

A STORY FOR WEREWOLF: THE APOCALYPSE

The Deepest of WOUNDS



WEREWOLF
THE APOCALYPSE





The Deepest of Wounds

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INTRODUCTION

The Deepest of Wounds

The Cult of Fenris represents one of the great failures of the Garou in this time of the Apocalypse. Just when all werewolf tribes should work together to save what can be saved, the Fenrir succumbed to Hauglosk, losing perspective on how the enemy would best be defeated. Or even opposed.

To the Cult of Fenris, extreme violence is the only answer. There are no bystanders and everyone is either for Gaia or against her. There is no such thing as an innocent victim.

The fall of the Fenrir into violent fanaticism didn't happen all at once. It was a reaction to the increasingly desperate circumstances all warriors of Gaia face. Often, for particular Cult of Fenris packs or septs, a local tragedy or loss motivated them to go along with the extreme vision sweeping the tribe.

Such a loss is the seed for the story of *The Deepest of Wounds*.

There are elements to this story that build on the story “No Matter How Small” from the **Werewolf Core Rulebook**. Players who have run through that story may enjoy the connections between the two stories.

WHAT CAME BEFORE

THE SPLIT

Five or so years ago, a nearby caern, a Garou spiritual nexus, died. The dead caern was controlled by the Cult of Fenris. Despite feverish work by the caern's Fenrir defenders, as well as aid from the players' caern, the caern's spirit energies dried up.

As a result of the dying of their caern, the local Cult of Fenris succumbed to Hauglosk.

The Fenrir protectors of the dead caern put out a call to all nearby Garou packs to join them on a great reaving against the enemies of Gaia. They called for all loyal Garou to join them and go on the attack.

Most of the nearby Garou refused the call to join the reaving. Three members from the sept of the players' characters volunteered to join the reaving; two Cult of Fenris including Claude “Black Lung” Moreau and Eli “Draug” Markkanen; and a Red Talon known as Butterfly Eater.

Content Warning

Werewolf: The Apocalypse is a roleplaying game about environmental and spiritual horror. Themes of graphic violence, environmental and societal decay and monstrous, grotesque creatures are part of the experience.

The Deepest of Wounds is a story designed to showcase many elements of **Werewolf's** setting that make it different than other roleplaying games. In particular, this story highlights the Cult of Fenris and the complicated challenges they represent for the Garou. The story contains themes of violence, torture, cults, and imprisonment.

The Cult of Fenris reavers departed the region as little better than a locust horde. Black Lung, Draug, and Butterfly Eater were not missed by most members of the character's sept. Black Lung and his lickspittle Draug were considered caustic personalities that tended to stir the pot simply to make things difficult for others. Butterfly Eater was a radical who shunned working with anyone she did not consider "pure" enough (which was most of the sept).

THE RETURN

Unbeknownst to the characters or their allies, Black Lung and Butterfly Eater returned a few days ago (Draug was killed two years back in a badly executed raid on a laboratory engaged in animal testing). The two former sept members are the last survivors of the reaving.

The great glory the reavers sought never materialized. The Reavers expended their lives for no meaningful gain.

And somewhere along the way, lost in the death of their comrades, denial of their complicity in any number of heinous acts, and a growing sense of futility within the group, the Fenrir's fanaticism overcame their identity. The Cult of Fenris *en masse* embraced Hauglosk and became a cult of fanatics dedicated to the Apocalypse Beast - Fenris. Allies, like Butterfly Eater, fell to Hauglosk alongside them.

It is in that confused and failed context that Black Lung and Butterfly Eater returned to their former sept.

THE KIDNAPPING

Black Lung and Butterfly Eater need stuff. They need to heal. They need to rest. They need resources like money, weapons and talismans. Most of all, they need bodies to fill out their depleted ranks. They refuse to admit defeat and plan to continue the crusade, this time under their leadership.

After five years of fighting and bickering, they now only understand the currency of violence and intimidation. To that end, they snuck into the region, scouted the sept, and decided to force a bargain by kidnapping the caern's primary defender. They want to put the sept into a position of weakness so that Black Lung's demands will be met with minimal opposition. ■

Acts and Plot Points

Chapter One

Turning Point One: The Crime Scene

Turning Point Two: The Assembly

Chapter Two

Turning Point Three: Exploring the Warehouse

Chapter Three

Turning Point Four: The Threat to the Heart of the Caern

Key Antagonists

- The Cult of Fenris (global/passive, present in all plot points)
- Black Lung (his shadow lies on everything making him local/passive, until Turning Point Four where he becomes local/active)
- Cerbera (local/active)
- Butterfly Eater (local/active, Plot Point Three)
- Cult-aligned Spirits (local, passive) Plot Point Three
- Garou Disunity (local/passive, Plot Points Two and Four)

CHAPTER ONE

The Sins of History

Chapter One opens by putting the characters amid the call to action. Rather than a traditional “call,” the characters start *in media res*, right in the thick of the moment. They stand before a crime scene and need to find out what happened and the call is the mystery that unfolds as the search the crime scene.

The second scene of this chapter is the second plot point — with some details from the kidnapping on hand, the characters must present their findings to the sept’s leadership Assembly. Here, the ugly history is revealed to set the stage for later drama.

You can adapt this story to a caern and sept of your own design. The default sept it is set in is detailed in the section Additional Resources.

TURNING POINT ONE (INCITING INCIDENT): THE CRIME SCENE

The characters stand in front of a crime scene. They were summoned to the scene by the sept’s Scar Leader, Crimson-on-the-Wind, an elder on the sept’s Assembly. Crimson needs the characters’ help.

TURNING POINT ONE GOALS:

- * Determine Three Slices was likely kidnapped and may still be alive.
- * Find clues that suggest the Cult of Fenris may be involved.
- * Piece together what happened to present in the next scene.

Key Antagonist: Three Slices’ home is the passive/local antagonist. It is an environmental challenge that hides the truth.

Crimson as a Mentor

It may be a good idea to make Crimson a Mentor for one or more of the characters. In this case, allow the players to define their relationship with Crimson. Likewise, later in the scene you may encourage a player to pick the victim of the kidnapping, Three Slices, as a Mentor to help add a sense of urgency and drama.

IN FRONT OF THE CRIME SCENE

The characters start gathered in front of the open door of the small house of the caern’s Reeve, the Bone Gnawer Janos “Three-Slices-of-Truth” Saaros. Three Slices (as he is commonly known) lives within the boundaries (bawn) of the caern in order to always be on-hand to tend to the caern’s health and defend the caern on short notice. An accomplished warrior and respected spirit-tender, Three Slices was the first line of defense for the caern — and now something happened to him.

Three Slices’ house is a simple structure that consists of a living room, a bedroom, a walk-in closet, and a small kitchen. Three Slices is known to be fastidious, but the house is a mess. Every single piece of furniture is destroyed. Clothes, food, and ritual tools are strewn about.



on
words
Join,”

As they step through the open front door into a living room-turned-disaster, the characters see painted on the wall directly across from them the (in the local human language) “Time to and “We Return.”

There are a number of key clues the players should be able to discover automatically. Reveal these to enterprising players that help narrate what their characters are doing.

AUTOMATIC (KEY) CLUES:

- * The mini-fridge and small safe are completely destroyed (something powerful – in this case the two assailant Garou – wrecked these appliances).
- * Three Slices is nowhere to be found.
- * His motorcycle is still parked around the side.
- * Many, but not all, of the writings on the wall are Garou-style glyphs.
- * The writings on the wall are composed of fecal matter and blood (a mixture of Three Slices' blood and Black Lung's feces).

The automatic clues should help show the characters that there was some sort of fight (the shattered furniture), Three Slices was forcibly removed (the absence of a body and the presence of the motorcycle), and that the supernatural may be involved (the writings on the wall).

If a player takes the initiative to identify an appropriate skill test or investigate a particular part of the house, let them roll. Success will yield additional information as below. Suggested rolls are below.

CLUES REVEALED THROUGH A SUCCESSFUL TEST:

- * None of the ritual tools seem to be missing. Maybe something Three Slices didn't use often might be missing, but in general the items he most cherished and used can all be accounted for. (Wits + Awareness, Difficulty 3)
- * There are a number of footprints in the dirt outside. The most recent are two sets – one made of boots (made by Black Lung) and another of adult human feet (made by Butterfly Eater). It looks like something may have been dragged away from the house. (Wits + Survival, Difficulty 2)
- * A small lockbox is destroyed – apparently from wedging the door open. (Intelligence + Larceny, Difficulty 2) (The lockbox contained \$3,000 and Three Slices' human identification cards. The cards can be found in the mess with another successful test)
- * Outside of the symbols on the wall, there is very little blood. Just a few drops here and there. (Intelligence + Awareness, Difficulty 3)
- * A crude depiction of a fight between werewolves is drawn on the floor. (Intelligence + Investigation, Difficulty 2)
- * There are three sets of glyphs/scrawlings – (Intelligence + Occult, Difficulty 2 for each glyph)
- * “Fenris” above the cot.
- * “Garou-Dead,” “Wyrms-Dead,” and “Traitor-Mine” in the bedroom.
- * “Owe-Us” in the living room.

The images and scrawls on the wall are the work of the two Garou who kidnapped Three Slices. The artwork is very rudimentary — little more than lines and circles hastily drawn onto the walls in ecstatic glee.

On the wall above Three Slice's cot is the old symbol of the Cult of Fenris. Elsewhere in the bedroom there are a series of poorly drawn glyphs that equate to “Garou—Dead,” “Wyrms—Dead,” and “Traitor—Mine.”

In the living room are the glyphs for “owe” and “us.” This set is especially important as there is evidence that it was tampered with. If the characters succeed on an additional Difficulty 3 Wits + Investigation roll, they can see that

it originally said “owe” and “Gaia.” (Black Lung erased Butterfly Eater’s original “Gaia” and replaced it with “Us.”)

If the characters are experienced Garou, they will immediately recognize the glyphs for what they are — though they may not be able to interpret them. If they are less experienced, they will need to pass a Difficulty 2 Intelligence + Occult roll to understand their importance. The old Cult of Fenris symbol represents a time when the Cult were members of the Garou Nation and before the entire tribe succumbed to Haugloak.

Interviewing Spirit Allies

Enterprising players may want to interview nearby spirits. Most of the spirits were unaware or unable to explain what happened. They thought the fight in the house was normal since Garou are violent creatures. Spirits friendly to the sept will confirm that two unknown wolves (perhaps Garou) arrived at Three Slices’ residence in the early part of the night. There was a fight between at least two Garou, maybe all three. Once the clash broke out, even the most adventurous spirits stayed clear, but they did not see any of the three Garou after the fight.

Spirits can confirm that no one returned to Three Slices’ residence before Crimson, who immediately left and returned with the characters.

Crimson’s Take

Once the scene’s momentum starts to wind down and the players’ questions start to slow, Crimson-on-the-Wind will ask the characters to conclude the investigation and wait with her as she summons the sept’s Assembly. She will then discuss with them the issue at hand.

Crimson tells them that she was first contacted by a messenger spirit sent by the Baron/Barren (for more on the Baron/Barren, see below). The spirit reported that there was some noise coming from Three Slice’s house and the Baron was concerned. When Crimson arrived, the characters saw the scene. She reports that she was hesitant to search the place by herself because Crimson and Three Slices were recently lovers and had since separated (acrimoniously). Crimson suspected that if she conducted the investigation with no other Garou around then she may be accused of being the perpetrator.

From there, Crimson will answer the rest of the character’s questions as well as let them re-investigate Three Slices’ house if they wish. Crimson will want to talk with the other sept leaders before going into further details and will eventually (and politely) rebuff their characters’ inquiries with, “Let the Assembly hear what

you have to say. We will go from there.”

Storyteller Advice: Allow the players to take their time with this scene. All elements they discover here should pay off in later scenes and help bring things into clarity.

One important principle that holds throughout this story; the key information to move the plot is never locked behind a roll of the dice. Dice rolls allow for more expeditious resolution of an obstacle or to gather additional information than what is obsoletely necessary to move the plot forward. Remember: Only roll when failure does not threaten to derail the story.

Going into the next scene, the players aren’t supposed to get the “why” behind Three Slices’ disappearance. It is okay if they still have many questions (those questions are going to propel their actions in the following scenes). It will be sufficient for the players to finish the scene with a sense of curiosity and with the knowledge that Three Slices is either dead or in serious trouble and that the Cult of Fenris is involved.

TURNING POINT TWO: THE ASSEMBLY

The new scene opens up shortly after the closing of the last scene — ideally only a few hours. There should not be a lot of time for the characters to do other things before this scene starts.

TURNING POINT TWO GOALS:

- * Show off the variety of the Garou in the sept.
- * Underscore how acrimonious and divisive Garou politics can be.
- * Name Black Lung (and Butterfly Eater) as the key antagonists.
- * Have the characters ready to explore the warehouse.

Key Antagonist: Cerbera, one of the sept’s elders, is their key challenge here. He will oppose Crimson and cast doubt on the Cult of Fenris’ role in the kidnapping. Fancy, another member of the Assembly, will play a lesser antagonistic role that will foreshadow problems in Chapter Three. Both are local/active antagonists.

The scene will start with the characters sitting on the sidelines of the gathered sept Assembly. Each of the Assembly members will be announced by the sept’s Tale Singer, Stains-of-Deep-Purple.

At the center is Crimson, recounting to the other leaders the same story about the Baron/Barren’s messenger and summoning the characters’ pack to help

with the investigation. She explains why she did not conduct the investigation herself and instead sought the help of the characters as neutral parties. She will then step to the side and turn over the floor to the characters to recount what they found.

After the characters detail their findings, there will be a notable silence in the sept's leaders. They understand that the characters' findings suggest one or more of the sept's former members have returned.

Crimson will speak after the characters conclude.

"I believe the evidence points to the likelihood our wayward children have returned. Black Lung, Draug, and Butterfly Eater may have returned. It is not yet clear why, but their actions speak clearly. They want something and are prepared to make us pay dearly for whatever that might be.

Many years ago, three of our members heeded the call of Fenris. They turned their backs on us. Many of us assumed they would be dead by now. I, for one, hoped that would be the case.

They undoubtedly joined the Cult of Fenris.

It is up to this Assembly to decide the way forward."

Other key points will come up in the conversation.

CRIMSON-ON-THE-WIND

Black Fury/Abroun, Scar-Leader

- * Advocates for the characters' pack to track down the Cult of Fenris and rescue. He argues that the characters do not carry the historical (and emotional) baggage of the older sept members and will approach the problem clear-eyed.
- * Unless there is a significant diversion, the rest of the Assembly will eventually agree on this path.
- * Use Crimson as the voice for quick and decisive action. He trusts the characters and their abilities and will advocate for them to take the lead in whatever decision is made.

KWAME "CERBERA" VANDERPUJE

Silver Fang/Theurge, Sept Elder

- * Suggests the preponderance of evidence is simply too convenient and wants another investigation of Three Slices' home with him as the lead. He doesn't question the characters' findings, only

that they may have missed something.

- * He will eventually concede that it is likely Black Lung and Butterfly Eater, but, if so, it would be inappropriate to confront them. They are sept family, even if they're wayward or confused. Looking for a fight would simply play into their hands, especially as Black Lung was an accomplished warrior even before he left on the reaving. (The point about Black Lung being family receives some uncomfortable murmurs of agreement from the gathered sept leaders other than Crimson and Stains-of-Deepest-Purple.)
- * Cerbera is the antagonist in this scene. He argues for a soft touch towards the Cult of Fenris.

RATNA "STAINS-OF-DEEPEST-PURPLE" CHOUDHURY

Shadow Lord/Galliad, Tale-Singer

- * Will spend her time recounting important facts. She will note that Crimson and Three Slices had a very public and very acrimonious relationship, often arguing about how best to tend to the caern.
- * She will also note that Three Slices lost his first attempt to become Reeve-of-the-Caern to Black Lung, who embarrassed Three Slices in combat, then immediately renounced the position.
- * Use Ratna to inject important information to help guide the characters in an appropriate direction.

FANCY

Red Talon/Abroun, First Elder-Speaker

- * Will agree with Cerbera initially and suggest that a confrontation with Black Lung would be akin to allowing fratricide. Fancy will refuse to acknowledge that Black Lung went too far by attacking and kidnapping Three Slices, and instead suggest trying to understand Black Lung's reasons before jumping to conclusions.
- * Fancy will play a problematic role in the final scene and his confrontation now will establish motivation for his later actions.

This scene may not require any rolls, but if the players try to sway either Cerbera or Fancy to their point of view, then at least one Manipulation + Persuasion roll at a Difficulty 4 for Cerbera and 3 for Fancy would be appropriate. Connect the roll to the conclusion of one of

the characters making their case. If the player roleplays particularly well, consider dropping the Difficulty by one. Also, if a player makes a convincing case for a different type of roll (such as Charisma + Performance) and roleplays the act prompting the roll, go ahead and give them the roll they want.

The other Assembly members will generally stay quiet as the contest between Crimson and Cerbera unfolds. However, feel free to use them to help add tension, drama, or keep the characters focused.

- * Grey (Black Fury Philodox, Second Elder-Speaker)
- * Jonathan "Bits-of-Bone-and-Sinew" Graves (Shadow Lord Ahroun, Hearth Watcher)
- * Samantha "Twilight-Taker" Manusson (Black Fury Theurge, Spirit Watcher)

Discussion will lead to an impasse with Cerbera and Crimson. Twilight-Taker will break the stalemate if the characters do not and ask the characters if they are willing to track down Three Slices.

Assuming the characters agree, the discussion will transition to how to track Three Slices and the Cult of Fenris. Crimson will note that neither Black Lung, Draug, nor Butterfly Eater were particularly subtle or sophisticated, so they likely retreated to a location familiar to them.

NEXT STEPS

Stains-of-Deepest-Purple will note that Butterfly Eater lived at the caern and did not have a life outside of her Garou-self. Black Lung stayed in a derelict warehouse in the industrial district of the nearby town.

The other option is the desiccated caern that the Cult of Fenris protected before its energy ebbed and dried up (aka Development Copse West from the story No Matter How Small, included in the book *Werewolf: The Apocalypse*). While neither Black Lung nor Butterfly Eater were members of the Sept of the Scarred Eye that once protected the caern, they may still feel a bond to it because of their alliance with Fenris.

The Assembly suggests that if Black Lung is looking for protection, he would dwell in the warehouse. If Black Lung is looking to make a statement, he would go to the dead caern. The characters are free to choose which to investigate or to go their own way.

Storyteller Advice: Allow the characters to be the center of the scene. They have key information the Assembly is interested in and they are respected members of the sept.

Keep in mind that you may need to represent multiple

characters in the same scene. This can be a challenge even for veteran Storytellers. For that reason, be very deliberate on which Storyteller characters and how many you introduce into the scene. Feel free to use voices to help differentiate the different characters — even if you feel a bit goofy doing so the differentiation can be a big help to the flow of the scene.

The players' characters should leave the scene with a way forward; go find the Cult of Fenris and save Three Slices. If the players ask for aid from the other Garou of the sept, they will be politely refused. None will want to leave the caern with any fewer defenses, especially as the characters are going to leave. Worse, the nature of the threat is still unknown, and the sept leaders are unwilling to lend extraordinary aid until the characters come back with a better sense of what they are up against

COMPLICATION: THE CULT CONFRONTS THE SEPT

If you want to make the Cult threat explicit and put a face to it, you can have Black Lung show up at the Bawn (edge) of the sept's territory and demand an audience with the sept's Assembly.

The sept will stand across from Black Lung and Butterfly Eater. Black Lung will announce his intention to access the caern, take what he wants, and recruit "the weak to make them strong." If pressed, he will tell the sept that he wants unfettered access to the heart of the caern, money (lots of it), weapons, talismans, and for the right to select three members of the sept to join him on his next reaving. He will keep things short and avoid too many questions.

Black Lung will give the sept 24 hours to agree to all of his demands, or he will come and take what he wants. Black Lung will then depart, leaving the sept even more anxious than before. Fancy and Cerbera will suggest that, perhaps, they should agree to Black Lung's demands. Crimson will disagree.

It will be up to the characters to do something before the 24 hours expire.

THE CONSEQUENCES OF INACTION

If the Characters do nothing, or delay too long, Three Slices will be converted to the Fenrir cause. The sept will give in to Black Lung's demands, permanently weakening the sept and caern. Fancy and Cerbera will join the Cult of Fenris on their reaving, leading to further death and destruction "in Gaia's name." Eventually the sept will dissolve as key bonds of trust are irrevocably broken. ■

CHAPTER TWO

Finding Three Slices

The characters should have enough impetus to move forward. By the conclusion of the last scene, they should have the order to go seek out the Cult of Fenris and save Three Slices. They likely have two locations to explore, Black Lung's old warehouse and the Sept of the Scarred Eye's dead caern.

The warehouse is where the story will move forward, but this is an opportunity for the players to gather resources and information in anticipation of the conflicts with the Cult of Fenris.

GATHERING RESOURCES: THE DESICCATED CAERN

The players may go investigate the remains of the dead caern that once hosted the Sept of the Scarred Eye (the Cult of Fenris sept that started the reaving). If you ran *No Matter How Small* from the book *Werewolf: The Apocalypse*, this is the same caern and may carry a bit of history with the characters.

The caern is in an area on the edge of town called Development Copse West. The remains of the caern are nestled inside this small forest reserve. A large open meadow marks where the caern once was. Now, the area in and around the meadow is eerily silent. Bird songs and the buzzing of insects seem to die as if muffled.

The caern is, indeed, bereft of any spiritual energy. However, a number of spirits still inhabit the edges of caern and can provide useful insights and history on the Cult of Fenris (and Fenris itself). Convincing

the reluctant spirits to help involves a success on a Composure + Intimidation roll at a Difficulty of 2.

Many will remember the Cult of Fenris before they fell to Hauglosk. They will generally describe the Garou of that sept as aggressive and caustic. Many spirits will hold grudges against the sept's members because of the way they treated spirits as disposable.

The spirits here will have little insight into Black Lung and Butterfly Eater as neither spent much time in the caern before its spiritual energy died. They will confirm that neither has come to visit the caern.

GATHERING RESOURCES: SPEAKING WITH THE BARON/BARREN

Getting information out of the Baron/Barren will require the characters to be suitably respectful to the ancient spirit. The Baron/Barren is the oldest spirit in the area, and it knows this. It will reject any sort of cooperation with Garou it does not feel are respectful enough. A Difficulty 2 Composure + Etiquette roll will convince the Baron/Barren to help.

The Baron/Barren saw both Black Lung and Butterfly Eater and their attack against Three Slices. The spirit can detail the nature of the fight, that Three Slices put up a good fight. If explicitly asked, it will confirm that the Cult of Fenris members did not retreat towards the dead caern, though it cannot confirm exactly where the Cult members traveled.

The Baron/Barren will also confirm it was the one

who alerted Crimson of the situation after Three Slices did not respond to the Baron/Barren. Three Slices is normally quite responsive and relies on the baron/Barren to help monitor the caern.

The Baron/Barren knew Black Lung, Draug, and Butterfly Eater when they were members of the sept. In particular, Butterfly Eater preferred the Baron/Barren's company to the other Garou and spent a lot of time with the Baron/Barren. However, the Baron/Barren does not consider Butterfly Eater a "friend" (it barely understands the concept when applied to creatures of the physical world) and will have no problem being honest about Butterfly Eater.

The Baron/Barren should be a resource for you as the Storyteller to fill in any pieces of information of background you think the players deserve. Sometimes players miss key clues despite doing a good job going through a scene. This is your chance to reward them for good roleplay even if the dice rolls did not go their way.

GATHERING RESOURCES: LEARNING ABOUT DRAUG

If the players decide to conduct additional interviews with the other sept members, they'll have a chance to gather some background on Black Lung, Draug, and Butterfly Eater. This is a good spot to reveal that there was a third member to leave the sept (Draug).

If the players learn of Draug they can later use that information to give Black Lung pause (particularly in the final scene in the caern). Black Lung quite liked Draug, and Draug's loss is what prompted Black Lung to return to the sept and try to restart the reaving.

Storyteller Note: This story is geared to be a challenge for three to five young Garou. If you want to scale the difficulty up, you can change Draug's fate and have him survive to return with Black Lung and Butterfly Eater. You can slot him into either the



warehouse scene or the final scene in the caern. For more on Draug, see Supporting Characters.

TURNING POINT THREE: EXPLORING THE WAREHOUSE

The warehouse will serve as the setting for the first confrontation with the Cult of Fenris.

GOALS FOR TURNING POINT THREE:

* Allow the players to learn a bit more about the Cult of Fenris through

their exploration and interaction with Butterfly Eater.

* Defeat Butterfly Eater.

* Resolve Three Slices' fate.

Key Antagonist: Butterfly Eater (local/active)

The warehouse is a large structure of aging concrete, shattered glass, shallow puddles, and twisted rebar. The structure was once used to house and assemble air conditioning units, but the building has not been in use for many decades. The warehouse sits at the heart of a decayed and largely abandoned industrial zone. It is the non-beating heart of the area, from which it seems stagnation and decay radiate outwards. Only buildings three or more blocks from the warehouse will exhibit any sort of moribund activity.

The worthless piece of land that hosts the warehouse served as Black Lung's home away from the sept. Never popular, he slept away from the rest of the Garou and often minimized his time with the other packs, only coming to deal with urgent sept business or to protect the caern.

Researching the property through city files or the internet by using Intelligence + Finance at Difficulty 2 will reveal that the city owned the warehouse for over 10 years after the previous owner, "Cool-Blast Inc" defaulted on years of property taxes. The warehouse is not connected to city services like water and electricity and was never wired for the internet.

Spending a few moments watching the structure will confirm that the warehouse is occupied. Multiple windows reflect ambient colors that shift and change, the tell-tale sign of a television or screen flashing between scenes. There are a few constant soft yellow glows from traditional lights.

The characters will see no one enter or leave.

If they are quiet, they can explore the warehouse unchallenged. Each character must pass a Dexterity + Stealth at Difficulty 2 to remain undetected. Inside the warehouse there is not much other than exposed rusted iron beams and concrete. There are many rooms, some small and some large. Most of the doors have long since been removed, and the few that remain are stuck open with fused hinges.

If they make it to the next scene without being detected, allow the players to witness Butterfly Eater “at work” as she attempts to convert Three Slices to Fenris’ cause. If they are detected, she is ready for them and has summoned her three ally spirits to help protect her.

In The Umbra

Three spirits patrol the Umbra in order to protect Butterfly Eater. If the players do anything to disturb the Umbra, including using Gifts, Rites, or talismans, the spirits will notice and report back to Butterfly Eater. In that case, she cannot be surprised and will be set up in a defensive position (and ready to execute Three Slices) when the players find her.

COMPLICATION: FORESHADOWING BLACK LUNG

While the confrontation with Butterfly Eater unfolds, a simultaneous attack bursts in the characters’ caern. Before this scene dives deep into the action, this is a great time to do a bit of foreshadowing by adding some spirit-derived oddities.

For example, you can pick a moment such as just before the characters attempt to storm the warehouse for one of them to see a patch of oil reflect a sheen of rainbow colors in the form of a wicked-looking knife (a Klaive) followed a tightness in their chest around their heart. Or, perhaps, they see a flower that is commonly found in the characters’ caern wither and die in the span of a few seconds after it is noticed. These events are manifestations of Black Lung’s attack on the caern which resonates around the characters because of their spiritual and emotional connection to the caern and sept.

The Conversion

The important room in the warehouse is the central assembly room — a cavernous space that serves as the heart of the facility. This is where the Cult of Fenris members imprison Three-Slices-of-Truth and are working to force Three Slices to their cause.

In a corner is a pile of bags and backpacks of all sizes and styles. These are the collective belongings of the Cult of Fenris members. They travel light because anything they want they can take by force or guile. Most of the bags carry weapons, especially knives and firearms used by the Thralls. There is some food, survival gear, a small amount of money (small bills worth \$100), and changes of clothes. Everything is in poor shape; it’s a reflection of how desperate things were getting for the last of the Cult of Fenris reavers.

If the players disturb any of the bags on the floor an alarmingly large number of insects (cockroaches and beetles) scurry out from underneath. They quickly organize themselves into the old glyph for the Cult of Fenris, hold position just long enough for the character to realize what they are looking at, and then scurry away in an oddly perfect single-file line. A character seeing the insects’ odd behavior can roll Wits + Occult Difficulty 3 to determine that their departure is very deliberate — and in the direction of the caern.

Saving Three Slices

Three Slices is held in the center of the room. He is battered, beaten, and exhausted. Three Slices wears the tattered remnants of his clothes, barely able to cover him any longer. He is in homid form, and rests on his hands and knees with his head low. His eyes are closed. He breathes slowly and deliberately with the hint of a wheeze at the end of every breath.

Six silver spikes encrusted with scabrous blood are driven into his back. His wrists and ankles are bound with thick rope (enough to make escape attempts impossible — even in crinos). The ropes lead to nearby metal rings that are secured to the concrete floor.

Surrounding Three Slices are a plethora of TVs and computer screens. Each of the screens is on and is regularly flashing between various images and short video clips. Each image is something disturbing or horrific — especially for the Garou. Many of the images show the after-effects of massive environmental degradation like dried lakes, shriveled forests, and waterways choked with plastic. Other images are just colors that fade into one another — vibrant greens, reds,

or blues that are overtaken and overwhelmed by veins of black or white. There are also images of text with words like, “Submit,” “Anger,” and “Dead.”

The disturbing images are accompanied with a cacophony of sounds and pre-recorded spoken words. Hundreds of small and large speakers surround Three Slices. Words like those on the screens are repeated, as are longer phrases that explicitly call out the Garou as “failures.” Electronic voices from many different languages speak short phrases praising and venerating Fenris.

A character who watches and listens to the Symphony for a bit can make a Composure + Occult at Difficulty 3 roll to determine the Cult of Fenris connection to the multimedia assault.

Conducting The Symphony

Butterfly Eater is nearby, herself a convert to Fenris’ rage-filled cause. Butterfly Eater’s voice carries over the competing noise coming from the speakers. She is pacing back and forth, occasionally shifting between forms. In lupus form, she barks and snarls at Three Slices, encouraging the allied spirits in the Umbra to keep up their assault. In homid she leans in, points, and spits on Three Slices. An observant character may recognize her ritualistic pawings and barks as communication with her Umbral spirit allies. A Wits + Occult roll at difficulty 3 would bring this to light.

Butterfly Eater has a few goals in this scene. She will seek to protect her equipment and Three Slices’ conversion. Butterfly Eater knows she is close to breaking Three Slices and so will do whatever it takes to protect the set up.

When she shifts to homid, Butterfly Eater chides Three Slices for his weakness and promises to forge Three Slices into a weapon Fenris would be proud of. Butterfly Eater offers to remove the silver spikes and rope-bindings if Three Slices will pledge himself to Black Lung and Fenris. When Three Slices completely agrees to pledge himself to Black Lung, Butterfly Eater continues with the psychological assault saying, “Not yet, I do not believe you are ready just yet. We continue!”

Dealing with Butterfly Eater

She will first talk with the characters, but will quickly resort to violence if needed. If the symphony set-up is safe, she tries to convince the characters to calm down and hear her out. The reason the Cult of Fenris reavers

The Maggot Symphony

The location and access to the .exe file to run “SymphonyforMaggots” is an open secret within the Cult of Fenris and the dark web coordinates were given to Black Lung by the previous Reaving leader. Exactly who created the process is unknown to either Black Lung or Butterfly Eater.

When the files are executed and broadcast with intent by a Garou, they become a mystical, but non-corporeal, talisman. Many of the files contain subliminal messages that further praise Fenris (or, much more rarely, Gaia) and encourage unbridled anger and a fall into Hauglosk. The images and sounds will snap like lightning into the Umbra and attack the Garou’s spirit-essence in the same way it attacks the physical.

A Garou that is subjected to the SymphonyForMaggots files for an hour must make a Composure roll at Difficulty 2. If the character fails, they take a point of Superficial Willpower damage (as if they went past rage 5). Characters who fall to zero Willpower are in danger of succumbing to Hauglosk.

returned to the area is to generate reinforcements, and Butterfly Eater uses the opportunity to make the pitch. “I see the sept sent capable warriors. That is good. Great, even. Black Lung and I need you. Our ability to advance Fenris’ cause needs help...” From there, she will make the case for joining the reaving. She will note that Gaia is dead and the Garou continue to do the same things without acknowledging this fact. She will point out that Fenris is a powerful patron that is (supposedly) still respected by all Garou. “If Fenris calls us to act, why continue to stand on the sidelines?”

Butterfly Eater is a true believer and refuses to agree that what she is doing to Three Slices is anything other than a mercy. “This one is resistant. Stubborn. It is a kindness, really.”

If things start to go badly for Butterfly Eater, she will fight defensively and attempt to escape to link-up with Black Lung (which can add her as a complication to the following Turning Point).

Also, in the scene (but hiding in the Umbra) are three

Cult-aligned spirits, one of Pain, another of Confusion, and the third of Transformation. Butterfly Eater will summon them when she is alerted to the characters presence. They will manifest by inhabiting nearby refuse like broken concrete, twisted rebar, and shattered glass.

Storyteller Advice

Resolution of this scene is up to the players, there is no right or wrong way to deal with Butterfly Eater and Three Slices.

If freed, Three Slices will not be cooperative. He was close to conversion to Fenris' cause, and will resist leaving

the warehouse for fear of reprisals from Black Lung. He will be confused and disoriented, even going so far as to struggle with his own self-identity. If the players are comfortable with this sort of scene, play it out. Allow them to comfort (and perhaps heal) Three Slices.

If the players search for evidence of Black Lung, they will find little more than an old driver's license in one of his travel-bags. They will also find Draug's old and battered wallet, with some of his human identification.

Once Three Slices is rescued (or, perhaps, killed) the players will likely want to return to the sept to report on what they found. ■



CHAPTER THREE

The Ugly Face of History

The **final scene** is the culmination of the Cult of Fenris' attack on the sept. Black Lung must be stopped.

GOALS FOR TURNING POINT FOUR:

- * Resolve the threat Black Lung represents.
- * Decide on a way forward once the Cult is put down.

Key antagonist: Black Lung becomes a local/active antagonist at this point. The Red Talon, Fancy, may also become a key antagonist (local, active).

TURNING POINT FOUR: THE THREAT TO THE HEART OF THE CAERN

The **next scene opens** up back in the characters' caern. While they were away dealing with Butterfly Eater, Black Lung took the opportunity to exploit the caern's reduced defenses and make his way to the spiritual center of the caern. There, he is stealing spirit-energy from the caern for his own. This is not a subtle process, and the rest of the sept is aware of what he is doing but unsure of what to do next. The characters will need to be the one to bring about a resolution.

This scene should unfold shortly after the encounter with Butterfly Eater. The characters should be exhausted

and maybe even still wounded. They likely return to the sept to report on Butterfly Eater's fate and, perhaps, to get Three Slices some help.

If the players detour to go somewhere else (perhaps the dead caern of the Scarred Eye) seed the scene with little spiritually-inspired oddities (like those found in the "foreshadowing Black Lung" entry) that suggest things are still out of balance and tension continues to rise back at the caern. If the players are really resistant, have a member of the sept urgently call them back.

The Standoff

Black Lung stands in the middle of a circular crowd. He is kneeling in glabro form. In one hand, he is holding a klaive with its blade driven into the ground, and with the other, he is casually smoking a cigarette. From the hole in the ground created by the klaive a dark viscous liquid, the consistency of mud or blood, is bubbling up and creating a pool around Black Lung.

Black Lung is leeching spirit-power from the caern to metamorphosize his klaive into something more powerful. He is literally taking the heart-blood of the caern and transferring it into his weapon. As one might expect, this is an incredibly damaging (and selfish) process. If not stopped soon, the caern's reservoir of umbral power will be forever diminished.

All of the members of the sept are gathered inside the caern and have encircled Black Lung. Everyone stands at least five meters away in a wide circle around Black Lung.

Crimson and Cerebra stand on opposite sides and are yelling at one another. Each accuses the other of having orchestrated the situation with their indifference or wrong-headed actions.

Fancy (the Red Talon) stands out from the rest of the sept. Fancy is at the center of trying to prevent a fight between the sept and Black Lung. He has his back turned toward Black Lung and is instead looking at the rest of the sept, yelling at them to stay away from Black Lung “while he does what he is doing.” He is gesturing with his hands for the sept to stay at a distance. Fancy argues that attacking Black Lung would be a deep violation of the sacred trust the sept has in itself.

FINAL RESOLUTION: CLAWS IN THE CAERN

Like the scene with Butterfly Eater, there is no single “correct” answer on how to stop Black Lung.

Attacking Black Lung is, of course, a reasonable option and the most likely one the characters undertake. Black Lung is easily the most accomplished warrior in the scene and should be more than a match for one or two other Garou, so the characters will need to be careful.

Black Lung has two non-negotiable goals for this scene. First, to allow the klaive to drink its fill. Second, to leave alive. He would also like to add one or more of the sept’s Garou to his new reaving, but that is something he is willing to leave without.

Black Lung is in the throes of Hauglosk, and will be very difficult to negotiate with. His only language is violence. In order to buy time, he will pretend to listen and will string along the characters if they try to strike a deal, but will fully expect to have to fight his way out.

If the characters hesitate and allow the klaive to sate its spirit-thirst and none of the sept agree to leave with Black Lung, he will decide to fight his way out. When the klaive is ready, Black Lung will take one last drag of his cigarette, throw it aside, and then pull the blade from the ground. He will wipe the blood-like mud off the blade, and then in a burst of speed lunge towards the characters (whom he assumes are the weakest of the gathered Garou). The characters will need to subdue Black Lung and his empowered klaive however they can.

COMPLICATION: FANCY AND CERBERA

Timing Black Lung’s attack is all about when you decide it makes the most sense. The klaive will fill up as soon as the momentum of the scene is winding down. Allow the players time to try to explore options, but as soon as their

ideas start to become stale or the chatter around the table ebbs, that is the time to unleash Black Lung.

The key complication to this scene is not Black Lung, but Fancy. Unless convinced to stand aside, Fancy will do everything in his power to prevent the characters for taking physical action against Black Lung. Fancy is sympathetic to Black Lung’s situation, and will make biting moral arguments about “faithfulness,” “kinship” and “honor” to stall the characters and the rest of the sept.

If the characters do not talk with Fancy and immediately attack Black Lung, then Fancy will break with the sept and defend Black Lung. If Black Lung can finish his leeching of the caern and empowering his klaive without incident, he will depart and Fancy will follow and join Black Lung on the next reaving.

Any sort of conversation with Fancy is likely to at least get him to stand aside for the characters’ next stage of the plan. Showing Fancy how badly Butterfly Eater hurt Three Slices will be the most effective route. If Fancy sees Three Slices in bad shape, he will hesitate and struggle to continue to make arguments against confronting Black Lung. Effectively, Fancy’s mental construct of honor and protecting kin is destroyed with the evidence of what the Cult of Fenris did to Three Slices.

If a fight starts, Crimson and Cerbera will both transform into crinos and start their own side-conflict. You can decide who wins this battle.

What may seem like an open-and-shut case to the players is much more complicated for the storyteller characters. No one wants to fight Black Lung. Doubt seeded in previous scenes means that many are worried that if they attack Black Lung then other sept members like Cerbera or Fancy will come to Black Lung’s aid and permanently break the sept’s delicate social bonds. So, for many in the sept, inaction and hesitancy represent the safest course of action.

RESOLUTION WITHOUT COMBAT

The most direct route to stopping Black Lung and Butterfly Eater is violence, particularly as the Garou are equipped for that sort of resolution. However, enterprising characters should be allowed to explore other, less-violent, options.

You may want to allow a pack to try to convince either Butterfly Eater or Black Lung to accept lesser demands (but not by much). It is your call if either or both can be dissuaded from their path, but if you permit the possibility, it should be an arduous task accomplished only after a number of successful rolls

accompanied with exceptional roleplaying. Black Lung will only accept lesser demands forced on him by someone(s) he sees as stronger or more powerful. Black Lung will revert to violence if he thinks he is losing control of the situation, so the characters will need to act fast and decisively.

If a player offers their character to join the reaving, then Black Lung (or Butterfly Eater) will accept after some roleplay and a successful Difficulty 2 Manipulation + Persuasion roll by the character willing to leave. Conditions can be attached to this “surrender,” including that the reavers depart immediately. While avoiding bloodshed, this is a dark outcome. A new Garou gives the reavers a powerful tool. You should talk through the repercussions with the players. How will the lost character embrace Hauglosk? What sort of havoc and damage will the abandoned character be forced to do?

DENOUEMENT

However, the players resolve the Black Lung threat, there should be repercussions. There is no optimum solution, and every conclusion should bring some sort of future drama.

It is likely that Black Lung and the characters will fight, with the rest of the sept looking on. This is the worst of Garou politics on display. Despite everything, the sept members are unable to take decisive action because of their history with the Cult of Fenris. If the characters survive the fight with Black Lung, the rest of the sept will offer heartfelt apologies that may land flat with the characters.

It is possible Fancy and other members of the sept are swayed to join Black Lung, weakening the sept considerably. In that case, a melancholy pallor will befall the sept. The specter of Harano will hang over many members, and unless the sept is given an idea or action to rally behind, one or more members will succumb to Harano and leave.

The caern will be weakened if Black Lung is able to complete the leeching ritual. The local spirits will grow distant with the Garou, believing they failed in their most sacred duty to protect the caern. Some spirit-allies will either leave or, in some cases, wither and fade away without access to the caern’s life-power.

LOOKING AHEAD

A story’s conclusion should lead to future drama. There are a few story elements the players may like to explore.

- * Who created the *Symphony for Maggots* and maintains its darkweb presence? Why? How do they know about the Garou and Cult of Fenris?
- * What other repercussions from the Cult's reaving will come up? The Cult of Fenris broke, killed, and maimed in the name of Gaia for years. Who else is hurting because of the reaving?
- * Can the sept overcome the social and physical wounds raised by Black Lung's return? Were relationships so badly broken the sept itself will unravel? ■



APPENDIX

The Caern of Broken Stone

If you are running this story on its own, you may need a ready-made caern.

The Caern of Broken Stone is located right on the edge of a decayed and overgrown suburban housing development from the 1960s. The caern itself is a massive sinkhole that revealed itself as the housing development came together and was key to the loss of financing and abandonment of the project. The caern was one of the last new caerns to ever be discovered and, for a time in the 20th century, served as a sign that maybe Gaia was healing. That turned out to not be the case, but the Garou packs that first flocked to the caern with a sense of hope stayed on to form a sept and protect the caern.

The heart of the caern is in the sinkhole depression. The sinkhole is 50 meters wide and sinks down about 10 meters in a sometimes-gradual-sometimes-sharp-but-always-slippery decline. The sinkhole is covered in grasses and flowers all year long, and despite there being no water, the area is vibrant and bountiful and attracts many types of insects and a number of frogs who croak and sing all day and night.

Any non-spirit that spends even a few minutes within the borders of the sinkhole has their thirst for water and hunger for food spiritually quenched. Spirits that spend time within the sinkhole are similarly energized, bathing in the radiant energies that emanate from the deepest part of the sinkhole.

In the Umbra, the caern is a vibrant explosion of color. Free-floating flower petals, some of long-extinct flowers,

swirl in a circular hurricane pattern at knee-level. The riot of color has no physical effect, and each time the colors impact against a spirit they harmlessly explode like tiny fireworks.

Spirits of discovery and emergence are drawn to the caern and its power, many of whom ally with the sept.

SUPPORTING CHARACTERS

BLACK LUNG (AKA CLAUDE MOREAU, AKA "THE DARK DRAGON")

Cult of Fenris (Fenrir) Abroun.

He is the leader of what remains of the Cult of Fenris Reavers and also a former member of the sept.

Black Lung relishes his status as a member of the Cult of Fenris. He attempts to emulate the uncompromising power of Fenris by embracing Hauglosk. Years of participating in the took a deep toll on Black Lung. He no longer has the ability to think in anything other than simple power dynamics. Everything he sees he evaluates as either stronger or weaker — there is no middle ground.

The sept was the last real and stable location Black Lung remembers. He is inwardly ashamed of the meager accomplishments of the past five years, and a small part of him longs for the stability of his former sept.

Never much of a communicator, Black Lung has no

desire to find common ground with the sept. In his mind, they will come to understand his righteousness and the necessity of Fenris' mission or die as weaklings. He is careful and calm in his actions, and rarely acts rashly. That said, while he is quite deliberate in choosing his way forward, his world-view is so deeply divorced from the world it still leads him to take actions that can seem overly antagonistic or even inexplicable to outside observers.

Black Lung's "Heart Drinker" Klaive: This talisman is filled with Fenris' anger and resentment. Like a "normal" klaive, the weapon does +2 silver-based Aggravated Health damage and may be wielded in homid or glabro form. If it drinks its fill in the caern's heart, it will bind further to Black Lung. While in crinos form it will transform and coat Black Lung's claws doing +3 Aggravated Health damage.

General Difficulty: 5/2

Standard Dice Pools: Physical 7, Social 3, Mental 3

Secondary Attributes: Health 10, Willpower 5

Exceptional Dice Pools: Brawl 9, Melee 8, Intimidate 7, Gifts 6

Gifts: Halt the Coward's Flight, Razor Claws, Primal Anger, True Fear, and Viking Pelt (aka Luna's Armor)

BUTTERFLY EATER

Red Talon Theurge, ally of the Cult of Fenris. Reaver.

Butterfly Eater is an accomplished Theurge and a large part of the reason that Black Lung still survives with a few spirit allies to keep the reaving going (at least in name). While Butterfly Eater is not technically part of the Cult of Fenris Tribe, she is a Fenris loyalist and is driven by the same desires and wants that characterize the Cult of Fenris. She recognizes that will never be one of the Cult, no matter how much he debases herself before the Fenrisian altar, and that is a primary driver for her own version of Hauglosk.

Butterfly Eater (as a Red Talon) actively courts Hauglosk's overwhelming anger and a sense of despair in the hopes of being "more Fenrir than Fenris." Her constant sense of anomie, doubt, and ostracism ensures that she will never emerge from the grip of Hauglosk.

Butterfly Eater generally hates the rest of the Garou for not being suitably dedicated to the preservation of the Wyld. In Fenris, Butterfly Eater sees a powerful spirit that is willing to rip, kill, and maim to keep the Wyld "pure."

Use the **Vindictive Theurge** from p. 280 of *Werewolf*.

THE THREE SPIRITS OF THE SYMPHONY

These three ephemera-Jagglings were attracted to the reaving. Butterfly Eater then used her Theurge power to force them to serve her and Black Lung. She finds them useful to augment the *SymphonyForMaggots*.

These spirits are introduced in Turning Point Three, but can be used anywhere in the story to add drama and tension.

MEMORY-OF-PAIN SPIRIT (PAIN)

Power: 2-4

Exceptional Dice Pools: —

Pain Possessed Amalgam of Sharp Objects

General Difficulty: 4/2

Standard Dice Pools: Physical 4, Social 3, Mental 6

Secondary Attributes: Health (Enhanced) 10, Willpower 6

Exceptional Dice Pools: Melee 8

Everything is Sharp: Each Brawl attack against the Amalgam causes a level of Aggravated damage and the loss of a Willpower point to the attacker.

UNCERTAINTY-OF-THE-FUTURE SPIRIT (CONFUSION)

Power: 2-4

Exceptional Dice Pools: —

Confusion Possessed Miasma

General Difficulty: 4/2

Standard Dice Pools: Physical 5, Social 5, Mental 6

Secondary Attributes: Health (Enhanced) 10, Willpower 3

Exceptional Dice Pools: Melee 8

A Bit of Everything and Nothing: By spending a Willpower point, the Miasma vacuums all of the physical objects in its vicinity into itself (trash, bone, liquids... whatever) and automatically heals all damage (even Aggravated damage).

REJECTION-OF-THE-PRESENT SPIRIT (TRANSFORMATION)

Power: 2-4

Exceptional Dice Pools: —

The Chrysalis That It Becomes

General Difficulty: 4/2

Standard Dice Pools: Physical 5, Social 5, Mental 5

Secondary Attributes: Health (Enhanced) 10, Willpower 5

Exceptional Dice Pools: Melee 7

Never the Same Thing: The Dice Pools and Secondary Attributes (including Health) for the Chrysalis improve each round of combat by 1. If the spirit is not dispatched by the end of combat, its energy folds in on itself and it is forced to return to the Umbra.

DRAUG (ELI MARKKANEN)

Cult of Fenris Galliard, Black Lung's frontman

Draug was a steadfast ally of Black Lung's even before the reaving. Draug often served as the mediator to patch frayed social relations after Black Lung said or did something particularly. In many ways, Draug was the reason Black Lung was not kicked out of the sept earlier.

Despite having better social acumen than Black Lung, Draug was no less a Fenris fanatic. He looked down on the rest of the sept as ineffectual and unwilling to make hard decisions. Draug had no qualms leveraging "deplorable", hateful and prejudiced aspects of human society like the white nationalist movement and neo-Nazism. His ideas were unwelcome by everyone except Black Lung, which is why the two stuck together.

THE BARON/BARREN

The Barren/Baron is a tree spirit allied with the sept and located nearby the heart of the caern. Its homonym name reflects both meanings simultaneously — as an entity that elicits nobility-like respect from other, lesser, spirits and because it is barren of leaves.

The Baron/Barren is old and has seen hundreds of seasons, though its recollection of events older than a decade can become fanciful (its memory focuses on metaphors and emotional impressions the farther back it goes). Its existence predates the discovery of the caern by centuries and it can speak to the sept's history with some

authority. It will not be evasive in its dealings, and will speak its mind.

The Baron/Barren can serve as an important point of reference on the caern's and sept's history for the players.

THREE SLICES OF TRUTH (JANOS SAAROS)

Bone Gnawer Ahroun, Reeve-of-the-Caern

While not the most powerful Ahroun (even after Black Lung departs), he is a capable leader that has a knack with getting reluctant spirits to do what he wants. His relationship with the caern's resident spirits is what made him an ideal choice as the resident defender of the caern.

If Three Slices survives the conversion, he will change. Once affable and confident, he will become jumpy, overly-cautious, and distrustful of anyone new. It will take some time and effort for him to recover, both physically and mentally (especially as he thought fondly of Butterfly Eater when she was part of the sept).

Use the **Berserk Ahroun** stats from *Werewolf*, p. 280.

CRIMSON-ON-THE-WIND (VANESSA GOMES)

Black Fury Philodox, Scar Leader

While the sept's social structure does not identify a specific leader, Crimson serves as the *de facto* leader of the sept. The role is one that does not come naturally to Crimson, and she works hard on building social alliances and trust between the members of the sept. She was proud of the progress she was making, and of integrating the characters' pack, but the return of Black Lung and Butterfly Eater threatens to unravel her work.

An optimist at heart, she believes in the power of a unified Garou Nation and deeply laments the loss of the Cult of Fenris and Stargazers. Crimson is willing to die a martyr, especially if she believes her death will bring the sept closer. ■

