

# WEREWOLF

THE APOCALYPSE

## The Isle of Splintered Dreams



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# Introduction



"When you give your blood and your vow, your life is no longer your own. Guardianship of a caern is both an honor and a curse. Such a lesson is hard-learned through time and loss."

—Mother Ida

**A** once isolated caern on a wilderness island is being encroached upon by humankind's pollution and despoliation. Loggers, hunters, and campers have come to the island. Their petty squabbles and desecration of the woods put them at risk of discovering its secrets — an act that would require their instant slaughter so that no human witnesses remain.

But not all those descending on the area are human. A rival pack of wolves calling themselves the Face of Gaia is looking to claim the caern to make a name for themselves. And deeper beneath that, a darker threat is at work — a whispering Bane called the Vandalmummer that feeds on the despair of those who seek to forestall the profanation of nature.

Due to its surviving member's advanced age, the sept that currently guards the caern may not be able to protect it. Aid from other Garou is needed to secure the caern and the Island from those threats that have begun trespassing upon its sacred grounds. The only hope is that new guardians can be found that honor the tradition of allowing all packs to access the caern's healing power.

Is there someone among the players' pack who wishes to rise to the challenge, or is it possible to force their rivals to take the responsibility seriously?

The story takes place in the fall. It's a time of getting ready for the winter, a time of death and loss. Yet even as the color of leaves turns to yellow and the darkness of winter threatens, the renewal of spring is already somewhere ahead. The current guardian of the caern is nearing the end of her life but that doesn't mean it'll remain unprotected. Once hard times pass, new, young and vigorous Garou can take up the mantle of guardianship.

*The Isle of Splintered Dreams* is specifically designed to keep players guessing who the real threat is. This story rewards careful and thoughtful play over straight action — players who suppress their character's Rage and use it only when violence is the necessary answer are rewarded with the blood of their true enemies on their fangs. While investigation and roleplaying are strong components of the narrative, it does — as all games of **Werewolf: The Apocalypse** should — come down to a healthy dose of combat. Above all, the players must do what it takes to be the ones standing after all the dice and the heads of their enemies stop rolling.

**Storyteller's Advice:** You can adapt this story to a caern, antagonist, and allies of your own design if those presented do not work for your group.

## WHAT WAS AND WHAT MAY BE

"Been a few weird lights on occasion. Every few years some kinda odd strangers visit the island, but no real problems as far as I know... and I been hereabouts for eighty years..."

—Old-timer over a mug of beer at the Longlook Tavern.

### How It Began

Located on the dark waters of the Great Lakes, Timberland Island was overplanted nearly a century ago with trees for lumber that would be used to build a fleet of a hundred wooden ships. In time, the lumber company who had purchased and planted the island went bankrupt and the land was designated a nature reserve. Since then, the island has grown dense with moose and other wildlife.

### Relocating the Caern

If you're using this story as part of an existing chronicle, you may wish to relocate the caern. It can be placed on a larger island somewhere else. It can be an island of wilderness in the midst of endless cornfields or a tree-covered mountaintop. What's essential is a sense of remote isolation: It's not easy to get here, and becoming a guardian means forsaking the joys of urban life.

Here are a few sample connections the caern may have that can be used to link it to your chronicle:

- A sept elder or a mentor knew Mother Ida and once visited the caern. They wonder what has become of it in the intervening years.
- A young pup in danger of falling to harano talks about having visited the caern and how it helped them to find their purpose once again.
- Human allies associated with an eco-activist organization mention the island and worry about their compatriots who are running an action there.

### The Isle of Splintered Dreams

Both before and after humans laid claim to the isolated island, Gaia's chosen have used it and its sacred stone for ceremony and sanctuary. The island is a long, ridged isle shaped like a clawed finger, covered from tip to tip with a lush evergreen forest. At the highest point of the island stands The Caern of Splintered Dreams. Ringed by a wall of trees around a circular grove, the caern is nigh impossible to spot from the ground.

The runic boulder itself is a fluorescent sodalite-bearing syenite rock decorated with petroglyphs of various animals, mostly smaller birds, as if glimpsed in a dream. Some of them correspond to animals typical of the region while others don't seem to correspond to any earthly creature. During the day, the caern stone appears speckled gray. At night, however, it gleams in the moonlight as if lit from within. The night-glowing caern is a place of powerful insight, used by the Garou for peace moots and healing. The powers of the sacred site and the spirits it calls shift with the seasons.

Some fifty feet through the dense forest on the far side of the grove is a sheer cliff overlooking the lake. The water here is deep enough for an athletic diver to survive a plunge into the waters below, although if there are distractions such as when trying to escape an enemy, a Dexterity + Athletics test at a Difficulty of 3 is in order. The margin of failure is inflicted as Superficial damage as the character lands in the water too close to the rocks.

### Splintered Dream: The Rules of the Caern

By tradition, any Garou is allowed to visit the caern and this place of peace, so long as they respect it and its guardians. On the isle, a follower of Gaia can find reflection, insight, and both bodily and spiritual healing. The energy of the Caern of Splintered Dreams is best for those devoted to Gaia in need of quieting their souls or finding their inner wolf once more.

Those in need can walk through the quiet forest to find peace or have a remote place to summon their Rage. Others can gaze at the stillness of its surrounding waters and see visions or study the reflection that stared back at them. When ready, any that wish to fully commune with the spirits or partake in the power of the caern must make their way to the tree-walled circle. Within that encircled clearing stands the powerful stone and its healing energies. Through Rite, favor, or time, one could find that which they seek from spirits that frequent the sacred circle, or even from the power of the caern stone itself.





In game mechanical terms, a visiting Garou may effectively gain the benefits of a Rite of Rage or the Rite of Tranquility once a month at the caern, even without knowing those Rites. No test is needed but the Garou needs to spend at least 15 minutes in contemplation or a howl.

In addition, if a Garou does know the Rite of Rage or the Rite of Tranquility, they gain a bonus die to related tests at the caern.

### The Town of Longlook: From the Shore With Saws They Come

The small shoreline vacation town of Longlook was the only connection to the world of humans Timberland Island had for decades. The vacation town has only 200 or more locals dwelling and supporting the numerous tiny shoreline bungalows and cabins. In the summer months, nearly two thousand vacationers, sports fishermen, kayakers, and adventure campers swell the tiny town to near bursting and give it the income needed to sustain it for the rest of the year.

Then came the lumber companies. Through Forestry Service grants, land-rights grabs, and greasing the right palms, some of the lumber is now ready for harvest. These new loggers bring a welcome influx of money to Longlook. Because of this, the locals happily look past any impropriety or illegal lumber operations should they occur.

The main logging season is in winter. The time chosen for the logging affects the type of trees that grow back afterwards and sometimes ecologically minded logging companies may choose a different season. Other times, it's just a question of money and logistics.

### The Guardian Sept: One Stands Alone

The caern is protected by a sept that is really only a pack of one — Mother Ida, a Garou who is long in the tooth. The rest of her pack have passed on from age and battle. For centuries, the guarding of Timberland Island and its caern has been mostly ceremonial. Recently, the spoiling presence of humans has put The Caern of Splintered Dreams in peril. Mother Ida is looking to pass on the guardianship to a worthy younger pack. A new pack can either be appointed by a surviving guardian like Ida in a changing of the guard or by any pack that completes the Rite that claims guardianship. Mother Ida wants a pack who is both strong and fair — one who will uphold the traditions of allowing all who need it to have access to the caern.

Because time is short, with a flinching unease and lurking gloom clinging to the island and The Caern

of Splintered Dreams, Mother Ida accepts anyone who commits to protecting the sacred site from external forces.

Mother Ida is feeling her age and the fall always makes her melancholy. How to survive another winter? However, it's possible for the players' pack to ease her life enough that she may find the strength for a few more years. A successful Wits + Medicine test at a Difficulty of 3 allows a character to notice that replacing her cheap off-the-shelf reading glasses with better ones or getting her a hearing aid would make her life easier.

Convincing Mother Ida of the necessity of human medicine when she's spent so long guarding a wilderness caern is hard, requiring a Resolve + Persuasion test (Difficulty 3).

### Banes and the Face of Gaia: Defiler and Usurpers

The presumed threat of a logging company, wayward hunters, or campers is not the true issue at play here. A Bane has taken possession of an eco-activist and is using the desperate man and his followers for its own nefarious ends and putting blame on the logging company in the process. The fact that the Face of Gaia pack is trying to usurp control of the caern from Mother Ida plays to the advantage of the Bane, working as a distraction as the haunted activist is sent to destroy the caern.

If successful, the Bane has freed itself to find a new place to haunt and destroyed a sacred thing of power and tradition in one fell swoop.

## ACTS AND PLOTS

"Splintered trees and splintered souls, blah, blah, blah. Get your damn foot off my chair before I splinter some bone."

—Crazy-Claw upon being told what the threat to the island is

### Chapter One: As the Crow Flies

**Scene One — The Feathered Messenger:** An animal spirit in the form of a possessed crow appears to the players' characters' pack. Called White Speck, the crow is a messenger from Mother Ida — a member of the pack that guards The Caern of Splintered Dreams. Ida is calling for aid from the players' characters. Troubling forces threaten the caern as another pack plans to perform an unknown Rite there.



**Scene Two — Water, Woods, and Hill:** The characters must get to Timberland Island and make their way through the forest to the caern and Mother Ida.

## Chapter Two: Foes, Fears, and Findings

**Scene Three — Finding Shadows in the Darkness:** The characters meet Mother Ida! They must find out who or what is threatening the caern, and identify the rival pack and its intentions.

**Scene Four — Wickedness, Enlightenment and Preparation:** The characters must locate and deal with the Bane, discover that the loggers are not the real threat, and find the ritual materials for the Rite.

## Chapter Three: Blood and Silver

**Scene Five — A Price of Pain and Patience:** Once the Bane is dealt with, things amp up. The players' characters must identify the rivals, and understand what they are attempting. The players' characters must hurry back to the caern with what is needed for the Rite. They are bound to run afoul of the lesser three members of the Face of Gaia pack trying to stop them from reaching the caern to delay the Rite and give their three leaders time to get there first. Once at the caern, the characters have to figure out what to do about the Rite. Are they going to be the guardians? Or is it possible to make good guardians out of their rival pack? Whatever the case, eventually the Rite of the Blood Warden (see p. 18) must be performed.

**Scene Six — Changing Hands:** Once the Rite is completed, the players' characters have decided who are the new guardians of the caern. Mother Ida asks the players' characters for a good death so she may once again be amongst her pack and the pack has to decide how they feel about that.

## Key Antagonists

**The Silver Smile Throuple: Diamond-Eyes (Jewels Devore), Shadow-Mane (Dita Arya) and Tall-Walker (Cash Wagner):** The epitome of spoiled rich kids. The trio feel that their actions have no consequences. They're blinded by their sense of superiority and entitlement, feeling that the future of the Garou and the war for Gaia rests in their hands. The only thing

they need is a few quick accomplishments so that they can bolster their Renown and become famous enough for mighty deeds. Together they lead the Face of Gaia. The trio is romantically involved with each other in a messy arrangement that changes shape sometimes on a daily basis.

**The Face of Gaia:** A pack of three young werewolves led by the Silver Smile Throuple (making six in total). The lesser pack members consist of Diamond-Eye's fan, another spoiled brat, and a failed athlete. The pack rejects tradition and yearns for the power and influence that they think they deserve.

**Brendon "Sap" Sapper:** The misguided leader of the small eco-activist group called the Good Roots, Sap is also the unwitting servant of a powerful Bane. While his dozen followers are loyal they are becoming worried about Brendon and his current behavior, plans, and actions.

**Vandalmummer:** The destructive Bane that is afflicting Sap, the Vandalmummer whispers influence into the minds of creatures in the physical world, safely from the Umbra. It was attracted by Sap's feelings of despair in the face of an impossible fight. The Bane feeds on the destruction and despoiling of people, places, and traditions its influence sows. The more destruction it causes in the physical world, the more satiated the Vandalmummer is.

**Harold Tasker, Logging Foreman (false antagonist):** While on the lazy side, foreman Tasker is following company and forester protocols, though without double-checking the marked trees before cutting makes it easy for the wrong trees to be felled by his crew.

**Storyteller's Advice:** While this means Tasker isn't the villain here, he still works for a corporation that is despoiling forestlands faster than they can safely regrow them. It is difficult to convince any Garou that the loggers should be spared in all this. Even if the players' characters let them live, the Face of Gaia probably won't. Of course, this could make things worse, as the authorities descend on the island and examine the crime scene and the company's books. This may eventually lead to the company's assets and operations to be taken over by a more malign logging operation. ■

## CHAPTER ONE:

# As the Crow Flies



**T**his chapter opens with the animal spirit White Speck seeking the players' characters out at either their home or at the end of another story to ask for aid in the name of the guardian Garou Mother Ida. She needs help in defending a sacred caern and its island location. The animal spirit, possessing a crow, answers any questions the characters have but it knows only what is listed in the section "The Feathered Messenger", below. Once all the players' questions are answered, the spirit leads them to the town of Longlook and caern's island location.

The second scene deals with the characters' arrival in the tiny town of Longlook and seeking to find a way to Timberland Island (along with a cover story as to why they need to go there). Here, the situation with the loggers is revealed and could be used as a red herring to fool the characters into believing the loggers are the threat.

## SCENE ONE: THE FEATHERED MESSENGER

White Speck finds the characters in an excited flutter of wings and caws. If the players' pack is alone, the crow takes a perch on one player's shoulder and begins hurriedly speaking. The animal spirit is wildly trying to tell them that Mother Ida needs help and that the caern is in terrible danger. Once its message is delivered and if the players' characters seem to be willing to help, White Speck answers any questions it can, though it knows only what is listed (below) beside the message it delivered.

### What White Speck Knows

White Speck is in a panic. It's also a bird. The animal spirit fumbles its words between excited squawks and tweets. Have the players use Skills to calm the spirit so it can fully convey its message (default Difficulty is 3 for tests such as Composure + Persuasion). The players' characters have to work for information. When questioned for details, have White Speck describe things like a child or an animal might see them. Allow players to take as much time as they wish trying to get information from the spirit.

Here are a few examples of what White Speck might say:

- \* "A human with growling teeth in its arm is destroying trees!"
- \* "Mother Ida doesn't always react when you peck her!"
- \* "The air in the island's shadow tastes bad!"
- \* "Please be quick! There's no time to waste!"

Here's what the bird can tell the characters when questioned:

- \* Mother Ida is the last living member of the guardian pack.
- \* Mother Ida desperately needs aid to protect the caern and island.
- \* Mother Ida is in poor health (a Resolve + Persuasion test at a Difficulty of 3 is needed to reveal this).
- \* Defilers and a malignant entity are feeding on something on the island (it does not know what they are specifically).

- \* Another pack that feels wrong is headed to the island, and Mother Ida did not send for them.
- \* The rough location of the island.

**A Note on Hearsay:** The chance that a player's character might have heard of the island or caern is slim, unless this is necessary to plug the story into an existing chronicle. One possibility is that if they, a friend or a mentor have needed to find their wolf again, they might have heard of the caern or island. A theurge might have learned of it from interacting with a spirit, but the chances of that are low. As the Storyteller, you can have one of the players' characters know the island if it feels like it adds to the story.

### Scene One Goals

- \* Get the players to agree to head to the island.
- \* Give them as much detail and information as they can squeeze from White Speck.
- \* Drive home the point that there is no time to waste or to gather any other information from another source.

## SCENE TWO: WATER, WOODS, AND HILL

The animal messenger leads the players' characters to Longlook and Timberland Island. In order to simulate travel, you can quickly describe minor scenes, such as stopping for gas, punctuating the long and lonely highway miles. Starting at the home of the characters or wherever their last story ended, the characters' trip is made with little or no stops save for fuel. At the end of the journey, the characters reach the northern Great Lakes Area. When the players' pack reaches the tiny town they find it mostly vacant, save for the few locals and loggers that are off until the next ten-day shift.

### Few Choices

"Oh, great—another backwater hicksville. I bet I can't even get a damn Wi-Fi signal here in the sticks."

—Puppy-Boy upon the first look at the town of Longlook

White Speck leads the players to Longlook. It's autumn and many of the small cottages show no signs of life

as the summer tourist season is already over. The sleepy little shore town is mostly deserted — save for the 200 or so townies that live here year-round. The locals are friendly but noisy as there is little in the way of excitement. Locals become suspicious if the players' characters do not look the part of campers, hikers, hunters, forestry services, game wardens, or loggers — especially if they are asking about finding a way out to Timberland Island at this time of year.

The loggers are mostly heavy drinkers and bored until they have to go back on shift in the next ten days. The characters either need to play the part of someone who would need access to the island or have a plausible story as to why they are visiting the town at this time of year. Another option would be to use stealth and steal a way out to the island without any locals being the wiser (the closed kayak and boat rental shop is a good resource).

The town is made of the following businesses and government buildings that are open this time of year:

- \* A general store (what passes from the grocery store with very limited options)
- \* A two-pump gas station/garage
- \* A bait & tackle shop
- \* A hotel (mostly booked with the logger crew)
- \* A tavern
- \* A diner
- \* A kayak and boat rental (currently closed for the season)
- \* A charter boat service and fishing guide
- \* Sheriff's office
- \* Combined post office and town hall

If the characters need supplies, this is the last stop for shopping.

Clues and details loggers and locals may know:

- \* **(Locals)** A group of about a dozen college-aged kids went to the island a month ago.
- \* **(Locals)** A couple of college-aged kids got into an argument about trees with one of the loggers, but nothing seemed to come of it.
- \* **(Locals)** Some of those loggers talked about "accidents" happening on the job site, which the locals think are not really accidents.
- \* **(Locals or Loggers)** The logging operation only started a little over a month ago.



- \* **(Logger)** There are a bunch of eco-activists — the Good Roots group — camped somewhere on the island and they are making trouble for the lumber operation.
- \* **(Logger)** The logging operation has been taking some trees that should not have been harvested because the markers had been moved (learning this requires buying the logger a lot of drinks).

**Storyteller's Advice:** Play up the locals' curiosity. This is a very boring town when not full of visitors and vacationers. Other than the listed information in "What They Know", there is lots of talk about the weather, what isn't in stock at the general store, how the moose are running this year, and if any of the locals' favorite drinks are running low at the tavern.

That's about it. The occasional old-timer might chat about how big the town is getting. You might hear a few talking if there happens to be a car wreck up the highway. Most locals are just plain curious about strangers — by this time they've already chewed the loggers' ears off weeks ago. The players' characters have to be careful or they'll garner some unwanted attention. As the Storyteller, you might want to make it clear to them to be mindful — so what they are doing and what they truly are is not discovered.

## The Shadow

One or two members of the Face of Gaia shadow the players' characters in town. If found out (for example, with a successful Composure + Awareness test at a Difficulty of 3) they don't reveal themselves to be Garou, pretending to be late-season vacationers taking advantage of the low prices to make some fall-themed social media content. They don't necessarily realize the players' pack are Garou either. Rather, they're interested in them because they're worried about any number of potential threats to their plans from government agents to rival werewolves. How the players' characters behave determines how the Face of Gaia interprets their identity.

It's possible that there's an entirely friendly, if trivial, encounter between the players' characters and the Face of Gaia members if both sides stick to their cover stories.

If they have reason to be suspicious, the Face of Gaia could sabotage the players' pack's mode of transportation as they make their way across the water to the island. For example, the pack discovers they have sprung a leak in the bottom of their boat or kayaks halfway there. Examining the damage reveals the sigil of the Face of Gaia carved

into the bottom. The water is cold. Swimming to the shore requires a Stamina + Athletics test at a Difficulty of 3, 4 if carrying heavy or bulky items such as large weapons. Failure on the test means the character suffers a level of Superficial damage from the cold water.

## Landing

The journey to the island is roughly ten miles, taking more or less an hour by boat. The waters are treacherous and there's fog, making it unwise to go too fast.

There are a few different options for landing on the island. Getting off the boat on the rocky shores requires a Dexterity + Athletics test at a Difficulty of 3. Failure means the character and their possessions are drenched. A Brutal Outcome ruins the boat and means carried electronics are now out of commission. The two easy spots to land are the docks set up for visitors by the Forestry Service near the logging camp and the recently built, discreet pier serving the hidden camp of the Good Roots folks. If the characters use either to land, they succeed in getting to the island without any extra trouble but evading either the loggers or the activists requires a Composure + Stealth test at a Difficulty of 3. Failure means the players' pack has been spotted and has to deal with the humans.

It should be noted that neither loggers or the activists have cause at this point to escalate matters with the characters. The loggers may suspect the players' pack of being activists and the activists may suspect them of being undercover law enforcement, loggers or whatever makes sense in the situation. In any case, it's unlikely the situation becomes violent unless the characters themselves make it so.

## On the Isle

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*The crisp air crystallizes your hot breath with every pant. After about an hour of fog and silence broken only by the sounds of your passing on the lake, you've arrived. Tall shadowy shapes tower over the mist-choked, still waters — evergreens overgrown so thick they strangle each other for dominance in the moonlight. Out on the open lake, you could hear the distant sounds of hooting owls and barking dogs from the far shore. But here, the only sound is the timid waves quietly licking the rocky shoreline. Stepping ashore causes a reflex, raising the hackles on the back of your neck. Something is wrong here — something is very wrong.*

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Once on the island, the characters are hit with a feeling of dread. All characters need to make a Difficulty 2 Composure + Resolve test or suffer a 1 die penalty to all Skill tests. A Brutal Outcome leads to the destruction of items such as phones or weapons as the character reacts in destructive frustration. The feeling persists until they shake off the disquietude by making it to the caern. There's no cell phone signal on the island, heightening the sense of disconnection.

The power of the Bane Vandalmummer permeates the island. The spirit world is so present here that anyone with the Gift Penumbral Senses, Shadow Sense, Sight from Beyond or Eyes of the Owl feels a looming supernatural darkness automatically, and other Garou have a chance to sense it by succeeding at a Wits + Awareness test at a Difficulty of 2. Success means they realize a malignant spirit is working on the island.

The players might need to use Stealth to avoid discovery by the loggers or eco-activist camp. They may have to convince the loggers or activists that they are supposed to be on the island if they are discovered. As long as the characters are not presently in view or iterating with humans, White Speck leads them up the steep forested hill to the caern and Mother Ida. For example:

- \* Resolve + Stealth to hide and wait out until humans have passed.
- \* Charisma + Persuasion to convince humans that the players' pack is here on entirely ordinary and benign business.

- \* Manipulation + Intimidation to scare off humans and suggest the characters are some sort of officials.
- \* Manipulation + Subterfuge to suggest the characters are somehow on the same side as the humans they're talking with.

The Difficulty is 2 in all cases.

**Storyteller's Advice:** When the characters step foot on the isle, play up the apprehension and darkness hanging over the feel of the sacred and tranquil power of the island. If the players are careful and choose their characters to land away from the logging camp and or do not take any actions that might draw attention (like numerous lights, fires, or firing a firearm) they should be able to make it to the caern without incident.

### Scene Two Goals

- \* Acquire any needed supplies from the sparse findings at the local stores.
- \* Acquire transport across the lake, since Timberland Island is ten miles from the shore.
- \* Gather any information or clues to what might be going on from the locals, such as the knowledge that there's a logging operation going on and that there have been other visitors to the island as well.
- \* Not drawing any unwanted attention from locals or authorities.
- \* Getting to the island and making their way to the caern. ■



## CHAPTER TWO:

# Foes, Fears, and Findings



"Listen with your spirit and you can hear trees speak of a thing that would see the stone destroyed and all that hold it sacred with it! This warning must be heeded, and this enemy crushed like a burst tick matted in your fur."

—Mother Ida

**T**his chapter opens as the characters enter the forest circle — a perfect shield of towering pines spaced so that they form a surrounding wall of evergreen. They come upon the grandeur of the caern stone. If at night, the stone almost seems to glow in the moonlight. In daylight it looks like a speckled gray stone. The spirit-possessed bird White Speck lands upon the peak of the stone and bows its head in reverence toward a small, seated form. Seated before the stone is Mother Ida — as if in deep contemplation. Before any of the characters can say anything she greets each of them by name as if they were old friends. She then proceeds to tell them of her troubles and her need for their aid.

## SCENE THREE:

### FINDING SHADOWS IN THE DARKNESS

Having been led to the caern by White Speck, the characters meet Mother Ida. The aged Garou tells the characters of the unidentified Bane that lurks in the area (if they have not figured this out for themselves already). Mother Ida is so connected to the isle and the caern that she can “feel” most humans, Garou, and spirits nearby or on it. She can tell the characters the general presence of the ten loggers and their foreman at the logging camp, as well as the small hidden camp near them where a dozen eco-activists (including their leader, Brendon “Sap” Sapper) are using because each group has a darkness, or stain, upon them. Mother Ida also feels that the uninvited pack — the Face of Gaia — is close to, if not on, the island already.

Mother Ida has the following information in addition to what is written above:

- \* She shares if asked, that each of the players’ characters were shown to her by helpful spirits of the caern (i.e. her Gift of Sight from Beyond). From what she has seen, the characters may be worthy of the guardianship of the caern, if they’re willing to commit. They’re looking to make their names in the fight for Gaia, and this is an opportunity to do so.

- \* The Bane must be found and dealt with (driven off or defeated) before the players' pack can even start the Rite for the characters to become the new guardians.
- \* Age has dulled her mortal senses, taken her sight, and has begun to play tricks with her memory.
- \* She shares all of her worldly knowledge (including the Rite instructions, and items required) in a dozen rough-bound journals hidden in a spot near the caern.
- \* She shares all her knowledge and even undertakes the Rite with some help if asked.
- \* She shares if asked, that the uninvited pack must be found and their intentions discovered. If the intentions are harmful to the island or the caern, then they must be held at bay until the characters and Mother Ida complete the Rite that passes guardianship to the players' characters.
- \* She offers, if asked for ideas, that the characters could try and ask or summon spirits to gain more needed information or aid in locating the Bane or the uninvited pack.

**Storyteller Advice:** Play Mother Ida as proud, but aware of her fading health and abilities. Her every interaction with the characters is a test. Don't give information without them asking for it unless it is necessary to the plot and to keep the story moving. While the characters seem to be the right ones to pass guardianship over to, Ida would want to be sure. She does not want to end her life's duty with a mistake.

As a Storyteller, remember it is your and your players' story — if parts of what is required for the Rite (some of it grisly) does not fit your group or the storyline you want to tell, feel free to change it to other items that do.

### Asking the Spirits

Some players may want to interview nearby spirits. Most of the spirits are Power 3 Lunes (see **Werewolf**, p. 260) and are aware of the Bane, but are unable to explain what it was and what it was doing. The Lunes can feel that the darkness emanates from or near the logging operation and the hidden camp of the eco-activists.

Only a Power 4 Glade Child (see **Werewolf**, p. 260) inhabiting a twisted lightning-struck tree near the clearing knows what the Vandalmummer Bane is and how it works.

A Power 2 Animal Spirit (see **Werewolf**, p. 259) inhabiting a Fox is willing to act as a scout on the island to aid the investigation or be the lookout for the uninvited pack.

**A Note on Spirits:** The spirit types — Glade Child, Lune, and Animal Spirits are drawn to the caern, and are easy to call upon, as they wish to protect the caern as much as Mother Ida does. When performing the Rite of Spirit Summoning near the caern, the ritemaster gains a bonus die.

### Scene Three Goals

- \* **Meet Mother Ida and discover the threat of the rival pack, the humans and the Bane.**
- \* **Introduce the problem of what to do with the guardianship of the caern.**
- \* **Find out what is required for the Rite to be completed.**

## SCENE FOUR: WICKEDNESS, ENLIGHTENMENT, AND PREPARATION

The scene begins as the players' characters are moving through the forest to the logging operation, the hidden eco-activist camp, or another chosen destination. They are on the hunt for the Vandalmummer Bane and the necessary items for the coming Rite. All the while, they should also be on the lookout for the uninvited pack.

### If They Choose the Logging Operation

*Before you, the dense forest gives way to a large swath of open land dotted with the freshly mangled stumps of slaughtered trees. Gathered in a huddle around a parked safety-yellow crane are eight prefab box trailers used to house, equip, and run, along the logging operation on the island.*

If it is night, all is quiet. The loggers are all asleep in one of the four box trailers. They rise early for work. If it is during the day, loggers are out in the forest doing their work. Only the foreman Harold Tasker and the crane operator Buck Treacle are in the one prefab office trailer.

### If They Choose The Eco-Activist Camp

*You can smell it before you see it — an intense combination of body odor, pot smoke, burning wood, tofu, and patchouli oil lingers around six two-person tents and a single-person tent, in a well-lived campsite for a dozen backpackers.*





If it is night, all of the activists are here. If it is during the day, they are likely out — making plans and scoping the landscape or actively trying to hinder the logging operation through actions such as spiking trees so that equipment is damaged when the loggers try to cut down the forest.

### If They Choose The Mainland

"I'm gonna open you up from throat to crotch, just so I can see what a coward eats for breakfast!"

—Crazy-Claw  
to any that dare meet his gaze

The more they visit or spend time on the mainland, the bigger chance the players' characters have of running into one or more of the Face of Gaia pack, stocking up on supplies and checking for information about others who might be interested in the caern. If they spend more than a few hours there, running into the rival pack is a certainty.

If the players' pack happens to encounter them, the Face of Gaia does not make contact, but doesn't avoid it either. All of them treat the players' characters as if they were shit on their shoe — disgusting waste that they can't wait to scrape off and get out of their personal space.

If the Face of Gaia are encountered, you can roll a single die or choose from Table 1: The Face of Gaia Pack.

**TABLE 1: THE FACE OF GAIA PACK**

Roll	Members encountered
1	<b>The Silver Smile Throuple:</b> Diamond-Eyes and Shadow-Mane discuss lighting options for a social media video while Tall-Walker has taken his shirt off.
2	<b>Puppy-Boy:</b> He's in his mongrel-like wolf form, sniffing plants and trees.
3	<b>Walks-Behind-The-Moon:</b> She's hiding, observing someone else, such as the loggers or the eco activists.
4	<b>Crazy-Claw:</b> He's on patrol, enjoying the feeling of being a hunter in a forest.
5–6	<b>The Three Sidekicks:</b> Walks-Behind-The Moon, Puppy-Boy, and Crazy-Claw. They're taking a break, talking about their feelings of wonder at actually seeing a place like the island.
7–10	<b>All Six:</b> The whole pack with Diamond-Eyes haranguing the others on the necessity of having all Rite ingredients at hand to take control of the caern.

**Storyteller's Advice:** If the players' characters drive home the danger of the Bane, the Face of Gaia may be convinced into a temporary arrangement wherein they

work with the characters to clear all threats to the area. The leaders of the pack, Silver Smile Throuple still act like the players' characters are beneath them, however. As soon as the Bane is defeated, the Face of Gaia backstabs the characters and challenge them for the right to protect the caern (see Chapter Three).

It is possible to drive a wedge between the leaders and the sidekicks and thus render the Face of Gaia pack dysfunctional. Crazy-Claw, Walks-Behind-The-Moon and Puppy-Boy are all in an almost pristine natural environment for the first time in their lives. They're experiencing the wonder of Gaia in a way that's awakening new impulses and emotions in them, and this makes it possible to convince them to see the duty of protecting the caern in a new light, as a sacred task instead of just a way to gain a quick Renown boost.

Long-term, it's possible to convince the Face of Gaia pack to commit to the guardianship of the caern, but it requires convincing them to relinquish their current priorities of quick fame and glory.

### Investigating the Areas for Clues

Each area has both Key Clues and Clues revealed through appropriate Skill tests. Suggested tests are below.

### At the Logging Operation

"Tree huggers and their hippy-dippy bullshit. It's the same on every job. Don't think about the paper you wipe your ass with, the wood that is the frame of your meditation yurt, or the posterboard you make your protest signs from...killing those trees is fine and dandy, but not these!"

—Buck Treacle,  
Crane Operator Timberland Island project

**(Key Clue) Maps & Paperwork:** In the office, a plot map marked where the approved tree cuts are located; daily work schedule; Forestry Service permits showing all the operation is on the up and up; plans for a replanting schedule. The paperwork reflects a conscientious attitude, at least for a logging company operation.

**The Foreman's Journal:** In his sleeping trailer, with mention of numerous wrong cuts during logging operations because of moved cut markers. He thinks either one of his men or a local is to blame (Intelligence

+ Investigation at a Difficulty of 2 to discover this information).

**No Bad Vibes:** There is no dread feeling in the area of loggers (Resolve + Awareness at a Difficulty of 2), or at least no more than on the rest of the island.

### At the Eco-Activist Camp

"I see now, violence is the only language that these chainsaw-wielding assholes understand... so I... Stop talking to me...my head, my head it hurts... stop, please... if I kill them all will you stop?"

—Brendon "Sap" Sapper, Leader and founder of the Good Roots activist group

**(Key Clue) Everything is Normal With the Activists:** Five of the six tents are just basic camping and backpacking supplies, along with a few T-shirts and hats with the Good Roots eco-warrior logo on them.

**(Key Clue) A Tent of Despair:** Inside the only single-person tent is a collection of strange ravings — the name on all the camping gear is Brendon "Sap" Sapper (the leader and founder of Good Roots). Everything else in the tent is chaos and madness — journals of bitter despair that turn to the word *listen* over and over. Wild and childlike drawings of red-eyed toothy demons are

hung or painted on every surface, item, map, and book. An Intelligence + Occult test at a Difficulty of 2 can see the influence of Bane possession in the drawings. If there are 3 or more successes on the test, the character can piece together a rough narrative where Brendon has become increasingly desperate at the overwhelming destruction he's trying to oppose. Eventually, something starts to respond to his terror.

**(Key Clue) Soaked in Fear and Evil:** The entire campsite exudes the otherworldly energy of the Bane, and it's possible to sense it with a successful Resolve + Awareness test at a Difficulty of 2.

**A Plea For Help:** An Intelligence + Investigation test at a Difficulty of 2 reveals that in one of the five two-person tents is a note, hastily written on a copy of the lumber company plot map marked where the approved tree cuts are located, with other marks in non-allowed areas. The note reads: "Please help us! Brendon is not right", with an arrow showing where the eco-group will be next near the lumber camp.

**Sign of Violence:** 3 successes on the Intelligence + Investigation test reveal pictures of the logging camp that has the words *Kill the Killers* in Brendon's hand, strewn on the ground. 4 successes on the test also reveals that concealed near the campsite is a case of wine bottles converted into Molotov cocktails and a dozen sticks of dynamite.



### Finding Brendon and His Hitchhiker

Locating Brendon "Sap" Sapper or any creature that the Vandalmummer Bane has under its possessive influence is possible with methods such as:

- Use a spirit to track it.
- Use Survival to track the eco-activists (they are not great at hiding their tracks).
- If the logging company plot map with a message for help was found, use it to point the way.
- Go to the camp at night when Brendon and all of the Good Roots members are in their tents.

If found in the physical world, the Bane tries to hide its presence by simply letting the human host speak for himself. If the Garou seem aware of its presence, it tries to fight smart, ideally by using the explosives Sap has access to (see Storyteller Advice, p. 16, and Brendon's stat block p. 22–23).

In the Umbra, the environment around the Vandalmummer feels shadowy, secretive, echoing with piteous whispers, as if every time the characters take a step, something small and precious is crushed. The spirit vastly prefers to fight in the physical world, using possessed humans, instead of encountering the Garou in the Umbra. If it does, it seeks to flee if the fight is going poorly.

**Storyteller Advice:** Evoke the feeling of dread and pain that the Bane causes and leaves behind in its wake by describing the stressed-out, hopeless, insomniac appearance of everyone at the activist camp. If the characters are not getting the full story, perhaps you need to make some of the clues automatic or lower the Difficulty of the Skill tests to keep the story going. The Bane, while easily dealt with (at least for a moment), needs to feel like a victory so the players' characters aren't looking for the upcoming ambush. If the players still aren't getting what is going on, have the spirits help. The big danger might come from Brendon using dynamite. An explosion would draw a lot of unwanted attention. Enough dynamite is dangerous even to a werewolf and could severely injure one or more of the players' characters. It might be a good idea to give the players hints about it if they did not find the dynamite stash at the campsite.

Getting caught in a dynamite blast inflicts 10 levels of Superficial damage (to a werewolf — a normal human is effectively pulped). A successful Dexterity + Athletics test reduces the damage by 1 for each success as the character jumps clear.

### Possible Sources for Rite Materials

Mother Ida explains what's needed for the Rite. Here are some potential Rite materials and where to find them:

#### Spirits:

- \* At least one Lune Spirit is necessary to show where the Rite bowl must be placed in the current season. They flit around the caern in the Umbra.

#### Materials:

- \* The severed hand of a worker or tools of a craftsman (both can be acquired from the lumber operation).
- \* Hair from a child born in summer, who died in autumn (find someone born during summer month and it is currently autumn, all they need to do is die; or you could look for a graveyard and get lucky).
- \* The heart of an enemy or someone defiling the environment (there is poor Brendon; pull the heart out of one the Face of Gaia; just pick a fight and pluck out the heart of your enemy, easy-peasy).
- \* A copper blade (luckily Mother Ida has one of these).
- \* A consecrated Boline, a specific type of a ritual knife (Good luck, but you can likely find a silver knife in Longlook).
- \* Blood (this comes from Mother Ida and all of the players' characters).
- \* An offering bowl made from local clay (there is some local pottery in Longlook).
- \* Grain Alcohol or Moonshine (time to hit the tavern or the liqueur store).

#### Scene Four Goals

- \* The Vandalummer must be dealt with.
- \* Discover that the loggers have done nothing wrong beyond engaging in ordinary logging operations.
- \* Acquire the needed materials for the Rite. ■



## CHAPTER THREE:

# Blood and Silver



"It's gonna be hard for you to talk shit with your head ripped from your neck!"

-Tall-Walker to any fool that thinks to stand up to him

**T**his is the culmination of the story. How things turn out determines whether or not the caern is going to have guardians in the future. It also determines the fate of Mother Ida and likely the fate of the pack members of the Face of Gaia.

## SCENE FIVE:

### A PRICE OF PAIN AND PATIENCE

The scene picks up right after the defeat of the Bane. If there are any living humans left on the island, the forest echoes with their panicked screams and the roaring buzz of their chainsaws. Investigation discovers that all remaining humans on the islands are now dead, having been mauled, dismembered, and decapitated by the Face of Gaia. If all humans were already dead due to the fight between the players' characters and the Bane, the Face of Gaia are simply inspecting the characters' handiwork.

If the players' characters have not already discovered who the Face of Gaia are, they're about to find out. The three sidekicks have been commanded to try and use any means necessary to delay, slay, or stop the players'

characters from getting to the caern before the three Silver Fangs so they can force Mother Ida to help them with the Rite and allow them to lay claim to The Caern of Splintered Dreams.

### Getting to the Caern

If the players' characters haven't already made it to the caern to undertake the Rite, all characters must perform a Stamina + Athletics test. If the total number of successes from all characters in the pack is greater than or equal to twice their number, they successfully evade all ambushes. For example, if there are four characters, they'll need a total of 8 successes combined.

It is possible to simply spring ambushes on purpose if the characters want to fight.

A Brutal outcome means that the characters ambush the ambushers, surprising them. In this case, the ambushers assume the characters are aggressive.

### The Ambush En Route

When trying to get to the caern, the three sidekicks of the Face of Gaia attack the players' pack. The characters must then decide if some stay behind while others try to race to the caern and Mother Ida or do they all fight the ambush. If they decide to all fight, then after each round of combat roll 1 die. If it comes up a 1 then the players' characters are too late. The Face of Gaia leaders have reached the caern before them.

## What Is the Problem?

The Face of Gaia wants to gain control of the caern. Mother Ida wants successors for her life's work. What's the issue with the Face of Gaia taking over the task?

There are two problems that must be resolved. First, the Face of Gaia is a reckless pack led by thrill-seeking glory hounds who endanger the caern by drawing the attention of human authorities by their murderous actions. The three Silver Fangs in particular may have already gone over to hauglosk, justifying any and all atrocities with the need to fight the final war against the Despoiler.

Second, the Face of Gaia is not committed to guardianship in the long term. They see the caern as a steppingstone to greater glory, an accomplishment that'll propel them to increased fame among the Garou. They feel it's enough to resolve the immediate threats and then just leave.

If pressed on this second issue, they know the caern is going to fall if left unguarded but they try to justify their choices by saying that the Apocalypse is here anyway so long-term commitment is meaningless.

If at least one player's character decides to race to the caern while others deal with the ambush, they'll reach Mother Ida before the Silver Fangs.

## Guarding the Guardian

**"Don't you worry, old one, we'll do you a favor and send you to the Happy Hunting Grounds along with this sept of simpletons if they stand in our way."**

—Diamond-Eye when confronting Mother Ida

If the players' characters arrive before any of the Face of Gaia, they find Mother Ida awaiting them with her journal with the Rite instruction and a copper knife. The Rite can begin as soon as at least one player's character reads the instruction and all the needed items are available. As soon as the bowl is placed into the right

position by the caern stone, the remaining Face of Gaia appear and attack.

## Rite of the Blood Warden

Transferring guardianship of The Caern of Splintered Dreams, granting them the use of the site as an umbral tether and bestowing the power to choose who benefits from the caern stones' gifts is a lengthy process that requires the ceremonial passing of the old guardian to a new, much like the seasons of each year. The Rite is dependent on order and patience above all. For example, the Rite requires the offering bowl to be placed in a specific location at the base of the caern stone. The place is dependent upon the time of year the Rite is being performed (a Lune can determine this). Once the bowl is placed, each gift item follows: Hand (or tool), Hair, Heart, current guardian's Blood, and each new guardian's Blood (one at a time). Once all gifts are in the bowl they are set alight (using the alcohol) and turn to ash, thus completing the Rite.

**Pool:** Wisdom + Occult

**System:** The Difficulty to perform this Rite is 2 plus 1 for each new guardian beyond the first. Upon a successful Rite, all new Guardians have 1 automatic success in Awareness tests made while on the Island and 2 automatic successes in Insight tests made while within sight of the caern stone. On a Brutal failure, any Rites performed on the island automatically fail until the season changes.

## Performing the Rite

By default, Mother Ida must perform the Rite because she knows it. If she's too weak to do so, a player's character can perform it by reading the Rite Instructions from Mother Ida's journal. The Rite leader may add an additional die to their pool for each assisting character, including Ida, who has at least one dot in Occult (see Teamwork in *Werewolf*, p. 122).

If Mother Ida leads the Rite, you can still ask a player to make the test with Ida's dice pool of 7.

## How Long Must the Rivals Be Kept at Bay?

**"You can't take what is rightly yours, so step aside, because us Face of Gaia always get what we want."**

—Shadow-Mane to about anyone who ever thinks of denying her anything

Each part of the Rite takes 1 round—Place the bowl, Hand, Hair, Heart, and current guardian's Blood, 1 round





each per new guardian's Blood, catch on fire, turn to ash (Minimum 8 rounds +1 round per new guardian beyond the first). Mother Ida and anyone helping her must be defended for at least 8 rounds to complete the Rite.

**The Face of Gaia Tactics:** Only Tall-Walker and Crazy-Claw are warriors, and the two of them are more brawlers than tacticians. Both the Ahroun just hurl themselves at the closest target until they drop and then head to the next fight. The rest of the Face of Gaia lets their two warriors make the first attacks and then run past using the fight as a distraction to disrupt the Rite and kill anyone performing the ceremony. Not being warriors, all but the two Ahroun flee for their lives if both the warriors are taken out of action or if things look to not be going their way. Tall-Walker and especially Crazy-Claw do not retreat unless ordered to by Diamond-Eye.

**Storyteller Advice:** For this, don't hold back. This is what the story has built up to and the players deserve an exciting and furious crescendo for their story. If things seem to be going too much the players' way, you could extend the time the Rite takes because Mother Ida fumbles at putting gifts into the offering bowl, or the strain might be too much for her and she might need to stop to catch her breath — giving more time for the Rite to be interrupted. Now don't cheat the players out of victory, but make them feel the tension so it's a story to remember.

### Scene Five Goals

- \* Get to the caern before the Face of Gaia to and save Mother Ida.
- \* Complete the Rite of the Blood Warden.
- \* Hold off and defeat the Face of Gaia.

## SCENE SIX: CHANGING HANDS

This scene is in the aftermath of the Rite of the Blood Warden. Mother Ida looks even more drawn and older than her already long years would account for. Perhaps the passing of the caern guardianship has sapped her of her final strength. Ida gives the players' characters a wan smile, seems all but ready to pass out. That is when she asks for the players' pack to aid her one last time. She asks they send her to be with her long-lost pack and grant her a good death.

The characters have a choice to make. Do they accept that Mother Ida is done with her life and assist her in ending it, or do they seek to motivate her to keep on

going? (see The Guardian Sept, p. 6, and Mother Ida's stats, p. 23.) She speaks of going over, having finally completed her duty, but it's possible to talk her into remaining with the caern in an advisory role, perhaps even joining the pack of the new guardians.

As to how the rest of the ending plays, much depends on the choices made by the players' characters. Did one or more of them choose to remain as guardians? Did they manage to convince one or more members of the Face of Gaia to take guardianship seriously? Whatever the case, goodbyes are in order as some characters leave and others remain.

### Rewards

If the story takes place in a chronicle, there are a few additional rewards on top of Experience points.

- \* The spirit White Speck has gained a taste for the wider world. For an expenditure of 2 Experience points, a character may gain it as a 2 point Spirit Pact.
- \* The caern is a locus for spirits of different types. Lunes and all spirits of animals typical of the Great Lakes area may be found nearby and convinced to teach Gifts during the week following the performing of the Rite. After that, the memories of the spirits fade and they'll require more attractive bargains once again.

### The Future

If you're running this story as part of a chronicle, here are a few ways in which events may develop:

- \* The authorities become interested in the events on the island. The logging company and the police wish to know what happened to the loggers and other eco activists follow up on Good Roots.
- \* Garou come to the caern in search of the blessings of Gaia.
- \* Vague rumors of visitors dying in bear attacks attract hunters to the island in search of dangerous wildlife.

### Scene Six Goals

- \* Set up the future of the caern and Mother Ida, one way or another. ■

## APPENDIX:

# Locations and Attractions



In this Appendix, you'll find locations and characters important to the story.

## CAERN: PETROGLYPH BOULDER

This fluorescent sodalite-bearing syenite boulder has a single bird effigy at its peak. A depiction of bird tracks circles around the lower half of the boulder, as if another bird was seeking to find a way up. The Caern of Splintered Dreams is located in a forest clearing at the highest point on Timberland Island's isolated woods. Once the Rite of the Blood Warden and changing of guardianship is completed, the caern counts as an Umbral Tether for its guardians. Additionally, the Petroglyph boulder draws Lunes of Power 2 or 3 because of its umbral connections. It's easier here to locate and find Lunes that can give guidance on the Rites and give hints of what other boons the caern can grant those that treat it with reverence.

### The Dreambird and the Stonebird

*Animal spirits (Werewolf, p. 259)*

The spirits grant boons to the pack that becomes the caern's guardians. The Stonebird grants them a boon of Blazing Heart, which grants 2 bonus dice to the pool when attempting the Rite of The Wolf Reborn so one that has lost their wolf can more easily find it. The Dreambird grants Searing Salubrious: if a guardian

allows, any Garou that spends an hour near the caern with a still mind and body (meditating and not moving) regenerates damage no matter the form they are in at the time for as long as they remain still.

## SUPPORTING CHARACTERS

Here you'll find spirits, rival werewolves and other enemies and supporting characters.

### Vandalmummer

The Vandalmummer is a Bane that whispers into the minds of creatures in the physical world, safely from the Umbra. It haunts places of power or stirring emotions waiting to find a mortal mind to feed from and take hold of. A unique spirit, it doesn't see itself serving any goals besides its own. It enjoys touching the minds of humans and is genuinely curious about changes in the corporeal world over the passing years and centuries. It's of the opinion that everything shifts except itself, since the emotions it most loves are eternal.

The Bane loves pain, distress and despair because they can be made to spread with just a little nudge. It can get self-righteous about its work, viewing it as necessary for the proper functioning of the world.

The Vandalmummer infects the mind of a human as it takes possession, seeking out those in pain, distress, the vain, or the morally bankrupt. In some cases, a trickster spirit can lead a human to be infected by the



Vandalmummer just to see what happens. The Bane feeds on the destruction and despoiling of people, places, and traditions. The more destruction its voice causes in the human world and the more it makes a possessed victim stray from its own professed morals, the more satiated the Vandalmummer is. Breaking the grip of the Vandalmummer requires one of the following: Destroying the Bane in the Umbra, killing the infected human or humans, or moving the infected human so there's at least one significant body of water between the victim and the Vandalmummer's corporeal anchor of the island.

**Power:** 6

**Exceptional Dice Pools:** Intimidate +2, Persuade +4

**Notes / Other Traits:** *Multiple Possession:* The Vandalmummer can possess a maximum of six victims. Each victim can be influenced separately making them take actions even against their own morals and beliefs. Influence or possession from the Vandalmummer manifests in manic behavior, fits madness, obsession, twitching, and behavior opposite of their morals or personality.

*Hidden Observation:* The Vandalmummer may observe and influence the material world while remaining safely in the Umbra. As is typical with spirits, it cannot be seen by its targets without the use of Gifts or other abilities that facilitate seeing into the Umbra from the physical world.

### Diamond-Eyes (Jewels Devore)

*Silver Fang, Ragabash*

Young, pretty, and spritely, Diamond-Eyes is a social media influencer with a growing group of followers captivated by her life shown at three-minute intervals online. She is vain, picky, and rude to any she feels are not her equal. Her content is a mixture of late-night partying, travel vlogs, and fashion/makeup tutorials, mingled with her takes on any subject that wanders into her consciousness. The young Silver Fang is always trying to push boundaries and even reject traditional Garou teachings. She cares little about things like the Litany and goes to any length to please her adoring online fans. Her charm has a way of wrapping people around her little finger.

**General Difficulty:** 4/2

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

**Secondary Attributes:** Health 7, Willpower 9

**Exceptional Dice Pools:** Awareness 5, Insight 7,

Leadership 7, Persuasion 8, Gifts 6

**Rites:** Rite of Dedication

**Gifts:** Staredown, Crow's Laughter, Howl of Assembly, Pack Instinct

### Shadow-Mane (Dita Arya)

*Silver Fang, Theurge*

Shadow-Mane is as spoiled as she is beautiful. She is a trust-fund diva Silver Fang, more a follower than a leader. She is always looking for others to make decisions as long as those decisions include her and don't call for her to put in much effort — unless it's paying for something or talking to spirits. She is devoted to Diamond-Eyes and infatuated with Tall-Walker more than in love with him. She likes how Diamond-Eyes makes all the decisions and how Tall-Walker serves their every whim without question.

**General Difficulty:** 4/3

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

**Secondary Attributes:** Health 6, Willpower 7

**Exceptional Dice Pools:** Academics 7, Investigation 7, Occult 7, Gifts 7

**Rites:** Rite of Shadow Passage

**Gifts:** Eyes of the Owl, Mother's Touch, The Silver Compact, Pack Instinct

### Tall-Walker (Cash Wagner)

*Silver Fang, Abroun*

The big Texan Silver Fang is beautifully handsome in the style of a cover illustration for a romance novel. Tall-Walker is the perfect combination of rugged cowboy and fashion model frat boy. A former collegiate three-sport athlete, this sculpted Adonis carries himself with an heir of authority and thinks of himself as a tough guy and enforcer. In all truth, he is not too smart, insanely jealous, and fairly dangerous. Tall-Walker is so infatuated with both Diamond-Eyes and Shadow-Mane that he will kill for either of them without hesitation. Sometimes even without cause.

Despite his loyalty to the objects of his affection, Tall-Walker is easily distracted by flirting. Seducing him is not impossible and may get him to go against his friends, although he won't physically attack them. Tricking him into doing something dumb is not all that hard.

**General Difficulty:** 4/3

**Standard Dice Pools:** Physical 6, Social 5, Mental 4

**Secondary Attributes:** Health 9, Willpower 8

**Exceptional Dice Pools:** Athletics 8, Awareness 6, Brawl 7, Intimidation 6, Melee 7, Gifts 6

**Rites:** Rite of Kinseeking

**Gifts:** Hare's Leap, Spirit of the Fray, Rapid Shift, Pack Instinct

### Puppy-Boy (Pete Bonney)

*Glass Walker, Ragabash*

The small-framed, skinny hacker looks part street urchin and part old-school punk. While a lesser member of the Face of Gaia pack, Puppy is wholly dedicated to Diamond-Eyes and is her biggest fan. While he is not much of a physical threat, his technical know-how and hacking skills makes him quite dangerous in the modern world.

**General Difficulty:** 4/3

**Standard Dice Pools:** Physical 5, Social 4, Mental 7

**Secondary Attributes:** Health 6, Willpower 6

**Exceptional Dice Pools:** Academics 8, Investigation 8, Insight 6, Technology 8, Gifts 7

**Rites:** Rite of the Wolf Reborn

**Gifts:** Penumbral Senses, Gremlins, Skinbind, Spider's Song

### Crazy-Claw (Cody Carver)

*Red Talon, Abrown*

Standing almost seven feet and weighing nearly four hundred pounds, Cody is a slab of beef. The massive man has suffered so many concussions that he's not a great thinker anymore — if he ever was. He is a frat brother, a football teammate, and a loyal best friend to Cash. Crazy-Claw solves all problems with violence and can follow only the simplest strategies. He is a member of the Face of Gaia pack because Cash told him he was.

**General Difficulty:** 4/2

**Standard Dice Pools:** Physical 7, Social 4, Mental 3

**Secondary Attributes:** Health 8, Willpower 3

**Exceptional Dice Pools:** Athletics 9, Awareness 5, Brawl 8, Intimidation 6, Gifts 6

**Rites:** Rite of Rage

**Gifts:** Raging Strike, Thwarting the Arrow, Razor Claws, Hidden Killer

### Walks-Behind-the-Moon (Willa Page)

*Bone Gnawer, Galliard*

The reed-thin, mousy Willa met Shadow-Mane on a stint in rehab and the two became fast friends, mostly because Willa is always willing to listen to whatever Dita has to say. Walks-Behind-The-Moon can spend days without talking, just listening and watching the world go by. She is most comfortable when she is far from the center of attention, but she is quite proficient at being unseen and unnoticed when she wants to be. Willa is a lesser member of the Face of Gaia pack and is quite happy to be a follower rather than a leader.

**General Difficulty:** 4/3

**Standard Dice Pools:** Physical 5, Social 4, Mental 6

**Secondary Attributes:** Health 6, Willpower 6

**Exceptional Dice Pools:** Awareness 8, Insight 6, Investigation 7, Stealth 6, Gifts 6

**Rites:** Rite of the Forgetful Record

**Gifts:** Catfeet, Sharpened Senses, Song of Rage, Rapid Shift

### Brendon "Sap" Sapper

*Leader of Good Roots*

A small man with a big voice and even bigger goals, Brendon was a well-meaning, if not a bit overzealous eco-warrior, ready to fight for any cause that would have him. After joining and dropping out of several activist groups because he felt they were more about the press and publicity than actual activism, he formed Good Roots. Good Roots takes up any cause to safeguard nature and has done so many times in the past. The organization saved wildlife preserves, stopped caged hunts, and even worked for zoo reform. Good Roots' newest cause is taking down so-called "ethical" logging operations. Since coming to Timberland Island, Brendon's nonviolent and morally rigorous ways have turned dangerous, sometimes even causing more harm than he prevents. Although he's put on a brave front, he has started to feel desperate and insignificant, that none of his activism really changes anything in the long run.

This spiritual malaise attracted the Vandalmummer Bane. The longer Brendon is under the influence of



the Bane, the more manic and reactive he becomes. Brilliant strategies become hastily thrown-together plans. Carefully considered nonviolent protest becomes emotionally-charged violent action. Eventually, Brendon succumbs to madness or commits actual murder if he is not stopped or at least freed from the Bane's influence.

**General Difficulty:** 4/3

**Standard Dice Pools:** Physical 7, Social 5, Mental 6

**Secondary Attributes:** Health 4, Willpower 8 (now 2 due to madness from the Bane's influence)

**Exceptional Dice Pools:** Academics 7, Investigation 7, Leadership 6

**Notes / Other Traits:**

Brendon is carrying a bundle of dynamite on him to blow up the logging crane.

### Mother Ida

*Children of Gaia, Theurge*

Mother Ida is a small, frail-looking woman in her elder years, very reminiscent of an aged babushka from a former era. Ida's dress is simple handmade clothing and a headscarf—all in earthy tones. Her once keen ice-blue eyes are now milky with cataracts. She is soft-spoken, but fierce when riled. The elder Garou is desperate to find guardians to take over the protection of the caern, as her time upon Earth is growing short and her vision and memory have begun to wane. She has written down most of the knowledge she possesses so that it can be passed on and not lost. She can complete the Rite needed to pass on the guardianship but requires help, as reading her journals is beyond her.

**General Difficulty:** 4/3

**Standard Dice Pools:** Physical 3, Social 7, Mental 6

**Secondary Attributes:** Health 4, Willpower 10

**Exceptional Dice Pools:** Academics 7, Awareness 9, Etiquette 8, Insight 8, Occult 7, Gifts 9

**Rites:** Rite of the Blood Warden, Rite of Contrition, Rite of the Living Caern, Rite of Shadow Passage, Rite of Dedication, Rite of Spirit Summoning, Rite of Caern Building, Rite of the Shrouded Glen

**Gifts:** Penumbra Senses, Tongue of the Beasts, Mother's Touch, Umbral Tether, Living Ward, Reveal Trauma, Share the Pain, Sight from Beyond

**Notes/Other Traits:** Guardians have 1 automatic success in Awareness tests made while on the island and 2 automatic successes in Insight tests made while within sight of the caern stone (not added to pools yet).

### White Speck

*Crow Spirit, Power 4*

The crow's appearance has a vaguely star-shaped white spot on the bird's black-feathered breast. The spirit messenger is devoted to The Caern of Splintered Dreams and its guardians because it feels for their tragedy, the birds of dream and stone yearning for each other. White Speck aids the players in any way it can to protect the caern and the island. ■

