

PLAY **RENEGADE**

A STORY FOR WEREWOLF: THE APOCALYPSE

Reclamation

WEREWOLF
THE APOCALYPSE





Written by: Bryan CP Steele
Additional Writing: Juhana Pettersson
Developer: Juhana Pettersson
Producer: Kevin Schluter
Graphic Design and Layout: Sarah Robinson

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Editor: Karim Muammar
Art Director: Tomas Arfert
Marketing Manager: Jason Carl
Partnerships Manager: Dhaunae De Vir
Community Developer: Martyna "Outstar" Zych
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Table of Contents

RECLAMATION

Introduction	4
Story Structure	5
The Decline of Noble Green	6

CHAPTER ONE: A NIGHT IN THE SHATTERED HOLLOW

sNap—Careless Storage of Experimental Drugs	7
The Dealers' Den	8
Knock, Knock!	9
Nice Work	9

CHAPTER TWO: THE HOLLOW NEEDS YOU

The Whole in the Wall	10
-----------------------	----

CHAPTER THREE: NOT AS EASY AS HOPPING A FENCE

Noble Green Cemetery	12
Final Rest Caern	14

CHAPTER FOUR: THE QUIET OF FINAL REST

Looking For My Man	16
--------------------	----

CHAPTER FIVE: A PLACE STEEPED IN PAIN AND LOSS

Strolling Through Noble Green	17
The Abandoned Hospital Yard	18

CHAPTER SIX: THE BOWELS OF THE HOSPITAL

This Was a Place of Healing?	19
What Have They Done?	20

CHAPTER SEVEN: THE DOCTOR IS IN	21
How Could You?	21

CHAPTER EIGHT: CONCLUSION

Narrating the Ending	23
Optional Chapter: Extended Conclusion	23
Post Game: The Rewards	23

ALLIES & ANTAGONISTS

Grace Stormchilde, Sept Leader	24
Snarl AF, Clever Ritualist	24
sNap Dealers	24
Theo Pelt-of-Night, Rival Pack Leader	24
Spirits of the Final Rest	24
Infested sNap-Addicts	25
Stitch Puppets (Brute Fomori)	25
Michal Stitches-the-Soul, Apocalyptic Traitor	25
Prophet of Loss (Psychomachiae)	25

THE PACK

Kai Gallowspeaker (Street Vigilante)	26
Asa, Callback to the End (Tragic Tattooist)	26
Wrong Path Jensen (Graffiti Cartographer)	27
Soot and Cinder (Wild Awakened Wolf)	27
Elliot Fuller, Fairblade (Ritualist of Tradition)	27
Pile-Up (Street Guardian)	28

INTRODUCTION

Reclamation

"The dead cannot cry out for justice.
It is a duty of the living to do so
for them."

— LOIS MCMASTER BUJOLD

Human apathy has always been one of the greatest and most difficult foes of the Garou. How do you fight something that shows itself in a lack of concern and care? One area where this manifests is how little people sometimes care about their own sick and wounded. Those in power care for people like themselves, leaving the ill, the destitute, and the homeless to languish.

How do you deal with it when you know you've been abandoned to your fate? Some seek solace in drugs, crime, or sex but for the truly unfortunate, their loneliness and rage invites something insidious to make it their home: the spirits serving the Wyrms.

The powerful have always been willing to send people off to die in war but when it comes time to care for the wounded, it's all *defund* and *decommission*. This time, the crack which has allowed a great evil to slither in has appeared in what was supposed to be a place of recovery for those mangled by the intractable forces of war: A veteran's hospital.

INTRODUCTION

Reclamation is a story for **Werewolf: The Apocalypse**. It's designed for a pack of four to six Garou who've been claimed by their tribe and succeeded in their personal Rites of Passage. It functions as either a single session event, a convention game, or an early story in a **Werewolf** chronicle.

A local caern, a center of spiritual focus important to the Garou, has gone dormant due to the sudden disappearance of the pack protecting it. The sept, comprised of local Garou packs and tended by seasoned leaders, wasn't aware a place nearby had fallen this deeply to the depredations of the Wyrms. Now, the damage has been done and it's time to fight back. The leadership of the sept is sending one of the newer packs to the caern to investigate.

What they find will put them, and the dichotomy of their werewolf lives, to a test.

Mature Content Warning

Werewolf: The Apocalypse looks at the darkness rising in our world through the lens of horror stories. This story references drugs, violence, body horror, homelessness, the mistreatment of veterans, betrayal, and death. Discuss the themes of this story with your players beforehand. If any elements of this story are likely to make someone uncomfortable, avoid, adjust, or replace them.

See "Advice for Considerate Play" in *Core Rulebook*, p. 320.

STORY STRUCTURE

This story is broken into eight chapters.

In Chapter One: A Night in the Shattered Hollow, the pack has hunted down the source of a troublesome designer drug spreading throughout the sept's territories, and is dealing with a group of humans responsible for distributing it. When the pack is done with them, they are summoned by the sept's leadership. This is an optional chapter that is particularly useful in case the players need a tutorial for **Werewolf's** system.

In Chapter Two: The Hollow Needs You, Grace Stormchilde, leader of the Shattered Hollow Sept, explains to the pack about a local caern, the Final Rest, falling dormant due to the disappearance of its guardian pack. She wants the players' pack to investigate the loss and reclaim the caern. There is a challenge from a rival, and the pack must earn the right to this task.

In Chapter Three: Not as Easy as Hopping a Fence, the pack travels into the area of the Final Rest caern and discovers just how bad things have gotten. Not all humans are enemies however, and the pack must avoid troublesome bystanders to reach the caern.

In Chapter Four: The Quiet of Final Rest, the pack crosses over into the Umbra and must converse and potentially confront the spirits attached to this sacred place. The spirits tell the pack what they have to accomplish for the caern to be reopened to the Garou.

In Chapter Five: A Place Steeped in Pain and Loss, the pack explores the blocks surrounding the old army hospital, and is given a chance to understand why it has become so forgotten, lost, and filled with Wyrms-tainted foulness. If the Storyteller believes there is time and need for some excitement, a conflict with some drug-fueled hospital squatters is an option here.

In Chapter Six: The Bowels of the Hospital, the pack makes its entrance to the abandoned veteran's hospital and discovers that it is far from vacant. It has become a twisted and poisoned place. Here the pack encounters true horrors created, at least in part, from members of the missing pack. This is the turning point of the story, where the pack realizes that this is more than just Wyrms-tainted drug dealers and wayward Garou.

In Chapter Seven: The Doctor is In, the pack tracks down the source of the vile fomori lurking in the basement of the hospital, a traitorous member of the missing pack. He made a deal with the Bane that has taken up residence in the hospital grounds, betraying his own kind in exchange for the knowledge to survive their fall. The

Pack must deal with him, the infesting Bane, and free the last remaining member of the missing pack.

There are two versions of Chapter Eight: Conclusion. The first is a quick wrap for Storytellers who are running short on time or wish to simply have a nice ending for their single-session event. The second is an extended conclusion not only expanding upon what happens to the pack after the events of the story, but also creating connective tissue for Storytellers wanting to link the story to an ongoing chronicle.

If the Storyteller wishes to adapt *Reclamation* to take place in their local area instead of Noble Green, it shouldn't take much adjustment to relocate the cemetery, caern, and military hospital to a new place.

Quick Play

Especially in convention or single-session game events, the players don't have time to make their own characters for this story, so we've provided a pack of six ready-to-play Garou in "Appendix Two: The Pack" on page 26. This pack is relatively new to the life, and this story is sure to give them every chance to learn on the run.

These characters are:

Kai Gallowspeaker, a Black Fury street vigilante.

Soot and Cinder, a wolfborn Hart Warden brawler.

Elliot Fuller, aka Fairblade, a Silver Fang ritualist.

Pile-Up, a Bone Gnawer street guardian.

Asa, Callback to the End, a tragic Glass Walker tattooist.

Wrong Path Jensen, a silent Strider graffiti artist.

Together, they form an up-and-coming pack in the local sept, hungry for Renown and ready to make their mark!

If you're using these characters, you can tell the players the basics of Noble Green's history as a city district as they have grown up here or spent enough time to know the area. As a warm-up, you can ask the players a few questions after the characters have been distributed:

Has any one of you tried sNap, the current new designer drug making the rounds in the area?

Does any one of you have relatives who might have been treated in a veterans' hospital?

For both questions, the players are free to make up whatever answers suit their fancy. As a final question, you can ask:

What's your pack's name?

THE DECLINE OF NOBLE GREEN

Noble Green is the name of the urban borough where this story takes place. It was once a hub of commercial activity and consumer entertainment, with several outdoor-style shopping malls and outlet stores along its crisscrossed one way streets. Like many similar communities within the city limits, it saw its own share of ups and downs as the decades crawled by.

At a time of worrisome decline in economic security, the Veterans Health Administration built the Noble Green Veterans Hospital in the middle of the borough, supported by the city because they hoped to attract workers to the area, and give the local community something to believe in. This spirit of investing in the community held for a generation but eventually a decision was made somewhere far away to defund the hospital. By this point, locals had begun to take it for granted, failing to mount an effective

resistance to its gradual decommissioning.

The hospital's resources were cut bit by bit, forcing the staff to make do with dwindling resources. This took a severe toll on their motivation and outlook despite their well-developed sense of purpose. Loss of funding combined with local community apathy led to the loss of the hospital and the takeover of the premises by a private health care company. This phase of its existence proved brief as the private company, Beckert Biolabs, used it to discreetly test a new drug, sNap. However, corporations are fickle and soon Beckert Biolabs too pulled out, leaving the facility empty.

The general downward economic trends in Noble Green have, over the last thirty years, turned it into an undesirable area to live, work, or even visit. The streets are ill maintained and there are a lot of vacant and dilapidated buildings, making up one-third of its structures. Homelessness and drug abuse are rampant. ■

A Night in the Shattered Hollow

CHAPTER ONE

(OPTIONAL)

The pack has spent the early evening following leads and tracking down a new source of sNap, rumored among the Garou to be somehow connected to their enemies. You can convey the following about sNap to the players:

- * The drug has spread in the community after a health care company abandoned the former premises of the veterans hospital.
- * It's rumored somehow to help humans fight against the Garou.

As the chapter opens, the players' characters are closing in the drug den in a rundown part of the city, not far from the Noble Green borough.

This first chapter is optional, essentially a tutorial for the game's mechanics. The characters have an opportunity to fight against relatively easy opponents. If you're constricted for time or feel that your players don't need to try out the systems, you can skip this chapter and start from Chapter Two.

Gauntlet Rating

Throughout this story, there will be different thicknesses of the Gauntlet between the physical realm and the Umbra. In each chapter or scene, the local Gauntlet Rating is noted for Storytellers in case the players' characters venture into the spirit realm.

SNAP CARELESS STORAGE OF EXPERIMENTAL DRUGS

Originally developed in a Beckert Biolabs lab, sNap has hit the streets because a large batch was stolen during the final closing of the hospital. Beckert Biolabs didn't put a lot of effort into guarding premises it had already written off and thus desperate locals were able to make off with a significant haul of experimental drugs. There are two versions of sNap, the original Beckert Biolabs pills and a home-cooked variant using chemicals from the same source. The street version of sNap is created using these stolen chemical ingredients and activated using a simple—yet dangerously modified—microwave oven.

Used by “snapping” a smelling salts-esque packet under the nose and eyes, sNap is actually a brittle crystalline substance that creates powerful fumes inhaled by the user. It creates an almost instantaneous euphoric high that lasts for upwards of an hour, during which time the user is said to have “got snapped”. It is powerfully addictive, easy to use, and surprisingly inexpensive when compared to other designer drugs.

The real danger of repeated sNap usage is the deterioration of the user's sense of reality. While “snapped”, the user confuses pain with pleasure and has little to no fear or reaction to potentially dangerous stimuli.

Getting “Snapped”

sNap has little effect on Garou; something about their regenerative physical properties makes the drug little more than a moment of nasal and ocular tingling and intense sinus discomfort. It does, however, make other living things ignore die pool penalties imposed by pain or being wounded. Additionally, humans (and animals) currently “snapped” are immune to the effects of the Delirium—the real reason why the drug was created in the first place.

THE DEALERS DEN

Gauntlet Rating: 4

The story begins as the pack members close in on a boarded up duplex home they have been investigating for several days, revealing it to be a drug den where a handful of chemists and dealers have been making and distributing the new drug, sNap.

Here are elements you can use in describing the chapter:

- * The setting sun makes the cracked, faded siding of the cheap duplex glow.
- * The air reeks of car exhaust, the acrid smells of unnatural reagents and the thick smoke of a nearby porch grill turning processed meat into char.
- * Most of the streetlights are broken but the few remaining functional ones flicker on one by one.
- * People, the few you can see, seem entirely focused on their own business, not giving a second glance at the characters.

Allow the players some time to get into their characters and plan their next actions. This should be a straightforward situation, considering the goal is simply to destroy this drug production site.

Some subtlety is still required, should the pack engage the dealers outside of the duplex. They cannot assume that no one is watching, even if the neighborhood seems dead.

The Duplex, below, describes the exterior of the building the pack is investigating. When they are ready to assault the house, continue to Knock, Knock!

Tests, Wins, and Rage Dice

In **Werewolf: The Apocalypse**, a general dice roll is referred to as a test. The player rolling gathers their dice pool, a number of ten-sided dice equal to the Attribute + Skill (or sometimes Renown + Skill, or even Attribute + Attribute) required, and rolls them all. Every die showing 6 or more is a success. A roll of 10 (0 on most dice) on two dice is a Critical Win, and adds two extra successes (i.e., two for the roll, and two more for being a Critical Win, so four in total). Critical Wins sometimes also have extra effects.

Usually, Difficulty is stated along with the dice pool for a test; if not, it's 2. If the player gets enough successes to equal or exceed the Difficulty of the test, they win and generally get the result they want.

Werewolves (and some other supernatural creatures) have access to 0-5 Rage dice, based upon their current mental and spiritual state, or Rage rating. The character replaces dice in their dice pools equal to their Rage, treating these dice the same as regular dice pool and generate a special *Brutal outcome* when two or more Rage dice come up as 1s or 2s—causing the test to fail, unless the goal was to cause harm or damage! (See *Core Rulebook*, p. 133.)

THE DUPLEX

The drug den is a mauve, plastic-siding wrapped duplex where the inner retaining walls have been demolished, turning the entire structure into a single room dotted with broken and exposed framework, drywall, and debris. The windows are loosely boarded up, most of the ceiling lights are little more than wires holding up yellowed lightbulbs. The doors and windows are unlocked and easily opened, and the back yard is wrapped in a meter-tall chain link fence in great disrepair.

Learning what the house is hiding takes an Intelligence + Awareness test. One or more successes reveal these facts about the duplex as the players' characters approach:

- * 1 success: The duplex was made from mediocre materials before it fell into disrepair; now it is less than structurally sound.
- * 2 successes: It would take little effort to pull open a barred window (Difficulty 3) or force open a door (Difficulty 2).

- * **3 successes:** There are foiled-over sliding glass doors that lead into the house from the back yard. While it would not be quiet to do so, they could easily be smashed open (Automatic).
- * **4 successes or a Critical:** All of the above, but also there are slight signs of movement within.
- * **Brutal Outcome:** No time to waste... CHARGE!

Once the pack has figured out how they are going to do so, they can assault the drug den in Knock, Knock!

KNOCK, KNOCK!

Due to the open layout of the deconstructed duplex, it is all but impossible for the players' characters to avoid being noticed when they get inside. There are several details immediately evident to them:

- * There are three sNap Dealers lounging and wandering around the duplex. If the Storyteller is using this story for a pack of three or fewer characters, reduce that number to two. If the pack is six or more characters, add one instead. Statistics for them can be found in Appendix I: Allies & Antagonists.
- * There are several folding tables and makeshift furniture made from a variety of plastic and wooden crates throughout the space.
- * Nearly every flat surface within the building is littered with fast food wrappers, jars of questionable chemicals, shoddy lab equipment, and clear plastic bags filled with dozens of sNap doses.
- * The chemical fumes in the building are thick, distracting, and irritating. All Alertness dice pools lose one die.

The dealers are not expecting company; especially not a pack of angry werewolves. They will all draw their pistols immediately, but there will still be a moment or two of confused questioning before they pull the trigger. This means that the players' characters can choose to simply rush in and attack, or they may attempt to deal with the dealers in another way.

Whatever the tactic the characters choose, their goal is to eliminate the drug operation.

During this initial chapter, any Brutal outcomes from Rage dice should result in a variety of different violent outbursts toward the dealers, the drug ingredients, or the building itself. If a Brutal outcome is generated and any of the players' characters are interacting with the chemical jars or lab equipment,

there should be a violent reagent mixture that catches fire, risking spreading quickly due to the squalor.

If at least one pack member asks to look around for any reason, a Resolve + Awareness (Difficulty 3) or Wits + Investigation (Difficulty 2) reveals that one of the dealers is wearing a badge from the Noble Green Veterans Hospital, claiming he is a staff member with janitorial clearance.

Once the pack has sufficiently dealt with the dealers and the sNap lab equipment, move on to Nice Work.

NICE WORK

When the pack is done with the sNap Dealers, whether they are standing outside watching the duplex burn or still within, the Glass Walker Snarl AF makes himself known. Here are details you can use to describe his entrance:

- * "Nice work, pups."
- * Snarl AF is a locally famed Glass Walker, in his twenties, with a brightly dyed blue head of braided hair and a surprising amount of scars.
- * "Grace was right to put you on the scent."
- * "Well, now she needs you to follow me back to the sept. Let's not dawdle, this place will be full of cherries and berries soon enough."

Snarl AF (see Appendix I: Allies & Antagonists) is one of the sept's ritualists, and well-known for being the sept leader's errand boy. The pack shouldn't have any reason to distrust him or his suggestion that they are to accompany him to the Whole in the Wall, the most powerful caern in the area and the home territory of **Grace Stormchilde**, leader of the Shattered Hollow sept.

Snarl's reference to "cherries and berries" is a slang term for the flashing lights of police cars and other emergency vehicles, which are inbound and should arrive to the chapter within fifteen minutes of the altercation's first sounds of conflict heard by the neighbors. This gives the players' characters time to look around and potentially find the Noble Green hospital badge (mentioned in the previous scene), or for Snarl AF to potentially find it for them, if the Storyteller is feeling particularly generous.

Depending on how long the pack wishes to stick around, they may need to make Dexterity + Stealth tests (Difficulty 2) in order to slip away while various emergency services arrive. If they choose to leave before first signs of police or fire department vehicles, no tests are necessary.

Once Snarl AF and the pack head off toward the caern, you can move on to Chapter Two: The Hollow Needs You.

CHAPTER TWO

The Hollow Needs You

The Pack has been summoned to the caern seat of the sept leader, Grace Stormchilde. She believes she has a mission that is all but perfect for them, and their recent success in finding and dealing with the drug dealers only solidified her opinion. The characters are about to discover the actual goal of this story, but they must overcome a stubborn rival to be allowed to perform the task.

THE WHOLE IN THE WALL

Gauntlet Rating: 2

Caern Rating: 3

The chapter begins with Snarl AF leading the pack to the sept's most powerful caern, a stone quarry in the area surrounding the city the Garou have named The Whole in the Wall. It earned this name for its physical appearance—a bedrock cavern in the walls of the quarry—as well as it being the thinnest point in the Gauntlet for miles around. The Whole in the Wall is where Grace Stormchilde holds her gatherings and considers it her pack's proverbial seat of power. In the Umbra, the Whole is a breeding ground for powerful elementals of stone and spirits of labor, all of which are remarkably forgiving of Garou in their presence. The caern has a long history of being a bulwark against the evils of the Wyrm going back nearly a hundred years, when the granite mining company was forced to cease its work here due to unexpected seismic activities.

Here are elements you can mention when describing the pack's arrival to the cavern:

- * The flickering light of numerous fires cast dancing shadows against the cavern walls.
- * Hundreds of scrawled, painted and etched pictograms cover the walls and ceiling giving the place a prehistoric feel.
- * "Welcome, friends", a tall, dark woman in blue jeans and a loose-fitting leather jacket says, beckoning from the center of the chamber. She has a long, silver blade strapped to her back.
- * This is Grace Stormchilde, the highest ranking Shadow Lord in the sept, and its leader.

- * There are other Garou present as well but attention is focused on Grace.
- * "You have shown this sept you are clever and your talons have the sharpness of youth. Its time for you to be tasked with a true service to Shattered Hollow."

After she welcomes the characters, Grace tells a folklore-style tale about a Silver Fang Theurge called Sir Harlowe Starmantle, a ritemaster capable of performing the most intense and dangerous rites all on his own, seemingly with the aid of only Falcon himself. Several generations ago, Starmantle gave his life fighting a massive incursion of powerful Banes from the spirit realm, and was laid to rest under the oldest poplar tree in the local cemetery, at which point numerous Falcon spirits came to roost in the tree's Umbral shadow, and a young caern was born. Local Garou at the time called it the Final Rest.

Even after the city grew and expanded around it, Final Rest remained a place of respect and spiritual reverence, and became an urban caern tucked away in the Noble Green cemetery, all but forgotten by the human caretakers. It was always looked after by the sept, however. In the past two years, it was maintained by the Crescent's Edge, an urban pack willing to live in the scab formed by the failing stretch that was Noble Green.

A week ago, one of Grace's Stormcrow spirit scouts told her that Final Rest was closed to outsiders, and that the Garou there were not answering any calls or protecting the grounds. It was as if they had abandoned the caern.

Any of the players can attempt an Intelligence + Occult test (Difficulty 4) to understand that being shut off like this means something worse than just being abandoned by the caern's protectors. It means the spirits within that caern have closed off any access outsiders might have to its spiritual resources or energies. To salvage the situation could require a Rite of Contrition or tasks that are deeply personal or even dangerous to reawaken the Garou connection to the caern.

Grace explains the pack is to journey into Noble Green, find the Final Rest, and discover why it is no longer an asset the sept can call upon. They are then to do whatever it takes to fix the situation. As she finishes her explanation, the situation develops. Here are elements you can use to describe what happens:

- * "Let us raise our voices in a howl so Luna herself will hear..." Stormchilde calls out just as she's interrupted.
- * The interruption is from a belligerent rival pack. The pack leader Theo Pelt-of-Night issues a demand, voice vibrating with rage: "We have been waiting for a chance to claim a territory of our own for too long! These pups have not earned it. Not the way we have!"
- * Stormchilde humors the challenge, asking the rival pack what they want.
- * "I call the Rite of Challenge!" Theo says, pointing at the players' pack. "For the right to Final Rest!"

Statistics for **Theo Pelt-of-Night** can be found in Appendix I: Allies & Antagonists. His challenge isn't exactly unexpected. Garou often challenge one another for all sorts of reasons; one of which is for the honor and glory of performing tasks on behalf of their pack or sept. This is why Grace accepts the Rite of Challenge, leaving it up to the players' characters to decide how the situation proceeds.

While Theo doesn't hold any ill will for the players' characters, his hope for the challenge is a simple fight to third blood. This means that the challenged (the pack in this case) chooses a champion to square off with Theo, and the first combatant to cause the other to bleed three times is the winner. It is a common form of challenge for relatively minor grievances, and one that rarely ever results in permanent damage, broken relationships, or death.

However, the players' characters can attempt an Wits + Etiquette or Politics (Difficulty 3) to understand that the challenged party in a Rite of Challenge has the right to not only choose their champion in the challenge, but they can also determine the rules of the challenge, as long as the overseer of the Rite allows it. Armed with that knowledge, the players' characters can alter the challenge in a number of ways:

- * If the challenge is resolved with ritual combat, the number of hits doesn't have to be three. It can be one, two, or more. Fighting to the death is only ever acceptable in truly epic grievances; this is not one of them.
- * If a different type of contest is chosen, the challenged chooses an Attribute + Skill pairing that makes sense, and the champion rolls that test; as does Theo. The test is rolled until the player's character champion or Theo achieves five successes—or a Brutal outcome.
- * Should a Brutal outcome take place on a non-combat challenge, the champion or Theo falls upon the other and things

devolve into ritual combat anyway. Grace has final say in things concerning the challenge and she allows the impromptu tussle to count—resorting to the default three wounds rule.

If the player's character chosen as the champion is the winner, the pack is granted the right to go to Final Rest immediately, moving on to Chapter Three: Not as Easy as Hopping a Fence.

If Theo wins the challenge, his pack earns the right to go to Final Rest. They leave immediately. The players' characters are quietly asked to stick around the Whole in the Wall for a while after Theo's pack leaves. If they do, Snarl AF pulls them aside:

- * "Tough break on the challenge. But Grace wants you to know that she still believes in you. Rest up for a few hours and go to the caern. If Theo's pack has things under control, great. If not, make yourselves useful."

While ignoring the result of a challenge is not honorable, a victory for Theo's pack only means they have first shot at the task. If they fail, it's perfectly honorable for the players' characters to step in.

When they feel enough time has passed, the pack can head off toward Final Rest and Chapter Three: Not as Easy as Hopping a Fence, but the Storyteller must take note that Theo's pack left first in this instance—it will have an important effect on later chapters.

A Mentor's Encouragement

If Kai Gallowspeaker is one of the players' characters, Grace takes them aside after the challenge has been resolved.

If the players' pack was victorious, Grace commends Kai and says that she believes this will be a chance for them to prove themselves worthy of the faith placed in them. "I chose you to lead because I saw something in you. You can prove me right at Final Rest."

If the players' pack lost the challenge, Grace is surprisingly understanding with Kai. She says that there are many paths to glory and the most obvious ones are not always right. "I just hope Theo won't get his pack killed. If we don't hear from them, you have to go and check what happened."

CHAPTER THREE:

Not as Easy as Hopping a Fence

This chapter begins with the pack heading into the city, the borough of Noble Green. They can choose whether they want to go at night when there are less people about, or in the morning with all the other upstanding citizens going about their business.

Shorter Session?

If the Storyteller is using this story in a shorter game session, or feels as though the first Chapters took longer than intended, Chapter Three can be narrated through quickly instead of actively having the players' characters need to avoid or interact with the cemetery goers.

NOBLE GREEN CEMETERY

Gauntlet Rating: 4

The Noble Green Cemetery was originally used as a military burial ground for veterans that passed on at the hospital just a few blocks away. Later, when funding dried up, it was opened to general use so anyone could buy a plot. The cemetery grew to a sprawl of different sections winding around clusters of trees, decorative sculptures, and pathways ranging from poured concrete, to laid brick, pressed gravel and weatherworn cobblestones.

In the parts of the cemetery that are still being paid for, the greenery and landscaping are quite well kept as they would be in any other commercial property. It is not

until you get back into the oldest parts of the original military section that the grounds become truly twisted, overgrown, and forgotten. This is where Final Rest lies, hidden away in plain sight, where Garou can come and revere their lost heroes at the grave of one of their own.

The pack must enter the cemetery and head to the oldest and deepest part of the grounds to find Final Rest. This would not be difficult if it were normal visiting hours, but this early in the day the only people normally found on the grounds are groundskeepers showing up for work, night security getting ready to clock out from their shifts, and troublemakers. The neighborhood of Noble Green has a high enough crime rate that anyone seeing the pack would assume they are the latter.

There are a few wandering pairs or individuals on the cemetery's common grounds when the pack arrives. Any of them catching the Garou here at this time would surely call in the odd appearance to the main office and maybe even the authorities. This kind of attention never bodes well for Garou, so it is up to the players' characters to figure out how to avoid it.

Some possibilities include:

- * **Dexterity + Stealth** to simply avoid being seen by random passersby.
- * **Strength + Athletics** to use the trees and low structures to stay above most peoples' eyeline.
- * **Wits + Insight** to anticipate bystander movement patterns and avoid crossing paths with them.

- * Charisma + Persuasion or Subterfuge to fast talk anyone they come across into believing the pack members belong.
- * Manipulation + Intimidation to frighten and bully bystanders into leaving the pack alone and not wanting to get involved.

Unless the Storyteller feels the situation is worse than it is, any of the above tests should be at Difficulty 2 or 3. This chapter is not intended to be a major obstacle, but instead a reminder to the players' characters of their existence amidst the mundane human masses.

If the pack attracts too much attention from the cemetery staff and bystanders, local police arrive within the hour to start patrolling the area in search of them. While this doesn't necessarily mean there will be conflict or further interaction with police officers, it does collectively raise the tension throughout the rest of the story—adding 1 to all Difficulties to avoid attention. If they

succeed however, the pack avoids any unwanted attention and can proceed into the overgrown section and Chapter Four: The Quiet of Final Rest.

Fellow Canines

If Soot and Cinder is part of the pack, their player can test Wits + Survival at a Difficulty of 2 to notice stray dogs prowling around the cemetery. A further test of Charisma + Animal Ken (Difficulty 3) makes it possible to get the dogs to create a diversion to distract people from the players' characters. The dogs can howl, fight, even bite a gravedigger who just came in for their shift.

CHAPTER FOUR

The Quiet of Final Rest

This chapter is an important piece of the puzzle that makes up the events of this story, as it is where the pack first learns why Final Rest has been made dormant and what it takes to accomplish the goal Grace Stormchilde tasked them with—reawakening it.

FINAL REST CAERN

Gauntlet Rating: 3

Caern Rating: 1

An ancient poplar tree littered with scattered bird nests stands off in the farthest corner of Noble Green Cemetery, nestled behind rows of overgrown hedges and moss covered and weathered headstones. Beneath the tree, jutting out between the heavily rooted ground beneath its shading branches, is a meter-tall limestone headstone bearing the long eroded away name of Starmantle upon its face.

This is the epicenter of the Final Rest caern, a place steeped in spiritual energy devoted to respect and reverence of one's ancestors. It is a powerfully spiritual location, and the reason why the pack was sent into the city in the first place. Aside from a few birds and garden wildlife, the entire area is quiet and empty—in the physical world.

If the players don't think of it immediately, a Wits + Occult test (Difficulty 2) reminds a player's character that the caern's spiritual inhabitants are, if they are here to be found at all, going to be located on the other side of the barrier between worlds, within the Umbra.

Rite of Shadow Passage

Crossing through the Gauntlet requires the Garou to undertake an important rite, the *Rite of Shadow Passage* (*Core Rulebook*, p. 182). If the players are using the-generated Garou characters that came with this story, there are two characters who know this ritual: Kai Gallowspeaker and Elliot Fuller, Fairblade. If the players have created their own characters, at least one should know the rite. If this has been overlooked, the Storyteller can grant the rite to a character on an ad hoc basis.

Another possibility is to use the Gift Penumbral Senses, if a character has access to it. This avoids the risks of entering the Umbra.

Performing the *Rite of Shadow Passage* requires the performing ritemaster to open up the minds of the pack-mates using a variety of elaborate methods. The specifics differ for each rite performer, but many include staring into reflective surfaces, chanting deep mantras, or even consuming powerful herbal psychoactives.

Storytellers are encouraged to have the player describe how their pack performs the rite as they roll a test of their highest Renown (Glory, Honor, or Wisdom) + Occult with a Difficulty equal to the Gauntlet rating of the area; in this case, 3. See *Core Rulebook*, pp. 229–231 for more details on the Umbra.

Here's how to describe the experience of traveling

through the Gauntlet:

- * The shadow of the physical world recedes as the tangible is replaced by its spiritual shadow. Colors seems muted, the aether of the Umbra leaving everything in shadow.
- * The tree of Final Rest looms above you, reaching further and wider than its earthly counterpart. Three falcons loom on its branches, watching you.
- * "Why are you here, two-worlder?" a falcon asks.
- * "Under the boughs of our tree?" another continues.
- * "Uninvited and unwanted?" the third says.

The pack members can approach the discussion with the three **Spirits of the Final Rest** (see Appendix I: Allies & Antagonists) in a variety of ways. Storytellers should allow the players' characters to attempt interaction in whatever ways they wish, but Charisma or Manipulation + Etiquette, Persuasion, or Intimidation are all valid dice pools.

It takes 2 or more successes to get the spirits to answer with anything apart from cryptic riddles and memories surrounding their most recent Garou partners, the Crescent's Edge pack that has all but disappeared.

Any Brutal outcomes while attempting to talk to the spirits results in the character saying something that could be construed as a half-truth or confusing omission—which causes all three spirits to screech painfully, inflicting one level of Aggravated Willpower damage to all Garou present.

Spirits can also be physically cowed into compliance through direct conflict, but this should not be something the Garou undertake lightly. They are being sent here to try and *appease* these spirits, not beat them into submission!

The players' characters can learn the following:

- * 0-1 Successes (Failure): The spirits refuse to give any useful information, claiming that the characters need to talk to the caern's protectors when they return if they wish to have anything to do with Final Rest. This leads the pack to having to search the area for Crescent's Edge in Chapter Five: A Place Steeped in Pain and Loss.
- * 2 Successes: Their partnered pack, the Crescent's Edge, wandered away and have yet to return. Final Rest is theirs, until proof is brought to the spirits that they cannot protect the caern any longer.
- * 2 Successes (Optional): If Theo Pelt-

of-Night's pack was sent to Final Rest before the players' characters followed them, the spirits explain that the 'two-world strangers' were drawn away to the nearby dark tower.

- * 3 Successes: The valiant warriors of Crescent's Edge actually entered the dark tower to do battle with the evils within, and now the spirits await their victorious return.
- * 4+ Successes: The dark tower lies just beyond a sea of sadness and loss, making it a dangerous journey to make in the spirit world. Too much suffering, of mourners and those pained from the pollutants of the body, thrive in the Umbra surrounding the caern.

A Wits + Awareness test (Difficulty 3) while in the Umbra at Final Rest shows the players' characters a looming structure of brick and mortar on the horizon, blackened by the mould of sadness and suffering clinging to its sides. Distance and perspective are skewed within the Umbra, and it is difficult to know how far the dark tower is from their current location, but a single success on an Intelligence + Streetwise test reveals it is likely to be the abandoned veterans' hospital.

Exiting the Umbra requires another use of the *Rite of Shadow Passage*, but with the Difficulty reduced by 2—almost as if the spirit world is trying to push the Garou back to the physical world.

Whether they are heading out to track the movements of Crescent's Edge, or following what the spirits told them, the pack may move on to Chapter Five: A Place Steeped in Pain and Loss. Alternatively, you may play the optional scene Looking For My Man.

The Heir

If Elliot Fuller, Fairblade is among the pack, the falcon spirits recognize them and say that Star-mantle would be happy to know that his legacy lives on. They exhort Fairblade to honor the old Silver Fang hero by striving for even greater glory!

Assuming Elliot approaches them respectfully, Difficulties in rolls related to the falcons are reduced by one.

LOOKING FOR MY MAN

This is an optional scene that may be used or cut at the Storyteller's discretion. Its main purpose is to humanize the Crescent's Edge pack and make it possible to highlight the veteran's hospital and graveyard as a milieu. Skipping this scene prevents the players from learning about prior events and characters in this story, but may be necessary to finish this story if the time to do so is short.

Just as the characters are about to leave Final Rest, a woman's voice asks: "Are you friends of Curbcheck?"

This is **Brittany Gutiérrez**, a tall, rather tough-looking woman dressed in jeans, sneakers and a hoodie. She is also the live-in girlfriend of the Crescent's Edge member Curbcheck. She doesn't know about werewolves per se, but is under the impression that her boyfriend runs with a rough crowd. Which is fine by her. She's a veteran of the war in Afghanistan who suffered severe cranial trauma in an ambush and was recovering in the local veterans' hospital at the time of its decommissioning.

Her wounds have mostly healed and she was discharged as no longer needing care but she still suffers from debilitating headaches and is not able to work. When she met with Curbcheck, he was a janitor at the hospital. After the discharge, she moved in with him and since then, he has been taking care of her.

Now that he's gone missing, she has come to Final Rest because she knew it was an important place for him, although she doesn't know why.

Things that can happen in this scene:

- * **Brittany gives some of the backstory of the area, including the cemetery and the hospital. How the hospital was defunded, the building sold to a private company and then closed.**
- * **Brittany may also mention that a large batch of drugs and chemicals was stolen from the hospital at the time of its final closure if the characters bring up sNap.**
- * **The characters may accidentally reveal that Curbcheck is a Garou if they don't realize that Brittany is not in on the whole werewolf thing. She's confused but focused on getting him back.**
- * **Brittany implores the characters to find Curbcheck and his friends. She can point them in the direction of the hospital if it seems like the players are completely lost or you need to speed things up in the game.**

After the characters have finished talking with Brittany, they can leave the cemetery.

CHAPTER FIVE:

A Place Steeped in Pain and Loss

This chapter shows the pack just how far Noble Green has fallen apart as they move from the cemetery through this urban collapse to reach the hospital—where Crescent's Edge went in, and never came back out again.

The hospital is a few dilapidated blocks away, much of the area seeded with drugs and crime.

STROLLING THROUGH NOBLE GREEN

Gauntlet Rating: 4

The way to the veterans' hospital is lined with broken and boarded up buildings, closed businesses, ruined cars, and similar urban detritus. After taking in the human squalor of the city, the characters gain +1 to Rage.

Tracking down what happened to the members of Crescent's Edge (and Theo Pelt-of-Night's pack, if they came through) is possible in many ways:

- * The players' characters can use social skills to question bystanders, homeless people, and shop owners if they saw any of the Crescent's Edge pack members (whom the characters can describe roughly). The Difficulties of these tests are 3 or 4 if the players' characters act strange or out of place.

- * The players' characters can try to avoid any interactions by using Wits + Stealth tests. The Difficulties of these tests are 5 during the day and 3 at night.
- * The players' characters can use their supernatural senses and tracking skills to look for signs of Garou passing through. An Intelligence + Investigation or Survival test finds tracks or other marks of the Crescent's Edge coming through the area. The Difficulty for this would be 5, as it has been a while, and tracks are exceedingly hard to follow in an urban environment. If Theo Pelt-of-Night's pack came through first due to winning the challenge in Chapter Two, this Difficulty is reduced by 1.
- * If the police were called in Chapter Three, all Difficulties in this chapter are increased by 1 due to having additional squad cars and beat cops patrolling around the area.

Eventually the pack will figure out that Crescent's Edge went through the broken fence surrounding the abandoned veterans hospital. There are several sections of

broken or missing planks in the two-meter tall construction fence that wraps the lot, giving easy access. Many of these openings are smeared with muddy and bloody handprints.

Conflict Optional

Chapters Six through Eight are the climactic clashes between the pack and smaller numbers of horrible Wyrms-corrupted monsters, and things can move pretty quickly when the combats occur. If the Storyteller believes they do not have time remaining for this chapter's conflict with the sNap Addicts, simply describe the yard and have the addicts in various states of unconsciousness and fugue states instead of up and ready to assault the players' characters.

THE ABANDONED HOSPITAL YARD

Gauntlet Rating: 5

Once the pack gets through the fence, they find themselves in the broken concrete lot surrounding the abandoned veterans' hospital. It is covered in litter, overgrown with weeds poking through the concrete. There are wrecked cars with broken windows, open trunks or hoods, flat tires, and burnt-out interiors.

The lot is home to a handful of **Infested sNap Addicts** that have claimed the yard as their hangout. Banes attracted to the Beckert Biolabs-prepared drug are prim-

ing them for possession, whispering in their minds and, like starving beasts cornered within their own territory, they see the trespassing pack members as a source of *some* kind of fuel for their various depraved hungers.

A quick glance at the hospital building itself shows that most of the windows on the first floor are shattered and open to the elements, and doors have been either torn free from their hinges (by strong claws like those of a crinos werewolf) or jammed and bent open. Upper floors are boarded up or still have their security windows in place. It wouldn't be too difficult to open them if a player's character tries to climb or leap up to them.

Whether the players' characters choose to fight the addicts directly or try to avoid them, their statistics can be found in Appendix I: Allies & Antagonists. The addicts do not willingly enter the hospital as even in their drug and Bane-addled state, they know what horrors lurk in the basements.

When the pack gets inside the hospital, they should continue to Chapter Six: The Bowels of the Hospital.

Tattoo Cachet

If Asa, Callback to the End is part of the pack, they have a chance to make a Wits + Crafts (Tattoo) test at a Difficulty of 3. If successful, they recognize the tattoos on two of the addicts. They're clearly in the style of Laura De Savante, Callback's boss at the tattoo parlor!

If desired, this information can be leveraged to derail the addicts from their violent pursuits and possibly cause them to flee instead of fight. This requires a successful Charisma + Streetwise test at a Difficulty of 3.

CHAPTER SIX:

The Bowels of the Hospital

In this chapter, the players' characters descend into a hell of Wyrms tainted befoulment. They discover what happened to the other Garou that came to this place, as well as many other local disappearances. The Final Rest caern is not the only thing that has suffered in Noble Green, and this chapter demonstrates this to the characters in many ways.

THIS WAS A PLACE OF HEALING?

Gauntlet Rating: 4

The inside of the abandoned Noble Green Veterans' Hospital has been misused, abused, and allowed to become a festering hive of lesser Banes and ultimately, a more powerful Wyrms spirit in the sub-basement. The players' characters can look around the first few floors, but cannot go higher than the third floor due to a completely collapsed stairwell and non-functioning elevators.

As you describe the situation, you can use these:

- * This was once a brightly lit, caring example of humanity using science and compassion to take care of its own. Now it's a cesspool of decayed brickwork, tarnished steel and yellowed linoleum.
- * Graffiti marks the walls, some of it suspiciously eldritch in nature.
- * Black mold grows in the darkest corners and a foul odor rises from the basement.

As the players' characters explore the available floors of the hospital, they should take in their surroundings with a Wits + Awareness test (Difficulty 3). Each successful character earns a new piece of information from the following list:

- * The mold and tarnish on these floors seem too thick and advanced for a building closed only a few months ago.
- * The smell rising up from the basements is similar, if not exactly the same, as the chemical fumes from the sNap drug lab the pack raided the day before.
- * There is a rhythmic sound coming up from the stairwell. It sounds like something heavy running into furniture and other objects.
- * Some of the graffiti, but not all, are ritual sigils painted in dried blood and excrement. An Intelligence + Occult test (Difficulty 5) reveals them to be the kinds of rite markings Wyrms servants use to mark their vile hives.

The foul spirit in the sub-basement has been feeding on pain and suffering for so long that its emanations have grown and seeped upward into the rest of the building.

When the players' characters head down into the basement, most likely using the stairwell, they encounter grotesque protectors.

The Graffiti

If Wrong Path Jensen is part of the pack, you can give them a chance to shine by making the graffiti covering the walls of the hospital radiate a mystical effect, causing all Difficulties related to the use of Garou Gifts to be raised by one. Jensen can deface the graffiti so this penalty no longer applies, requiring a successful Composure + Crafts (Graffiti) test at a Difficulty of 4.

WHAT HAVE THEY DONE?

Gauntlet Rating: 4

Venturing into the first basement floor of the hospital, the pack is first assaulted by a thick, foul smell. A quick Wits + Survival test (Difficulty 3) reveals that it is a mixture of chemicals, fungus, rotting flesh, and medical disinfectants.

You can use the following to describe the situation:

- * The floor and walls of the basement corridor are almost unrecognizable. Floors and walls black with filth, old, damaged hospital furniture smashed and scattered unrecognizably.
- * The end of the corridor darkens with the silhouettes of large men. Or not men, not exactly. They shamble, they stomp, they sway almost as if their bodies didn't work quite right.
- * The first steps forward, knocking aside a gurney with a too-long arm, emergency lights flickering.

- * The creatures are mismatched jigsaw puzzles of flesh and bone. Their parts don't synch up perfectly, the stitching holding them together seeping with ichor and pus. Parts of them are from people with different builds, ages, races, builds. Some even have fur.
- * One opens awkward hands to reveal wicked talons, another dislocates a jaw hinged to a head too small for it.
- * The creatures charge.

These monstrous creations are two **Stitch Puppets**, horrible Fomori built from a variety of body parts from humans, beasts, and most recently—the Garou of the Crescent's Edge pack! They can be found in Appendix I: Allies & Antagonists. The number of Stitch Puppets is one less than the number of players' characters.

Before and during the combat, the players' characters can make Intelligence + Awareness test (Difficulty 4). If they succeed, they *recognize* something on one of the Stitch Puppets' body parts; a tattoo, a specific scar, or even a Garou glyph—that ties these monsters to the missing pack members of Crescent's Edge. That character understands that, at least in part, these Fomori are made from Garou! Sharing that information with the rest of the pack will instantly add 1 Rage to all Garou!

If that knowledge isn't enough to cause the pack to tear these things to pieces, nothing will.

If Elliot Fuller, Fairblade is among the pack, they automatically recognize a tattoo belonging to the ritualist Malissa Ivorymane, a member of the Crescent's Edge pack. It proves that at least Ivorymane has been subsumed into the Stitch Puppets.

When the Stitch Puppets are dealt with, following their path of clotted blood, pus, and smashed furnishings to the sub-basement, and Chapter Seven: The Doctor Is In.

CHAPTER SEVEN

The Doctor Is In

This is the final confrontation with the source of all this foulness—the Bane-poisoned sub-basement where the hospital’s morgue once was. The far wall of which is ripped open and stands like a dark mouth into the foundation of the building. Beyond the sigil-marked opening lies the physical manifestation of the **Prophet of Loss**, the Psychomachiae spirit that has turned this place into a weird ritual site and mentally infiltrated and exploited **Michal Stitches-the-Soul**, the traitorous member of Crescent’s Edge.

The pack must stop them both and save Curbcheck, the last living member of the Crescent’s Edge (and the Mentor to Pile-Up, one of the pre-generated characters in Appendix Two: The Pack)!

HOW COULD YOU?

Gauntlet Rating: 3

The Wyrn-tainted morgue is a hall of nightmares. Pieces of dead bodies are heaped and strewn about, some fresher than others, and all surgically divided into bits and pieces. Black mold clings to most surfaces, and phosphorescent green sigils of vile things are smeared on the walls.

Paraphernalia related to ersatz manufacturing of sNap is also present, recognizable to the characters from Chapter One. Michal has been providing the instructions for how to make it to locals brave enough to explore the decommissioned hospital in the hopes of finding more drugs.

If Theo Pelt-of-Night won the challenge in Chapter Two, three mostly whole bodies belonging to him and his packmates lie here. They did not survive against the Stitch Puppets.

You can use the following to describe the situation:

- * "What? Hmm?" the blood-smeared man standing over a macabre surgery-in-progress stops suddenly, laughing: "Oh yes! I hear them!"
- * He turns and aside from the strange symbols carved into his chest and face he's recognizable as Stitches-the-Soul, a member of the caern Final Rest's guardian pack.
- * "What do we have here?"
- * Another voice calls: "Don't listen to him!" A pained voice, from another Crescent's Edge member, lying beaten and bruised wrapped in chains. The sorry wreck of a werewolf is recognizable as Curbcheck, a teacher among the Bone Gnawers. "He's a traitor! He led us here!"
- * "No spoilers!" Stitches-the-Soul admonishes the other Garou.
- * The traitor takes on the crinos war form.

Michal Stitches-the-Soul and the Prophet of Loss plan on taking the players' characters out and adding their bodies to the growing collection of parts that Michal has been using to practice his plan for immortality.

If the pack manages to free Curbcheck from his bonds, he is too damaged to do much in the fight itself, but he does his best to help wherever he can, allowing all players' characters in his vicinity to gain 1 die to all their attack dice pools.

Chains of Silver?

Garou do not suffer damage from silver when they are in their homid or lupus forms, but the silvered iron chains wrapped tightly around Curbcheck keep him from changing forms, as he would immediately start taking wounds from the metal digging into his expanding and adjusting physique.

This is likely going to be a tough fight, especially with the Prophet of Loss manifesting attacks from the safety of the Umbra. If one or more of the players' characters realize they can use the thin Gauntlet and *Rite of Shadow Passage* to attack the Psychomachiae within the Umbra, things might go easier.

If there are more than three characters in the pack, add a Stitch Puppet to the fight for each extra character.

While unlikely, the players' characters might attempt to turn Stitches-the-Soul away from the dark influence of the Prophet of Loss. This is extremely difficult to accomplish, with a Difficulty 6 to all relevant tests no matter the skills used. Even a successful attempt merely distracts him on a moral level, causing him to forfeit his actions on his next turn out of confusion. He always turns back

to the vile plan at hand. A Critical success causes the loss of his next action as well as raises the Difficulties of all his rolls for the rest of the scene as the doubts gnawing at him make him second guess his own actions.

Once Stitches-the-Soul is dealt with and Curbcheck freed, the Prophet of Loss retreats back fully into the Umbra. The Garou can chase it into the spirit world if they wish, but defeating the traitor and saving the last surviving member of Crescent's Edge means their goals have been met. Storytellers should feel free to consider that their ultimate victory, especially if their session is running short on time.

Can't Look Weak!

If Pile-Up is in the pack, they gain a point of Rage from seeing their mentor in such reduced circumstances. Additionally, Curbcheck howls to be freed, unwilling to look useless in front of a young Garou they know. Freeing Curbcheck takes an action. If done in a form susceptible to silver, it requires a Dexterity + Larceny check at a Difficulty of 3. Failure means the character touched the silver in the chains, receiving a point of Aggravated Damage.

If Curbcheck is freed, he's too weak to directly attack Stitches-the-Soul but causes the traitor's Difficulties to go up by one because of his interference.

Conclusion

CHAPTER EIGHT

If the Storyteller wants to wrap up the story with one final chapter, the return to Final Rest can serve that purpose. The pack can make amends with the caern's guardian spirits, reawakening and rejoining it to the sept. Grace will be pleased, the pack's actions will be heralded, and their pack will surely replace Crescent's Edge as Final Rest's Garou protectors, with Curbcheck possibly joining them as a new member.

NARRATING THE ENDING

If you're running *Reclamation* as a one-shot and the characters were successful, you can narrate the ending using some or all of these points, depending on your taste and game events:

- * The death of Stitches-the-Soul won't help with urban decay caused by political apathy but at least it helps people who live in the area by making sNap less accessible.
- * Curbcheck and Brittany may need to have a discussion if the players' characters accidentally revealed the existence of werewolves to her. It's possible she becomes an ally of the sept.
- * Interest in Final Rest among the Garou of the area surges and it becomes a site of pilgrimage where many werewolves come to mourn their fallen.
- * The players' characters have attained a new position in the local sept. They're no longer untested cubs but young Garou ready to make their mark!

OPTIONAL CHAPTER: EXTENDED CONCLUSION

If the Storyteller has some additional time at the end of their session, or wishes to have this story as part of a larger chronicle, the pack returns to Final Rest to find Grace waiting for them, manifested Stormcrow spirits in the tree alongside the Falcon spirits.

She thanks the characters for their skillful handling of the situation, and showers them with sarcastic praise: "For a pack of inexperienced cubs you handled this acceptably." Snarl AF emerges out from behind one of the gnarled trees to hand a cluster of three shiny new talismans to Grace—each the color of sunrise, midday, and sunset. She pockets the talismans, and announces control of the newly reawakened Final Rest to... Curbcheck, the surviving member of Crescent's Edge.

Grace sees the disappointment in the players' characters' faces and claims to know something even more perfect for their talents is right around the corner, allowing this story to be the beginning or the next part of a new or existing **Werewolf** chronicle!

POST GAME: THE REWARDS

A story like this not only grants the characters Experience Points, but also opens up several ways for them to spend those Experience Points specific to this story or use the alternate rewards system:

- * Depending on how they solved some of the obstacles along the way, a rise in any kind of Renown would make perfect sense.
- * Increasing any Attributes or Skills that were exercised here.
- * Learning new Rites or Gifts that may have been helpful during the events.
- * Acquiring one of Snarl AF's Falcon-spirit talismans.
- * Gaining or Increasing a Mentor or Contact Advantage in Grace, Snarl AF, or Curbcheck.

... plus a host of narrative attachments involving the greater Noble Green borough, or trying to better take care of Garou Nation heroes' memories like the Silver Fang buried at Final Rest. This could even strengthen or better link character Touchstones to the area.

Ultimately it is up to the Storyteller to decide what happens next with the reclaimed Final Rest and the Shattered Hollow sept, but this story might just be the beginning of a much larger threat growing in Noble Green.

APPENDIX I

Allies & Antagonists

This section contains descriptions of major characters and antagonists in this story. For any encountered characters in the story not mentioned here that do not have rules found in **Werewolf: The Apocalypse**, assume a General Difficulty of 2/2 and a 4 in all relevant dice pools.

GRACE STORMCHILDE, SEPT LEADER

Having challenged a prominent Silver Fang for leadership of the Shattered Hollow Sept years ago, Grace Stormchilde holds onto her position with an iron grip. Her life as a Shadow Lord taught her to use her guile and manipulation to control her sept with as much ferocity as her Ahroun rage. Grace is a fierce leader and seasoned warrior, but part of her knows that the sept's territory has fallen into decay on her watch—but she would never admit fault.

General Difficulty: 5/3

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

Secondary Attributes: Health 8, Willpower 6

Exceptional Dice Pools: Brawl 8, Melee 8, Intimidate 7, Leadership (Commanding) 8, Subterfuge 7

Gifts: Fatal Flaw, Primal Anger, Silver Claws, Snarl of Challenge, Thunderclap, True Fear

Other: Grace is never without her long, curving Grand Klaive, Thunder's Voice

SNARL AF, CLEVER RITUALIST

While he is always happy to serve the sept, Snarl was a Ragabash long before his First Change and acceptance into the Glass Walkers. He has always pushed against whatever system he found himself part of, but never so much as to hinder whatever positive aspects he knew of it. Even if he is a persistent troublemaker, he has no hesitation to stand in the way of danger when a friend or packmate needs him.

General Difficulty: 4/2

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

Secondary Attributes: Health 6, Willpower 5

Exceptional Dice Pools: Awareness 8, Larceny 8, Oc-

cult 9, Stealth 7

Gifts: Camouflage, Odious Aroma, Recover Memory, Scent of Running Water

Other: Snarl AF should be considered to know any Rites required of him at the moment

SNAP DEALERS

These street-level criminals got the recipe to create a pharmaceutical grade euphoric called "sNap" from Michal Stitches-the-Soul, and they will protect their trade with their lives.

General Difficulty: 3/2

Standard Dice Pools: Physical 4, Social 4, Mental 2

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Brawl 4, Firearms 5, Intimidation 5, Larceny 5, Streetwise 8

Other: Always carrying a few doses of sNap and a 9mm pistol

THEO PELT-OF-NIGHT, RIVAL PACK LEADER

A Shadow Lord who learned Garou politics from the examples given by the likes of Grace Stormchilde, Pelt-of-Night is a Galliard looking to star in his own tales and songs. He believes in the old ways as much as any others, but he also knows when to exploit them for him and his nomadic pack's benefit.

General Difficulty: 4/2

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

Secondary Attributes: Health 7, Willpower 5

Exceptional Dice Pools: Awareness 6, Brawl 6, Leadership 7, Stealth 7, Survival 7

Gifts: Fatal Flaw, Howl of Assembly, Icy Chill of Despair, Song of Rage

SPIRITS OF THE FINAL REST

Umbral protectors and inhabitants of the Final Rest caern nested in the overgrown and unkempt corner of

Noble Green Cemetery, these elemental spirits of reverence appear as three silver falcons that nest in the trees around Starmantle's grave.

Power: 4

Exceptional Dice Pools: Awareness +4, Insight +4, Survival +4

Other: Possesses the ability to instantly regenerate one Health on any willing recipient by reducing its own Power by 1

INFESTED SNAP-ADDICTS

Humans that sought the solace of sNap too often, these addicts are on the verge of finding themselves possessed by Banes. Between hits of the designer drug, they are numb to the world, and are willing to do anything to chase that feeling, or any feeling, to be honest. This includes putting themselves in harmful situations just for the rush.

General Difficulty: 3/2

Standard Dice Pools: Physical 5, Social 3, Mental 2

Secondary Attributes: Health 6, Willpower 3

Exceptional Dice Pools: Brawl 5, Melee 5, Larceny 5, Streetwise 6

Other: Armed with broken bottles, sharpened street debris and clubs. Additionally, any attempt to emotionally manipulate, persuade, or frighten a sNap-Addict requires a Brutal Outcome to succeed.

STITCH PUPPETS (BRUTE FOMORI)

Monstrous flesh constructs made to house Bane spirits, each Stitch Puppet is unique in the variety of different creatures and beings that were cut apart and then sewn back together. They are unimaginably horrific to behold, and even worse to face in combat.

General Difficulty: 4/2

Standard Dice Pools: Physical 6, Social 2, Mental 2

Secondary Attributes: Health (Enhanced) 6, Willpower 5

Exceptional Dice Pools: Athletics 8, Awareness 6, Brawl 8

Other: Stitch Puppets deal +0 Aggravated damage with their natural weapon Brawl attacks. They reduce all damage taken by 1 before halving and are immune to Impairment penalties. Anyone currently looking at a Stitch Puppet loses 1 die from all Social and Mental dice pools due to the abject horror the creature visually represents.

MICHAL STITCHES THE SOUL, APOCALYPTIC TRAITOR

Nearly giving in to Harano as his pack, Crescent's Edge, witnesses failure after failure amidst their territory's fall into corruption, Michal began searching for new ways to serve his brethren when the Prophet of Loss began whispering to him. Now, months later, Michal has gone all the way to the other end of the spectrum, Hauglosk driving him to believe that flooding the community with sNap and the recipe for making more hastens the coming of the Apocalypse and the rebirth following from the end of the world. He's not stable enough to realize that almost all of this, the recipe and the methods for creating Stitch Puppets, comes from Prophet of Loss.

General Difficulty: 5/3

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

Secondary Attributes: Health 7, Willpower 5

Exceptional Dice Pools: Brawl 8, Melee 8, Intimidation 7, Medicine 7, Occult 7

Gifts: Razor Claws, Kali's Scar, Render Down, Gremlins

PROPHET OF LOSS (PSYCHOMACHIAE)

Spawned from hundreds of families witnessing the decline in the healths of their family and loved ones at the Noble Green veterans' hospital. The everyday cruelties spawned by cost-cutting and simple greed on part of the hospital administration gave the Banes a place to root and breed. All of that hate and despair seeped down into the basement, creating the pool of filth and befouled surgical tools known as the Prophet of Loss.

Power: 6

Exceptional Dice Pools: Melee + 3, Insight (Violent History) +3, Intimidate (Repeat Trauma) +3

Other: In the Umbra, the Prophet of Loss tries to discern any previous violations or atrocities in a subject's history before attacking in ways that remind the victim of their own deeds or past trauma. A victim who fails to resist the Bane's Insight pool with their Composure + Resolve suffers Willpower damage equal and in addition to Health damage caused by the Bane for the rest of the chapter. The Prophet can possess and attack with any number of surgical implements, syringes, and similar sharp objects to attack in the physical world. Treat these as melee attacks with a 9-dice pool doing +1 Superficial Health damage.

APPENDIX II

The Pack

Either append each character sheet after the named character, keep them as separate files, or append them all to the end.

Reclamation can be played by any group looking for a basic introduction to **Werewolf: The Apocalypse**, but the following pages provide pre-generated characters to make it easier, and faster, to bite into the story. These characters have a few months of time together formed as a beginning pack after their various Rites of Passage.

All the characters listed have gender neutral pronouns and nomenclature, whether from their mundane lives, their Garou lives, or a mixture of both. Players should feel comfortable to customize the characters' name, gender, appearance and any other details however they choose.

KAI GALLOWSPeAKER (STREET VIGILANTE)

The current leader of the pack, Kai Gallowsppeaker was chosen to lead initially by Grace Stormchilde, who sees great potential in the young Fury. Showing initiative from the moment of their First Change, Kai Gallowsppeaker wields the power of the Garou to right the wrongs on a street level—happy to wet their claws on the muggers and deplorables of the local scab.

Note: Kai has been designated as the Leader of the pack, making them a priority when players are choosing their characters. But they are not completely necessary, and the pack functions well enough without them, so long as at least one character switches their existing Rite for Kai's *Rite of Shadow Passage*, as that it will be needed in the story.

Tribe: Black Fury

Auspice: Theurge

Patron: Gorgon

Touchstones: Andy (Just Andy), a badly scarred little boy that suffered in a vicious street mugging while Gallowsppeaker was busy dealing with sept relationships.

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

Secondary Attributes: Health 5, Willpower 5

Skills: Athletics 1, Brawl 2, Melee 3, Stealth 2, Survival 1, Animal Ken 1, Etiquette 2, Intimidation 2, Leadership 3, Persuasion 1, Streetwise 1, Subterfuge 1, Awareness 3, Investigation 1, Occult (Rites) 2

Renown: Glory 2, Wisdom 1

Gifts: Penumbral Senses, Mother's Touch, Porcupine's Reprisal

Rites: Rite of Shadow Passage

Advantages: Mentor (Grace Stormchilde) 4, Talisman (Klaive) 2, Resources 1

Flaws: Fame: Infamy (Wanted for Questioning) 1, Adversary (Theo Pelt-of-Night; Rival Pack Leader) 1

ASA, CALLBACK TO THE END (TRAGIC TATTOOIST)

A map of sigils, symbols, and other important artistic expression inked into flesh, Callback grew up on these streets and became well known for their tattoo skills.

They know and care for many of the local drug addicts in the area, seeing their plight collectively as a metaphor for trying to care for a poisoned world.

Tribe: Glass Walker

Auspice: Galliard

Patron: Spider

Touchstones: Laura De Savante, owner of the tattoo parlor Callback works at and former O.D. survivor. Currently clean, but always too close to the stuff for comfort.

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

Secondary Attributes: Health 5, Willpower 3

Skills: Brawl 2, Craft (Tattoos) 3, Stealth 3, Survival 2, Etiquette 1, Insight 2, Intimidation 2, Performance (Speeches) 1, Streetwise 3, Awareness (Sharp-Eyed) 2, Medicine 1

Renown: Glory 1, Wisdom 2

Gifts: Hare's Leap, Song of Rage, Skinbind

Rites: Rite of the Forgetful Record

Advantages: Day Job (Tattoo Parlor) 1, Contacts: Pharma Gregg (Local 'Clean' Dealer) 3, Resources 1, Talisman (Luna Inks that remain in any form) 2

Flaws: Substance Abuse: Addiction (Adderall) 1, Looks: Ugly 1

WRONG PATH JENSEN (GRAFFITI CARTOGRAPHER)

Never far from a few cans of spray paint or jars of brush-on, Wrong Path turns the back alley walls and human landmarks to create a colorful map of warnings and signs to the Nation. They blame themselves for not realizing sooner how bad things have fallen around this area, and frequently enact the Rite of Contrition to make up for any taint their poisonous paints might have carried with them.

Tribe: Silent Striders

Auspice: Ragabash

Patron: Owl

Touchstones: Al, the city bus driver that has seen it all twice, and has known Wrong-Way since they were a local kid sneaking rides to get across town.

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

Secondary Attributes: Health 6, Willpower 6

Skills: Athletics 1, Brawl 2, Craft (Graffiti) 3, Larceny 1, Stealth 2, Survival 2, Etiquette 1, Insight 2, Performance (Expression) 3, Streetwise (Local Slums) 3, Subterfuge 1, Awareness 2, Investigation 1, Occult 2, Politics 1

Renown: Honor 1, Wisdom 2

Gifts: Stare-down, Fetch Bounty, Gremlins

Rites: Rite of Contrition

Advantages: Supernatural: Moon-Muse 1, Fame (Graffiti Tags) 2, Looks: Clement Lupus 1, Mask 2, Mask: Zeroed 1

Flaws: Folkloric Block (Wolfbane Herb), Folkloric Tell (Hairy palms)

SOOT AND CINDER (WILD AWAKENED WOLF)

Named for the black and rusty fur that has always covered them, Soot and Cinder broke free from the local zoo, attracted to the sound of a Mardi Gras street parade nearby. Despite being a devoted warrior, their First Change was born out of curiosity to discover a deep love of musical things... and the fury that stems from its sources being mistreated.

Tribe: Hart Warden

Auspice: Ahroun

Patron: Stag

Touchstones: Foggy Eye, the birth mother to the pack of zoo wolves, including Soot and Cinder; Saxophone Sam, the street corner musician who plays for tips, but can always be counted on to be there when Soot and Cinder needs to hear soothing human music.

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

Secondary Attributes: Health 8, Willpower 5

Skills: Athletics 3, Brawl (Tooth and Claw) 4, Stealth 2, Survival 2, Animal Ken 3, Insight 1, Intimidation 3, Leadership 1, Awareness 2, Investigation 1

Renown: Glory 2, Honor 1

Gifts: Raging Strike, Rapid Shift, Sacred Boundary

Rites: Rite of the Wolf Reborn

Advantages: Allies: Horace Zimmerman, Zoo Night Security (Effectiveness/Reliability) 1/4, Talisman (Turtle-shell Charm; +1 Health and +1 WP) 2

Flaws: Linguistics: Illiterate 2

ELLIOT FULLER, FAIRBLADE (RITUALIST OF TRADITION)

Inheritor of the ritual teachings of Sir Harlowe Starman-tle, the fellow Silver Fang hero laid to rest at a local caern, Elliot hopes to follow in his spiritual footsteps. Perhaps with the help of another of Starman-tle's line of students, Malissa Ivorymane, and her pack, the Crescent's Edge, this young ritualist will rise to the reputation of the folklore surrounding his legend.

Tribe: Silver Fangs

Auspice: Philodox

Patron: Falcon

Touchstones: Craig Tillerman, Fairblade's childhood best friend that had to be cut off when Fairblade had their First Change, out of fear for getting them involved in Garou troubles. Fairblade still cares a great deal about him though, and protects him always.

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

Secondary Attributes: Health 5, Willpower 4

Skills: Brawl 3, Melee 1, Survival 2, Etiquette 2, Insight (Read Others) 4, Leadership 1, Persuasion 3, Awareness 2, Investigation 1, Occult 3, Politics 1

Renown: Honor 2, Wisdom 1

Gifts: Ancestral Conviction, The Silver Compact, Catfeet

Rites: Rite of Shadow Passage, Rite of the Shrouded Glen, Rite of the Whispering Field

Advantages: Mentor: Malissa Ivorymane (Other Pack Ritualist) 3, Resources 1, Talisman (Starmantle's Ritual Implement) 3

Flaws: Mask: Serial Error; Supernatural: Folklore Block (Wolfsbane/Herbalism) 1

PILE-UP (STREET GUARDIAN)

Earning their name when five cars smashed into one another on a busy street after the first crumpled around their First Change, Pile-Up is a titan of muscle and anger. Learning the needs of the streets from their mentor Curbcheck, a fellow Bone Gnawer in the Crescent's Edge pack, Pile-Up lives to right wrongs and bring peace to the worst corners of the city.

Tribe: Bone Gnawers

Auspice: Ahroun

Patron: Rat

Touchstones: Detective Javier Ramirez, the homicide detective willing to look the other way as long as Pile-Up cleans up his city's criminal problems.

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

Secondary Attributes: Health 6, Willpower 5

Skills: Brawl 3, Melee (Improvised Weapons) 4, Stealth 1, Survival 2, Insight 2, Intimidation 1, Streetwise 3, Subterfuge 1, Awareness 3, Investigation 1, Occult 2

Renown: Glory 1, Honor 2

Gifts: Odious Aroma, Razor Claws, Hare's Leap

Rites: Rite of Dedication

Advantages: Mentor (Curbcheck, Bone Gnawer in Crescent's Edge) 2, Mask: Cobbler 2, Influence: Influential (Homeless) 2, Talisman (Spirit-Catcher) 1

Flaws: Influence: Despised (Gangs and Dealers) 2



Name Kai Gallowspeaker	Concept Street Vigilante	Patron Gorgon
Chronicle Reclamation	Auspice Theurge	Tribe Black Furies

ATTRIBUTES

PHYSICAL

Strength ●●○○○
Dexterity ●●●○○
Stamina ●●○○○

SOCIAL

Charisma ●○○○○
Manipulation ●●●○○
Composure ●●●○○

MENTAL

Intelligence ●●○○○
Wits ●●●●○
Resolve ●●○○○

Health

□□□□□#□#□#□#

Willpower

□□□□□#□#□#□#

Crinos □□□□

SKILLS

Athletics ●○○○○	Animal Ken ●○○○○	Academics ○○○○○
Brawl ●●○○○	Etiquette ●●○○○	Awareness ●●●○○
Craft ○○○○○	Insight ○○○○○	Finance ○○○○○
Driving ○○○○○	Intimidation ●●○○○	Investigation ●○○○○
Firearms ○○○○○	Leadership ●●●○○	Medicine ○○○○○
Larceny ○○○○○	Performance ○○○○○	Occult Rites ●●○○○
Melee ●●●○○	Persuasion ●○○○○	Politics ○○○○○
Stealth ●●○○○	Streetwise ●○○○○	Science ○○○○○
Survival ●○○○○	Subterfuge ●○○○○	Technology ○○○○○

RENOUN

Glory ●●○○○	Honor ○○○○○	Wisdom ●○○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Penumbra Senses	Intelligence + Wisdom	1 Will.	Page 147
Mother's Touch	Intelligence + Glory	1 Will.	Page 153
Porcupine's Reprisal	Cha. + Glory vs Comp. + Subterfuge	1 Rage C.	Page 156
Rite of Shadow Passage	Renown (any) + Occult	—	Page 182

Rage □□□□□

Chronicle Tenets

Touchstones

Favors & Bans

Andy (Just Andy), a badly scarred little boy that suffered in a vicious street mugging while Gallowspeaker was busy dealing with sept relationships.

ADVANTAGES & FLAWS

Mentor (Grace Stormchilde)	●●●●○
Talisman (Klaive)	●●○○○
Resources 1	●○○○○
	○○○○○
Fame: Infamy (Wanted for Questioning)	●○○○○
Adversary (Theo Pelt-of-Night)	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○






Harano □□□□□ **Hauglosk** □□□□□

Appearance

History

The current leader of the pack, Kai Gallowspeaker was chosen to lead initially by Grace Stormchilde, who sees great potential in the young Fury. Showing initiative from the moment of their First Change, Kai Gallowspeaker wields the power of the Garou to right the wrongs on a street level—happy to wet their claws on the muggers and deplorables of the local scab.

FORMS of the GAROU

Homid	Cost: Free Silver immunity	
Glabro	Cost: One Rage Check Physical Tests: Two-Dice Bonus Social Tests: Two-Dice Penalty* Regenerate: 1 per Rage Check	
Grinos	Cost: Two Rage Checks Spend 1 Willpower per turn or frenzy Physical Tests: Four-Dice Bonus Health Levels: +4 Social and Stealth Tests: Fail Regenerate: 2 Per Rage Check Claws: +3 Bite: +1 Aggravated Causes Delirium	
Hispo	Cost: One Rage Check Physical Tests: Two-Dice Bonus** Stealth Tests: Two-Dice Penalty Social Tests: Limited to wolves and Garou Regenerate: 1 per Rage Check Bite: +1 Aggravated	
Lupus	Cost: Free Silver immunity Social Tests: Limited to wolves and Garou	

* Does not apply to intimidation or non-humans

** Does not apply to Stealth tests

Notes

Adversary Theo Pelt-of-Night is a rival pack leader. This Shadowlord Galliard exploits tradition for his pack's benefit.

Total Experience

Spent Experience

Name Asa "Callback to the End"	Concept Tragic Tattooist	Patron Spider
Chronicle Reclamation	Auspice Galliard	Tribe Glass Walkers

ATTRIBUTES

PHYSICAL

Strength ●●○○○
Dexterity ●●●○○
Stamina ●●○○○

SOCIAL

Charisma ●●●●○
Manipulation ●●○○○
Composure ●○○○○

MENTAL

Intelligence ●●●○○
Wits ●●●○○
Resolve ●●○○○

Health

□□□□□# # # # #

Willpower

□□□□# # # # #

Grins □□□□

SKILLS

Athletics ○○○○○	Animal Ken ○○○○○	Academics ○○○○○
Brawl ●●○○○	Etiquette ●○○○○	Awareness Sharp-eyed ●●○○○
Craft Tattoos ●●●○○	Insight ●●○○○	Finance ○○○○○
Driving ○○○○○	Intimidation ●●○○○	Investigation ○○○○○
Firearms ○○○○○	Leadership ○○○○○	Medicine ●○○○○
Larceny ○○○○○	Performance Speeches ●●○○○	Occult ○○○○○
Melee ○○○○○	Persuasion ○○○○○	Politics ○○○○○
Stealth ●●●○○	Streetwise ●●●○○	Science ○○○○○
Survival ●●○○○	Subterfuge ○○○○○	Technology ○○○○○

RENOWN

Glory ●○○○○	Honor ○○○○○	Wisdom ●●○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Hare's Leap	Strength + Glory	1 Rage C	Page 147
Song of Rage	—	1 Rage c.	Page 159
Skinbind	—	1 Will.	Page 171
Rite of the Forgetful Record	Wisdom + Investigation	—	Page 182

Rage □□□□□

Chronicle Tenets

Touchstones

Favors & Bans

Laura De Savante, owner of the tattoo parlor Callback works at and former O.D. survivor. Currently clean, but always too close to the stuff for comfort.

ADVANTAGES & FLAWS

Day Job (Tattoo Parlor)	●○○○○○
Contacts: Pharma Gregg (local 'Clean' dealer)	●○○○○○
Resources	●○○○○○
Talisman (Luna Inks that remain in any form)	●●○○○○
	○○○○○○
Substance Abuse: Addiction (Adderall)	●○○○○○
Looks: Ugly	●○○○○○
	○○○○○○
	○○○○○○
	○○○○○○
	○○○○○○






Harano □□□□□ **Hauglosk** □□□□□

Appearance

History

A map of sigils, symbols, and other important artistic expression inked into flesh, Callback grew up on these streets and became well known for their tattoo skills. They know and care for many of the local drug addicts in the area, seeing their plight collectively as a metaphor for trying to care for a poisoned world.

FORMS of the GAROU

Homid	Cost: Free Silver immunity	
Glabro	Cost: One Rage Check Physical Tests: Two-Dice Bonus Social Tests: Two-Dice Penalty* Regenerate: 1 per Rage Check	
Grinos	Cost: Two Rage Checks Spend 1 Willpower per turn or frenzy Physical Tests: Four-Dice Bonus Health Levels: +4 Social and Stealth Tests: Fail Regenerate: 2 Per Rage Check Claws: +3 Bite: +1 Aggravated Causes Delirium	
Hispo	Cost: One Rage Check Physical Tests: Two-Dice Bonus** Stealth Tests: Two-Dice Penalty Social Tests: Limited to wolves and Garou Regenerate: 1 per Rage Check Bite: +1 Aggravated	
Lupus	Cost: Free Silver immunity Social Tests: Limited to wolves and Garou	

* Does not apply to intimidation or non-humans

** Does not apply to Stealth tests

Notes

Total Experience
Spent Experience



Name Wrong Path Jensen	Concept Graffiti Cartographer	Patron Owl
Chronicle Reclamation	Auspice Ragabash	Tribe Silent Striders

ATTRIBUTES

PHYSICAL

Strength ●●○○○
Dexterity ●●●○○
Stamina ●●●○○

SOCIAL

Charisma ●●●○○
Manipulation ●●○○○
Composure ●●●○○

MENTAL

Intelligence ●○○○○
Wits ●●○○○
Resolve ●●○○○

Health

□□□□□□□□□□

Willpower

□□□□□□□□□□

Crinos □□□□

SKILLS

Athletics ●○○○○	Animal Ken ○○○○○	Academics ○○○○○
Brawl ●●○○○	Etiquette ●○○○○	Awareness ●●○○○
Craft Graffiti ●●●○○	Insight ●●○○○	Finance ○○○○○
Driving ○○○○○	Intimidation ○○○○○	Investigation ●○○○○
Firearms ○○○○○	Leadership ○○○○○	Medicine ○○○○○
Larceny ●○○○○	Performance Expression ●●●○○	Occult ●●○○○
Melee ○○○○○	Persuasion ○○○○○	Politics ●○○○○
Stealth ●●○○○	Streetwise Local Slums ●●●○○	Science ○○○○○
Survival ●●○○○	Subterfuge ●○○○○	Technology ○○○○○

RENOWN

Glory ○○○○○	Honor ●○○○○	Wisdom ●●○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Staredown	Charisma + Honor	1 Rage C.	Page 147
Fetch Bounty	Wits + Wisdom	1 Will.	Page 177
Crow's Laughter	Man + Honor vs Comp. + Insight	1 Rage C.	Page 149
Rite of Contrition	Honor + Etiquette	—	Page 182

Rage □□□□□

Chronicle Tenets

Touchstones

Favors & Bans

Al, the city bus driver that has seen it all twice, and has known Wrong-Way since they were a local kid sneaking rides to get across town.

ADVANTAGES & FLAWS

Supernatural: Moon-Quickened	●○○○○○
Fame (Graffiti Tags)	●●○○○○
Looks: Clement Lupus	●○○○○○
Mask	●●○○○○
Mask: Zeroed	●○○○○○
	○○○○○○
Folkloric Tell (Hairy Palms)	●○○○○○
Folkloric Block (Wolfsbane Herb)	●○○○○○
	○○○○○○
	○○○○○○
	○○○○○○






Harano □□□□□ **Hauglosk** □□□□□

Appearance

History

Never far from a few cans of spray paint or jars of brush-on, Wrong Path turns the back alley walls and human landmarks to create a colorful map of warnings and signs to the Nation. They blame themselves for not realizing sooner how bad things have fallen around this area, and frequently enact the Rite of Contrition to make up for any taint their poisonous paints might have carried with them.

FORMS of the GAROU

Homid	Cost: Free Silver immunity	
Glabro	Cost: One Rage Check Physical Tests: Two-Dice Bonus Social Tests: Two-Dice Penalty* Regenerate: 1 per Rage Check	
Grinos	Cost: Two Rage Checks Spend 1 Willpower per turn or frenzy Physical Tests: Four-Dice Bonus Health Levels: +4 Social and Stealth Tests: Fail Regenerate: 2 Per Rage Check Claws: +3 Bite: +1 Aggravated Causes Delirium	
Hispo	Cost: One Rage Check Physical Tests: Two-Dice Bonus** Stealth Tests: Two-Dice Penalty Social Tests: Limited to wolves and Garou Regenerate: 1 per Rage Check Bite: +1 Aggravated	
Lupus	Cost: Free Silver immunity Social Tests: Limited to wolves and Garou	

* Does not apply to intimidation or non-humans

** Does not apply to Stealth tests

Notes

Total Experience
Spent Experience



Name Soot and Cinder	Concept Wild Awakened Wolf	Patron Stag
Chronicle Reclamation	Auspice Ahroun	Tribe Hart Wardens

ATTRIBUTES

PHYSICAL

Strength ●●●○○

Dexterity ●●●○○

Stamina ●●●●○

SOCIAL

Charisma ●●○○○

Manipulation ●○○○○

Composure ●●○○○

MENTAL

Intelligence ●○○○○

Wits ●●●○○

Resolve ●●○○○

Health

□□□□□□□□□□

Willpower

□□□□□□□□□□

Crinos □□□□

SKILLS

Athletics ●●●○○	Animal Ken ●●●○○	Academics ○○○○○
Brawl Tooth and Claw ●●●●○	Etiquette ○○○○○	Awareness ●●○○○
Craft ○○○○○	Insight ●○○○○	Finance ○○○○○
Driving ○○○○○	Intimidation ●●●○○	Investigation ●○○○○
Firearms ○○○○○	Leadership ●○○○○	Medicine ○○○○○
Larceny ○○○○○	Performance ○○○○○	Occult ○○○○○
Melee ○○○○○	Persuasion ○○○○○	Politics ○○○○○
Stealth ●●○○○	Streetwise ○○○○○	Science ○○○○○
Survival ●●○○○	Subterfuge ○○○○○	Technology ○○○○○

RENOWN

Glory

●●○○○

Honor

○○○○○

Wisdom

○○○○○

GIFTS & RITES

Name	Pool	Cost	Notes
Raging Strike	—	Free	Page 147
Rapid Shift	—	Free	Page 161–162
Sacred Boundary	—	Free	Page 172
Rite of the Wolf Reborn	Renown (Highest of Target) + Leadership	—	Page 186

Rage □□□□□

Chronicle Tenets

Touchstones

Favors & Bans

Foggy Eye, the birth mother to the pack of zoo wolves, including Soot and Cinder; Saxophone Sam, the street corner musician who plays for tips, but can always be counted on to be there when Soot and Cinder needs to hear soothing human music.

ADVANTAGES & FLAWS

Allies (Horace Zimmerman, Zoo Night Security)	● ○ ○ ○ ○ ○
Allies (Horace - Reliability)	● ● ● ● ○
Talisman (Turtleshell Charm)	● ● ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
Linguistics: Illiterate	● ● ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○






Harano □ □ □ □ □ □ **Hauglosk** □ □ □ □ □ □

Appearance

History

Named for the black and rusty fur that has always covered them, Soot and Cinder broke free from the local zoo, attracted to the sound of a Mardi Gras street parade nearby. Despite being a devoted warrior, their First Change was born out of curiosity to discover a deep love of musical things... and the fury that stems from its sources being mistreated.

FORMS of the GAROU

Homid	Cost: Free Silver immunity	
Glabro	Cost: One Rage Check Physical Tests: Two-Dice Bonus Social Tests: Two-Dice Penalty* Regenerate: 1 per Rage Check	
Grinos	Cost: Two Rage Checks Spend 1 Willpower per turn or frenzy Physical Tests: Four-Dice Bonus Health Levels: +4 Social and Stealth Tests: Fail Regenerate: 2 Per Rage Check Claws: +3 Bite: +1 Aggravated Causes Delirium	
Hispo	Cost: One Rage Check Physical Tests: Two-Dice Bonus** Stealth Tests: Two-Dice Penalty Social Tests: Limited to wolves and Garou Regenerate: 1 per Rage Check Bite: +1 Aggravated	
Lupus	Cost: Free Silver immunity Social Tests: Limited to wolves and Garou	

* Does not apply to intimidation or non-humans

** Does not apply to Stealth tests

Notes

The Turtleshell charm grants Soot and Cinder +1 Health and +1 Willpower

Total Experience

Spent Experience



Name Elliot "Fairblade" Fuller	Concept Ritualist of Tradition	Patron Falcon
Chronicle Reclamation	Auspice Philodox	Tribe Silverfangs

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●○○○
Stamina ●●○○○

SOCIAL

Charisma ●●●○○
Manipulation ●●●○○
Composure ●●●○○

MENTAL

Intelligence ●●○○○
Wits ●●○○○
Resolve ●○○○○

Health

□□□□□#□#□#□#

Willpower

□□□□□#□#□#□#

Crinos □□□□

SKILLS

Athletics	○○○○○	Animal Ken	○○○○○	Academics	○○○○○
Brawl	●●●○○	Etiquette	●●○○○	Awareness	●●○○○
Craft	○○○○○	Insight Read Others	●●●○○	Finance	○○○○○
Driving	○○○○○	Intimidation	○○○○○	Investigation	●○○○○
Firearms	○○○○○	Leadership	●○○○○	Medicine	○○○○○
Larceny	○○○○○	Performance	○○○○○	Occult	●●●○○
Melee	●○○○○	Persuasion	●●●○○	Politics	●○○○○
Stealth	●●○○○	Streetwise	○○○○○	Science	○○○○○
Survival	○○○○○	Subterfuge	○○○○○	Technology	○○○○○

RENOWN

Glory	○○○○○	Honor	●●○○○	Wisdom	●○○○○
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GIFTS & RITES

Name	Pool	Cost	Notes
Ancestral Conviction	—	1 Will.	Page 155
The Silver Compact	—	1 Rage C.	Page 179
Catfeet	—	1 Will.	Page 146
Rite of Accomplishment	—	—	Page 187
Gathering for the Departed	—	—	Page 187
Rite of Shadow Passage	Renown (Any) + Occult	—	Page 182
Rite of the Shrouded Glen	Wisdom + Craft	—	Page 185
Rite of the Whispering Field	Wisdom + Survival	—	Page 185

Rage □□□□□

Chronicle Tenets

Touchstones

Favors & Bans

Craig Tillerman, Fairblade's childhood best friend that had to be cut off when Fairblade had their First Change, out of fear for getting them involved in Garou troubles. Fairblade still cares a great deal about him though, and protects him always.

ADVANTAGES & FLAWS

Mentor (Malissa Ivorymane, a pack Ritualist)	●●●○○
Talisman (Starmantle's Ritual Implement)	●●●○○
Resources	●○○○○
	○○○○○
Supernatural Bane (Wolfsbane Herb)	●○○○○
Mask: Serial Error	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○






Harano □□□□□ **Hauglosk** □□□□□

Appearance

History

Inheritor of the ritual teachings of Sir Harlowe Starmantle, the fellow Silver Fang hero laid to rest at a local caern, Elliot hopes to follow in his spiritual footsteps. Perhaps with the help of another of Starmantle's line of students, Malissa Ivorymane, and her pack, the Crescent's Edge, this young ritualist will rise to the reputation of the folklore surrounding his legend.

FORMS of the GAROU

Homid	Cost: Free Silver immunity	
Glabro	Cost: One Rage Check Physical Tests: Two-Dice Bonus Social Tests: Two-Dice Penalty* Regenerate: 1 per Rage Check	
Grinos	Cost: Two Rage Checks Spend 1 Willpower per turn or frenzy Physical Tests: Four-Dice Bonus Health Levels: +4 Social and Stealth Tests: Fail Regenerate: 2 Per Rage Check Claws: +3 Bite: +1 Aggravated Causes Delirium	
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Lupus	Cost: Free Silver immunity Social Tests: Limited to wolves and Garou	

* Does not apply to intimidation or non-humans

** Does not apply to Stealth tests

Notes

Starmantle's Ritual Implement is a conch shell that whispers rite knowledge to Fairblade, thus far Fairblade has mastered some of the rituals the Conch revealed.

Total Experience

Spent Experience