



# WEREWOLF

THE APOCALYPSE

# STORYTELLER'S TOOLKIT

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Enhance your game of **Werewolf: The Apocalypse** with the *Storyteller's Screen and Toolkit*. Packed with resources to help you run the best possible game of **Werewolf**, it'll prepare you for any eventuality.

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- Personalizes Spirits with names, desires, and reasons to distrust the Garou
- Inspires Storytellers with ideas for bespoke stories

Provides a complete story, ready to run in any chronicle  
The *Storyteller's Screen and Toolkit* is an essential tool for any **Werewolf** Storyteller!

## Contents:

- Four-panel Storyteller's screen
- 48-page rule booklet



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Manufacturer: Renegade Games, LLC. 306N West El Norte Parkway #325, Escondido, California 92026.  
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**Mature Advisory:** contains graphic and written content of a mature nature, including violence, sexual themes, and strong language. Reader discretion is advised.



# STORYTELLER'S TOOLKIT



**Authors:** Chris Gunning, John Kennedy and Søren Hjorth with Juhana Pettersson and Kevin Schluter

**Developers:** Juhana Pettersson with Kevin Schluter

**Producer:** Kevin Schluter

**Art Director:** Sarah Robinson

**Graphic Designer:** Polina Razlivanova

**Cover Artist:** Nevzat Aydin

**Illustrator:** Adam Vick with Peter Bergting, Krzysztof Bieniawski,  
and Felipe Headley Uma Frazão de Costa

**Copy Editor:** Lore Evans

**Cultural Consultant:** Logan Boese

## WORLD OF DARKNESS BRAND MANAGEMENT

**Vice President:** Sean Greaney

**Editor:** Karim Muammar

**Art Director:** Tomas Arfert

**Marketing Manager:** Jason Carl

**Partnerships Manager:** Dhaunae De Vir

**Community Developer:** Martyna "Outstar" Zych

**Licensing Manager:** Nikola Filipov

**Campaign Manager:** Viktor Bovallius

**Community Manager:** Debbie Lane

## RENEGADE GAME STUDIOS

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**Vice President Sales:** Andrew Lupp

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**Director of Operations:** Leisha Cummins

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**Senior Producer, Board & Card Games:** Dan Bojanowski

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**Associate Producer, Heroscape:** Lee Houff

**Producer, RPGs:** Kevin Schluter

**Associate Producer, RPGs:** Ben Heisler

**Lead Developer, World of Darkness:** Juhana Pettersson

**Senior Game Designer:** Matt Hyra

**Game Designers:** Dan Blanchett, Christopher Chung, & Sarah Rowan

**Playtest Coordinator:** Marcus E. Burchers

**Director of Visual Design:** Anita Osburn

**Creative Director, Games:** Jeanne Torres

**Creative Director, RPGs:** Sarah Robinson

**Creative Production:** Noelle Lopez & Gordon Tucker

**Customer Service Manager:** Jenni Janikowski

**Customer Service:** Bethany Bauthues

**Finance Clerk:** Madeline Minervini

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**Werewolf: The Apocalypse** Creators: Sam Chupp, Andrew Greenberg, Wes Harris, Robert Hatch, Geoff Pass, Mark Rein-Hagen, William Spencer-Hale, Rich Thomas, Josh Timbrook, Stewart Wieck, Travis L. Williams, Samuel Witt

Rules based on **Vampire: The Masquerade** 5th Edition by by Martin Ericsson, Karim Muammar, and Kenneth Hite



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You're asking me what happened when I experienced my First Change? You should be careful with questions like that. They're very personal.

But okay. I'll tell you.

I was in high school at the time. My family didn't have a lot of money but my father worked as a truck driver and sometimes he brought me presents from far away. He's still alive, I spy on him on social media sometimes. He broke up with Mom after what happened.

I didn't have it easy at school. I used to hate the girls who bullied me, did all those things to me... But I don't. They're dead now, their sins washed away by their own blood.

I remember being so angry, wanting to hurt them so much. The Rage swelling inside me.

I ran. I didn't want to kill anyone else. I didn't want my family to suffer.

*-LITTLE SISTER, A CHILD OF GAIA PHILODOX*

# Introduction

**W**elcome to the *Storyteller's Screen and Toolkit!* The purpose of this *Storyteller's Toolkit* is to help you run, and play, **Werewolf: The Apocalypse**. The guardians of Gaia are struggling to protect her as never before, fighting a losing battle where every gain feels like it's followed by tragedy and loss.

With the *Storyteller's Screen* and the information provided in this booklet, it's easier than ever to make those stories come to life at your gaming table.

This book consists of three chapters and an appendix:

**Chapter One: System** delves deeper into **Werewolf's** mechanics, helping you determine the correct dice pools for different situations, as well as providing examples of Brutal outcomes.

**Chapter Two: Spirits** expands on the spirits detailed in **Werewolf: The Apocalypse**, with a particular focus on which spirit teaches which Gifts. It also provides new Talismans.

**Chapter Three: What the Waters Hid**

is a complete story for **Werewolf** where the receding, drying waters of a lake reveal horrors previously concealed for decades.

**Appendix: Story Seeds** provides more story ideas based on the twin focus of **Werewolf** as the storytelling game of environmental and spiritual horror.



## CHAPTER ONE

# System

I once met a Silver Fang who still had his human identity entirely intact. He had a job, friends and family. He'd inherited a lot of money and a huge house.

I can't say he was dishonorable. He put all he had in service to the war for Gaia. But I still found it hard not to hate him. Why did he have it all, when I'd lost everything?

But I have to admit, I've gained so much as well. I thought they were hallucinations brought on by hunger at first, the spirits that took me to the Children of Gaia. I found new friends, family, even a pack.

Most importantly, I understood the purpose of my sacrifice. If we lose this fight, there won't be anything left in this world worth protecting.

*-LITTLE SISTER, A CHILD OF GAIA PHILODOX*

**P**art of the strength of the Storyteller System powering World of Darkness games is that the Storyteller is able to make judgment calls on the fly. The Storyteller always determines which dice pool a player builds to attempt any feat or action, and they can always change it to better serve the narrative.

That said, there are common activities that characters often attempt during play. These specific dice pools and rules exist to guide the Storyteller. Note that specific circumstances may supersede these suggestions; that's why they're guidelines. For example, a rampaging spirit might be mollified by a particular type of intimidation or carousing test from a werewolf for reasons of story or history.

Which is to say, as Storyteller, you have free rein to use these permutations as a baseline to design antagonists or challenges which test the capacities of your players' packs.

## MENTAL FEATS

These systems cover tasks involving the three Mental Attributes: Intelligence, Wits, and Resolve. Mental tests can provide you with information your character knows but the player does not, and to also determine if the character knows something the player knows.

### Artistic Creation

Some characters are artists, musicians, or poets and cultivate their creative spark as a way to deal with the horrors they face. Normally, players can have their characters create various pieces of art to their heart's content, but in cases where they wish to accomplish something with their art, such as impressing someone, it might be prudent to make a test.

The Attribute in the pool varies: Intelligence is most common, but a clever satire might use Wits or Manipulation, or a delicate wooden carving might require Dexterity or Resolve. Plastic arts such as sculpture use Craft as the Skill; performing arts use Performance; architecture and literary arts use Academics.

Art conveying a secret message (e.g., forbidden love, political samizdat, occult codes) requires a test either with the artistic Skill used for the work itself, or a Skill related to the message that's being encoded, at the Storyteller's discretion.

For example, the Bone Gnawer Delilah attempts to draw graffiti with a secret message to her pack. The player makes a Wits + Crafts (Graffiti) test at a Difficulty of 3. If the message conveyed is of a highly mystical nature, the Storyteller might ask for an Occult test instead.

The quality of the work depends on the number of successes the artist achieves or on the risks taken. A particularly egregious failure critical might betray unintended secrets to a knowledgeable onlooker.

### Computer Use

Computers are as essential to modern chronicles as they are dangerous, and clever characters can use them for everything from finding information to sabotaging security systems to sharing damning photos of their rivals across social media.

Many Skills simply require (or assume) basic computer use; Investigation, for example, hardly functions in these nights without a few database searches. Academics and Science likewise comprise at least a quick Google or JSTOR trawl. Other Skills function on a computer just like they might off it—lying in a bar room and lying in a chatroom both involve Subterfuge.

Hacking into a computer system by writing or deploying code script to subvert it uses Intelligence + Technology against a Difficulty dependent on the system's security (4 for decent corporate security, 6 for secure databases, 8+ for the NSA). If the character totally fails their test, they alert security to their presence. In some chronicles, hacking may be resolved as a conflict.

Most hacking in the real world is social engineering: convincing an administrative assistant to re-enter their password online, sending phishing emails, or just buying a bunch of passwords from an extremely online malcontent. Those methods use different pools (Manipulation + Subterfuge or Intelligence + Streetwise, for example) and total failure attracts a different sort of exposure.

At the end of the day, what exactly can be accomplished by hacking and how long it takes is up to the Storyteller, it and depends on the level of realism in your stories.

### Concealment

Disguising one's hideout, cleaning up bloodstains, disposing of bodies, camouflaging a caern site—the occult nature of the Garou by definition demands concealment.

Camouflage in nature or burying a body outdoors undetectably uses Intelligence + Survival as its pool. Urban camouflage uses Intelligence + Streetwise,

though some characters get creative and use Academics (Architecture) or Craft (Interior Design) to make one building appear like another.

Building false compartments or secret chambers uses Intelligence + Craft (Carpentry) or Intelligence + Academics (Architecture), if you trust your workforce. Cleaning up a murder scene tests Resolve + Larceny; concentration and focus are essential, if you want to remove every drop of DNA.

The result of your concealment test becomes the Difficulty for anyone trying to spot what you have hidden.

## Explosives

From IEDs by a desolate roadside to an impromptu Primacord crypt opening, explosives can play a dramatic part in the lives of the players' characters or those who cross them.

Creating explosives uses Intelligence + Science. Building a bomb uses explosives (made or sourced) as well as Intelligence + Technology (or Craft, for old-school bombs made of clock parts and colored wires).

The pool for using a pre-made bomb or explosive depends on its purpose; blowing a safe or breaching a wall uses Intelligence + Larceny, controlled demolition uses Intelligence + Science (Engineering), setting a car bomb uses Intelligence + Technology. Just tossing a grenade or a stick of dynamite is a regular throwing action (see **Werewolf**, p. 130).

Total failure on any test with explosives may cause an accident, ruin the materials, detonate the explosive prematurely, or result in something else at the Storyteller's discretion. Fuck around (with explosives) and find out.

## Perception

A character's senses may be keenly attuned to their surroundings, honed by long training, or supernaturally acute. A character may find their senses challenged by an enemy's scent or distorted by rage.

Build most perception pools with Awareness as the Skill. The Attribute varies depending on whether the perceiver notices something in the moment (Wits), recognizes something (Intelligence), or picks something out of a cloud of distraction or detail (Resolve). "*You hear a sound*" uses Wits; "*You hear the guard coming*" uses Intelligence; "*Despite the alarm going off, you hear soft footsteps behind you*" uses Resolve.

Feeling a puff of air from a concealed door likely uses Wits; spotting an ambusher in camouflage likely uses Intelligence; noticing a very small detail after long study likely uses Resolve. The Storyteller should ask how much the action depends on instinct or sensory acuity, vs. memory or recognition, vs. pure mental focus.

Resolve also applies in general to detecting supernatural signs amidst the mundane information surrounding them.

Tests to perceive an idle target use the target's Stealth as the base Difficulty. For contests opposing perception vs. actively sneaking (see Sneaking, p. 12).

Specifically searching a crime scene for clues or evidence uses Intelligence + Investigation. Other Skills may encompass dedicated perception tests; spotting a disease symptom on a human uses Intelligence + Medicine, for instance.

## Preparedness

Nothing slows a story down more than a lengthy inventory scene in which players list every conceivable item or object they may need for a night's activities. The preparedness test avoids this scenario by allowing players to test during the session to see if they remembered to bring something along or pick it up earlier.

Characters need not roll for signature items. Of course the gunslinger Glass Walker brought their pistol, the sneaky Bone Gnawer brought their lockpicks, and so on. Everybody has the normal sorts of things people might have in their pockets: cellphone, pocket knife, pencil, or what-have-you. This test covers slightly outré or unusual things: rope, a shovel or other larger tools, extra burner phones. The less likely the item, the higher the Difficulty the Storyteller should set.

The Attribute for a preparedness test is Intelligence; the Skill should relate to the item or its use in some way. Make an Intelligence + Firearms test to have brought a silencer, or Intelligence + Craft to remember a wrench, or Intelligence + Occult to produce a tarot deck from the folds of your trench coat.

Storytellers should ask for tests only if failure is interesting, and preparedness is no exception. Is it worth a test to see if the characters remembered to bring their tickets to the concert? Probably not if there was nothing distracting them, but if they fled an overturned car after a high-speed chase, did they grab them from the glove box? Would not having the tickets bring the story to an unsatisfying halt?

## Research

The pool for a research attempt, whether it's scouring an archive or paying a human grad student to look it up, is Intelligence + the relevant Skill (not just Academics or Science but anything from Finance to Occult). The character still has to direct the grad student, after all.

With the advent of the internet, finding out basic facts or even fairly recondite information has never been easier; the Difficulty for almost any mundane research test is 3 or 4 at most. Very obscure, occult, or deliberately concealed information increases the Difficulty. That sort of research often requires an extended test; a critical uncovers the needed fact faster or leads to an unsuspected secret or trove of facts.

## Tracking

Unlike shadowing (p. 11), tracking requires you to follow physical evidence in the wild — footprints, blood smears, bent grass — to find a target. The tracking dice pool is Wits + Survival; the base Difficulty equals the target's Survival. Inclement weather and elapsed time since the target's passage also modify the Difficulty upwards. Extra successes provide more information about the target: rate of speed, estimated weight, number of people followed, etc.

## PHYSICAL FEATS

These systems generally cover actions involving the three Physical Attributes (Strength, Dexterity, and Stamina). These feats typically require a test.

Not everything is overtly an action here; some situations are environmental hazards or the result of failed actions. Note also that these systems are intended to serve a story's narrative flow rather than be overtly realistic. If your troupe's story involves survival in winter tundra, you might prefer a more granular system for cold and freezing, for example, and should use the proposed system as a baseline.

## Climbing

Climbing usually requires a test of Dexterity + Athletics. If the climber totally fails a test, they either get tangled and stuck or fall, at the Storyteller's discretion. Using ropes and mountaineering equipment lowers Difficulty by -2 or more.

## Cold and Freezing

After an hour of extreme cold, players must make a Stamina + Resolve test (Difficulty 2) for their characters to keep moving. They repeat the test each hour, increasing the Difficulty by 1 for each test. On a failure, they stop moving. An hour after that, the flesh of their extremities freezes and they very quickly die thereafter.

## Driving

Nobody needs a Driving test to operate a vehicle normally. When you do need a test, the pool depends on the nature of the complication; driving at high speed, making complex maneuvers, or evading traffic requires Dexterity + Driving. Weather making it hard to see the road is a job for Wits + Driving.

The Difficulty depends on all those conditions, alone or in combination. By and large, each possible complication (speed, maneuvers, traffic, weather) adds +1 to a standard Difficulty of 3 (with a light, responsive vehicle) or 4 (with a heavy, unwieldy one). An extreme version of any complication adds +2 to the Difficulty. Failing the test slows or even stops the driver.

A complete failure under such adverse conditions might mean a crash or spinning out.

## Falling

Falling characters sustain one level of Superficial damage per meter of uncontrolled fall. Landing on one's feet (negating the damage) requires a Dexterity + Athletics test at a Difficulty equal to meters fallen.

## Fire and Burning

Unless used as a weapon (such as in the case of a burning torch, incendiary rounds, or a flamethrower), fire deals Aggravated Health damage to a character based on the amount of their body exposed, as dictated by the Storyteller. Having one's hand shoved into an open flame might deal one point of damage, while being engulfed in a roaring inferno would deal three or more per turn.



FF

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## Intrusion

Intrusion covers breaking and entering, evading physical security devices, picking locks, cracking safes — and preventing others from doing the same. Pools for tests related to intrusion almost always use Larceny as the Skill.

The Attribute in an intrusion pool depends on the precise task in the spotlight; picking a lock or dodging a laser sensor uses Dexterity + Larceny, while cracking a safe or bypassing an alarm circuit uses Intelligence + Larceny. Noticing a hidden camera might require Wits + Larceny; breaking a lock cleanly might use Strength + Larceny (breaking and entering in crinos form benefits from increased Strength but makes the character a lot more conspicuous).

Whatever the test, it needs to succeed on the first attempt against active security, or the intruder sets off the alarm. Most commercial buildings or large public facilities like museums have Difficulty 4 or 5 security systems; bank vaults and secure facilities shelter behind higher Difficulties. A government building might have Difficulty 4 alarms and locks on the front door, but a Difficulty 6 secure wing, with a Difficulty 8 hazardous materials vault inside that. Some systems simply can't be cracked with low Larceny ratings; for example, Larceny 1 lets you pick a store-bought padlock but not defeat a keypad or crack a safe.

Setting up a security system uses Intelligence + Larceny. Add the margin from the test to the Difficulty to penetrate the system and to the watchers' test to spot a sneaking attempt.

Intrusion requires proper tools (lockpicks, circuit bridgers, etc.) to avoid a Difficulty penalty of -1 (improvised tools) or -2 (credit card and a bobby pin). At the Storyteller's discretion, characters may be able to use Intelligence + Technology to penetrate purely electronic security systems at +1 to the Difficulty. An Intelligence + Technology test is a likely prerequisite for such heist staples as tapping into the closed-circuit camera feed or hacking into smart building software.

## Pursuit

Sooner or later, almost every chronicle has some sort of pursuit. Shadow Lords might need to pursue their prey or flee from witnesses. Glass Walkers may chase their target across urban rooftops and Hart Wardens through rural wilderness. If a hunt goes badly, a werewolf may end up running from their quarry.

If the race pits two roughly equally matched characters (or vehicles), or the slower party has some

countervailing advantage (helicopter overwatch, knowledge of the Cairo bazaar), resolve the pursuit as a basic contest.

A vehicle chase uses Wits + Driving for its dice pool, given the importance of keeping the quarry (or pursuer) in sight.

A foot pursuit contest uses Athletics for the Skill. The Attribute in a foot pursuit varies depending on the type of chase: a long marathon run might use Stamina, a sprint over a few blocks uses Strength, and a multi-level parkour pursuit over the rooftops of Mumbai uses Dexterity.

Depending on the nature of a chase, many pursuits can benefit from teamwork if more than one character is chasing a target (or can plausibly distract a pursuer).

Players who want more drama from a chase can run it as a conflict, where the combatants inflict damage on each other (representing things barged into or short, fleeting bursts of combat) using their pursuit pool. Any combatant may concede the chase at any time (allowing the quarry to escape, or the pursuer to catch up). Use the level of hazards in the environment as weapon damage.

## Shadowing

One character shadows another by keeping them in sight, ideally without being noticed themselves. The pools used vary considerably with who knows what. So long as the shadower isn't spotted, use Wits + Awareness vs. the target's Composure + Stealth (representing normal precautions). If the quarry succeeds, the shadower(s) is spotted. If the shadower is discovered, but doesn't know this fact, use Wits + Streetwise or Streetwise vs. Resolve + Awareness to shake the surveillance. If everyone knows, the feat is no longer shadowing; it's now a pursuit!

Award bonus dice to the shadower in busy areas vs. an unaware target, or to the quarry if they know they're being pursued and are trying to shake off the tail. Award one additional dice in busy areas, or two additional dice in crowded areas or areas with many potential exits and blind spots (e.g., wooded parks, train stations, department stores).

Unless potential helpers are masters of disguise (or can somehow shapeshift to resemble the target), only the shadower's side benefits from teamwork.

## Sleight of Hand

Picking pockets, making a brush pass with a contact, or just plain shoplifting are sleight of hand feats just like card tricks or palming an item. They use Dexterity + Larceny vs. any watcher's Wits + the greater of Larceny or Awareness.

At the Storyteller's discretion, diversions and distractions, as well as crowds or darkness, can give the light-fingered character bonus dice.

## Sneaking

A sneaking (or hiding) character pits their Dexterity + Stealth against a watching (or searching) character's Wits + Awareness in a basic contest. Darkness, background noise or other distractions, or being downwind may add a die to the sneaker's test; security devices, scanners, or superior vantage points may add dice to that of the watcher.

Supernatural effects may come into play, such as a werewolf's Gift granting enhanced alertness.

## Surprise

Achieving surprise in a combat situation generally requires some sort of test, such as Dexterity + Stealth vs. the best opposing Wits + Awareness. (Remember you can Take Half for large parties of Storyteller characters to speed up play.) This includes attacks from supernatural concealment.

Surprise can extend to non-combat and other narrative situations, as well. For example, a pack may choose to launch a surprise attack on the reputation of an ailing Silver Fang leader at a moot.

The first attack or action with successful surprise should generally be made against a static Difficulty 1, allowing for devastating strikes, witty ambushes, or simply having one's tools at the ready to meet the challenge before the challenge knows what hit it.

## Swimming and Water Environments

Characters with one dot or more in Athletics can swim. To determine whether a character makes a long swim without being pulled off course by the current or drowning, test Stamina + Athletics against a Difficulty set by the weather conditions.

## Drowning

After a period of duress in water (or, uh, whatever other liquid the environment contains), players must make a Stamina + Resolve test (Difficulty 2) for their characters to not start drowning. They repeat the test each period, increasing the Difficulty by 1 for each test. On a failure, they begin drowning. One additional duress period after that, their lungs have filled with water (or whatever) and they drown. This is usually fatal to anything that breathes, though they may be revived (before death) with a Resolve + Medicine test at a Difficulty 3–5, depending on the time spent submerged.

The Storyteller decides what a "period of duress" is, informed by the severity of circumstances, the violence of the current, the temperature of the liquid, etc

## SOCIAL FEATS

These systems cover tasks involving the three Social Attributes (Charisma, Manipulation, and Composure). In general, Storyteller characters react to the characters based on their actions.

Many players don't like having the dice dictate their character's response to a Storyteller character, and they often prefer playing a full social interaction rather than make a basic contest. One easy rule of thumb here is that a test is reasonable if it reflects a supernatural power's effect which deprives the character of their autonomy, but in "mundane" circumstances, the player's character is free to react as they wish.

### Table 1: Standard Social Feat Modifiers

Attitude	Difficulty modifier
Loyal/Devoted	-1
Friendly/Weak	±0
Indifferent	+1
Suspicious	+2
Aggressive/Unfriendly	+3
Hostile/Violent	+5

**Loyal/Devoted** individuals may risk their careers, and possibly their lives, for you. They readily give any information they think might help you, whether requested or not, and may perform services such as watching captives, providing medical care, breaking down doors, or distracting the cops. They follow your lead and agree to your plan with few questions asked, even if it seems risky.

**Friendly/Weak** individuals won't readily harm you, and they may try to prevent others from harming you. They answer any questions you ask, if they seem reasonable or safe. They recommend reliable service providers, speak up on your behalf, or give the occasional helpful tip. They are willing to be convinced of your plans, and they sign on if the benefits are clear.

**Indifferent** individuals don't go out of their way to harm you without clear orders or benefit. They may answer some questions, if politeness or profit beckon. They will not bestir themselves to help you without clear reason. Your plans strike them as risky and foolish, but they are unlikely to actively prevent you from trying them as long as they can stay safely out of it.

**Suspicious** individuals suspect your intentions might be unwholesome, illegal, or otherwise dangerous, but they have no reason to harm you — yet. They respond with minimal courtesy or professionalism. They are unlikely to listen to your plans, unless you show immediate reasons or benefits for doing so.

**Aggressive/Unfriendly** individuals harm you if they think they can get away with it, keep a wary eye on you, and egg others on to harm you. They clam up in your presence, or they offer misleading answers to questions. They give bad advice, if they give advice at all. They will not help you, and they oppose your plans, regardless of their merits, unless helping you is the only thing keeping them comparatively unharmed.

**Hostile/Violent** individuals risk their careers, and possibly their lives, to hurt and possibly kill you. They actively prevent others from giving you answers, help, or comfort of any kind. They may even help your enemies; they certainly do everything possible to sabotage your plans, even if they cannot immediately torpedo them.

On a critical, the target becomes more favorable by one attitude level for the remainder of the scene, for example a suspicious bouncer becomes indifferent. On a total failure, the target becomes less favorable by one attitude level for the remainder of the scene, for example that suspicious bouncer becomes unfriendly.

You can also modify the Difficulty of a Social test depending on the power differential between the parties, incentives offered, and the type and manner of the request.

**Table 2: Social Test Difficulty Modifiers**

Circumstance	Difficulty Modifier
Target is of higher rank, status, or power	+1 or higher
Target is of lower rank, status, or power	-1 or lower
Character offers valuable trade or favor payable in advance	-2
Character offers some significant motivation	-1 or -2
Target's personal or political agenda, agrees with request	-1 or -2
Request is easy, safe, or profitable	-1
Request is complex or risky	+2
Request is unknown, dangerous, or costly	+3 or more
Skill or specialty well chosen for the target (e.g. Subterfuge (Seduction) for someone on the make)	-1 or -2
Skill or specialty poorly chosen for the target (e.g., Intimidation for a berserk werewolf)	+1 or +2

## Artistic Performance

When a character performs live before an audience, make a Charisma + Performance test; the more successes, the greater the quality. Just as with artistic creation, above, always indicate the purpose behind the test. On a total failure, the performance was a complete disaster (and the performer may have new enemies they didn't have when the performance began).

## Carousing

With a simple test of Charisma + Insight, you influence others to relax and have fun. Carousing encompasses showing a potential ally a good time, loosening an informant's tongue, and making instant drinking buddies who come to your aid when a brawl starts.

## Credibility

Flashing a phony ID and brushing past the rope line, perpetrating a scam or con, presenting false credentials or fake ID, passing counterfeit artifacts, impersonating the authorities; tests of credibility take many forms. The scammer's player uses Manipulation + Subterfuge while the mark's player tests Wits + Insight.

A test might not even be necessary if failure isn't important, or a low static Difficulty can represent the mark being ultimately disinterested, like a security guard who cares more about watching the clock than controlling access to the business suites.

Superior fake documents and other forgeries add dice (an additional one or two) to the scammer's pool; clever hacks might do the same thing if the scam requires online backup.

Storytellers and players interested in running a long con can set a suitably impressive Difficulty and play out an extended test.

## Fast-Talk

A fast-talker tries to obtain agreement from a target by deploying a barrage of half-truths and engaging nonsense. Fast-talk pools use Charisma + Subterfuge vs. the target's Composure + Insight.

## Interrogation

Anyone can simply ask questions. With interrogation, the character asks questions and has leverage. Interrogating someone peacefully (Manipulation + Insight) involves asking strategic questions designed to reveal specific facts. Use a basic contest between the interrogator's pool and the victim's Wits + Composure.

Violent interrogation (Manipulation + Intimidation) involves torturing the victim's mind and/or body until they reveal what they know. The victim resists with Composure + Resolve. Regardless of the outcome of the contest or conflict round, torture damages the subject: they take one point of Aggravated damage for each point of their own Resolve. Physical torture damages Health; mental torture damages Willpower.

On a total failure by an interrogator using torture, the subject dies or goes mad.

Two or more interrogators can use teamwork (see **Werewolf**, p. 122); this partnership works even if one interrogator uses Insight while another uses Intimidation (the classic "good cop/bad cop" ploy).

The extent and relevance of shared information are up to the Storyteller. Especially after torture, a subject often skews the details or invents extra facts based on what they think the interrogator wants to hear.

Note that while Garou society comprises of creatures of Rage, the colder calculation required for torture is much rarer, and often viewed negatively as the signature tactics of enemies such as vampires or Garou fallen to hauglosk such as the Cult of Fenris.

## Intimidation

Intimidation has two effects. Intimidation's passive effect doesn't involve a test — it ambiently gives a character plenty of space, whether on a bus or in a bar. The higher their Intimidation rating, the wider the berth others give them.

Intimidation works actively through subtle coercion or outright threat. Subtle coercion (Manipulation + Intimidation) uses a perceived threat: losing one's job, being arrested, pain and agony. This action is usually a quick contest against the target's Composure + Resolve. The loser backs down.

Blatant threats (Strength + Intimidation) begin there and can escalate to minor physical damage (biting off fingers, for example). This action is a contest against the target's Composure + Resolve or Strength + Intimidation (whichever is higher). The loser backs down; regardless of who loses, the character with the lower Strength takes the margin on the intimidation contest as Superficial damage to Health.

## Oration

From a general's rousing speeches to a politician's slick double-talk, the capacity to sway the masses creates and destroys empires. When a character speaks to an audience, from a small board meeting to a large crowd, test Charisma + Performance.

If the character has time to prepare the oration beforehand, the player may make an Intelligence + Insight test to tailor the speech to the crowd (assuming they know relevant information about that crowd). Success on this test reduces the subsequent oration Difficulty by 1; a critical reduces it by 2. Failure has no effect, while a total failure increases the oration Difficulty by 1 as the character inserts a gaffe into the speech.

## Seduction

The particular situation and style of a seduction determine the pool used. Negotiating a prime dance at a formal cotillion involves Composure + Etiquette. Picking someone up in a bar might start with Charisma + Insight, while picking them up at the gym may depend on Manipulation + Athletics. A coffee shop meet-cute could be Wits + Subterfuge. Whatever the situation, the Looks Merit almost always adds dice to the pool.

Like any other test or contest in the game, the Storyteller can abstract a seduction into a simple test of Charisma + Subterfuge or turn it into an ongoing epic subplot throughout the chronicle. Attraction and seduction provide plenty of dramatic possibilities.

Note that seduction tends to imply sexuality and desire for intimacy of some sort with others. Some players may be uncomfortable with certain expressions of seduction or descriptions of amorous contact. Be sure to establish boundaries and maintain standards of respectful play. For more, see Appendix 3: Considerate Play in **Werewolf**.

## COMBAT AND CONFLICT OPTIONS

**Werewolf: The Apocalypse** generally places an emphasis on narrative over tactical detail, but some troupes prefer more granular combat and conflict systems. The following options can add more decision-making and fine control in combat, as well as model different types of conflict using narrative prompts.

### Additional Conflict Options

All conflict actions need not be straight attacks on the opposition. In fact, most engagements involve a goal that doesn't solely rely on eliminating all enemies, and there's no reason why the players' characters should be forced to confront their opponents head-on when they can achieve their ends with other means. Consider the following action variants when engaged in a conflict.

#### ADVANCE

Working directly toward the goal(s) of the conflict. This could be cozying up to an elder werewolf when vying to gain influence at a moot, destroying evidence before the cops arrest the pack, gathering influence in a housing project, hacking a security system before being discovered, Glass Walkers supporting environmentalist student radicals, etc. Depending on the conflict, a prior Maneuver might be required to advance effectively.

Advances are usually run as an extended test with the player rolling to accumulate as many successes as possible.

Note that Advance isn't applicable to all conflicts, the prime example being combat, where there are no goals except hurting the opposition and/or getting the hell out of there.



#### MANEUVER

This option involves attaining an advantaged position, either in order to be able to take other actions at all, or to claim an advantage, such as flanking a foe, making sure one is alone with the object of their desire, gaining access to important people, finding cover from oncoming shots, etc.

Depending on the situation, a successful maneuver should result in one of these benefits:

- \* A dice bonus to the next action. A 1–3 dice pool bonus is usually enough, perhaps depending on critical successes or on the margin achieved.

**EXAMPLE:** *A feint in melee, studying an opponent's weakness before delivering the perfect insult, or finding just the right tools to take on the enemy.*

- \* Gaining a superior position. Whether by misdirection, speed, or stealth, this allows the attacker to strike or otherwise act upon the opponent unopposed (see Surprise, p. 12), though gaining the advantage might be very difficult or require accumulating enough successes on an extended test.

**EXAMPLE:** *flanking someone's cover in a firefight, disengaging to return with a surprise attack, or working your way into a good position at a fracking operation to betray them later.*

- \* In some cases, a maneuver is required to make an attack or advance toward the goal in the first place. Only after a successful maneuver can the character attack the intended target or advance toward the goal.

**EXAMPLE:** *finding the pack's target during a territory-wide conflict, arranging to be alone with a potential informant in an investigation, putting the sept's finances together to take over a company.*

#### BLOCK

Actively opposing another character's actions. This could be by positioning one's character in front of an attacker, throwing distractions in the path of someone working to gather support, laying down suppressive fire, etc. When blocking, the player sets the result of the block test as opposition to the action they're blocking. This might be used directly in a contest or might establish a Difficulty for someone else's attempt at an action, at the Storyteller's discretion.

Sometimes it is also possible to block someone's block. If this is the goal, test at the furthest link in the chain of blocks first, and if successful, the later block does not take place.

### ALL-OUT ATTACK

Sometimes a combatant wants to go apeshit, discarding safety in exchange for greater effect. In this case, the attacker receives a +1 damage bonus, but cannot defend against any attacks. If using a ranged weapon, this tactic also empties the weapon. This option may not be used with surprise. If the attack fails, anyone acting against the combatant gains one additional die to their pools the next turn.

### ALL-OUT DEFENSE

The opposite of going apeshit, of course. A character concentrating solely on their protection and nothing else (except, perhaps, a minor action — see below) gains a bonus die to all defence tests for the turn. If the character has access to solid cover and can hide completely behind it, this advantage can make them impervious to ranged attacks, provided they aren't flanked.

### COVER

Defending against ranged attacks is usually done with Dexterity + Athletics, representing the ability to keep moving and making oneself a hard target using any and all available cover.

**Table 3: Cover**

Cover	Dice Modifier
No cover	-2
Concealment only (bushes, a small tree vs rifle-caliber bullets)	-1
Hard Cover (a car engine block, the corner of a concrete building)	±0
Entrenchment (sandbags, military bunker)	+1
Murder Hole (IFV firing slit)	+2

A stationary target lacks a defense pool, instead defending with a static Difficulty of 1.

## Ranged Weapons in Close Combat

If engaged in hand-to-hand combat, the wielder of a firearm uses Strength + Firearms against the opponent's Brawl or Melee pool. The opponent doesn't receive a penalty for lacking cover. Instead, the firearm user suffers a -2 dice penalty if targeting someone outside the scuffle as well as a -2 penalty for firearms larger than a pistol.

## Reloading and Tracking Ammunition

**Werewolf's** combat system doesn't bother with ammunition expenditure for small arms, but an attack test often represents more than a single shot, so it can be wise to require reloading after a single attack with revolvers and other small-capacity firearms, after two attacks with most automatic pistols and rifles, and after three attacks from 30+ cartridge magazines.

Reloading is a two-dice minor action for most weapons (assuming a revolver has a speed loader).

## Called Shots

Combat generally assumes the combatants are trying to be as effective as possible. For more granularity, though, some troupes prefer combat that allows them to target specific hit locations.

A combatant may seek to direct their attacks at a specific part of their target in order to produce a result other than maximal physical trauma: shooting out the tires of a car or putting a bullet in the leg of a fleeing fomori. Called shots are also used when attempting decapitation.

To do so, the attacker declares their action and target before rolling the dice for their attack.

After the attacker tests, they subtract successes; hitting a specific location is not just harder, it also makes achieving a safe center-of-mass hit less likely. Usually, the modifier is -2 successes, though the Storyteller can modify this number up or down depending on the nature of the target. Hitting the tires of a car might incur a -1 penalty, while piercing the fuel line of a plane taking off is done at -4.

The exact effect of a called shot is up to the Storyteller, but it should not simply be more damage, as that is the assumed purpose of a normal attack. Instead, called shots are more likely to aim for less damage, going for a non-lethal incapacitation at the expense of effectiveness: inability to run and flee, flat tires, pierced fuel lines, etc.

## Crippling Injuries

The Crippling Injury table allows for additional effects from extreme Health damage. After taking damage while Impaired, roll a d10 on the Crippling Injury table, adding the number of Aggravated damage currently on the track to the roll. This result can lead to further dice pool penalties (or even instant death), tracked independently from the abstract damage on the Health tracker.

**Table 4: Crippling Injuries**

Aggravated Damage + Roll	Crippling Injury
1–6	<b>Stunned:</b> Spend 1 point of Willpower or lose a turn.
7–8	<b>Severe head trauma:</b> Make Physical rolls at –1; Mental rolls at –2
9–10	<b>Broken limb or joint:</b> Make rolls at –3 when using the affected limb, or <b>Blinded:</b> Make vision-related rolls (including combat) at –3. Storyteller decides which makes most sense for this combat
11	<b>Massive wound:</b> Make all rolls at –2, add +1 to all additional damage suffered
12	<b>Crippled:</b> Same effects as Broken, but limb is lost or mangled beyond use
13+	<b>Death</b>

## Minor Actions

Some actions might not warrant a full exchange, but they are still not small enough to justify being done for free. Minor actions subtract dice from your character's main action (two dice unless otherwise stated). Readyng a weapon, handling equipment, using some Gifts, running an errand, and taking care of your caern might all be examples of minor actions, depending on the scale of the conflict. A character can perform more than one minor action per turn at the Storyteller's discretion, though the default limit is two.

## Movement in Conflicts

Movement in **Werewolf** stories is often abstracted, but it can nevertheless be a significant part of dramatic conflict. Perhaps a frenzied werewolf is trying to close with a ranged attacker, a skulking fomori attempts to flank an unknowing victim, or the conflict is very mobile, taking place all over an entire city.

Generally, handle movement beyond the immediate as Minor Actions, but if the movement is significantly opposed, it can also be handled as a Maneuver.

If necessary, the Storyteller can usually provide a simple map of the conflict. In some conflicts, the troupe's Relationship Map might even become an excellent conflict map!

## One-Roll Conflicts

A conflict need not necessarily be resolved as a “zoomed in” series of exchanges as in the basic rules. It can also be resolved in a more “zoomed out” manner, especially if it holds less potential for drama or involves fewer players. (Or incidentally, if it involves too many actors to turn into a meaningful conflict!) One-roll conflicts can resolve any sort of conflict, from a relentless brawl to a night of political struggle at the moot.

Simply set a Difficulty for the opposition based on its power. Each player participating in the conflict then makes one roll of a conflict dice pool, without Willpower re-rolls, at the set Difficulty. (The opposition doesn't roll.) The more players' characters who win, the better the results. If the majority of the players' characters win, the opposition might for example break, fall down wounded, storm off in a fit of pique, surrender, or whatever else makes dramatic sense.

## SAMPLE DIFFICULTIES

- \* The opposition is significantly weaker or the goal is simple to achieve: Difficulty 2
- \* Both parties are equally matched or the goal is a significant challenge: Difficulty 4
- \* The opposition is much stronger or the goal is extremely hard to reach: Difficulty 6

Adjust the Difficulty by 1 to the side with the advantage in supernatural might.

Adjust the Difficulty by 1 to the side that has the advantage of position, preparation, or surprise.

Each character takes (Health or Willpower as appropriate) damage equal to the difference between their successes and *twice* the Difficulty. This damage cannot be mitigated by armor or supernatural means. The nature of the damage depends on the opposition and the weapons they are using. Do not halve Superficial damage in this case.

## EXAMPLES IN BRUTALITY

The anger constantly simmering in the Garou's bloodstream may break out in unexpected ways. Normal humans experience fits of anger throughout their day that betrays their mood to those around them. When a Garou experiences a Brutal outcome, their anger lashes out and unintentionally spoils what they set out to do. While beneficial at times, Brutal outcomes betray the Garou as having that great, deep-seated anger within them.

Bystanders remember the individual who growled like an animal while attempting to convince the security guard to let them into a building, and a criminal whose forged signature on a bank statement is more noticeable if the name was written so intensely that it cut through the paper.

Failure usually has consequences in the World of Darkness. For Garou suffering Brutal outcomes, this often means time wasted, suspicion from outsiders, or risk of discovery, not to mention real harm to the Garou or those close to them. Storytellers are encouraged to make these failures meaningful, but also to be careful not to use them to obstruct progress. Though one path may be closed to them, there should be other (possibly more difficult) ways to progress towards their goals.

Certain Skills, namely Brawl, Melee, and Intimidation, are often associated with causing damage. Brutal outcomes can generally be treated as critical successes, particularly in a combat situation. Other skills, such as Firearms, Subterfuge, or Politics often can be intentionally damaging, but the complex thought-processes required to use them makes these Skills less suitable for Brutal outcomes to count as critical successes (you need to do more than just pull the trigger, at least metaphorically). The Storyteller is encouraged to use their judgment with these skills. The rest are much more likely to be Rage-induced failures for a Brutal outcome.

The following examples may inspire Storytellers as to how an action might fail due to a Brutal outcome based on the situation, Attribute category, or Skill being used.

- \* **Any Situation:** The Garou screams or howls in frustration, unleashing their Rage upon the ears of every creature within 2–3 km (1–2 miles), drawing lots of attention.

## Physical Brutality

Brutal outcomes for physical actions predictably result in physical destruction or damage to a character's Health.

- \* **Fleeing or Pursuit (Athletics, Driving):** An enraged Garou crashes into an object or bystander.
- \* **Using Tools (Craft, Larceny, or Survival):** The tool itself becomes the focus of the Garou's ire, causing it to break under the strain of frustrated use.
- \* **Sneaking (Stealth):** The Garou's Rage is so great that as they attempt to move silently past a guard, they cannot resist the need to growl threateningly in the direction of the perceived threat.
- \* **Lockpicking (Larceny):** Though normally an expert at picking locks, they achieve a Brutal Outcome on their Larceny Skill test. A fit of rage causes them to break the tumbler inside the lock, leaving evidence that it has been tampered with.
- \* **Inadvertent Bloodshed (Brawl or Melee):** Whether preparing for, or engaged in, a friendly competition or training, the Garou is unable to contain their frustration causing damage to Health for their opponent.
- \* **Using the Environment (Athletics, Survival):** Whether engaged in parkour or navigating by the stars, the environment itself becomes a focus of the Garou's destructive anger: the Garou damages surrounding buildings, trees, pavement, and possibly themselves in the process.

## Social Brutality

Brutal outcomes for social actions tend to involve damage to Willpower, alienating potential allies, or drawing unwanted attention to the Garou or their pack.

- \* **Demonstration of Prowess (Athletics, Performance):** The Garou's impressive act (whether song, dance, or athleticism) turns into a childish display as they momentarily revel in their victory, enraging, terrifying, or disgusting onlookers they had hoped to impress.
- \* **Determining a Motive (Insight or Subterfuge):** Frustration boils over, causing the Garou to lash out at their hapless interlocutor.

- \* **Getting Past Security (Etiquette or Persuasion):** The Garou's attitude and anger causes a newsworthy incident, bringing unwanted attention to the Garou as bystanders pull out their phones to record it.
- \* **Impressing a Superior (Etiquette, Intimidation, or Leadership):** A momentary delay causes the Garou to doubt themselves, revealing a look of scorn to their superior.
- \* **Locating Criminal Activity (Streetwise):** Unable to identify secret signals or understand the new slang, the Garou scares off those around them or alerts territorial criminals to their presence.
- \* **Mediating a Dispute (Leadership or Persuasion):** The Garou's frustration and anger boils over and instead of calming both sides down, they agitate everyone further.
- \* **Scaring People Off (Intimidation):** The Garou's Rage comes to the fore, cowing onlookers as a critical success dealing Wisdom damage.
- \* **Telling Fibs or Lies (Subterfuge):** The Garou attempts to deceive a target, only alienate them further as the slightest hint of doubt unleashes a spiteful tirade against the listener.
- \* **Working with an Animal (Animal Ken):** Frustration with the animal leads the Garou to kill them.

## Mental Brutality

Mental situations involving Brutal outcomes are more likely to damage tools used in any given task or close off an avenue of progress.

- \* **Accessing Records (Academics, Finance, Occult, or Science):** Paper records, or the computer used to access digital ones, get damaged out of frustration.
- \* **Gathering Evidence (Investigation, among others):** Frustrated at the evidence discovered, the Garou destroys what would have exonerated them or one of their connections.
- \* **Identifying a Wound (Medicine):** The Garou's Rage causes them to inflict an additional level of Superficial damage or damages a corpse by adding a very clear new wound.
- \* **Observation (Awareness):** The item being watched is destroyed, or person attacked and injured. Alternatively, the location the Garou is observing from is damaged and rendered useless, forcing them to try a new approach.
- \* **Remembering Facts (Academics, Occult, Politics, Science):** The stress of failure causes the Garou to become confused, unable to remember whatever they were supposed to remember and becoming angry about it.
- \* **Snooping through Digital Files (Investigation or Technology):** The Garou becomes so incensed at what they find that they start deleting whole batches of files, causing an internal firewall or other security system to trip and lock them out. ■



## CHAPTER TWO

# Spirits

I'm going to say one of those things that would have been perfectly obvious and normal in the life I used to have, but now sounds weird and confusing.

I don't like to kill.

I don't even like to fight.

I've been called a coward many times by Garou who think of themselves as mighty warriors. Yet when the time comes to confront spirits and discuss their strange philosophies, these brave heroes are nowhere to be found.

I've learned that when it comes to spirits, patience, empathy and quick wits often grant victories far greater than any you could achieve with your claws.

Although...

I don't like to kill, but killing Banes doesn't count.

*-LITTLE SISTER, A CHILD OF GAIA PHILODOX*

The following pages present the hang-ups, personalities, and other details for spirits for use in play, particularly tutelary spirits which may teach Gifts to the players' characters.

## THE MINDS OF SPIRITS

Spirits may be strange and enigmatic to the minds of humans, but some similarities remain. While a Garou may encounter all manner of spirits in the Umbra, they are most likely to encounter Jagglings. These spirits are often the messengers of more powerful entities, and the easiest to bargain with in exchange for knowledge or Gifts. The emotions and thought processes of Jagglings are more comprehensible to the Garou as they tend to be more direct with their needs than something like an Incarna.

A spirit can carry itself with the pride and grace of an aristocrat or with the determination and focus of a hunter stalking its prey. When trying to determine the personality of a spirit, consult the following chart for examples of what might make a spirit behave around the Garou. Keep in mind that the core of the spirit also determines its personality. A lion spirit may be expected to be regal or inherently noble, though one connected to lions kept in zoos may be more helpful to humans or vain about its appearance. Or less helpful if the lions have been mistreated.

Many of the Garou assume spirits feel the same sorts of emotions and desires as they themselves do. Though spirits demonstrably have personalities, whether or not they understand emotion as humans do is not as clear-cut as it first seems.



**Table 5: Spirit Personalities**

No.	Personality	Explanation
1	Melancholy	The spirit appears despondent, as if it mourns a lost loved one or an action that was taken against it in the past. It may help the Garou long enough to be left alone or plead with them for assistance.
2	Jovial	The spirit seems happy to be of service and seems just as interested in the Garou as it is in them. It does not care for past loyalties, only that it gets to be involved with the fight for Gaia.
3	Obstinate	The spirit is one of great station and feels that what it is asked to do is beneath it. It needs to be micromanaged the entire time, as it feels it should serve to the letter of the agreement, and nothing more.
4	Disgusted	The spirit hates humanity and has open faced contempt for the Garou. It serves if forced to, but otherwise would like nothing more than to be left alone.
5	Esoteric	Even for a spirit, this entity acts aloof and behaves differently than similar spirits encountered before. They could be a fire spirit in love with the water, or an emissary of Stag who aggressively stalks and kills humans whenever it gets the chance to.
6	Regal	The spirit is inherently noble, and only responds to those who approach it formally. It expects respect, and should it face mockery or scorn, then it refuses to cooperate from that moment forth.
7	Predatory	With the form of a predator and the attitude to match, this spirit does not mince words nor does it give much to social graces. If it desires an intruder into its territory to be gone, it gives one warning or else takes the matter into its own hands.
8	Meek	The spirit has a very weak personality, leaving it prone to being pushed around and ordered about. It may object to the actions it is forced to do, but the spirit lacks the willpower to stand up to those it perceives as stronger.
9	Wise	An ancient being who has seen many sunrises and sunsets, the spirit is a repository for ancient knowledge that it has accumulated over the centuries. It is not just simple homespun advice the spirit offers: a being as old as this remembers when cities were barren fields and the achievements of long forgotten warriors and sages from ages past.
10	Traditional	The spirit is bound by ancient laws enacted in ages past. It can only be communicated with if the Garou follows ancient customs. Though it is intensely bound by these beliefs, it can also use them to break free from another's control.
11	Enchanting	A beautiful spirit whose skin pulses with the light of the stars, this being is utterly inhuman in both its demeanour and its responses to others. It may treat a grove of trees like its own children while being indifferent to the suffering of humans.
12	Reclusive	Renowned for its ability to hide from the modern world, this spirit does not enjoy being around others and seeks to escape from them at a moment's notice. It is not just reclusive, but highly selective in its reasons for helping others.
13	Primal	Animalistic in nature, this spirit is one of pure emotion and instinct. If an animal spirit, it behaves exactly as its namesake would, and if an incarnation of valour or fear, it behaves as if overcome by that emotion.
14	Sickened	This spirit, for all the help that is given to it, is dying. It has become afflicted with a spiritual disease or by the destruction of its environment to the point that it is barely able to function. It helps if it can, but it is not long for this world.
15	Arrogant	The spirit not just thinks highly of itself but actively conveys contempt towards others at every turn. It is not just that it is a narcissist, but it knows it can back up its words, and those who grow tired of its barbed words are in for a surprise when it decides to reveal its true claws.
16	Terrified	Fear is a universal emotion, and this spirit has become so overcome by it that it seeks to flee at all costs. The Garou can attempt to pacify the spirit, but it always behaves timidly in their presence even if they gain its trust.
17	Mischievous	A natural trickster, this spirit acts according to its own whims and most of the time that involves playing pranks on others. It enjoys laughter and goes to great lengths to satisfy its own amusement.
18	Heroic	This spirit is a champion both to its own kind and to mortals. It does not stray away from a fight and detests bullies and criminals alike. Those seeking to impress this spirit do well to behave honourably in its presence.
19	Dangerous	Whether it was born in fire and bloodshed or tormented into its current state, this spirit has no respect for others and defends its territory. It may even have a vendetta that forces it to pursue action against those it feels has wronged it.
20	Modern	The spirit came into existence well into the modern age and is used to the sounds of speeding cars on interstates and the hum of social media notifications on human's phones. It is able to communicate its needs to Garou of the 21st century fluently and understands them in turn.

There is a spirit for everything, as the theurges say, and it is true. While not every pebble has an individual spirit attached to it, stepping on a bed of gravel may disturb the slumber of its spirit. As a Garou walks upon the many paths of the Umbra, they see bird spirits flying overhead, hear the sound of jaggings playing in the mists of a waterfall nearby, and as they look up, they see Luna shine so brightly that it is hard to make out the Lunes dancing among her moonbeams. While spirits can offer much to a petitioner, finding the spirit who possesses the right knowledge is much more difficult.

While **Werewolf: The Apocalypse** lists numerous examples of what kind of spirit can teach a specific Gift, a Gift is not limited to those suggestions. Indeed, Storytellers are encouraged to use their judgment in determining which spirit or spirits may teach a Gift. Razor Claws is learned from cats, but could also be learned from bear, dragon, and even meerkat spirits. Each spirit has their own requests and desires for exchanging knowledge with the Garou, and while a meerkat spirit may be easier to bargain with than a cat, it is much harder to find one in rural Argentina.

## ANIMAL SPIRITS

### Bear

**Possible Names:** Queen Mother Bear, Circus Breaker, Ursa Maximum

**Gifts Taught:** Blood of the Wastes, Snarl of Challenge

**Desires for the Gift:** Freshly caught salmon, a carving of a bear placed prominently in the den of a house, tea served with plenty of honey

**Possessions and Manifestations:** Bear spirits are rarely encountered in the 21st century, where many bears have been reduced to living in zoos and those that live free in the wild are routinely hunted by humans with firearms. Bear is a proud spirit, and its children are ferocious when roused to anger. They possess bears or other big, solitary animals, and choose human hosts with very similar criteria. Though known for their ferociousness in combat, they can be gentle souls, and a bear spirit treated with kindness may be amicable to sharing its knowledge or even its strength should combat be joined.

### Cat

**Possible Names:** The Lord of Alleys, Little Shadow, Tattered Tail

**Gifts Taught:** Animal Magnetism, Catfeet, Razor Claw

**Desires for the Gift:** Freshly caught fish, a pinch of gourmet

catnip, a sonnet on the cat's physical grace and beauty.

**Possessions and Manifestations:** Cat spirits believe their form is that of perfection, so they prefer to possess mortal cats when necessary. They manifest as shadows on a wall or as a cat whose fur is so dark you can see the stars themselves within it. In all manifestations, they carry themselves with pride, no matter how ferocious they appear.

### Cockroach

**Possible Names:** King Bug, War's Last Survivor, Many-Eyes-One-Mind

**Gifts Taught:** Face in the Crowd, A Thousand Eyes

**Desires for the Gift:** Destroyed bug traps, rotten food left in an abandoned apartment, massaging their carapace like a puppy

**Possessions and Manifestations:** Cockroach is a survivor, and many expect her children to claim dominion over the world someday. Capable of surviving off a few flakes of edible material a day, cockroach spirits are just as tough as their namesake and can be found everywhere. These spirits despise the smells of insect sprays and believe they have as much of a right to live where they please as humans do, if not more so due to sheer weight of numbers. Though their mouths are small, the diseases they carry can be dangerous and if a Garou slights a colony of cockroach spirits, they may find they never sleep alone again. They possess cockroaches and other insects, often in a swarm, and humans who live on the margins of society.

### Deer

**Possible Names:** The Guardian of the Woods, Silverhorn, Gladejumper

**Gifts Taught:** Camouflage, Sense Danger

**Desires for the Gift:** Fresh fruit, a handful of salt taken from a truck stop diner's salt shakers, giving roadkill a proper burial

**Possessions and Manifestations:** Deer spirits possess as much boundless energy as their namesake and careen wildly into the path of those who walk the woods at night. They are nature guardians, sworn to protect the land and to provide for its people. Taking many forms, a deer spirit in the form of a stag uses its antlers to protect the innocent from predatory Banes while a doe leads lost hikers out of the Umbra and back into the real world. In the physical world, they possess all sorts of vaguely deer-like animals, particularly herd animals and herbivores. Among humans, they like to possess vegans.

## Dog

**Possible Names:** The First Hound, The Caregivers, The Grimm

**Gifts Taught:** Pulse of the Prey, Sacred Boundary

**Desires for the Gift:** An old shoe, a new squeaky toy, a tattoo of a paw print.

**Possessions and Manifestations:** Dog spirits are more than just subservient animals; they were one of the first animals humanity learned could protect them and were welcomed into their homes. They possess dogs or even chew toys, and people with giving yet protective personalities. They can manifest spiritually as almost cartoonish caricatures of what a dog should be, or as a ferocious canine who challenges all those who threaten what they love.

## Falcon

**Possible Names:** The Raptor, Lord of the Peaks, Silverwing

**Gifts Taught:** Beast's Fealty, Lacerating Winds

**Desires for the Gift:** A fine painting, freshly caught rabbits, a courtly greeting

**Possessions and Manifestations:** In addition to birds, falcon spirits possess humans who are aristocratic and proud in nature, as they best represent the attributes Falcon himself admires. When manifested in the Umbra, falcon spirits are faster and more agile than their namesake, with spiritual winds following in the wake of their flight.

## Lion

**Possible Names:** First and Terrible Darkness, The Absent Light, The Night Presence

**Gifts Taught:** Beast's Fealty, Tongue of the Beast

**Desires for the Gift:** A crown of raw meat, to be treated as a monarch, letting the spirit mark them with its claws

**Possessions and Manifestations:** Lion spirits are often perceived as vain, proud, and of acting like they are in charge. They often are, and a lion spirit sits in the middle of others as if it was holding court despite it being silent and still. Lion spirits have a reputation to uphold and don't tolerate insult nor being demeaned in front of others; earning the enmity of a lion spirit means never again sleeping peacefully in the savannah. They possess lions and other feline animals, as well as symbols of pride such as statues and humans who are at the center of attention.

## Moth

**Possible Names:** Mistress Tattercoat, Fuzzface, The Cloakwing

**Gifts Taught:** Skinbind

**Desires for the Gift:** A pile of old clothes, an open window on a summer's night, freshly changed light bulbs

**Possessions and Manifestations:** Moth spirits are often poorly understood by others who see them as nuisances or who mock their infatuation with the light. Moth spirits thrive in all environments and are survivors whose instincts are still adapting to the modern era. Their ability to blend in with their environment has them survive and to conceal themselves in the shadows make them a welcome presence to those who work in the dark. They possess moths and other night insects, and people who prefer the night.

## Owl

**Possible Names:** Smart Eye, The Mouse Bane, Simplefeather

**Gifts Taught:** Eyes of the Owl

**Desires for the Gift:** A freshly caught vole, a cartoon owl painted as a mural, spending the night in solemn concentration at the top of a tree

**Possessions and Manifestations:** Proof that the pursuit of knowledge can make an individual dangerous, owl spirits represent the secrets of the woods at night. They are silent guardians, preferring to strike from on high and tearing into their opponents before retreating into the night. An owl spirit chooses when and if it speaks to another, and if one possesses a secret it only shares it should an equal exchange of knowledge be met.

## Rat

**Possible Names:** The Queen Mother, Underclimber, the Plague Rat

**Gifts Taught:** Sense Danger, Blackout

**Desires for the Gift:** Junk food, Grandma's vintage sofa, the shattered skull of an animatronic rat

**Possessions and Manifestations:** Rat is almost everywhere, and its children keep it apprised of all the rumours and secrets said when mortals think no one else is around. Choosing those mortals whose presence goes unnoticed even at large gatherings, in the Umbra it also manifests as enormous vermin that commands the respect of legions of mortal rats.

## Snake

**Possible Names:** The World Serpent, Grandma Rattles, Many-Coils-In-The-Water

**Gifts Taught:** Serpent's Coil

**Desires for the Gift:** Fresh mice, a ferocious tattoo of a venomous snake, kind praises said to a passing garden snake

**Possessions and Manifestations:** A source of wisdom

and knowledge, snake spirits represent the danger that comes from learning secrets. Often mistaken for pests, snake spirits prefer to sit quietly and take in their surroundings. It is said a snake spirit possesses one secret for each band on their scales, and the most ancient and venerable snake spirits are believed to possess secrets as old and as dangerous as the universe itself. Snake spirits possess snakes and snakelike objects, in addition to secretive, knowledgeable people.

## Spider

**Possible Names:** Ananasi, Daddy Endless Legs, Queen Notika of the Knollwood, Iktomi

**Gifts Taught:** Hidden Killer

**Desires for the Gift:** Freshly caught crickets, a spider tattoo, a sworn oath to honor the hunting grounds of household spiders

**Possessions and Manifestations:** Spider spirits are predators that crave control. They can be found in every environment, and if a prey has a weakness, there is a spider that excels at exploiting it. They possess spiders of all types. When they possess humans, they often go after expert planners, lawyers, bookkeepers, and prison wardens, where they can make sure every number has its place and every door is shut. A spider spirit is often feared by others, but there are those who come to enjoy their presence. Lesser spirits have been known to hide among a spirit spider's webs for shelter while its host takes care of any pests or predators that may hunt them.

## Wolf

**Possible Names:** Old Denleader, Rules-The-Winter-Woods, The First Pack

**Gifts Taught:** Primal Anger

**Desires for the Gift:** Meat from a fresh kill taken in lupus form, water taken from a fresh wolf's print, a great story of unity howled into the night sky

**Possessions and Manifestations:** Wolf spirits are considered some of the most sacred to Garou, as they were the form Gaia chose to be her warriors. Though rare in some parts of the world due to the predations of man, wolf spirits are said to still stalk the forests at twilight and appear before those seeking guidance or protection. Among animals, they possess wolves and sometimes dogs. Among humans, team players and squadmates, those working together to achieve a goal. A wolf spirit understands many things but it cannot understand divisiveness; if the pack attempting to talk to it is fractured, it may refuse to offer its assistance until the pack is unified once more.

**Table 6: The Spirit Refuses to Aid the Garou Because...**

No.	Reason
1	The spirit was only recently freed from a broken Talisman and refuses to be ensnared again.
2	It is a royal being who disdains being bossed around by its lessers.
3	Its siblings were slaughtered by a great Bane and the Garou were not there to help.
4	It is a spirit of wrath and ruination and joyfully welcomes the coming Apocalypse.
5	Its patron, a mighty Incarna in its own right, has forbade them from ever approaching the wolves and their ilk due to a past treachery.
6	It was grievously wounded recently and fears its own destruction in battle.
7	The Garou's tribe is responsible for enslaving spirits for egregiously childish or pointless reasons.
8	It remembers what humanity did to its fellow siblings and out of solidarity refuses to help Garou or humans in any way.
9	It has a sacred responsibility that it cannot abandon, even if the cause is just.
10	It is the spirit of a prey animal frequently consumed by wolves, and as such cannot make friends with those that will eat it.
11	The spirit is a consummate warrior and does not believe the pack is worthy of its attention.
12	It is so consumed with rage that it cannot think beyond the mindset of an animal, and therefore cannot be reasoned with.
13	It is particularly lazy and feels the Garou are not worth the effort.
14	A threat more dangerous than the pack is operating in the area, and the spirit does not wish to earn that being's ire.
15	The Spirit has visions of a particular destiny, and fears that if it helps the Garou then that destiny will come to pass.
16	A ragabash broke its word to the spirit in the past, so now it is sworn to ignore the requests of all Garou.
17	The spirit bears scars from when it was forced to obey a powerful ahroun. Now that the ahroun is dead, the spirit is relishing its freedom.
18	The spirit has been snared by powerful magic and cannot break away from the curse it is under no matter how hard it tries.
19	The reputation of a Garou pack in the area has united spirits against all Garou to resist them.
20	The spirit is the descendant of a legendary spirit who once ruled over these lands. It remembers how the Garou killed its parent and has sworn to get revenge.

## EMOTION SPIRITS

### Dream

**Possible Names:** Nightfriends, The Children of Creation, The Night Mares

**Gifts taught:** Dreamwalk

**Desires for the Gift:** A dream journal, spicy foods eaten just before bedtime, sharing a secret learned through dreaming

**Possessions and Manifestations:** Dream spirits are a chaotic breed. They can appear as people, talking animals, or even as fictional concepts such as predatory mathematical equations that torment the sleeper. They are not as easy to track down as it may seem, as dream spirits can disappear in an instant back into the place where all dreams go when one wakes from sleep. Their demands are just as seemingly random, with some dream spirits desiring more hours in which to play in the dreams of others while other dream spirits may want something bizarre, such as the petitioner acting out the events from their most recent dream. They most commonly possess sleeping humans, causing them to act in physical space according to the logic of dream.

### Fear

**Possible Names:** Silent Whimper, Queen of Screams, Mashed Mouth of the Broken Teeth

**Gifts taught:** True Fear

**Desires for the Gift:** A vintage VHS of an Eastern European horror movie, an ear-piercing scream, tears of a terrified teenager



**Possessions and Manifestations:** Fear spirits lurk in the shadows until pouncing upon their prey, where they feed off of the intense energies released from a victim in psychological distress. In the Umbra, they sometimes manifest as fae-like creatures or gremlins who delight in causing people to be afraid of them, though they may often manifest as an ordinary human being who secretly drink in the fear and terror of those sitting in a movie theatre. They find those possessing a strong sense of bravery to be boring, and those who harbor secret fears and terrors are like dessert to them.

### Hearth

**Possible Names:** Heart's Rest, Grandma's House, Shelterwind

**Gifts Taught:** Blessed Brew

**Desires for the Gift:** A cup of tea, a freshly cleaned den, logs placed in a cabin's fireplace

**Possessions and Manifestations:** Hearth spirits represent peace, quiet, and the comfort of a safe space. They are the feeling of relaxation one gets when they are in their favorite place, whether that is within the confines of a library where they can perform research, or the sense of contentment found in relaxing in a bed with a fully charged cell phone. While peaceful, they have been known to get angry when their home is threatened, and a hearth spirit defending its home is a relentless opponent. They possess items symbolic of home and hearth as well as humans who prioritize building good homes.

### Pain

**Possible Names:** Old Wound, Dr. Sciatica, The Fire Inside

**Gifts taught:** Balor's Gaze

**Desires for the Gift:** Self-flagellation, scraping the top of a scab, pushing one's body past its limits for a week straight

**Possessions and Manifestations:** Ancient entities said to have appeared after the first emergence of life in the universe, pain spirits are drawn to the distress a being feels when they have become hurt. Pain spirits are vicious, with some favoring a slow but chronic suffering in their victims while others prefer to strike quickly, sharply, and without relief. Garou have been known to harness these spirits as weapons against their foes, though it is said that once you become an old friend of a pain spirit, it will be by your side forever. They possess humans who inflict or suffer pain as well as implements of torture.

## Truth

**Possible Names:** Codex, Judge Hammer, The King In Winter

**Gifts Taught:** Gaia's Candor

**Desires for the Gift:** Donation to a legal defense fund, never lying in the presence of another Garou, obeying a promise even when it leads to disadvantage

**Possessions and Manifestations:** Truth spirits represent the immutable word of an individual not tainted by ambition, corruption, or a desire to break their word. Often depicted as sunlight breaking through the crowds, truth spirits are as strong as the words they are manifested from. A truth spirit dwelling in a corrupt courthouse may be small and insignificant, and barely able to utter a single word without being talked over. A truth spirit attached to a righteous cause may manifest as a protestor whose words cause wicked individuals to quake in their presence. They possess humans of unusual honesty, or sometimes dissemblers forcing them to suddenly speak plainly.

## ENTROPY SPIRITS

### Disease

**Possible Names:** The Bitter End, Phlegmy Pete, The Wasting One

**Gifts Taught:** Whelp Body

**Desires for the Gift:** Exposing oneself to a curable disease, pouring antibiotics into a trash can, the naming of a new disease in the spirit's honor

**Possessions and Manifestations:** Considered one of the most atrocious spirits which a Garou could associate with, disease spirits are feared by Garou as the bringers of a shameful end with no glory of honor. Though often small at first, disease spirits feed off the suffering of others and can grow to gargantuan sizes if left unchecked. Those who earn the favor of a disease spirit may find themselves constantly sick, though always avoiding the fatal symptoms of the disease itself. Disease spirits possess those who are sick or about to become sick, often facilitating a contagion.

### Rot

**Possible Names:** Sepsis, the Gangrenous One, Slowkiller

**Gifts Taught:** Kali's Scar

**Desires for the Gift:** Meat taken from a spoiled kill, old bandages ripped from a leaking wound, scrapings from an old tree stump

**Possessions and Manifestations:** Whether in war or in peace, Rot is never far behind. A rot spirit festers inside of living beings until it has taken its fill or overtaken its host. Rot spirits are often given tributes from warriors with the hope they don't curse them after a battle. Though considered by some to be evil, rot spirits reflect the inevitability of entropy and how one day, all things must wither for new life to emerge. They possess everything that may decay, which tends to be everything organic, including people.

### War

**Possible Names:** Broken Fang, Achilles, Father of Invention

**Gifts Taught:** Sharpened Senses

**Desires for the Gift:** A war medal, a blood-stained blade, a battleplan from a past battle

**Possessions and Manifestations:** War is conquest personified. Its spirits inhabit the bodies of mortals best suited for combat, and its emotions are close to the surface at all times. In the Umbra it often manifests as symbols of victory, such as raptors, a man in a military uniform, or as a flag blowing in a spiritual breeze. It can also possess machines of war such as bombs, jets and guns, sometimes making them misfire in its eagerness for destruction.



## NAMED SPIRITS

### American Dream

**Possible Names:** Jack Flagg, Miss America, The Chicken-In-Every-Pot

**Gifts Taught:** Howl of Assembly

**Desires for the Gift:** A Rockabilly record, an apple pie, an American flag carried into battle

**Possessions and Manifestations:** The American Dream is seldom seen these days, but often choose mortals who still believe that it may happen for them one day. Often appears as an aging man with long, greying hair, a threadbare denim jacket with patches from around the United States, and a neverending pack of cigarettes in his pocket, the American Dream is said to come to those who need it most, but always remain just out of reach.

### Avatar of Gorgon

**Possible Names:** First and Only Medusa, Creator of Stones, Mother Wise Snake

**Gifts Taught:** Break the Shackles, Gorgon's Visage

**Desires for the Gift:** A broken mirror, protecting the innocent, swearing an oath of vengeance

**Possessions and Manifestations:** Gorgon is the patron of the Black Fury tribe as well as a formidable monster encountered in ancient Greece, but she is much more than the story mortals tell of her. Gorgon is a protective of those who have been hurt by others, prone to possess protective statues, animals and humans. Those who beseech her best choose their words carefully, and to be prepared to owe a debt to a being that always collects on what is owed to her.

### Avatar of the North Wind

**Possible Names:** King Boreas, The Tramontane, Qebui, Biboonike

**Gifts Taught:** Lacerating Wind

**Desires for the Gift:** Snowflakes gathered from fresh snowfall, fangs ripped from a vampire's face, a prime cut from a fresh kill

**Possessions and Manifestations:** The North Wind is the patron of the Galestalkers and a powerful entity who lurks in the wind currents flowing through many worlds. The North Wind makes for a powerful ally but only if one is willing to brave its fierce onslaught. It

is said that the North Wind can appear as a ferocious bear, a mountain climber covered in blood, or even as a powerful hawk who never needs to land on the ground. No matter which form the North Wind takes in the Umbra it hates to be summoned forth to the ground and demands a swift explanation for the Garou's request or else he summons a pack of ice jaggings to destroy them.

### Avatar of Falcon

**Possible Names:** The Kingmaker, Silverwing, Keeper of Lineages

**Gifts Taught:** The Silver Compact

**Desires for the Gift:** Recitation of a family tree back 10 generations, a crown of carefully folded falcon feathers, an assembly of Silver Fang nobles

**Possessions and Manifestations:** Falcon is a powerful spirit whose guidance has helped the Silver Fangs in their duties as nobles in the Garou Nation. He not only favors that tribe but those of royal lineage and sends his children to the aid of those fighting for a courageous cause. As targets for possession, he chooses humans of noble lineage or character, symbols of nobility and animals of particular dignity. Falcon favors honor above all else, but his ire is not reserved solely for those who behave dishonorably. Falcon reserves that for those who claim to be honorable, but use it as a cover for deceit and cowardice. Falcon sends a flock of vultures to carry the news of his displeasure, as he feels opportunists are only deserving of being visited by carrion feeders.

### Elder Garou

**Possible Names:** Lost-But-Not-Gone, Auntie Wolf, The Echoes Of Our Past

**Gifts Taught:** Ancestral Conviction, Mother's Touch

**Desires for the Gift:** A written record of their achievements, fresh flowers on their grave, a symbolic tattoo of kinship

**Possessions and Manifestations:** The Garou are blessed in that they can summon the spirits of their spiritual ancestors for guidance and with knowing that their faith and belief can put them in contact with the voices of those that came before. An Elder Garou chooses hosts depending on its mood towards whomever summoned it: they may appear as a stern teacher when a harsh lesson must be learned, or as a kind friend when aid is required. In the Umbra they may reveal themselves in the form of a patron spirit considered sacred to them, or as a spiritual wolf shrouded in mists from beyond the grave.

## Glade Child

**Possible Names:** Mrs. Niceblossom, Old Sneezer, Dryads of the Mountain Stream

**Gifts Taught:** The Living Wood

**Desires for the Gift:** Freshly tilled soil, water taken from a sacred place, the promise of spreading seeds to new lands

**Possessions and Manifestations:** Glade Children are spirits of life and vitality, and their forms are composed of plants and dirt. Their moods correspond with the time of year, and a sapling Glade Child in winter shivers endlessly and joylessly refuse to help others. By contrast, a Glade Child living in a field of sunflowers in summertime has boundless energy and be more than willing to help others. They respect those who can appreciate the beauty of nature and loathe those who tread unapologetically on innocent weeds who are just trying to survive, possessing them with more consideration than most other spirits in similar circumstances.

## Incarnae of Thunder

**Possible Names:** Grandfather Thunder, The Storm In Heavens, Mother Typhoon

**Gifts Taught:** Thunderclap

**Desires for the Gift:** Kneeling before the might of the storm, tattoos of famous storms, a piece of timber taken from the wreckage of Hurricane Andrew

**Possessions and Manifestations:** The Incarnae of Thunder is a powerful being whose strength is formidable even among its own brethren. Taking many forms across every culture, Incarnae of Thunder are as moody and wild as the wind and as ferocious as the crash of thunder. They demand respect from others, and if shown proper obeisance, reward their petitioners with secrets and power. Those who try to stand in their path face the full might of the sky itself. The possess some of the most formidable manifestations of the weather, from thunder clouds to bolts of lightning, in addition to humans of terrifying temper.

## Lune

**Possible Names:** Children of Luna, Night Sprights, Living Moonlight

**Gifts Taught:** Dreamwalk, Luna's Armor, Luna's Avenger, Luna's Blessing

**Desires for the Gift:** A lens to magnify their light, a jug of water left out to soak up moonlight, candles around a mountain pond

**Possessions and Manifestations:** The Lunes are the children of Luna and represent her awe-inspiring presence. They are attracted to the forms of those who prefer night to the burning light of day and choose hosts who are enigmatic and elusive as the moon itself. In the spirit wilds, they are thin creatures of white energy that slowly flow through their environment and contact with one is said to be like feeling a cool breeze at night.

## NATURE SPIRITS

### Fire

**Possible Names:** The Brimstone Fire, Red Hot Sam, Children of the First Spark

**Gifts Taught:** Gremlins, Energize

**Desires for the Gift:** Fresh tinder, a goblet of kerosene, the broken axe of a firefighter

**Possessions and Manifestations:** Fiery and capricious, fire spirits take the bodies of those who feel a strong affinity with spreading flames, in addition to taking over everything from bonfires to lit matches. After a possession, the host finds their armhair scorched off and the smell of accelerants fills their nose for days. When manifested in the Umbra, they are brilliantly lit beings of fire that continue burning without any source of combustion.

### Fog

**Possible Names:** Greywall, The Ghost Mist, Giant's Breath

**Gifts Taught:** Curse of Aeolus

**Desires for the Gift:** A fresh cup of boiling tea, a tour guide to London, the sound of a horn echoing through the fog

**Possessions and Manifestations:** Humanity assumes all spirits associated with things that are inconveniences to them must be evil, but fog spirits are indifferent to living things and their needs. They are perpetual explorers, sent from high in the sky to explore the crevices and hills of the ground. They share the knowledge of what they have seen if properly asked and treated with respect, and like many spirits, often come and go without notice. Fog spirits possess fog, clouds and other similar formations, in addition to humans of an indistinct nature.



## Mountain

**Possible Names:** The Indomitable, Giant's Throne, The Captain of the Mountain

**Gifts Taught:** Gaia's Embrace

**Desires for the Gift:** A selfie taken mid climb up a mountain, a broken length of climbing rope, a garbage bag of trash taken off a mountain's skin

**Possessions and Manifestations:** Often tread upon but seldom respected by others, mountain spirits are part of the bones of Gaia and are said to be some of the last spirits to be taken in the coming Apocalypse. In the Umbra, a mountain spirit may manifest as a human with a powerful presence or as a helpful guide who leads others out of storms. They are solid, stoic, and as unyielding as their namesakes, and to earn their respect, one must catch their interest or become as ignored as a flea on the side of an animal.

## River

**Possible Names:** Captain Reynolds the Flat Boat Captain, The River To Beyond, The Empress Mekong

**Gifts Taught:** Augur

**Desires for the Gift:** A simple boat set loose to float on the water, a fresh tribute of water poured into the river, surrendering to the flow of a river

**Possessions and Manifestations:** The spirits of rivers span continents, and their reach does as well. They possess

great dominion over the tributaries through which they flow, and can appear anywhere along the length of their water. Their temperaments are as wild and random as the rivers themselves: at times they are calm and smooth, and go along with a Garou's request with an easy flow. At other times they are angry and energetic, and as dangerous as the rapids that they can summon at will to those that dare sail their waters without proper tribute.

## Shadow

**Possible Names:** First and Terrible Darkness, The Absent Light, The Night Presence

**Gifts Taught:** Blackout, Doppelgänger

**Desires for the Gift:** A broken light bulb, an umbrella, a sacred ritual performed without any light

**Possessions and Manifestations:** One of the first spirits to be encountered by Garou, a shadow spirit represents a fading of the light into darkness. Though often depicted as standing apart from other spirits, they are often found linked to another, and their presences are often seen following after living beings. They do not hate all light, but cannot stand overwhelming brightness without any shelter to hide behind. They possess shadows, often to an extremely creepy effect, in addition to humans who exist in the shadow of others.

## Stone

**Possible Names:** Lady Hotcoals, The Spirit of the Old Quarry, Jotunnfather

**Gifts Taught:** Hands of the Earth

**Desires for the Gift:** Returning pebbles to where they were taken from, marble polisher, sweeping dirt from an old front porch

**Possessions and Manifestations:** Found lurking in the bones of the Earth, stone spirits have as many forms as there are rocks in the world. As unyielding as mountain spirits, stone spirits believe they are the best material for building new things, but prefer to be asked first and appropriately thanked for their presence. Stone spirits are often seen warring with modern spirits such as plastic, and when they clash it only ends with one or the other destroyed.

## Sun Ray

**Possible Names:** Helios, Seatwarmer, The Scorcher of Skins

**Gifts Taught:** Kiss of Helios

**Desires for the Gift:** A magnifying glass, a sheet of aluminium foil, an offering of Vitamin D tablets

**Possessions and Manifestations:** At first a Garou notices the brilliant light emanating from sun ray spirits before they see them, and then they can feel the heat against their fur. Sun ray spirits are depicted as anthropomorphic suns who bring warmth to those around them in the Umbra, but in truth they are coherent streams of light which flow through their environment as they please. Sun ray spirits are depicted as inherently noble but most are capricious and have little regard for the sunburns and cancers they leave in mortals who experience their wrath.

## Wind

**Possible Names:** The Mountain's Breath, Lord Gusto, Calmbreeze.

**Gifts Taught:** Song of Serenity

**Desires for the Gift:** Pleasant smells spread through the air, soaring through the skies, protection of animals that fly

**Possessions and Manifestations:** The wind can manifest everywhere, and wind spirits are often encountered far above the ground which they loathe traveling near to for fear of becoming stuck. In the Umbra, they are almost invisible to the naked eye, and when angered they become a tornado of energy, rampaging through their environment and hitting everything in sight.

## Winter

**Possible Names:** Little God of Winter, Frosted-Breath-Stealer, The Blood Cooler

**Gifts Taught:** Claws of Frozen Death

**Desires for the Gift:** An effigy carved from freshly fallen snow, freshly killed deer left open to the elements, a glass of melted glacier ice

**Possessions and Manifestations:** Winter spirits float along the shivering cold winds that bite through clothing mortals wear to feed upon the warm heat of a body. They relish the cold, and the lower the temperature, the more comfortable they feel. They are a proud spirit and hate the agonizing hot pain they feel in the summertime and cannot wait until the seasons change and they hold sway over the Court of Seasons once more. They may also possess the body of someone dead from the cold or even a snowman.

## WEAVER SPIRITS

### City

**Possible Names:** Mother Brownstone, Old Gary, Metropolis Minor

**Gifts Taught:** Streets Tell Stories

**Desires for the Gift:** Fresh construction materials, the telling of stories of the city's past, a promise to wear the hat of a local sports team

**Possessions and Manifestations:** All cities teem with spirits, from roaches infesting the buildings in the Umbra to carrion spirits sitting upon spectral telephone poles as they await a fresh kill. What few realize is that the cities themselves manifest as spirits in surprising ways. While most theurges know to tread lightly and politely when dealing with the major Incarna of New York City and Kyiv, smaller cities have patron spirits of their own as well. Some behave like upstart nobles who believe they deserve to be recognized as having a magnificence on par with a capitol city while other, much smaller cities appear as a kindly old soul who appears to have lived in the city for eons and is content to tend to her garden and lend a helping hand to travellers who have stopped by to visit.

### Data Spirits

**Possible Names:** FileCode Random Dot Execute, Zappy the Chat Bot, Byters

**Gifts taught:** Recover Memory

**Desires for the Gift:** Contents of a floppy disk uploaded to the net for storage, an outdated phone given a full charge, a patch for a piece of abandonware

**Possessions and Manifestations:** Until the 20th century, data spirits were rarely encountered beyond the strange spirits that formed out of the Umbra around primitive computational engines and alongside books. Data spirits constantly update their physical appearance and strands of code can be seen behind their eyes when they speak. Most data spirits are comprised of information like drafts of Word documents or save files for video games, but the rare data spirit emerges from the Umbra possessing something highly prized like launch codes for ICBMs or routing numbers for a Cayman Islands bank account.

## Machine

**Possible Names:** Construction Site Protocol, Machine Gun Named Kelly, Wally Wide-Web

**Gifts Taught:** Control Machine

**Desires for the Gift:** Fresh memory sticks, a diesel cocktail, regular maintenance

**Possessions and Manifestations:** Where animal and elemental spirits represent that which occurs naturally in nature, machine spirits represent the devices that humanity has devised across its existence. Originally manifesting as “club,” “spear,” and “firepit,” there now exists machine spirits for computers, cell phones, and even satellites in orbit. Machine spirits are notoriously single minded and focused on their task at hand, but occasionally one is encountered dreaming of breaking free of the confines of its limited purpose and hoping to be repurposed.

## Vector Spirit

**Possible Names:** Gate Warden Six-Six-Zero, The Urban Planner, Mr. Fixer

**Gifts Taught:** Thwarting the Arrow

**Desires for the Gift:** A storage container complete with neatly packed storage trays, blueprints to a home, freshly cleaned rulers and tape measurers in a toolbox

**Possessions and Manifestations:** Their presence may be ignored but their actions rarely are. Vector spirits represent single-minded motion, and are associated with any kind of directed effort. In the physical world, vector spirits reside in and possess things related to uni- or bidirectional movement: fast cars and freeways, as well as lifts, cranes, and escalators. In the Umbra they are barely glimpsed, blurred vibrations speeding to and fro along the strands of the Weaver’s webs. They are sometimes sought out by Garou who want to facilitate transport or travel, regardless of consequences.



## WYLD SPIRITS

### Discord

**Possible Names:** The Circuit Breaker, Brother Bedlam, Jammer the Hammer

**Gifts Taught:** Jam Technology

**Desires for the Gift:** A destroyed fuse box, sugar in a gas tank, organic food taken from one’s own garden

**Possessions and Manifestations:** As machine spirits spread their dominion across the planet, the Wyld chafes under the constrictive roads that bind Gaia’s flesh and the endless signals sounding like a cacophony through the sky. The Wyld has created spirits of its own that it has charged with protecting the world from the Weaver’s dominion, and these spirits take their job seriously. They cannot resist interfering with technology and range from causing harmless glitches to causing fires from overloaded electrical systems. They possess physical items which may break down or malfunction. Wyld spirits are endlessly curious and will often follow Garou about until chased off.

## TALISMANS

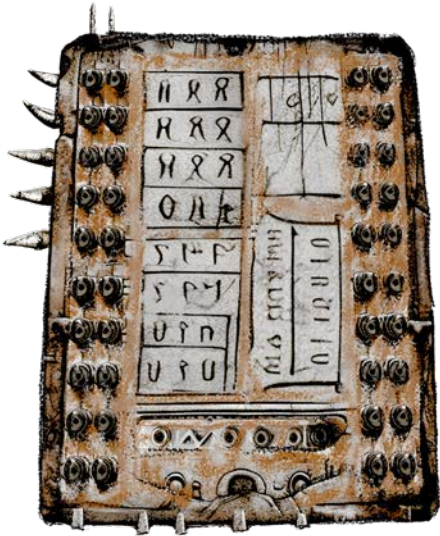
New Talismans and Talens can be fodder for stories, whether a single session of play or throughout a Chronicle. Players shouldn’t select these for their characters at character creation without the Storyteller’s permission.

Table 7 summarizes the Background cost for the Talismans presented here as well as those found in **Werewolf: The Apocalypse**.

**TABLE 7: Talisman and Talen Background Costs**

Name	Background Cost (Talisman)	Background Cost (Talen)
Accounting Tablet*	—	•••
Apeskin	••••	••
Aurashades*	•••	—
Feral Wraps*	••	—
Gaia’s Tear	—	—
Harmony Flute	•••	—
Klaive	•••	•
Nyx’s Bangle*	••	—
Partridge Wing	••	—
Puzzle of Naivety*	•••	•
Sanctuary Chime*	••••	•
Shadowshard	—	• or •••
Skull of Candour*	••	•
Spirit-Catcher	Varies	Varies
Wind Whistle	•••	•

\* Talismans marked with an Asterisk are presented below.



### Accounting Tablet

Legends say the first Accounting Tablet was created during the final stages of a Garou civil war to force the warring factions to curtail their brutality against one another. The Children of Gaia particularly value the Accounting Tablet for its ability to force antagonistic Garou out of crinos.

Each Accounting Tablet appears as a wooden or stone tablet about 3 cm high and 2 cm wide. There are notches and holes all along the edges where a wolf's tooth can be inserted. While there are many holes, only the two that correspond to "lupus" and "homid" are known to work. Other holes partnered with glyphs, even ones that can be easily identified, have not been activated by a Garou in living memory.

**System:** To activate, the user must pass a Rage test and place the wolf-fang "peg" into either the lupus or homid hole. When activated, the Tablet immediately forces all of the Garou in the scene (including the user) to adopt the form that corresponds to where the fang was inserted for a duration of three turns.

No checks are required to adopt their forms due to the Tablet. However, Garou may not resist the Tablet's forced change.

**Background Cost:** A talen, the Accounting Tablet is a three dot background.

### IN CHRONICLES

- \* A failed attempt to correctly activate the Tablet unexpectedly forces the assembled Garou to adopt either glabro or hispo forms, depending on whether the goal was to force them into homid or lupus.
- \* A strange Silent Strider approaches the characters during a quiet period. The Strider sought them out due to a vision involving the character's Accounting Tablet and a Black Spiral Dancer looking for that specific talisman. The Striders' visions suggest there are specific combinations of slots and pegs that can change Garou into heretofore unseen new forms, which is why the Dancers are looking for it.

### Aurashades

Aurashades are mirrored sunglasses imbued with the essence of a glass spirit. They are often treasured by Glass Walkers and Bone Gnawers.

**System:** To activate this talisman for a single scene, the user must spend a point of Willpower. When activated, the sunglasses allow the user to see spirits manifested in the physical world. Spirits hiding in a possessed creature or item glow to the viewer. Spirits outside of any object appear to the user as they would in the Umbra, even if they use powers to obfuscate their presence.

Additionally, if the user participates in a Rite to enter the Umbra while in an urban environment, the Rite's difficulty is reduced by one.

**Background Cost:** Aurashades is a three dot background.

### IN CHRONICLES:

- \* A Bone Gnawer, known for being an outcast and disliked by many Garou in the area, genuinely offers a pair of Aurashades to one of the characters. The catch is that the Bone Gnawer stole the talisman from a pack of Glass Walkers. The Bone Gnawer doesn't need to make the Glass Walkers even angrier, so if the character is willing to take the heat, they can keep the Aurashades.
- \* A total failure during a Rite that involves a pair of Aurashades makes the talisman disappear. Just like with regular sunglasses, the character has to return home and look for them. Spend an hour looking and make a Resolve + Investigation test (Difficulty 4). On success, the shades are found. Failure means another hour of looking and another test.

## Feral Wraps

Used when the Gaoru does not care about the safety of their surroundings, Feral Wraps overcharge the Garou's desire to maim, break, and destroy. The wraps are made of strips of white cloth that must be smeared with the user's own blood. Rumor around the campfire is that the Cult of Fenris first created this talisman.

**System:** While in homid, the cloth is wrapped repeatedly over the user's forearms and hands (like a boxer's hand wrappings). There is no activation roll. While in crinos, the character experiences a single Brutal result on a die rolled as part of a test if enough to cause a Brutal outcome, while normally two are required.

Additionally, the talisman allows the character to inflict one point of Health damage to themselves in exchange for one Rage point, once per turn.

The character can only apply and remove this talisman while in homid.

**Background Cost:** Feral wraps are a two dot background.

### IN CHRONICLES:

- \* After growing used to the Wraps, the user begins to attract unwanted attention from spirits of confusion, anger, and hate. Even when the user wants to interact with other spirits, those spirits tend to arrive uninvited and unwanted.
- \* After a particularly intense combat, the Wraps absorb the blood of one of the character's foes. In that moment, the character sees through their foe's eyes and their machinations to set the stage to summon a Nexus Crawler. The foe may be dispatched, but their plan continues to unfold unless the character intervenes.

## Nyx's Bangle

A ragabash favorite, this talisman resembles a silver bracelet with engraved glyphs honoring Luna. When activated, the talisman aids the user by covering their form with shifting shadows, to evade observation.

**System:** To activate the Bangle, the user must spend a point of Willpower. When activated, the user gains an extra die to their pool for subsequent Stealth tests during the scene. When used at night, the Bangle grants two extra dice.

**Background Cost:** Nyx's Bangle is a two dot background.

### IN CHRONICLES:

- \* The Bangle is broken (possibly due to a Brutal outcome). A swarm of mote-like shadow and moonlight spirits pour forth to swirl around the character. The instinct-driven shadow spirits need to be lured away, but how? Until resolved, the character and everyone in their proximity is distracted and suffers as +1 to all difficulties.
- \* A Theurge friendly to the pack admits she is struggling with harano and asks the Bangle's owner to borrow the talisman for a moon's cycle. The theurge wants to experiment by using the Bangle as a focus to commune with Luna in the hopes the moon's light burns away the theurge's spiritual malaise. Touching Luna's essence in this way is an incredibly dangerous spiritual and mental undertaking that could overwhelm the theurge's psyche. She could use the pack's help.

## Puzzle of Naivety

The Puzzle is used by Garou that make frequent contact with normal humans and helps masquerade the Garou's supernatural nature. The Puzzle is particularly valued by packs and septs that operate in urban areas. This talisman is made of a single human hair wrapped around a small piece of amber.

**System:** To activate the Puzzle, the user must pass a Rage check. When activated, the Puzzle forces all humans to see the user as if they were in homid even though they're really in glabro or as if they were in lupus even though they're really in hispo. If the user is in some other form than hispo or glabro, the Puzzle does nothing.

**Background Cost:** Puzzle of Naivety is a three dot background. As a talen, it is a one dot background.

### IN CHRONICLES:

- \* Something in the illusion created by the Puzzle attracts a passerby, reminding them of an old lover. They approach the character at an uncomfortable moment and refuse to be ignored.
- \* A total failure while wearing a Puzzle makes it grant the character a surprising new appearance, possibly that of someone the people around really detest.

## Sanctuary Chime

This talisman has been used by the Garou through the ages to cleanse a location of spirits. The talisman appears as a simple wooden or metal bell with glyphs pertaining to the Umbra and spirits engraved onto the clapper and handle.

**System:** When activated, this small tubular bell emits an improbably deep and sonorous sound. To activate, the user must spend a Willpower point and make a Resolve+ Etiquette test Difficulty 3). If successful, the Chime prevents all spirits of power 1–5 from materializing within 30 meters of where the Chime was rung unless explicitly invited to do so by the user. For each success beyond the first, more powerful spirits are affected. Add the margin on the test to the base power level of 5 to determine which spirits are affected. For example, two additional successes will prevent power level 7 spirits from entering the area (5 + 2 successes = 7).

Additionally, all spirits already in the material world whose power level is matched or exceeded by the user's activation roll are forced to flee the scene.

One activation lasts for a number of hours equal to the user's total Renown.

Alternatively, the user can destroy the chimes. Doing so will release a powerful shriek into the Umbra, forcing all spirits from power level 1–5 to flee the area and not return for at least 24 hours. Spirits above power level 5 are unaffected.

**Background Cost:** A Sanctuary Chime is a four dot background. As a talen, it is a one dot background.

### IN CHRONICLES:

- \* A local theurge approaches the characters' pack for their aid in creating a Sanctuary Chime. The theurge needs peace and quiet for a full night while under a full moon to finish the ritual. A den of hostile spirits is aware of the theurge's intent and are determined to prevent the ritual.
- \* A caern's protectors misused a Sanctuary Chime and now its sound continuously reverberates in the Umbra and physical world. No spirit, even friendly ones, can approach the caern. The caern's protectors ask the characters for their advice as the other Garou fear that destruction of the Chime makes the effect permanent and slowly starve the caern of spirit allies.

## Skull of Candor

Created from a carefully cleaned human skull, the talisman is marked by the glyphs for "glory" over the left temple and "wisdom" over the right temple. "Honor" is written between and above the eyes. Garou throughout the ages have used Skulls of Candor to divine past events as seen through the eyes of their enemies and victims.

**System:** To activate the Skull, the user must place an eye from someone they killed in the same scene in one of the Skull's eye sockets and then makes a test based on their current relevant Renown. Thus, if the user wants the Skull to speak about Glory, they need to test against their current Glory at a Difficulty of 3. If the test fails, the Skull cannot be activated for 24 hours.

If successful, the user can ask the Skull to recount a story pertaining to the type of Renown the user tested with. The Skull speaks out loud of what the slain foe saw within the last 30 nights of their life (anything longer and the Skull does not respond). The Skull recounts only one story per activation.

The user cannot force the Skull to tell a particular story or answer a particular question. If the eye that activates the Skull comes from someone who knew the user in life, they treat the user as a friend or foe depending on their opinion of the user before they were killed.

**Background Cost:** A Skull of Candor is a three dot background. As a talen, it is a one dot background (and represents a Skull whose magic is waning).

### IN CHRONICLES:

- \* The Skull appears in the Umbra and trails the character every time they enter the Umbra. The Skull speaks in an unfamiliar voice and whispers admonishments to the character for not doing more to save Gaia. Dismissing the Skull-spirit requires proof that the character remains dedicated to Gaia's cause.
- \* While facing a significant challenge, an ally suggests the characters can move past their impasse by hunting and slaying an enemy and turning their remains into a Skull of Candor. Besides being able to secure an appropriate Ritemaster, the key is finding the right target and bringing them down in such a way they do not know who did it (or better yet, that their foe is tricked into believing a mutual enemy did the deed). If the conditions are set correctly, the characters can create an unlikely talismanic ally. ■

## CHAPTER THREE

# What the Waters Hid

I'm not a veteran of the war for Gaia. It's not that long since I had my own Rite of Passage.

Still, I've already learned that we fight battle by battle. Some we win, some we lose, but the worst is that there's not enough of us to fight every battle that needs to be fought.

I do my best, we all do. What we need most of all is allies. Unfortunately, we're much better at ripping our communities apart than we are at healing them.

Still, I do my best. We each fight in our own way.

It's just... The losses keep mounting and the victories are few.

*-LITTLE SISTER, A CHILD OF GAIA PHILODOX*

**W**hat the Water Hid is a story about secrets coming back to haunt a community. The intended playtime is 3–5 hours. This is an introduction to the struggle and life of the Garou living on the edge of the Santa Ana Mountains. The players form a young pack, guardians of the Mother's Rest caern, who inherited this sacred duty from an older pack known as the Stormrunners.

## THE SITUATION

### Lake Elsinore, CA

This summer is hotter than any on record. A drought has caused water from the nearby lake to evaporate at an unheard-of level. A shortage of drinking water in the California heat is bad news. But the things left behind by retreating waters? That's worse.

Over the last week, the lake's surface has receded enough for locals to discover a jumble of corpses. While some of the corpses help solve decades-old cases, several appear to have been mangled by a ferocious bear. To the eye of a werewolf, that spells trouble.

A forgotten pact with the lake spirit used to ensure the lake took the remains of slain enemies and kept them from prying eyes. It's been decades since the Garou of this land made the agreement, but this summer, the deal has fallen apart. And there are still plenty more dead bodies in the lake.

If those were to emerge, it risks drawing a lot of unneeded attention from people with the knowledge to recognize the bloody work of a Garou.

Enter Barry McCullough, the Security Director of Spearpoint Mineral Waters.

Spearpoint is a million-dollar company specializing in bottled water, often at the cost of local water supplies. Due to Spearpoint's scores of lawyers, any legal contest of this blatant water theft is near impossible. McCullough oversees this operation not only due to his personal stakes in the area; he is also personally invested in exterminating the local Garou.

The recent discoveries near the lake have come to his attention. While Barry had believed Lake Elsinore to be free of werewolves, those mangled bodies could tell a different story. If he manages to discover the players working against him, he is prepared to deal with them.

This story begins on the night when the bodies are discovered.

### In Chronicles

While this story is set in California, a Storyteller who wishes to adapt the story to their local area only need apply a light touch. The story needs a dwindling supply of water, and a threat to it.

The primary hook of the story concerns a lake directly targeted by a corporation dealing in bottled water. Sad to say, corporate water theft is a growing problem across the globe, so it should be easy to find another option. Reframing the story of the McCulloughs and the Stormrunners only needs a change of names.

Even if the story was written assuming the players make their own pack, an alternative is to have the players be from the same pack as the Stormrunners. This could give the story greater weight with the secrets of their predecessors coming back to haunt them. It would also make the sense of betrayal from their elder and the eventual loss of their packmate hit closer to home.

## LEGACY OF THE STORMRUNNERS

The Stormrunners were the first guardians of Mother's Rest and have hunted in the Santa Ana Mountains for decades, ever since the caern was established in the Fifties. At least, this is what the players' characters have been told by Luca Sharpaw, the only remaining Stormrunner. Due to the substantial losses back in the '00s, Luca has been alone.

When the players' characters' pack arrived, Luca welcomed the new pack. Even if Luca still calls themselves a Stormrunner, they've assisted the player pack taking over the territory.

## MOTHER'S REST CAERN

The Caern is a cavern in an inaccessible part of the mountains, overlooking Lake Elsinore and nearby city of the same name. One of the few places where the Garou can feel at peace, the chalk-painted murals and plentiful plant-life makes it a calm sanctuary. Unknown to even Luca, the murals are representations of the pacts the Stormrunners made with spirits.

## SUPPORTING CHARACTERS

- \* **Luca Sharppaw:** A Silent Strider Galliard. The last member of the Stormrunners. They have acted as an ally to the new pack.
- \* **Charlie Talon-Blessed:** A Silver Fang Philodox who led the Stormrunners. Guilt and secrets have fueled his harano, he abandoned the fight years ago, and has lived as a hermit ever since.

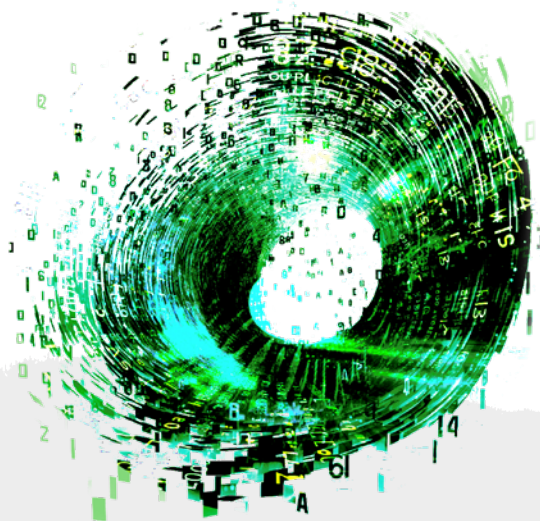
## THE ENEMY

**Barry McCullough** is the Regional Director of Security at Spearpoint Mineral Water.

Born the older brother of Lake Elsinore's reputed McCullough family. As Barry joined the FBI out of college, the McCullough family business was meant pass to his younger brother, Charlie. Unfortunately, the sight of his family's mangled remains served as the catalyst for Barry McCullough to become a werewolf hunter.

While Barry's investigation revealed a hidden society of shapeshifters, FBI fired him for his obsessive behavior. Still, a certain part of the private sector has use for a man like him. His pursuit of "environmental extremists" made the ideal solution to Spearpoint's recurring werewolf-problem.

After a decade, Barry returned to his hometown. With company resources and his knowledge of the Garou, Barry decimated the werewolves of Lake Elsinore. Only exception was Charlie McCullough, his werewolf brother. Barry permitted his brother an exile in the mountains, where he's stayed for years. However, the recent discovery of corpses could indicate werewolves might still be near Lake Elsinore.



## Spearpoint Mineral Water

Spearpoint Mineral Water is the largest producer of bottled water on the US West Coast.

Infamous for their predatory business practices, Spearpoint reportedly exploits impoverished communities across the West Coast. They purchase water-rights for pennies, while promising to create community jobs. Then, they bottle the water in plastic and sell it back to the very communities where they've caused water-shortages.

More than one investigative reporter has tried to prove that Spearpoint ignores the legal limit. Yet, media and politics always seems to play ball as soon as Spearpoint's legal team calls

## ACT I: THE DYING LAKE

The scenes during Act I serves as an introduction to the area as well as the risk posed by the investigation.

### The Smell

The smell of decaying lakebed is present across town. Rotting plants and fish carcasses are withering away as the lakebed dries in the sun. In place of water lie the crackled patterns of dried mud. Depending on the players' characters' connections and concept, you can begin the game in a variety of ways:

- \* Characters with a Spirit Pact or the Penumbral Senses Gift can learn about the increased agitation of the spirits surrounding the lake with a Wits + Occult test (Difficulty 4).
- \* Characters with Contacts or a Day Job overhear rumors from locals who are blaming Spearpoint Mineral Water's water pumps. There's only one snag in this theory; two pumps alone, not even on full power, can't cause this amount of damage to a lake.
- \* Media-savvy characters hear news that the Sheriff's department found a fourth corpse as a result their investigation into the lake. As of this moment, the department have no comment on the identity or the cause of these deaths.

The Storyteller needs each player to experience the aggravation of being unable to escape the ever-present stench of rot, even in their own personal spaces.

## The Omen

The only place where you can find a bit of respite from the smell is the caern.

Once the players' characters go there, they meet Luca Sharppaw, who has cooked tonight's meal for the pack: barbecued meat, smoked beneath the earth. While preparing the remaining food, a player's character notices a change on the far wall of the cave.

A mural depicting the lake is dripping water and the lake on the painting has diminished correspondingly. A Intelligence + Occult test (Difficulty 3) reveals this mural is more than meets the eye, serving as a tether to a spirit.

If the characters do not talk about the lake, investigation and the corpses, Luca addresses it. The lake's refusal to give up the dead was something the Stormrunners told them about, which is why they've always disposed of corpses in there.

## The Fire

As the moon makes her journey to the horizon, the Pack gathers around a fire to eat, laugh, and share stories. Concerned by recent events, Luca frames each story with the tales of the dead that Luca gave to the lake themselves. As Garou are an oral tradition, storytelling itself is considered a rite, and it is expected of the players to tell small stories of their own.

*“Tonight, we tell stories about loss, and the rage that follows in its wake; cherish your grief as it makes us hope and long for joy.”*

During the rite, characters can share snippets of their own backstory. Between each of their stories, Luca shares a small story about one of the unfortunate souls who Luca gave to the lake

- \* Mae fled across state lines, escaping her ex-boyfriend but ended up in the lake.
- \* Eduardo, a drunk who bragged about his dead ex. Bragging earned him a watery grave, after claws flensed him.
- \* Teddy, who was protesting new excavations in the mountains. He was choked out by a deputy and dumped in the river.
- \* Robert, a crooked deputy who would do whatever his bosses told him to do. He ended his shift and was torn apart in a parking lot.

*“There will be more stories to tell, more stories to share; if the lake gives up her dead.”*

With that remark, Luca pours sand over the fire, indicating the rite has ended.

For long moment, the pack sit in silence with only the light of the embers near them. Ask each player how they feel about the stories shared and give them a point of Rage if it feels suitable.

## Council Among Wolves

With the dead being dredged from the lake, it is only a matter of time before werewolf hunters to take notice. If no one else has raised concern about this, Luca mentions stories about septs discovered by human authorities when evidence of past deeds shows up.

As for the lake? While most of the former Stormrunners are dead, Talon-Blessed, their old leader, is still alive. Luca knows he lives as a hermit up in the mountains. From here, there's a few clear options.

- \* Seek out Talon-Blessed and get some facts about the lake.
- \* Take a closer look at the police's investigation and steal any evidence.

Additional options might come up but would not be obvious.

- \* Commune with the lake spirit in the Umbra and if need be, perform the Rite of Contrition.
- \* They might look into the water pumps to figure out if it is the cause of the water loss.



## ACT II: DIGGING UP THE PAST

In this act, the Garou confronts the past of their pack and their community.

### The Land of Law

During the day, the police department is full of prying eyes, so any intrusion needs to occur at night. The pack needs to somehow bypass layers of security as they enter.

- \* Avoiding the eyes of the nightshift cops requires a Composure + Stealth test (Difficulty 2 + 1 per cop present). (See Beat Cop, **Werewolf**, p. 290.)
- \* An electronic security system, bypassed with an Intelligence + Technology or Larceny test (Difficulty 3).

Both are excellent opportunities for teamwork (**Werewolf**, p. 122). If either test is failed, the Storyteller can offer up a win with a cost of tightened security at the department.

Once inside, the pack can locate the corpses in the morgue and leave with them. Players can make an Intelligence + Medicine or Wits + Investigation test (Difficulty 3) to remove the coroner's notes hinting at Garou presence. If either test is a critical or succeeds with a margin of at least 2, the pack discovers a Spearpoint executive named McCullough has been making donations to the local Police Foundation in return for the police fast-tracking this investigation. If this does not happen, the players' characters still gain the information, but leave behind solid evidence of their intrusion.

### The Exile

While Luca refuses make the trip to see Talon-Blessed, they tell the players' characters where to go.

Talon-Blessed lives in a ramshackle cottage in the middle of nowhere. The mailbox is so eaten by rust that one can barely make out the name "Charlie M." and the place is littered with trash and scrap metal.

Talon-Blessed is surly, bitter, and unappreciative of visitors; it is clear the old Garou is deep in harano. He refuses to talk about the past as a Garou and only answers to Charlie, a name from his human life. If the pack attempts to fight him, he won't fight back. Talon-Blessed is gone, he's even lost the ability to shapeshift. The Storyteller should play up the regret and the pathetic nature of this fallen Garou, a warning of what could happen to the players' characters.

When pressed enough, Charlie confirms he made the arrangement between the lake's spirit and the Stormrunners. Even then, Charlie still refuses to help the characters further.

### The Lake

Seeking out the lake in the Umbra is a dangerous prospect as the dancing heat spirits makes the summer even more unbearable. In the Umbra, the trip to the lake requires a successful Stamina + Survival test (Difficulty 3) to avoid dehydration (+1 to all Difficulties for the rest of the scene).

When they meet the lake spirit, it manifests as hundreds of pained faces on the rippling waves. To communicate with the spirit, the pack needs to pay proper respect in the shape of offerings. They need to either enact a Rite of Contrition (**Werewolf**, p. 182) or have every player test either Composure + Occult or Composure + Etiquette (Difficulty 3). Even if the Lake is appeased, the Garou allowing its waters to fall this low angers it. The Garou promised to protect its waters, and in return, the lake would keep their secrets.

Scores of blackened spears are draining its veins and the summer heat is now taking a far greater toll than it should. If the Garou promise to fix the issue, the lake will honor the old pact.

### Sabotage

Taking a closer look at the water pumps is a dangerous task. The unmanned stations have water trucks coming and going during the day. Each station has pressure-sensitive security systems. Anyone approaching a station on foot triggers the silent alarms unless they succeed at a Composure + Stealth test at a Difficulty of 4. Once the alarms sound, Spearhead dispatches a security team while keeping tabs on the intruders using drone-mounted thermal-optic cameras.

The drone is almost undetectable as it flies around far above them. But once the pack enters the station, it must descend enough for a Wits + Awareness test (Difficulty 4) to be possible. If the test is won, the successful character notices either a strange sound or something moving out of sight. On a critical success, the character notices the drone.

Breaking into the station reveals it is far more than a pump and a shed; it is almost a small bunker. Inside, several drills pump water directly up from the groundwater. This single station drains four times more than claimed.

Destroying the place and releasing the water back into the reservoir is possible, but time-consuming. For each of the four drills, the characters need to succeed at a Strength + Technology test at a Difficulty of 4 to destroy them outright, and each attempt takes around three minutes. The use of machine tools designed to break down metal lowers the Difficulty to 3.

After 6 minutes, the sabotage is interrupted by three SUVs pulling up to the station.

### Becoming the Hunted

Unless the pack stays, the Spearhead Security tries to ambush the pack a bit further away, giving chase in their cars. If the players' characters try to keep away from civilization and roads, the drone keeps track of them until they lead up to the caern unless they succeed at a Wits + Stealth test at a Difficulty of 4. A team of security guards is in each SUV, their objective to put down the intruders (3 per player's character, use Security Sentry from *Werewolf*, p. 273).

No matter where the battlefield is, once the combat seems over, a distant shot rings out. Then, a bullet rips through the skull of Luca's supernatural form, the wound almost hissing from the touch of silver. Luca drops and the shooter is nowhere to be found. This works best if Luca is in the presence of the players' characters.

The scene ends once the players' characters either make their escape or are victorious.

## ACT III: RETRIBUTION

This final act is open-ended and involves grief, betrayal, and catharsis. And finally, a showdown.

### Gathering for the Departed

The moon rises and the pack howls in mourning, as the local Garou, the players' characters among them, hold a Gathering of the Departed. Luca's body is burnt in a stone pit while those present tell stories of camaraderie. This is where those who knew Luca say their goodbyes and tell why they cherished their fallen friend.

### Funeral Rites

This is an improv exercise. If the players don't have any ideas, don't be afraid to ask them what their character finds important, then make a cherished memory that their character shares.

#### EXAMPLES:

- \* *"Luca taught you the importance of remembering stories because it celebrates what we have lost"*
- \* *"You remember when Luca outdrank you by a bottle of mezcal"*
- \* *"You recall a battle when Luca saved your ass, and did not shame you for needing help"*
- \* *"Luca taught you a rite to make life easier"*
- \* *"They helped you fill a notebook with recipes for a Garou lifestyle"*

While they howl, an older, raspy voice joins in. Talon-Blessed joins the rite and shares a story about how Luca once came to him and told Charlie to stop blaming himself for their friends' fate. Fool that he was, Charlie refused.

As the rite ends, Charlie finally confesses what he has been so ashamed of these past twenty years. The Stormrunners were all killed by Charlie's older brother, Barry McCullough. After Charlie's first change and their parents' death, Barry discovered his brother's true nature and has hunted werewolves ever since.

While both refused to kill their brother, Barry did not extend the same mercy to Charlie's pack. All those years, Charlie fled from his responsibility after his friends were killed. Now, as Spearhead's security director, Barry has the means to call even more hunters to their lands and end the player pack like the Stormrunners.

The storyteller needs to gauge the reaction to Talon-Blessed's revelation, and if need be, call for Frenzy checks (*Werewolf*, p. 139). If they attack him, Charlie draws a ragged-looking, dusty klaive from his coat (*Werewolf*, p. 189), but does not attempt to fight back.

If they spare him, Charlie can tell them where Barry's villa is: the place where he probably operates out from. But if Barry knows where the pack's hideout is, another attack will happen, this time with more people and everyone will die.

His confession done, the old harano-struck Garou slumps down in despair. Anyone who tries to persuade him to fight gets insults thrown at them until Charlie mutters: *“Just go out and die like the rest, you fool”*, and walks out into the darkness.

From this point, there are a couple of clear options.

If McCullough does not know where the caern is located, they can attack McCullough’s villa, or try to lure him out again. If McCullough does know where they are hiding, he returns as soon as it is dark. If the players killed Charlie, they could still find the villa, but it will be morning when they find him, making stealth a lot harder.

There is also the option of continuing the sabotage by focusing on refilling the water in the lake and reestablishing the pact. It would allow for the evidence to be hidden again, and the Veil to be preserved.

### Hunting the Hunter

Barry McCullough thinks himself safe in his mountain retreat, a villa in the foothills of the mountains that serves as his base of operations. After all, only his weak-willed brother knows where to find him.

When the players attack, he only has his security staff of four (use the stats for Beat Cop, **Werewolf**, p. 290) around him. McCullough has the stats of a Project Twilight Sharpshooter (**Werewolf**, p. 290) and has as many Private Security (**Werewolf**, p. 291) as there are players’ characters.

McCullough is in his office, overlooking his property from behind pane of armored glass. A Feat of Strength 7 is needed to punch through it. If he is not engaged when guards sound an alarm, he grabs a revolver with silver bullets to protect himself.

### Releasing the Waters

Restoring water to the lake requires opening the groundwater reservoir. The pumping station drills could be used to restore the water level, and this would also overload and destroy the drills. Releasing the water fills the lake again, but also floods some of the city due to the speed the water releases. Inevitably, killing many people living in homes ill-prepared for a sudden flood.

Afterwards, the affected population can turn against Spearpoint Mineral Waters if the pumping stations are proven to have caused the flood. ■



## APPENDIX ONE

# Story Seeds

**E**xpand on these story seeds to create events for your chronicle, whether they occur in the background or as the focus of one or more sessions, or even a whole chronicle.

## TEN STORIES OF ENVIRONMENTAL HORROR

These story seeds can help ramp up the environmental horror in any chronicle.

### The Empty Town

A wildfire a few years ago depopulated a small town up in the mountains and left behind only a scorched shell. Yet it was also a place that held a sacred spring and a caern. When the pack arrives in the charred ruins, they find someone still living in the caern: an aggressive pack of Stolen Moons, clad in the burnt skins of the caern's former protectors.

### Blood of the Earth

A mining company called Hades Rare Minerals has established a lithium mine between the territories of the players' characters and a pack of Red Talons. As the miners carve deeper into the earth, all omens point towards a terrifying event: the awakening of a mighty Nexus Crawler that has lain dormant beneath the rock in the form of a magma pocket. The Red Talons aim to hunt and slaughter every miner to put a stop to the foolish operation. Will the players' characters join in or find another way?

### The Gentry

As the cities swell with people and pollution, gentrification spreads to the pack's area. A few of these millionaires are not only looking for clean air, but are also constructing sheltered compounds. In bunkers meant to outlast society in style, indentured servants are forced to live in neo-fiefdoms to satisfy the whims of the rich.

The neo-gentry emerges and acts with classic noble entitlement, seeking desperate migrant workers and climate refugees to expand their domains; with little care for anyone else.

### Strange Seeds

Seasonal allergies usually don't cause this much pain for otherwise hardy Garou. Yet each morning, the pack awakens languid and congested, their joints aching with pain. An investigation reveals that the new designer flowers planted across town have an effect targeting all Garou.

It is draining their Rage, bit by bit. The flowers are quite popular in town, but the pollen could cause the Pack to lose the wolf; exactly what the sorcerer who made the flowers wants.

### Lost Prey

Screams echo throughout the forest as scores of ragtag humans flee an unseen threat. The territory is now flooded with refugees fleeing war or famine, far too close for comfort for the pack or the caern. Worse, the pursuers turn out to be a pack of unfamiliar werewolves who, out of respect, do not cross into the players' lands

Full of glee, they also offer to cull the human filth before they tarnish the land with their foul presence.

## Cursed Rain

Following a month of severe drought, the arrival of rain was supposed to bring succor. It did not. In fact, every droplet of rain tastes like blood on the tongue of those in the know. The strange rain is the work of a coven of wealthy farmers dabbling in occultism. Employing dark rites, the formori sacrifice their undocumented workers for rain. And with these results, it won't be the last time — unless the players intervene.

## The Wild Ones

It was once a beautiful land, but when the pack arrives for a Full Moon party, they find trash, bottles, and consumer goods spread across what must once have been a caern. After locating the remaining Garou in the town, it becomes painfully clear that things have changed. This new Moon Cult has decided to abandon the way of Gaia in favor of parties, sex and drugs; and they're willing to use claws to resist any attempt to force them back into the war.

## Fields of Gold

An experimental strain of GMO corn spreads across the territory. The owner, a billion-dollar company called Forth & Witt Farms, has bribed every relevant politician to look the other way.

At night, it's easy to see how empty and sterile these fields are. But Garou can sense the truth: the plant chokes the land around it, both material and spiritual. Once the pack acts, they find the company protects their investment with the best security a Pentex front can buy.

## Black Fields

In the few past nights, umbral screams echo from the oil fields. A vile creature is being born from the black blood of the earth, and the Garou must face it.

It will be hell. The pack must hold their ground for three long nights. Fight while drenched in oil, breathing in noxious fumes, against both Black Spiral Dancers and Fomori. All that, to finally destroy the Wyrmhole that emerges from beneath the oil pumps at the last dawn.

## Frostbite

This winter is colder than it has any right to be. Most people are only a single power outage away from the polar vortex's caress, and quite a few have already died. On the plus side, the cold is projected to cost their corporate enemies enough to make them abandon their scheme.

If the pack wanted, they could brave the cold to challenge the dancing winter spirits up on the mountain. But are a few dead humans not a price they're willing to pay?

## TEN STORIES OF SPIRITUAL HORROR

These story seeds emphasize spiritual horror.

### Pass the Ammunition

After a score of shootings in their territory, the pack notices a common denominator. A machine spirit named Bullet-Dancer has been helping bullets find their marks from one tragedy to the next. Further investigation points to a social club for arms dealers.

This group is offering up innocents as payment in exchange for the spirits of munitions, just to increase their profits. The tool for this exchange? Putting arms in the hands of customers they know are dangerous to feed Bullet-Dancer's ghastly hunger.

### Sins of the Father

A member of the pack (or one of their connections) is named the beneficiary in the will of a departed hospice patient: a harano-struck Garou who passed away in a coma.

Along with a meager inheritance, the old theurge's secrets and shame come calling; it becomes a race against time to build a pyre and perform the appropriate rites. Harrying their every step are the agitated ghosts of his victims and enthralled elementals hoping to enact their vengeance.

### Nothing Else Matters

After a change in leadership, a rival pack extends the players' pack an olive branch.

They offer to bring them along and share in reclaiming a lost caern.

While exploring, the evidence and maddened whispering of spirits recounts the caern's final tale to the players. Slowly the characters realize the caern was lost not long ago because of the actions of a familiar Garou elder, their home sept or even the pack they're traveling with.

### Perfect

A cosmetic surgery clinic is attracting more and more customers due to their near-perfect results. Meanwhile, there is a corresponding rise in assaults and accidents resulting in disfigurement.

The pack gets involved when a player's character or connection is almost disfigured by a would-be influencer. Their investigation clues them on the secret behind the clinic's success; a mirror spirit known as the Maskshaper.

It offers a simple bargain: in exchange for a single perfect face, another face must shatter in return.

### Your True Self

A local burner community seems to have taken a cultish turn, claiming to offer enlightenment through a series of natural psychedelics and appropriated rituals.

Yet, said enlightenment is just a chance to become a puppet for the cult leader and the Dissonant Gestalt bane possessing him. Much to their horror, the pack discovers one of their connections is following the cult.

### Heal Thy Self

After a gruelling battle, the pack notices some of their wounds do not heal. Each of the packmates has acquired a comparable wound in a recent nightmare.

Seeking answers, they discover a powerful and cunning Scrag has invaded the pack's dreams and is killing them, one dreamt-up wound at a time. To destroy it, they need to confront their own nightmares in the Umbra, as the spirit feeds itself through each Garou's violent dreamscape.

### War Eternal

A moot meant to bring peace shifts in tone as a nearby Cult of Fenris pack crash the event. They're here under their own mission of peace; to convert new young Garou to their cause. Of course, to prove their superiority, they seek to upstage the local packs.

Usually, that means annihilating anything they see as the enemy in the local area. That includes both spiritual and corporeal allies of the pack, anything that the Fenrir sees as evidence of weakness.

### Slaughterhouse

To a Garou's nose, the stench of human flesh is at once sweet and vile. This BBQ season, that can be smelt across town, and only the Garou can tell the difference from pork. Investigation points towards the local meat-processing plant and their cheap community specials. The fact is: the town feasts on the local undesirables.

To end the horror, the pack needs to close the gaping spiritual wound in the bowels of the abattoir, where the wicked Fomori known as The Butcher rules.

### The Devil

A score of women have disappeared. Half of them are online sex workers and the police have mothballed the case, but as the pack has friends involved, they press on.

Clues point to an "ultra-masculine" influencer, Davey Whitword, who is also a Bad Seed Fomor. With enough money and misogyny, his followers can gain access to his covert trafficking ring.

Davey specializes in on-demand kidnapping. It is an expensive service, but it is a small price for resentful ex-spouses, stalkers, and embittered clients.

### Your Body

Clearing out a nest of wrym-spirits, the pack endured scores of painful wounds. Unknowingly, the Garou's flesh also becomes the home of invisible bane eggs. These contains Fly's Children, a pod of Dissonant Gestalts.

Slowly, the affected Garou start to lose hours of their memory as the little banes gnaws themselves into position to control their host-bodies and help to reestablish their hive. Once completed, they can spread to the fertile communities of local reactionaries.

### A Princely Sacrifice

When a young man disappears after being crowned homecoming king, the trail is cold for humans, but not for Garou. A nearby pack kidnapped the boy, aiming to symbolically wed him to their aging leader. They are using a newly discovered rite that the pack believes will reawaken both their elder and their slumbering caern. Faced with archaic traditions, dubious rites, and a bunch of desperate Garou, can the players' characters get the man out? Do they want to? ■







# VAMPIRE

THE MASQUERADE

# HUNTER

THE RECKONING

# WEREWOLF

THE APOCALYPSE

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