werewolves fight.
- * **The familiar becomes fantastic:** **Werewolf** takes place in the **World of Darkness**, the same as our world yet subtly different. Many troupes play in a version of

their hometown, featuring the same familiar streets they walk in their real lives. In the game, underneath that familiar façade there are supernatural forces at play, giving a sinister cast to the seemingly familiar. To play, you don't need to learn the geography of a fantasy or a science-fiction world — knowing your own world is enough.

- * **Member of a pack:** Werewolves don't fight alone. When you're a werewolf, you're part of a pack. Your pack belongs to a sept. There's always a group you belong to, and they have your back. There may be disagreements and conflicts within the pack, but it is still the home all werewolves return to, a found family of their own creation.
- * **The spiritual is tangible:** Werewolves see beyond the ordinary limits of the world into a realm of spirits. They can chat with the spirits of animals and natural features, and fight entities inhabited by forces such as despair and pollution. They can enter the Umbra, the spirit realm, and see the soul of the world. They fight to restore balance to these spiritual forces, and their powers have been granted to them as Gifts by the spirits.
- * **Horror and tragedy:** The fight to stave off the Apocalypse has been all but lost. Werewolves fail. Their teeth and claws cannot solve every problem. They fight each other when they should be fighting the enemy. They sacrifice themselves so that others might live. All this makes for gripping stories of the last generation of werewolves who can still make a difference against an overwhelming enemy. After all, even in the darkest despair and against the most terrifying odds, there's still hope. And if not hope, then Rage.

QUESTIONS ANSWERED

WHO ARE THE GAROU?

Not everyone can be a werewolf. As near as the Garou figure it, who's going to emerge as Garou is already decided by the time they're born, even though the First Change doesn't happen until after maturity.

As creatures partially of spirit and partially of flesh, Garou often find themselves at odds with creatures connatural to one of those realms or the other. Part human, part wolf, but not wholly either, Garou are at once feared and even reviled by both wolves and humans.

No surprise, then, that Garou gather in the chosen families of tribes, local septs that protect sacred places called caerns, and packs. Renown is especially important to the Garou in this social context; it represents the deeds they've accomplished, the spirits' esteem for them, and thus their standing among the Garou. Over the course of the story, werewolves thus build their own legend.

The Garou believe Gaia, the mother-spirit of the world, created them to be the world's protectors. To aid in this sacred task, they can shapeshift between five forms: the human homid, the towering primal-human glabro, the nightmarish war-form crinos, the primal-wolf hispo, and the wolf lupus.

Driven by Rage, however, the Garou became too aggressive in dealing with humanity, resulting in a reign of terror known as the Impergium. Centuries of being prey to terrifying predators, though now long past, left lasting scars on humankind's collective consciousness that manifest as the Delirium — a delusion, panic, or fugue state in human observers whenever the truth of Garou comes to light.

Werewolf Basics

- Werewolves have the ability to take numerous forms on a spectrum from lupine to hominid.
- Werewolves belong to multiple worlds — spirit and flesh, wolf and human — but are wholly accepted by none.
- Werewolves are feared and mistrusted by each of the worlds to which they partially belong.
- Werewolves are creatures of Rage, forever at risk of losing control of themselves.
- Werewolves are charged with an unreliable greater purpose by Gaia, a spiritual entity who is herself inherently unknowable.
- Werewolves consider the Wyrms — a primal force of entropy and decay — to be the chief threat to Gaia, and much of Garou existence is spent confronting its agents, real or imagined.



HOMID



GLABRO



CRINOS



HISPO



LUPUS

As if discovering that one is a werewolf isn't enough, the complications of being Garou don't stop there. So much of what shapes Garou society is the reality of being forever at war. And the war itself is complicated, waged against a spiritual force that the rest of the world cannot or will not see, as the Wyrms are an insidious enemy.

This generation of Garou dwells in the midst of Apocalypse. It's too late to avert the end, as Gaia is dying. That's no cause for fatalism, however, as Garou fight to take back what has been lost. Take back lost places of power, repair the blights in the spirit world, and rip out the goddamn throats of death merchants who profiteer off the world's misery.

Otherwise, there will be no tomorrow.

WHAT ARE THE AUSPICES?

Luna imparts an auspice on a Garou at their First Change. A werewolf's auspice may be reflected in their personality, influences the role they play in the pack, and determines which Gifts they may use.

Ragabash

Changed under the new moon, the ragabash are the tricksters of Garou society and given the greatest latitude to challenge traditions.

Ragabash may be capricious or jovial, pointing out foibles with jocularly, or they may be cunning and cynical. They may pull a practical joke or disrespect an opponent with clever wordplay — so long as someone looks foolish or the conventional wisdom is questioned.

In play Ragabash might expect to *trick* a stubborn opponent, *misdirect* an unsuspecting conspirator, *mock* a renowned werewolf, and *sneak* past a sentry.

Tenets of the Litany

- * Combat the Wyrms Wherever It Dwells and Whenever It Thrives
- * Respect the Territory of Another
- * Accept an Honorable Surrender
- * Submit to Those of Higher Station
- * Respect Those of Lower Station, for All Are of Gaia
- * The First Share of the Kill for Greatest in Station
- * Eat Not the Flesh of Humans
- * The Veil Shall Not Be Lifted
- * The Leader May Be Challenged at Any Time During Peace
- * The Leader May Not Be Challenged During Wartime
- * Take No Action That Causes a Caern to Be Violated

Theurge

Changed under the crescent moon, the theurges are the mystics of Garou society with great aptitude for interacting with spirits.

Theurges may be eerie or sage or both. Their mastery of the spirit world may be time-tested and traditional, or it may be experimental, even conversational. They may affect strange accessories, or beguile spirits with subtle and esoteric movements of the body.

In play Theurges might expect to *summon* a reluctant jagglings, *invoke* ancient pacts, *placate* elders with their service, and even *bind* gafflings.

Philodox

Changed under the half-moon, the philodoxes are the judges and arbiters of Garou society. They mediate conflict by interpreting traditions, and know the letter of the Litany.

Philodoxes may be gentle or stentorian, seeking out all the facts or austere committed to rules over circumstances. Some offer insights inspired by legend and lore; others formulate plans that change as new information reveals itself.

Philodoxes might *evaluate* secrets an ally has “discovered,” *interpret* the strange behavior of a packmate, *punish* a transgressor at a moot, and *judge* the virtues of a raid.

Galliard

Changed under the gibbous moon, the galliards are the storytellers and lore-keepers of the Garou. They maintain the oral record of werewolves and uphold the spirit of the Litany.

Galliards may be rambunctious spotlight-stealers or subdued chroniclers. They may aggrandize their pack’s exploits, or recite every honest detail. Some rejoice in the performance of the legend itself, from poems to songs to wild ribaldry; others spin gripping yarns of context and sociological understanding.

Galliards might *regale* other werewolves with a fable or legend, *hype* a packmate on the rise, *unite* the Garou with a dirge, or *bluster* their way past a sentry.

Ahroun

Changed under the full moon, the ahrouns are the ferocious warriors of Garou society. They are looked at for leadership in times of war, and given the belligerence of many septs, this often means “until further notice.”

Ahrouns wreck shit and tear out throats. They may be frenzied whirlwinds of fang and claw, or methodical predators inflicting terror with tactical precision. Packmates might find their fearlessness inspiring, or resent them as reckless gorehounds.

Ahroun might expect to *fight*, *attack*, *destroy*, and *charge* into a fray.

WHAT ARE THE TRIBES?

A tribe is a community of werewolves sharing a similar purpose or mindset. Tribes are a spiritual alignment, as tribes are pledged by finding a Patron Spirit and declaring fidelity to them. This is a relationship: the Garou promises to heed the Patron Spirit’s values — instilling the werewolf with a beneficial Favor and reproachful Ban — and the Patron Spirit thus accepts the Garou. Furthermore, the werewolf is effectively sworn to the other members of the tribe though, in reality, tribes are often hotbeds of rivalry. Tribes can have some heredity to them, such as with a relative passing along the lessons of their Patron Spirit or acting as a current Mentor.

Black Furies

The Black Furies bestow paramount importance on *justice at any cost*, and are renowned for circumventing or *shattering obstacles*, especially for those who find themselves disadvantaged by others. Even among Garou, the Black Furies have a reputation for *escalation*.

The patron spirit of the Black Furies is **Gorgon**, who was herself treated unjustly by an even more powerful spirit.

Black Furies might *liberate* victims, *overcome* the media’s biases, *dismantle* a chemical plant, and *demolish* a tainted caern.

Bone Gnawers

The Bone Gnawers seek to *discover the obscured* in all its forms. They are adept at *hiding in plain sight*, and often exist amid people of lower socioeconomic status, countercultures, or castoffs who go unseen by society.

Their patron spirit is **Rat**, who is often present but unseen, and sometimes unwelcome when his presence is known.

Bone Gnawers might *infiltrate* an area, *pilfer* a journalist’s laptop, *eavesdrop* on cops, *witness* an illicit deal, and *surmise* how they’re all related.

Children of Gaia

The Children of Gaia endeavor to understand the *mysteries of Gaia*. A Child of Gaia is challenged by nothing so much as a conundrum to *investigate* or a wound to *heal*, literal or figurative, and they are especially drawn to the *esoteric Umbra*.

Their patron spirit is **Unicorn**, herself a mystery and a wonder to the modern world.

Children of Gaia might *discover* legendary artifacts, *discern* the nature of a trickster-spirit, *heal* injuries, or *puzzle out* the solution to an esoteric quandary.

Galestalkers

The Galestalkers are tireless and unparalleled *trackers* who never lose awareness of their prey, regardless of whether it hails from the Spirit Wilds or the physical world. They go to great lengths to bring back what they have committed to *hunt*.

North Wind itself is their Patron Spirit, with its boundless power, great endurance, patience, and ability to rouse the elements.

Galestalkers might *track* their prey, *ambush* the foe by predicting its path, or *pursue* and *harry* the prey doggedly.

Ghost Council

The werewolves of the Ghost Council — or “Ghosts,” individually — are great *seekers of mystery*, and regarded as *secretive* by more straightforward Garou. To the Ghost Council both *the destination and the path* might be the objective; what matters is that the seeker understands why they have undertaken a journey.

Their Patron Spirit is **Horned Serpent**, no stranger to dark places and hidden truths.

Ghost Council werewolves might *travel* the Umbra, *solve* riddles, *subvert* an enemy’s tools, and *unearth* secrets.

Glass Walkers

The Glass Walkers are proficient with *applied science*, given their knack for solving problems with technology, or rather the *spirits of technology*. They are skilled at making machines work by coaxing the spirits inhabiting them into performing exceptionally.

Their Patron Spirit is **Spider**, whose carefully constructed webs echo in the tribe’s drive to make things of lasting duration and effectiveness.

Glass Walkers might *research* blueprints before a raid, *build* a caern security system, and *back* or *repurpose* enemy technology.

Hart Wardens

The Hart Wardens are *stewards of nature*, whether hallowing pristine “undiscovered” places in the world or cultivating a farm or orchard. They have one foot each in the *modern world* and a world of their own *mythmaking*, and any of their gatherings soon turn to celebrations of history.

Their Patron Spirit is **Stag**, who introduced all the Garou to the ways of nature.

Hart Wardens might *reclaim* and *protect* nature from polluters, or *cultivate* and *nurture* a caern.

Red Talons

The Red Talons include many Garou whose First Change happened among *wolves*. They give *a voice to those who lack words*, including animals and especially wolves, and *pull down human constructs* that defile Gaia.

Griffin is their Patron Spirit, standing guard against the Weaver’s encroachment and never prioritizing human interests over those of animals.

Red Talons *ruin* polluting factories, *ward* places of Gaia, *reduce* dependency on human inventions, and *cull* or even *purge* populations of creatures (including humans) that imbalance nature.

Shadow Lords

Dominance and submission constitute the Shadow Lord creed. Those who demonstrate strength deserve to dominate, while the weak must submit. They count among their number some of the great *strategists and warlords* of Garou legend, and value shrewd intuition and calculating minds.

Thunder, their Patron Spirit, drives the meek into their dens and announces the arrival of vengeful storms.

A Shadow Lord might *envision* detailed plans, *plan* the downfall of enemies, *scheme* to discover an enemy’s weakness, and *intimidate* others.

Silent Striders

The Silent Striders were *cursed* by a powerful spirit, malignant and misunderstood, and as a result often find sympathetic peoples and familiar practices among *ever-moving* or *dispersed* cultures. They assume a role as travelers, messengers, and news-bearers among the Garou.

Owl is the Patron Spirit of the Silent Striders, and encourages his followers to approach all matters on their own terms.

Silent Striders might *journey* great distances, *scout* enemy territory, *deliver* a message, or *sabotage* future antagonists.

Silver Fangs

The Silver Fangs, as close to a noble lineage as Garou culture produces, claimed the mantle of *leadership* long ago. Theirs is a legacy of *aristocracy*, *decisiveness*, and *unification* in dire circumstances.

Their Patron Spirit is **Falcon**, whose keen sight and noble bearing inspires the Silver Fangs to pursue their goals, and to inspire others to follow them in that enterprise.

Silver Fangs might *motivate* their pack, *lead* and *rally* them into battle, and *inspire* them to greatness.



WHAT IS RAGE?

Rage forever roils in the hearts and souls of Garou. Rage is the werewolf's fury made manifest; the raw, destructive force of being Garou, at once a blessing and a curse. It becomes manifest in their bodies and allows them to perform terrifying acts of brutality. This Rage makes Garou ideally suited to fuck shit up in individual battles to stop the exploitation of Gaia, yet leaves them out of their depth when it comes to preventing or reversing the results of exploitation already in motion.

Their Rage incited, Garou despise the fact that rampant, unmoderated consumption feeds the Wyrms, forcing the world into an ever-greater despair, driving humans to seek more comfort via consumption, sending the *Triat of Wyld, Weaver, and Wyrms* into a downward spiral towards the Apocalypse.

Although many burgeoning werewolves attempt a "normal" life after the First Change, most find the

challenge insurmountable. Smoldering Rage risks turning any mundane task into a scene of destruction, and any outburst to a massacre that puts co-workers, friends, and family at jeopardy.

Rage is even more acutely felt in crinos form, where being denied a kill or losing control sets the Garou on a path towards frenzy. While "ordinary" Rage can make Garou lash out in the moment, frenzy is a complete, extended loss of control as the werewolf unleashes their full fury on everything around them. A Garou in frenzy goes mercilessly on the attack with no regard for their own — or anyone else's — safety.

WHAT ARE HARANO AND HAUGLOSK?

The Garou have a seemingly impossible task before them, whether they believe their duty is bringing Gaia back from the brink of death, correcting the imbalance of the cosmological Triat, or the outright destruction of the Wyrms. They are intensely passionate creatures, even beyond the violent expressions of bloody Rage that characterize them, and must balance this calling with life-altering changes. It's no surprise, then, to discover that the emotional states of Garou are often affected by the enormity of what lies before them.

- * As the werewolf experiences setbacks, and the apparent futility of the Apocalypse becomes apparent, they slide toward **harano**, a state where they succumb to hopelessness and give up on serving Gaia. Harano can set upon even the most confident of Garou, eroding their confidence and emptying whatever hard won victories that might have been. Harano is most common among werewolves who bear leadership roles, but it can seize any Garou by making them doubt the value of their contribution.
- * **Hauglosk** is the dread state of a werewolf who has lost all compassion and mercy to the fanaticism of their cause. Hauglosk is a state of extreme righteousness. A Garou in a state of hauglosk believes that their way is the only way. So impassioned by the need to do *something, anything at all*, they undertake their course without regard for its consequences. Hauglosk is a long-term, ongoing state, and many Garou never come out of it.

WHAT ARE GIFTS AND RITES?

- * **Gifts** represent abilities and powers that a werewolf can call upon beyond their “regular” werewolf abilities. A Gift and its effects are the expression of a pact between a werewolf and a spirit. Spirits grant and enact all Gifts, and they might bestow Gifts based on tribe, auspice, or Renown in addition to the Native Gifts available to all Garou. Many Gifts are only accessible in glabro, crinos, or hispo forms.
- * Each Gift is different, and even the same Gift appears different when employed by different Garou. Some involve a whispered prayer, others the touching of a brand signifying the spiritual pact, and yet others begin with a chilling howl. Garou usually recognize that a Gift is being used, even if its nature isn’t immediately obvious. Humans are less likely to notice Gifts’ use and, if they do, are prone to mistake the act as a religious or cultural expression.
- * Garou are creatures of volatile Rage, and their gatherings are fraught with tension. **Rites** constitute the glue that bonds the Garou together. Every aspect of werewolf social life and psychology can and often does take on a ritualized nature, as masters of various Rites guide their fellows in the complex forms of interaction that help Garou from different packs and septs relate. Werewolves observe Rites for just about everything. Rites are taught from one Garou to another, allowing packs and septs the freedom to develop their own unique variants. Each of the tribes — and many an individual pack — has its own versions of common Rites.

WHAT IS THE UMBRA?

The Umbra is a *spiritual counterpart to physical reality*; a vast reservoir of emotion, legend, and memory. It is an *inscrutable* place that cannot be definitively known or mapped. Garou may enter the Umbra to pursue malignant spirits, seek the patronage of a mighty spirit, or coax a spirit into protecting their caern. This is where Gaia’s voice may be heard most clearly, but that communication has been disrupted by Gaia’s Howl, a multisensory expression of her pain.

The Umbra is a place of great power, and the Garou have access to its spaces, Gifts, and wonders. It is also a place of terrifying unknowableness, and even the half-spirit Garou are effectively interlopers in a strange world. Though werewolves are *familiar* with the Umbra, they shouldn’t *trust* the Umbra implicitly.

- * **The Shadow Next Door:** The area of the Umbra most proximate to the physical world has the greatest resemblance to its physical counterpart. It's the most frequent spiritual destination of Garou, and it provides their first taste of the wonders that lie beyond reality.
- * **Stranger Depths:** Three-dimensional space and even the concept of time distort as one moves “deeper” into the Umbra. Things get weird fast in the Spirit Wilds as one moves away from cosmological proximity to the physical world.



Keys to the Umbra

- There is no one, true way to understand the Umbra — the Umbra is itself at once a perception and a way of perceiving, and not inherently true.
- Even the Garou themselves don't agree on what things perceived within the Umbra mean, but know that it is always in part shaped by its perceiver.
- The Umbra cannot be mapped, but must be deciphered anew each time one ventures into it, changing both due to influence of the physical world and from its own strange currents.

All Garou possess the ability to travel between the two worlds by stepping sideways. This knowledge is not inherent, and must be learned from another Garou or spirit. The Gauntlet, variously described as anything from a metaphysical force to a tangible membrane, separates the physical world from the spirit world. The Gauntlet has become rigid and impermeable in some places. Crossing may require great personal and spiritual sacrifice, ritual behavior, or the participation of one's entire pack. Caerns, holy places to werewolves where the physical and spirit world are in closer accord, make crossing easier.

Traversing the Umbra is an exercise in mystery and conviction. In many spirit-spaces, one's sense of place is effectively one-to-one with the physical world. The Umbra, however, isn't built to be traversed, step-by-step, in the manner of the material world.

Traveling the Umbra

- Navigation by analogy is more reliable than navigation by Umbral geography.
- Spirits know the regions in which they dwell but often demand payment for their assistance.
- Travelers often leave spirit-trails as they move through the spirit world, which trained Garou and local spirits can follow.

WHAT ARE SPIRITS?

Spirits are the thinking, feeling consciousness of places, individuals, animals, and esoteric concepts. The *spirit of a river* might run through the Umbral reflection of that river, while *the spirit of water itself* courses through the same ephemeral river. Every spirit has a purpose, which it attends, even if it's inscrutable to the Garou. How a Garou interprets a spirit may be shaped by their own culture.

Spirits observe a hierarchy evolved from a complicated interaction of might, duty, and obligation.

WHAT IS THE WYRM?

The Wyrms are a metaphysical force benefiting from the works of the Garou's most *brutal and insidious* enemies. Frequently, when Gaia's champions fight the unjust, they find the Wyrms' malignant presence. The Wyrms thrive where its servants and champions capitalize on *the ruin of the world*.

The Triat

The Wyrms are a member of **the Triat**, an ecology of cosmological, spiritual forces that have neither will themselves nor are spirits in the traditional sense.

- * **The Wyld:** Creation, change, and chaos
- * **The Weaver:** Order, structure, and stasis
- * **The Wyrms:** Consumption, decay, and entropy

Once in balance, the Triat is malfunctioning with the *Wyrms ascendant*. Garou frequently find spirits acting to the *letter* of their original purpose, despite the fact that the *intent* of their governing forces have changed.

- * **Banes are spirits in service to the Wyrms.** Each reflects something of the Wyrms-aspect they serve, their form twisted to exult and embody their purpose. Although stereotyped as brutish, ugly, and warped, their forms can be as varied as any other spirit's. Banes are just as likely to engender pity or sympathy as they are to seduce or mercilessly maul. Decay, violence, illness, and hate are just a few of the ideals that have individual Wyrms-spirits associated with them.
- * **Fomori are humans or other hosts who have been possessed by a Bane for an extended period.** As tragic as they are dangerous, fomori seldom agree to the fate to which their Bane has twisted them. Many fomori lose their will and

sense of self, but the most dangerous, and most unfortunate, know exactly what they have become but either cannot or will not do anything about it. Still, the host invites the Bane in, wittingly or unwittingly.

Prolonged Bane possession *warps the body* into a mirror of the spirit within. Often this change is subtle, but observable, as with a fomor possessed by a Bane of wrath, who flushes with anger and violent tension. Or it might be all but invisible, as with a fomor who looks as if they'd merely been sleep deprived, or even made more attractive by the possession of a Bane of temptation. In desperate times, or when they know they've been discovered by Garou, fomori may drop any attempt at subtlety and reveal a body-horror bristling with foul weaponry to use against their foes.

WHAT IS THE PENTEX GROUP?

Of all the enemies the Garou face, perhaps the most insidious is the Pentex Group, a holding company whose upper echelons have aligned themselves with powerful spirits in service to the Wyrms. The Pentex Group doesn't *make* anything. It is profit-seeking, increasing its wealth through exploitation and then using that wealth to fund further exploitation. Pentex is privately owned, neither listed on any public stock exchanges, nor beholden to even basic regulation. It operates through an ever-changing portfolio of unremarkable front companies.

Pentex Group's methods are corporate and subtle, thriving in the resignation that people have been bullied into accepting as the way of the world. Furthermore, the vast majority of its operations are absolutely and unremarkably mundane. Dealing with Pentex Group is a war the Garou weren't made to fight but one this generation of werewolves must wage.

Pentex Group arms itself with lawyers and cash and the letter of the law. However, it does have its spiritual weapons. Pentex Group's Board of Directors has pledged the company itself to its Patron Spirit Fly, who lays her eggs in carrion and carcasses, just as Pentex uses Gaia's dying body to further its foul agendas. Fly grants Rites and Gifts to the Board and others initiated into her mysteries. Banes also grant favors to Pentex loyalists, pursuing their own malignant motives that align with the company's exploitative extremes. They find frequent hosts to possess — creating fomori — under Pentex's spiritually compromised umbrella.

WHO ARE THE CULT OF FENRIS?

The Cult of Fenris was once a facet of a greater tribe pledged to Wolf, but the Cult raised its collective voices louder, and those pledged to Wolf either joined them or found membership among the other tribes. The Cult of Fenris called for one final, glorious charge into the Wyrms' maw to avert the Apocalypse. The other tribes called out their rally as suicide, whereupon the Cult of Fenris decided that all Garou had fallen, and only the Cult's pure vision could serve Gaia. The Cult abandoned the tribes and pledged their enmity.

The tribe's outlook is one of non-falsifiable orthodoxy — impurity is everywhere and everything is the Wyrms' fault, and to disagree is proof of one's own collusion with the Wyrms. Many Garou wonder if the Cult of Fenris has been misled into haugloak by pernicious leaders, tricked into serving the Wyrms' ends by blindly raging against it in everything they see.

Garou often encounter the rogue Cult as ravaging monsters engaged in some act of ruinous destruction, with little regard for whom or what else might be harmed in the process. The scariest part is that other Garou and Cult of Fenris packs might actually find themselves opposing a common enemy against agents of Triatic imbalance and the Wyrms. Even more dangerous are entire packs of the Cult — “tribally pure,” with no members of other tribes — that seek to take caerns away from other “traitorous” werewolves.

WHO ARE THE BLACK SPIRAL DANCERS

Black Spiral Dancers are werewolves who forsook their duty to Gaia and threw in with the Wyrms. They believe the Apocalypse is over, the Garou lost, and Gaia is dead. The Wyrms has done its duty, and all that's left is for the remains to decay. Black Spiral Dancers are perverse accelerationists trying to hasten the End of It All, so that the cosmological cycle can renew. Those Garou still loyal to Gaia are obstacles preventing the wheel from turning — and thus must be destroyed.

Once, the tribe was known as the White Howlers, who plunged into what they believed to be the lair of the Wyrms hoping to rend the Triatic beast itself. Instead, they found themselves in a spiritual labyrinth, taunted by entropic spiral mysteries. They followed an avatar of the Patron Spirit Bat to exit the maze, but the damage had been done. The Black Labyrinth and the White Howlers' uncontrollable Rage had shattered them.

So died the White Howlers, and the Black Spiral Dancers emerged in their stead: servants of ruin and followers of Bat. Many Black Spiral Dancers also find themselves working with the servants of Fly, on those occasions when their interests overlap with those of various Pentex fronts.

The Black Spiral Dancers are Wyrms-twisted aberrations. Their bodies have been tortured into shapes resembling bats, feral dogs, rats, and things unspeakable, as much as they resemble wolves. Even when they change shape, those shapes are hideous and unnatural.

HOW DOES THE GAME WORK?

PREPARING YOUR DICE

- * Add your relevant Attribute + Skill.
- * Take that number of d10s in one color.
- * Replace dice equal to your Rage with Rage dice of another color.

MAKING THE TEST

- * **Fail:** 1–5 on a d10
- * **Success:** 6–9 on a d10
- * **Success:** 10 on a d10 (+2 successes for each pair of 10's rolled)
- * **Pair of Brutal Results (1 or 2 on a Rage die):** If aim was to damage/injure: +4 successes. Else: failure.

You succeed if you roll a number of total successes equal or greater to the Difficulty. The Storyteller (or your opponent's test) dictates the Difficulty.

Common Tests

- Alertness:** Wits + Awareness
- Dodging:** Dexterity + Athletics
- Wilderness scouting:** Intelligence + Survival
- Public speech:** Charisma + Persuasion
- Punching:** Strength + Brawl
- Reading emotions:** Wits + Insight
- Sneaking:** Dexterity + Stealth

HEALTH AND WILLPOWER

Superficial Health Damage

- * Equals margin of success in attack contests, halved and rounded up
- * Restored via Rage Checks - 1 per check, or 2 per check if in crinos

Aggravated Health Damage

- * Caused by silver, fire, or exceeding your Health tracker with Superficial damage
- * Restore 1 for 2 Rage checks, convert to Superficial with Intelligence + Medicine roll.

Superficial Willpower Damage

- * Often caused by spending Willpower (1 point spent = 1 damage)
- * At the start of session, restore amount equal to Composure or Resolve (pick higher).

Aggravated Willpower Damage

- * Caused by exceeding your Willpower tracker with Superficial damage and rare in-game occurrences
- * At the end of session, restore 1 if you acted according to your tribe's Renown or spent a scene with Touchstone.

RAGE CHECK (1D10)

Failure (0–5): Lose 1 Rage

Success (6–10): No Rage lost

Rage 0: Can't use Rites, Gifts, and supernatural forms

Gain Rage over 5: Suffer Superficial Willpower damage

Gaining Rage

- * Howling at the moon
- * Provocation, harm, humiliation
- * Effect of some rites and Gifts

Losing/spending Rage

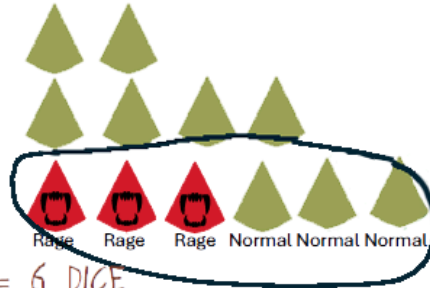
- * Regeneration
- * Shapeshifting
- * Using Gifts/effect of some Gifts ■

Preparing Your Dice

Composure 

Firearms 

Rage 



COMPOSURE 2 + FIREARMS 4 = 6 DICE
RAGE 3 MEANS 3 OF THE 6 ARE RAGE DICE

Making the Test

1-5 on d10

6-9 on d10

10 on d10

Pair of 1-2s on Rage Dice

Failure

Success

Success, +2 for
each pair of 10s

Brutal Outcome, If aim was to
damage/injure: +4 successes
Else: Failure



Rage Check (d10)

Failure (1-5):



Lose 1 Rage

Success (6-10):



No Rage Lost

At Rage 0: Can't use Rites, Gifts, and supernatural forms

Rage over 5: Suffer Superficial Willpower damage

FRENZY

- * **Enter Frenzy:** If in crinos: didn't kill anything in last turn and fail to spend a point of Willpower
- * **In Frenzy:** Ignore Health-based Impairments, +3 bonus to resist mental abilities, cannot use Gifts nor Willpower, cannot perform defensive acts outside of regeneration
- * **Leaving Frenzy:** Willpower test at Difficulty 2 when fight is over, or reaching Rage 0. Leaving frenzy automatically sets Rage to 0

FORMS

Homid

- * Can't regenerate nor use most Gifts
- * No extra damage from silver

Glabro

- * Can regenerate and use most Gifts
- * 2-dice bonus to Physical tests

Crinos

- * Superior regeneration, some Gift use
- * 4-dice bonus to Physical tests
- * 4 bonus Health levels
- * +3 damage claws
- * +1 Aggravated damage bite
- * Kill something each turn or spend 1 Willpower, or enter Frenzy
- * Leaving crinos sets Rage to 1

Hispo

- * Can regenerate and use most Gifts
- * +2 bonus to non-Stealth Physical tests
- * +1 Aggravated damage bite

Lupus

- * Can't regenerate nor use most Gifts
- * No extra damage from silver
- * Situationally: +2 dice to Survival/Stealth

SAMPLE PACK: WISDOMS' FURY

A pack with history, Wisdom's Fury has been active at the local university and its campus area for several generations of Garou. The name of the pack comes from the idea that sometimes those with knowledge and insight end up sequestered and removed from the actual work of trying to make things better. According to the pack's beliefs, those with wisdom cannot hide in their libraries and study rooms but must put themselves into the front line of the fight for Gaia. Wisdom invites understanding, and understanding leads to fury.

The pack has been designed to work with any large university with a range of departments. The easiest choice is to adapt it to your hometown university or the closest university town. Universities attract people far and wide, from home and abroad, so it makes sense for there to be a wide range of people from various backgrounds.

This particular university is known for ecological research, as well as the work put into preserving local and Indigenous knowledge. For the Garou of the Wisdom's Fury pack, there's also a tradition of passing on and teaching the shadow knowledge of being a werewolf to each new generation of Kin.

Note that if you're going for a different experience, you can also retool the characters for a college or high school setting.

PENELOPE "FUCK 'EM UP" FOX

Penelope is a university teacher with a talent for causing trouble. Her uncompromising "Feminism in Myth and Lore" course has as many stalwart defenders as it has detractors calling it "extreme" and "woke." Her *human resources* sheet is miles long, mostly owing to Penelope punching other professors in the face for calling her a raging bitch. Then there was that time the local police station burned down after one of Penelope's infamous activist speeches. Penelope gets away with it — so far — because she is really, genuinely charismatic *and* has a knack for finding like-minded people in the right places.

Her natural charisma makes Penelope a staple speaker at activist rallies. What began as a focus on feminist liberation (through any means) has since grown to a deeper realization that oppression is a web—either all marginalized people are liberated, or none of them can truly be free. This realization has also made her even more uncompromising, setting

Penelope on a path of radicalization that might make her university position untenable.

Penelope's outspoken activism also drew the attention of Jez, a gaffling trying to lead Penelope and the pack to a not yet awakened caern on campus. Ironically, despite her education and passion, Penelope is out of her depth dealing with this sacred task. She lacks the innate etiquette to facilitate dealing with spirits, and is completely unsure *how* one awakens a caern. Still, this is the task she was given, so this is the task — one way or another — she will do.

Actions

These are things you can do, but aren't required to do:

- * Rile the crowd, even if it makes things worse.
- * Protect marginalized communities.
- * Identify "The Powers That Be" and fuck up their shit.

Tribe: Black Furies

Auspice: Galliard

Patron: Gorgon

Touchstone: Aisha Vahidi, a fellow activist close to Penelope's heart

Attributes: Strength 1, Dexterity 3, Stamina 2; Charisma 4, Manipulation 3, Composure 2; Intelligence 3, Wits 3, Resolve 2

Secondary Attributes: Health 5, Willpower 4

Skills: Academics 3, Athletics 2, Awareness 1, Brawl 2, Insight 3, Intimidation 3, Investigation 2, Leadership 2, Occult 2, Performance (rallying cry) 4

Renown: Glory 2, Honor 0, Wisdom 1

Gifts: Curse of Aeolus, Hare's Leap, Song of Rage

Rites: Rite of Rage

Advantages: Day Job (university lecturer, recently put on probation) 2, Contacts (fellow mythologist) 1, Resources 2, Spirit Pact 2

Flaws: Infamy (2)

MARION "THE BARONESS" HAWTHORN

Despite her nickname, Marion Hawthorn is not descended from royalty, but her family has always put pressure on her to excel whether it was getting the lead in the ballet performance or graduating top of her class. The result is a werewolf who is highly driven, ambitious, *and* riddled with anxiety.

Perhaps in an act of rebellion against expectations, Marion has carefully avoided rising above the position

of senior university administrator. Or perhaps she's just being prudent, as the position is high enough to put her thumb on the scale when needed but doesn't draw attention to her. Either way, she placed herself in charge of alumni outreach, carefully building a network of allies in the war for Gaia *and* enemies who never suspect that Marion keeps close tabs on them. Ironically, Marion's carefully stacked building blocks are becoming increasingly unsettled as the pack's visible presence and direct activism increases.

Marion met her long-time girlfriend Julianna in college, before her First Change, and the relationship has gotten significantly more complicated as Julianna is completely unaware that Garou even exist. Making matters worse, Julianna herself is a rising financial expert and currently being scouted by City Group Investments, a still unidentified Pentex front company. Marion's carefully crafted life is teetering on a knife's edge, and when it falls, mere diazepam won't be enough to soothe her nerves.

Actions

These are things you can do, but aren't required to do:

- * Identify whoever's in charge. Befriend them.
- * Value long-term goals over short-term victories.
- * Excel in all your chosen pursuits.

Tribe: Shadow Lords

Auspice: Philodox

Patron: Thunder

Touchstone: Julianna Monroe, Marion's best friend and fiancé

Attributes: Strength 2, Dexterity 2, Stamina 2; Charisma 1, Manipulation 3, Composure 3; Intelligence 2, Wits 3, Resolve 4

Secondary Attributes: Health 5, Willpower 7

Skills: Academics 2, Brawl 2, Driving 2, Etiquette 3, Insight 3, Investigation 2, Leadership 1, Occult 2, Politics 4, Subterfuge 3

Renown: Glory 2, Honor 1, Wisdom 0

Gifts: Ancestral Conviction, Cat's Feet, Fatal Flaw

Rites: Rite of Shadow Passage

Advantages: Day Job (university administrator) 2, Contacts (Julianna Monroe) 2, Resources 3

Flaws: Addiction (diazepam) 1, Folkloric Tell (yellow eyes, which she hides behind contacts unless home or among Garou)

RAUL “BIG MOUNTAIN” BOCK

Working as a janitor at the university, Raul is widely liked among the students because he’s big, hairy and caring. There’s a perception that once he’s present, bad things won’t happen. This is largely true, but the story is somewhat complicated by the fact that just a couple of years ago Raul was a perfectly ordinary wolf.

Raul’s misfortune was to have been captured by hunters and sold to the conceited failson of a wealthy lawyer as an exotic pet. Having to live in an urban apartment stressed him so badly he experienced his First Change in the midst of a cocaine-fueled house party. His only memories of that experience are of fear, Rage, and floors slippery with human viscera.

Things could have gone a lot worse for Raul if he hadn’t been found by the Garou who now make up his pack. They helped him figure out a rudimentary human identity and even helped him find a job. As far as Raul understands, the university is a place where human cubs are taught the complicated human things they need to survive in a very confusing world. Recently, he’s become more curious about what these things are.

Actions

These are things you can do, but aren’t required to do:

- * Charge into the midst of your enemies with a howl of Rage.
- * Take care of cubs — human, wolf, or otherwise. Give them food if they seem hungry.
- * Let somebody else do the thinking.

Tribe: Red Talon

Auspice: Ahroun

Patron: Griffin

Touchstone: Malika Haddad, a student whose rent Raul has been helping with from his limited salary

Attributes: Strength 3, Dexterity 3, Stamina 4; Charisma 3, Manipulation 1, Composure 2; Intelligence 2, Wits 2, Resolve 2

Secondary Attributes: Health 7, Willpower 4

Skills: Brawl (confined spaces) 4, Athletics 3, Stealth 3, Survival 3, Animal Ken 2, Insight 2, Intimidation 2, Awareness 1, Streetwise 1, Larceny 1

Renown: Glory 1, Honor 2, Wisdom 0

Gifts: Stare-down, Rapid Shift, Razor Claws

Rites: Rite of Dedication

Advantages: Corroborated Day Job (janitor at the university) 2, Moon-Riled 3, Contacts (a university administrator) 2

Flaws: Illiterate 2

ASHLEY “THE SEEKER” TAYLOR SMITH

Ashley should have been a mother at seventeen. It wasn’t ideal, but she wanted to keep the baby, was engaged to the father, and had the support of her parents. She’d even *just* managed to graduate high school before the baby was supposed to arrive. Her water broke early while on a road trip with her parents and fiancé, however, which triggered her First Change. It was two days before the search party found her in the woods.

She threw herself into the world of the Garou as an escape from the mundane and her fractured relationships. While she loves her family and ex from a distance, she doesn’t want to endanger them further. She finally let herself be coaxed into seeking university admission by Penelope. The guise of a late-blooming student helped keep her mind off of personal relationships.

Ashley frequently finds herself clashing with the Mothers of Freedom group, which advocates a version of motherhood where the child has no autonomy. Meanwhile, Ashley had several months to imagine the kind of mother she would be — and this isn’t it. To be fair, Ashley’s feelings towards pregnancy and motherhood are complicated. She *knows* the miscarriage wasn’t her fault, but she still *feels* guilty. Once she works through all that and the world is a better place, Ashley wants to be a mom again.

Actions

These are things you can do, but aren’t required to do:

- * Protect your packmates and loved ones.
- * Work hard at college.
- * Create a world you want to bring a child into.

Tribe: Hart Warden

Auspice: Theurge

Patron: Stag

Touchstone: Nicholas Hanson, estranged father of late child; Isabella Smith, younger sister; Tonya Smith, niece

Attributes: Strength 2, Dexterity 2, Stamina 2; Charisma 3, Manipulation 1, Composure 4; Intelligence 3, Wits 3, Resolve 2

Secondary Attributes: Health 6, Willpower 7

Skills: Academics (archaeology) 1, Animal Ken 1, Athletics 3, Brawl (biting) 2, Etiquette 1, Finance 1, Insight 3, Intimidation 1, Investigation 1, Leadership 3, Persuasion 2, Politics 1, Science (earth science) 2, Subterfuge 2, Technology 2

Renown: Glory 2, Honor 0, Wisdom 1

Gifts: Shadow Sense, Sacred Boundary, Penumbral Senses

Rites: Rite of Tranquility

Advantages: Mentor (neighboring Sept theurge) 1, Moon-quickened 1, Resources 1, Spirit Pact (sparrow) 1, Spirit Pact: Companion 2, Talisman (spirit-catcher, Weaver spirits only) 1

Flaws: Pact Condition 1, Enemy (Mothers of Freedom) 1

ALEXANDRA “SWAMP RAT” PRYOR

Coming from a family of what might best be described as impoverished academics, Alexandra was born to the world of university life. Her parents have always been principled and radical enough to get into trouble for it. Growing up, Alexandra learned to revere Gaia (as she now understands it) long before she knew anything about the Garou. She also learned to do a bit of dumpster diving when the necessity arose, because sometimes sticking to their principles meant that her father got fired from his university position, and her mother’s researcher salary wasn’t enough.

Alexandra’s First Change occurred while she was being hauled away from a protest by the cops. She changed and fled, or maybe a cop or two died, hard to say. She doesn’t believe in killing humans and the memories of that experience trouble her. Entering the world of the Garou was akin to a spiritual experience. She felt that everything she had been taught to believe was true, not metaphorically but literally. Gaia is everywhere.

A law student, Alexandra also volunteers for the radical ecological organization Gaia First! She also volunteers to find Kin for her sept and plans operations for her Garou pack. She doesn’t get a lot of sleep, but her sense of humor helps keep things on an even keel. Sometimes, when there’s a chance to humiliate the enemy, she can get a little mean.

Actions

These are things you can do, but aren’t required to do:

- * Sabotage the operations of the enemies of Gaia.
- * Protect human allies.
- * Find the comedy in any situation.

Tribe: Children of Gaia

Auspice: Ragabash

Patron: Unicorn

Touchstone: Jean-Luc Zydeco, a local director of operations at Gaia First!

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 2, Manipulation 3, Composure 1; Intelligence 2, Wits 4, Resolve 3

Secondary Attributes: Health 5, Willpower 4

Skills: Larceny 4, Politics (environmental issues) 3, Streetwise 3, Stealth 3, Brawl 2, Academics (law) 2, Survival 2, Drive 1, Craft (protest gear) 1, Investigation 1

Renown: Glory 1, Honor 0, Wisdom 2

Gifts: Eyes of the Owl, Blissful Ignorance, Brother’s Scent

Rites: Rite of Kinseeking

Advantages: Allies (friends from Gaia First!) with Effectiveness 2 and Reliability of 2, Fame (among local eco activists) 1, Spirit Pact (a rat spirit) 2

Flaws: Addiction (amphetamines) 1, Stalker (a cop who once arrested Alexandra) 1

BRAYDEN “STONER” SANDERS

Brayden once had major ambitions: be the first in his family to get a degree, get out of his small hometown, make a comfortable life. It all went to shit with his First Change. Pledge week culminated in “the bear incident”, which killed over a dozen students. Only Brayden and his future frat brother Jake survived the massacre. Brayden quickly failed all his classes and dropped out. It was three more hellish months before he was discovered by other Garou.

Having made peace with his life, Brayden largely remains in Garou society except for doing odd jobs and supply runs in the city. When he does stay with humans, it’s in the largely empty frat house with his friend Jake, or his on-again, off-again boyfriend Simo.

His stoner reputation belies a keen intellect, as he often knows much more than he lets on. When roused to act, he often leaves his packmates in awe (or fear). Among the Garou he’s largely overlooked, which is how he likes it.

Actions

These are things you can do, but aren’t required to do:

- * Pay close attention to everything that’s going on.
- * Reveal what you’ve noticed when it benefits you.
- * Let others take charge when it suits you.

Tribe: Shadow Lord

Auspice: Ahroun

Patron: Thunder

Touchstone: Simo Abdennebi, on-again, off-again boyfriend; Jake Schmidt, frat brother who survived the massacre; Aunt Paula, only member of family still in touch

Attributes: Strength 3, Dexterity 3, Stamina 2; Charisma 2, Manipulation 1, Composure 2; Intelligence 3, Wits 2, Resolve 4

Secondary Attributes: Health 6, Willpower 6

Skills: Athletics 1, Brawl 3, Larceny 2, Stealth 3, Insight (motives) 4, Streetwise 2, Awareness 3, Investigation 1, Occult 1, Politics 2

Renown: Glory 2, Honor 0, Wisdom 1

Gifts: Eyes of the Owl, Fatal Flaw, Sense Danger

Rites: Rite of Binding

Advantages: Contacts (Dido the Pot Queen) 2, Looks: Clement Lupus 1, Looks: Beautiful 2, Resources 1, Loresheet (Black Spiral): Black Spiral Glyph

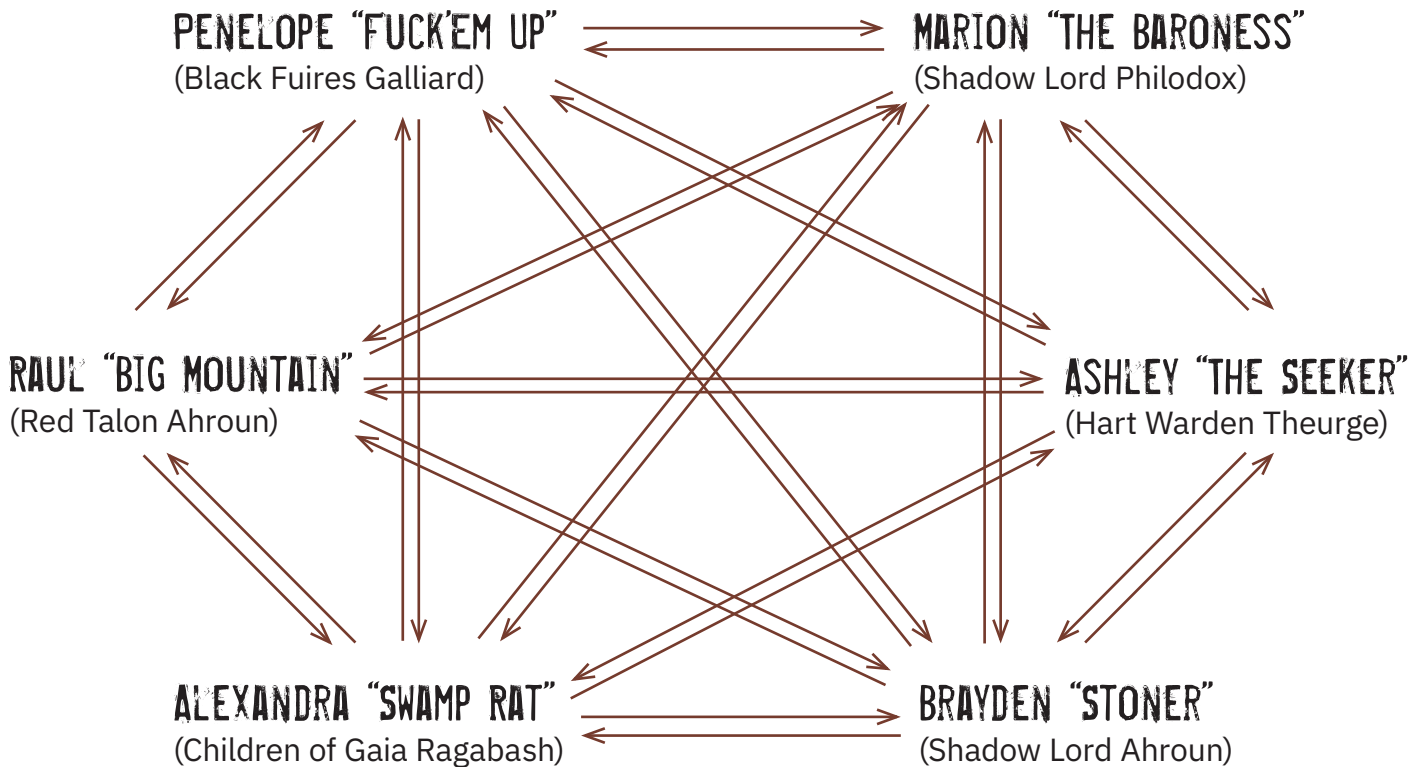
Flaws: Infamy (among Garou for “the bear incident”) 2, Addiction (weed and the occasional recreational drug) 1

THE RELATIONSHIP MAP

Before you start play with these characters, ask your players to fill out the Relationship Map with the relationships between their characters; with Touchstones, important NPCs that keep them connected and grounded; and other relevant Storyteller characters.

Here is a series of potential relationship ideas between the characters. The players can use these as a starting point for discussion of how the relationships between their characters work.

RELATIONSHIP MAP Wisdom's Fury Pack



Penelope and **Marion** both act as mentors to **Alexandra**. Penelope may have known and have been mentored by Alexandra’s parents and feel some sense of obligation. Marion wants to make sure that Alexandra doesn’t lose herself in Penelope’s heady “fuck shit up” style of activism, but she also prepares the young Garou for a world where the fight against the Wyrms equally requires knowing your paperwork.

Penelope is friends with **Raul**, given their matching outlook on life: “When in doubt, throw a punch.” They might just amplify each other’s worst impulses.

Penelope is naturally charismatic and the one with a personal spirit pack, so she might serve as the pack’s de facto leader. This causes tension with **Marion**, who would also like to be the de facto leader or, even better, be the real power behind the leader — but Penelope is notoriously bad at taking advice.

Marion wants to be supportive of **Raul**. She really does. But he’s a wolf on campus, and she’s trying to keep all of them flying under the radar. His presence makes her nervous.

Marion feels responsible for getting **Brayden** back on the right track because they’re both Shadow Lords. But she also doesn’t want him to be a “better” Shadow Lord than her.

Brayden and **Raul** get along and hang out, though Raul is confused why Brayden would deliberately muddle his senses with weed.

Raul, **Penelope** and **Marion** all serve as mentors to **Ashley**. From Raul: Sit with your feelings, accept them, and accept yourself. From Penelope: You deserve to be angry, now let’s go break something. From Marion: Take your feelings, push them down, and get your life back together like a big girl.

Raul is very comfortable as long as someone else is the leader. He’s happy to support either **Penelope** or **Marion** but feels the world is too confusing for him to make decisions for everyone.

Raul finds **Alexandra** to be disconcerting because she’s so gleeful about the violence they inflict on their enemies. Rage is fine, but her exuberance worries Raul.

Ashley relies on the other members of the pack a lot, asking for favors but also receiving them because many of the others feel like she needs the help.

Ashley is happy to have **Brayden** in the pack because she feels she can talk to him. The others can be intimidating.

Alexandra sometimes treats **Raul** as a big, cuddly pet, imagining him as a symbol of what they’re trying to save: a real, wolfborn Garou. But this also sometimes makes her ignore what he actually has to say.

Brayden has a difficult relationship with the more committed members of the pack like **Penelope** and **Alexandra**. On one hand, he appreciates their vision and sense of mission, but, on the other, he finds it difficult to keep up with them. Because of this, he enjoys the surprise, fear and awe that sometimes result when he finally does explode into action.

STORYTELLER ADVICE

As the players fill in the Relationship Map for the game, pay attention to what they’re interested in. For example, if one character is nervous or jealous of another, you can introduce a Supporting Character who plays into that nervousness, validating the fears of the players’ character, whether for good or ill.

Similarly, see how players approach Flaws and Backgrounds. If a player has the Flaw Adversary and particularly if they place it on the Relationship Map, that’s an indication they wish to see it in play. Thus, you can follow up on the Flaw during the game.

If you’ve made plans for the chronicle, see if those plans should be adjusted after you’ve filled out the Relationship Map. For example, you were planning to use a human enemy who’d show up after the players’ characters have committed acts of violence. You notice that a player has an Adversary, a cop, on the Relationship Map. You can substitute your enemy with the one the player invented, making the player feel like their choices and actions really matter, both in the game and during character creation.

Another topic to pay particular attention to is Touchstones. They often represent strained relationships, people the character has left behind as they start their new lives as werewolves. In such cases, listen to how players talk about their Touchstones and what kinds of things they seem to find interesting; that way, you’ll have an idea for how to keep the Touchstones as part of the game.

Touchstones may end up taking too much space if you try to introduce all of them during the same session. The best approach is to note which Touchstones have active relationships with players’ characters and use those in the first sessions of the chronicle. Then later, you can bring in the Touchstones with whom players’ characters have more strained relationships.

The Relationship Map, and the time when the players initially fill it out, is a treasure chest of ideas for the Storyteller. Make use of anything the players bring up because that’s what they’re interested in! ■