

Forgotten Lessons

BY JAMES A. MOORE

*Forgotten Lessons is the first part of a three-part story for **Werewolf: The Apocalypse, Second Edition**, designed with four to six Garou in mind. Part One is followed next issue by Present Dangers, and Future Shocks in issue #44 (June). You can use all three parts together, or adapt each to stand on its own.*

The Story So Far

Forgotten Lessons focuses on the distant past, long before Europeans came to the Americas. Long ago, Gaia gave the continent to the least corrupted of her children. Thus, the Uktena, the Wendigo and the Croatan traveled across the frozen wastelands of the Bering Straight and made the Americas their home.

Although the land had been cleansed by Gaia during the Ice Age, many Wyrmlings still existed there. The Wyrmling's minions were weakened, though, and quickly fell before the onslaught of the Garou. The Garou bound these creatures into stones and buried the Wyrmlings in the earth where they could do no more harm. Powerful rituals were performed year after year to ensure that the creatures remained dormant. They were unable to harm the Pure Ones and their Kinfolk.

With time, Europeans came to the Americas, bringing the evil of the Wyrmling with them. After many battles, the Pure Ones were driven from their lands and forced to the west. Many of the Pure Ones died, the Croatan were destroyed, and, in some places, the rituals that held the Wyrmling's monsters dormant were abandoned.

Since that time, Malafaxus the Wyrmling-Walker has lain asleep beneath the earth, slowly regaining power after imprisonment by the Pure Ones. Now the time has come: Malafaxus has awakened.

The being has been roused by recent construction near its resting place near Utica, north of New York City. A subsidiary of Pentex is responsible for the "noisy" construction. The corrupt corporation has become aware of Malafaxus, and it is doing all it

can to ensure that the powerful Wyrmling awakens with its powers intact. To this end, the corporation has shifted to building an industrial complex on land directly above the Wyrmling's resting place.

The Waltheford Industrial Park promises to bring many jobs to nearby Utica. Newspapers have done a bang-up job of letting everyone in the state know about the new complex and its opportunities.

Coincidentally, many Uktena and Wendigo with the Past Life Background have recently had fitful dreams, envisioning an army

of fomori crawling from the ground. Furthermore, the local Red Talons have been more restless than usual. Even at the Gaia's Hand Sept, Garou have grown uneasy. No one knows why, but they're about to find out.

Theme

Forgotten Lessons is a reminder that only by understanding and respecting our past, heritage and history can we hope to understand our present and future.

Mood

Forgotten Lessons is about dark, unreasoning fear. Something from the past, something with a long memory and foul powers, has returned to haunt the present. Whatever it is, it wants revenge, and today's Garou must face that horror.

Tribal Involvement

If any characters are Uktena or Wendigo, getting involved in this story is fairly easy. Elders of the Uktena tribe have been dealing with a Wendigo sept on the other side of the U.S./Canadian border. Considering the gross numbers of Wyrmling-bringer Garou that have infested New York State, this alliance is very necessary.

Both tribes have discovered a common enemy to expedite their unification: the Waltheford Industrial Park. Development has begun on the industrial park's north wing. The construction site is located on what is believed to be ancient Iroquois burial grounds,

Part 1 of a 3 Part Story for



SECOND EDITION



lands held sacred long before the Europeans came and conquered. (Development of the land has been approved because politicians under the thumb of Pentex and the Wyrms have dismissed pressure from historical preservation groups.) The Wendigo and Uktena want what they believe to be their land back. Even the Red Talons loathe such afflictions to the world, and they gladly side with the Wendigo and Uktena to prevent any further construction near Utica. (Of course, what all these Native American groups and Garou have forgotten is that a Wyrms creature, not a graveyard of ancestors, is actually buried there.)

For their part, Glass Walkers have invested a great deal of money in developing the park, unaware that Pentex is behind the venture. The Glass Walkers have even promised job opportunities to Kinfolk of the Bone Gnawers. The Bone Gnawers therefore stand by the Glass Walkers. Any interference on the part of Native American tribes certainly catches the Glass Walkers' attention.

One of the construction companies being used at the Waltheford complex is the Larson Transport Company. Tor Larson is Kinfolk to the Get of Fenris. His son, Kurt Larson, belongs to the Sept of the Sentinel in up-state New York. Kurt is not known for his patience, especially with people who bother his father. Should any construction crews be injured, Kurt's revenge is inevitable.

The Shadow Lords also have several business operations. They plan to move into the Waltheford Industrial Complex. Indeed, the Shadow Lords have plans, big plans.

The Silent Striders have no plans or involvement in the area, but are likely to investigate, if only to discover what all the fuss is about.

The Children of Gaia support the Uktena and Wendigo, but refuse to participate in violence—there simply has to be a better way. They do their best to make everyone behave. Lots of luck.

Scene One: Conflict of Interest

The Native American Coalition for the Preservation of Sacred Sites (NACPOSS) has decided that recent media coverage of job opportunities coming to Utica is too good an opportunity to miss. The group is using the media coverage to give voice to their protests against the proposed north wing. Uktena or Wendigo characters may be present at the protest. Participants include Native Americans, Kinfolk and Garou.

Some protesters have gone so far as to post themselves at the center of the construction site. They are fully prepared to be arrested, hoping to stop the destruction of their "sacred grounds." A substantial number of the Children of Gaia agree with the Native Americans, so any characters from that tribe are likely to be there as well.

All that's planned is a simple, peaceful demonstration, a "sit-in" to stop construction and allow NACPOSS leaders to speak. Thomas Waltheford, actually a Black Spiral Dancer in the employ of Pentex, is not fond of the idea. Neither are his unwitting Glass Walker backers. The press has been paid off. No representatives from any of the major news organizations are present.

Paladin Security is also on the Pentex and Glass Walker payroll. Guards from this company are being employed to ensure that construction goes as planned. Paladin Security is owned and operated by Andrew Harrison, a Shadow Lord of dubious morality.

No one knows Waltheford's true affiliations.

What's Really Going On

The Iroquois Six-Nations League knows the land being developed is sacred and should be protected from exploitation (it's believed to be a burial ground). Members fear that the land's rape will set a precedent.

What the League doesn't know is the true reason why the land is sacred, or more importantly, why it has terrible significance. (It's

Investigations

It's very possible that characters decide to investigate the investors behind the Waltheford Industrial Park. An Intelligence + Investigation roll, difficulty 8, is required to gather any useful information. With three successes, the names of several prominent investors are revealed:

Thomas Waltheford— Legal owner of the land, he owns heavy stock in Pentex (through front companies and agents that the Glass Walkers have failed to research). He also has a strong reputation as an amateur archeologist. In truth, Waltheford is a Black Spiral Dancer, but characters have to meet him to discover this; no amount of investigation reveals it.

Gerald Withersby— A well-placed investor with ties to several companies, including Pentex (his multiple investments imply an ignorance of Pentex's true nature).

Andrew Harrison— Wealthy Shadow Lord with a bad reputation; he is rumored to have mob connections.

Lila Westerly— Wealthy Glass Walker with powerful ties to the Utica City Council.

The Jessica Morrow Foundation— A small investment in the park can be traced to Ms. Jessica Morrow. She is actually a vampire whose only address is a post office box in Chicago. Unless characters have contacts in Chicago who are knowledgeable about the city's vampire population, they have no way of discovering Morrow's true nature.

O'Tolley's International Restaurants (a Pentex subsidiary) — The chain wants exclusive food service rights to the complex. O'Tolley's is one of Pentex's "top twenty" branch companies and can pique the interest of monkeywrenching Garou.

Burpsi-Cola Corporation

Several small credit unions

Ramses Enterprises (a Pentex subsidiary) — Ramses is a publishing house that's hired to distribute Pentex information. Several other companies also hire Ramses, so the organization may be assumed to be legit (which it is). However, Ramses is tied to Vesuvius, Inc., Pentex's main publishing house.

There are dozens of smaller investors as well. Several of these companies are involved in Pentex operations, but only heavy research proves such connections. If characters are looking for such ties, require them to make extended rolls; only 10+ successes reveal any connections.

this significance that inspires the strong feelings of dread that the Wendigo and Uktena have.) Something rests here that should not be disturbed. Sadly, as has been proved time and again, the government (even the segments that have not been touched by the Wym) cares little about the feelings or rights of Native Americans.

Of course, the land actually holds the fetish-bound form of the Wym-Walker. Its time is come, and unless the characters can stop construction, the creature rises. The Sense Wym Gift has no effect on Malafaxus at this time, as it is completely bound by Uktena fetishes. These fetishes keep its power completely at bay, but they also keep its power from being detected.

Unfolding Events

Paladin Security Guards are well-paid, elite members of one of the finest security forces available. They're paid to do a job, and they take their duties seriously. They politely ask protesters to leave the premises. If unsuccessful, they call in local police. Security guards only attack if provoked, but defend themselves from any threat. Guards do their very best to "gently remove trespassers from the property." They fully expect to have a fight on their hands.

If the police are summoned, they will arrive within 10 minutes and begin arresting anyone who does not belong on the construction site. Thomas Waltheford, the Black Spiral organizing construction on Pentex's behalf, presses charges against the trespassers. In order to legally remove themselves from Utica's jail, characters have to arrange a \$1,000 bond. If there is conflict at the construction site, the bond may be as high as \$10,000. The greatest problem facing Garou in this scene is that most of them have no legal leg to stand on. In the eyes of the law, they have no right to interfere with construction.

Characters found guilty of trespassing or assault face fines or jail time.

In the event that one or more characters is Wendigo, Uktena or a Child of Gaia, her people hear of the protest (and any resulting struggle). Rest assured, if the Uktena and Wendigo tribes' Kinfolk are assaulted, other members of the tribe come running. As soon as either of these tribes becomes involved, the Get of Fenris, Shadow Lords, Bone Gnawers and Glass Walkers also become involved (see *Tribal Involvement*, above). In other words, consider multi-tribe involvement unavoidable.

Paladin Security Guards

Attributes: Strength 3, Dexterity 2, Stamina 3, Charisma 2, Manipulation 3, Appearance 3, Perception 4, Intelligence 3, Wits 2

Abilities: Alertness 2, Brawl 3, Dodge 3, Drive 2, Firearms 3, Intimidation 2, Investigation 2, Law 2, Melee 2, Streetwise 2

Backgrounds: Allies 5

Willpower 7

Health Levels: OK, -1, -1, -2, -2, -5, Incapacitated

Equipment: .357 Magnum, baton, flak vest, really cool mirror shades. The "really cool" shades are actually fetishes (Level 1, Gnosis 3). Guards wearing these shades are immune to the Delirium. If the glasses are knocked off, guards are vulnerable to the Delirium.

Scene Two: The Awakening

Several days pass, and despite the best efforts of NACPOSS, construction proceeds as planned. On the fifth day of work, a large

bundle is uncovered. It's wrapped in worn (but, miraculously, still whole) bear hides. This unusual package holds the mortal remains of Malafaxus.

Have the members of the pack been watching the site? If not, they'll be sorry.

What's Really Going On

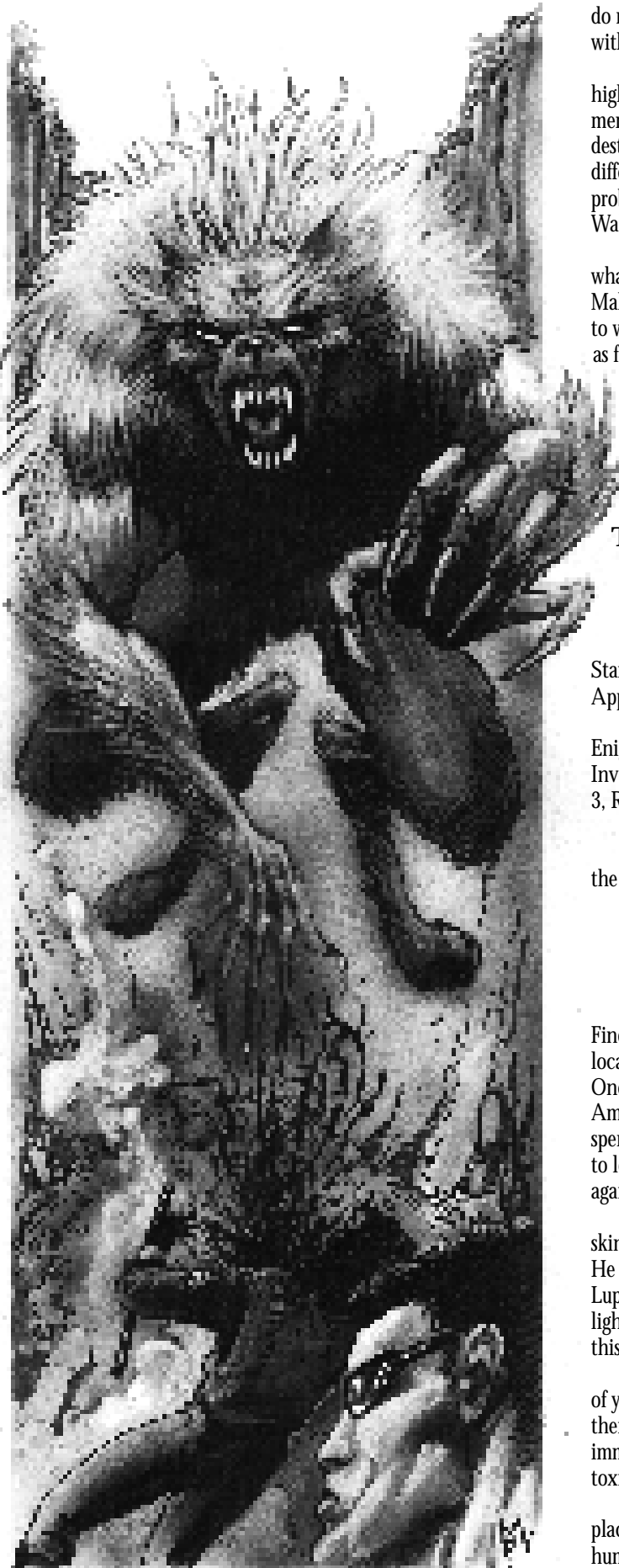
Every morning, guards have driven away members of NACPOSS. They have warned them that stiffer penalties will be meted if the trespassers are ever found on private property again. The press is still not responding to NACPOSS' pleas— news in other places has distracted them.

With digging underway and the Wym-Walker's remains uncovered, Thomas Waltheford's plans are about to reach fruition.

Something definitely seems afoot. For the first time since this entire mess began, the man that legally owns the land arrives at the construction site. As soon as the bundle is lifted from the ground, Waltheford has it placed in the back of his pickup truck, and a Paladin guard joins him for the ride.

If the pack has been watching the construction site, characters have a chance to stop Waltheford, provided they haven't been driven away by Paladin Security guards and the local police (with additional encounters staged by you, depending on how adventurous characters are in their surveillance).

If the pack is present and attempts to stop Waltheford, he flees instead of fighting. He also calls on his Paladin guards to handle the dirty work while he escapes. The guards do all they can to stop the pack, using lethal force to defend themselves, if necessary. If the characters track Waltheford after he's left the construction site, they find the remains of his truck, but not the man himself. They



do not find his guard companion or the creature Waltheford has with him (see *Scene Three*, below, for details).

Waltheford has possession of the Wyrm-Walker's remains and hightails it to New York City. His plan is to gather together the members of his splinter pack and make arrangements for the destruction of the Sept of the Green, a melting pot of Garou from different tribes, located in New York. There's only one small problem with his plan: he has yet to consult with the Wyrm-Walker.

Waltheford has been working under the assumption that whatever it is he has liberated from the ground will listen to reason. Malafaxus the Wyrm-Walker is effectively insane and has no desire to work with anyone. It feels only the need to spread its corruption as far as it can. The fetishes that long ago bound Malafaxus have maintained their strength to some degree, but without the Uktena rituals that assured its continued slumber, Malafaxus has awakened. Thus, while the fetishes that held the creature are still strong, they have been separated from their "home" and are useless.

Thomas Waltheford, "Hastoodar"

Breed: Homid

Auspice: Philodox

Tribe: Black Spiral Dancers

Attributes: Strength 4 (6/8/7/5), Dexterity 3 (3/4/5/5), Stamina 3 (5/6/6/5), Charisma 2, Manipulation 4 (3/1/1/1), Appearance 3 (2/0/3/3), Perception 4, Intelligence 3, Wits 2

Abilities: Alertness 3, Brawl 4, Dodge 3, Drive 2, Empathy 2, Enigmas 3, Etiquette 3, Expression 4, Firearms 2, Intimidation 3, Investigations 2, Law 4, Melee 3, Occult 5, Politics 4, Primal-Urge 3, Rituals 2, Stealth 3, Streetwise 2, Survival 2

Backgrounds: Allies 5, Past Life 5, Resources 3

Gifts: (1) Persuasion, Resist Pain, Smell of Man; (2) King of the Beasts, Stare-down; (3) Foaming Fury

Rank: 3

Rage 8, Gnosis 6, Willpower 8

Health Levels: OK, -1, -1, -2, -2, -5, Incapacitated

Rites: Rite of Contrition, Rite of Talisman Dedication

Fetishes: Fang Dagger; Nest-Finder (Level 5, Gnosis 5; Nest-Finder is a Black Spiral Dancer fetish created specifically for locating sites where minions of the Wyrm were buried by the Pure Ones during the time before the European invasion of the Americas. The bearer must first spend a turn activating the fetish, spend one Gnosis point and roll Perception + Enigmas, difficulty 8, to locate a minion of the Wyrm that has been buried and shielded against detection.)

Image: Thomas Waltheford is in his early '40s. He has pale skin, dark gray hair and green eyes. In Homid form, he stands 6'3". He wears gold-rimmed glasses and a charcoal-gray business suit. In Lupus form, Waltheford's fur is dark gray, with patches that are lighter and tinged green. He stands four feet tall at the shoulder in this form.

Roleplaying Notes: You loathe all that is sacred to Gaia. One of your specialties is building useless structures and later converting them into Blights. Almost every place you've built has turned an immense profit and simultaneously become a dumping ground for toxic wastes.

Most of all, you love thumbing your nose at the Garou. Most places where you choose to build are pristine, untouched by humankind. You always make certain that the land is legally yours

well before you start development. Naturally, your substantial donations to wildlife preserves make you appear almost saintly in the eyes of the press.

History: WaltheFord went through the Change later in life than most Garou. He was 25 years old and already establishing himself in the business world when the Dancers came for him. They taught him their ways and philosophies, and he made them his own, adding his natural business sense to their strategy of corruption.

WaltheFord has established no Hive as yet, but he's supported by several Black Spirals. They left the Dank Well Hive in the Adirondacks to join him. His "Hive" resides in Manhattan, where he owns several buildings, including the Hartsburg building, the headquarters of his company. WaltheFord has nothing but contempt for the Abyss Leapers pack of New York City and plans to forcibly take their Pit in the near future.

Scene Three: Walking With the WyrM

If the characters pursue WaltheFord when he leaves with the WyrM-Walker's remains, they're undoubtedly surprised to find a pickup truck by the side of the road, literally torn apart by whatever was in the back. There's no sign of WaltheFord, his guard or his prize.

However, in the back of WaltheFord's pickup truck there are several moldy bear skins, laying in tatters. Various primitive fetishes lie in the folds of the skins. These fetishes are Binding Stones, designed to keep Malafaxus in a deep sleep, unable to move or think. The fetishes still hold their power, but this power is now dormant and can only be reactivated by an Uktena who knows the required ritual.

For future parts of this story, it's important that the characters pick up the bear skins and stones. The skins have markings on them that indicate some significance, and the stones bear obvious significance; characters keeping the items shouldn't be a problem.

Characters may use the tracking rules provided in the **Werewolf Second Edition** rulebook to follow a trail that weaves through the woods, off to the side of the road and toward New York City. Any character with the Sense WyrM Gift is now able to feel the presence of something very powerful and corrupt—the WyrM-Walker.

Malafaxus the WyrM-Walker

The WyrM-Walker is a powerful fomor, capable of inflicting a great deal of damage upon any being it attacks. Worse still, the WyrM-Walker is a walking gateway for Banes, summoning the creatures almost constantly and sending them out to possess the bodies of living creatures they encounter.

Long ago, the WyrM-Walker was a powerful mystical bear. Some say it was a mage (the Garou believe that, long ago, animals could become intelligent and work magic). Its name was Malafaxus. Malafaxus made a deal with the WyrM, promising regular sacrifices as long as it could remain self-aware and immortal. The WyrM agreed to the bargain, and both kept their word for several centuries. Malafaxus' form of immortality allowed it to possess different bodies whenever the form it wore was growing old. Its last form was that of a Pure One Kinfolk. Eventually Malafaxus stopped the sacrifices, meaning to continue with them, but as it grew arrogant with power, it forgot its debt to the WyrM. The WyrM took the slight personally and destroyed Malafaxus' soul,

replacing its lifeforce with a gateway to Malfeas, the Umbral Lair of the WyrM. Malafaxus the WyrM-Walker is now literally a conduit for Banes from Malfeas to the material world.

When Malafaxus was defeated long ago, the gateway was closed, but now it is opening again. The process is slow, though, as Malafaxus has been confined for centuries, unable to use any of its powers. At present time, the creature is fully capable of causing injury, but it is not yet capable of opening its internal gateway to the most corrupt Realm of the Umbra.

The WyrM-Walker is headed toward New York City, drawn by the city's enormous population and by an old enemy within. The creature plans to use its portal as soon as it arrives at its destination, releasing Banes upon New York's populace. For the present, it attempts to flee any foes, but the Garou will probably catch up with it anyway.

The worst problem the characters face is that they haven't the foggiest notion of what the WyrM-Walker is or what it can do. Malafaxus is a serious threat, but one that can be stopped with a little teamwork (at least at this time). Indeed, as Part Two of this series deals with the pursuit of WaltheFord, the initial defeat of the WyrM-Walker should be resolved soon.

As stated above, the WyrM-Walker seeks revenge in New York. Somewhere in the city is an Uktena descended from the Garou who led the assault to capture Malafaxus ages ago. Malafaxus will not rest until the Garou known as Chases-After-Shadows, descendant of Tricks-The-WyrM, is dead. There are lessons to be learned from the past, and the pack must search in the past to save the present. That salvation is also dealt with later in this series.

Note: Malafaxus is still very weak; all Traits in parentheses are accurate at this time. Should Malafaxus manage to escape the characters, it regains its full power in a matter of days.

Attributes: Strength 8, Dexterity 4, Stamina 7, Charisma 2, Manipulation 3, Appearance 2 (0), Perception 5, Intelligence 4, Wits 5

Abilities: Alertness 4, Animal Ken 1, Athletics 4, Brawl 5, Dodge 5, Empathy 5, Enigmas 3, Expression 1, Intimidation 4, Medicine 3, Melee 3, Occult 5, Stealth 4, Survival 5

Backgrounds: None

Rage 10 (5), Gnosis 10 (2), Willpower 10 (5)

Health Levels: OK, OK, OK, -1, -1, -2, -2, -3, -4, -5, -5, Incapacitated

Fomori Powers: Extra Limbs, Fangs and Claws, Immunity to Delirium, Incite Frenzy, Infectious Touch, Portal (see below), Umbral Passage (Step Sideways)

Portal: For two Gnosis points per scene, the WyrM-Walker can open a portal within itself. The opening connects Malfeas to this world. The portal is strictly one-way and allows any Bane with the Possession Charm to enter the real world at will, with no cost to itself. The Banes must begin the process of Possessing a target within three turns of entering the material world or return to the Umbra. Malafaxus has no control over these Banes; it simply knows that releasing them into the world is what the WyrM desires. These Banes come through the Portal at a rate of one every two turns.

Image: The WyrM-Walker is a short, stocky man with long black hair. He looks like the security guard who accompanied WaltheFord in his truck, but now he's in very rough shape. A large scar on the former-guard's chest pulses with his heartbeat. Burn marks, from long exposure to the powerful fetishes that bound the

Wyrms-Walker, cover his body. *Things* move under the Wyrms-Walker's leathery hide, writhing and hissing with the host's every move.

Scene Four: Escape to New York

The characters are unable to find Thomas Waltheford. Waltheford has escaped into the Umbra, terrified by the monstrosity that he has awakened. The Wyrms-Walker's first reaction was to attempt to possess Waltheford; he considers himself lucky to have escaped the creature. The creature possessed his unfortunate bodyguard instead.

What Waltheford doesn't know is that he has been infected by the Wyrms-Walker: a portion of its power rests within him and is starting to grow. Even if the Garou defeat the "main" Wyrms-Walker, another emerges (as discussed in the second and third parts of this trilogy).

Supernatural means of tracking Waltheford encounter difficulty. If the characters attempt to use the Rite of the Questing Stone, it fails, mainly because the caster must know the subject's true name. In this case, it requires Waltheford's Black Spiral name. The Sense Prey Gift doesn't work—it's used to find food, not enemies. If Scent of the Prey, the Ragabash Gift, is used on Waltheford, it encounters resistance from the infestation of the Wyrms-Walker within him.

If the pack looks for Waltheford in the Umbra, use the tracking rules from the **Werewolf Second Edition** rulebook. Difficulties are one higher in the Umbra. Ultimately, though, Waltheford's trail fades.

Waltheford plans to return to his New York packmates to gather help in recapturing his prize. He also plans to discuss his new prize with certain associates in Pentex.

Complications

There are several loose ends to consider in wrapping up Part One of this on-going story. First, there are the investors in Waltheford's Industrial complex; two are Garou with some rank and power in New York State. What connection could they have with a place that held a powerful Wyrms creature, and what connection might they have with Pentex?

Is the construction stopped, or do the investors push through with the planned industrial complex? Just because the number one investor is Wyrms-corrupt doesn't necessarily mean the Wendigo and Uktena have won the battle. Both the Shadow Lords and Glass Walkers have invested a great deal of time and money into this project. But, if the pack heartily recommends that the project be discontinued, Andrew Harrison and Lila Westerly might seriously consider the recommendation.

Then there's the little matter of Kurt Larson. If the construction stops, so does his father's cash flow. The land is now free from the Wyrms creature it held. Why should any of them give up what they've already worked so hard to get? The Wendigo, Uktena and Red Talons are likely to see things differently.

Additionally, the fact remains that Waltheford escapes the characters. He now unwittingly carries the seed of the Wyrms-Walker, and that seed grows as long as its host lives.

The Wyrms-Walker wants revenge. Who is the Garou it seeks, and how can their old rivalry help the characters destroy the Wyrms creature once and for all?



Renown

The Wyrn-Walker (at least this incarnation of it) is considered a strong minion of the Wyrn for Renown purposes. Any characters pivotal in stopping the development of the burial grounds (perhaps by convincing Westerly and Harrison that it's a Pentex operation) gain two points of Wisdom Renown. Any character who can promise to get Kurt Larson's father another job— and keeps the promise— gains a point of Honor Renown. Any character who pledges to help the Wendigo and Uktena stop the development, and follows through on her promise, gains one to two points of Honor Renown, depending on how central the character is in shutting down operations.

Kurt Larson

Breed: Homid

Auspice: Galliard

Tribe: Get of Fenris

Attributes: Strength 4 (6/8/7/5), Dexterity 4 (4/5/5/5), Stamina 4 (6/7/7/6), Charisma 2, Manipulation 2 (1/1/1/1), Appearance 3 (2/0/3/3), Perception 3, Intelligence 2, Wits 4

Abilities: Alertness 3, Brawl 4, Dodge 3, Drive 4, Empathy 2, Enigmas 3, Etiquette 1, Expression 4, Firearms 2, Intimidation 3, Law 2, Melee 3, Primal-Urge 3, Rituals 2, Stealth 3, Streetwise 3, Survival 2

Backgrounds: Allies 5, Totem 3 (Fenris)

Gifts: (1) Beast-Speech, Razor Claws, Smell of Man; (2) Halt The Coward's Flight, Jam Technology; (3) Might of Thor

Rank: 3

Rage 9, Gnosis 4, Willpower 6

Rites: Rite Of Passage, Rite of the Opened Caern

Fetishes: Grand Klaive

Image: Kurt Larson is huge. He stands almost seven feet tall in Homid form and is built like a brick wall. His eyes are blue, his hair is sun-bleached almost white. In Lupus form, Larson's fur is reddish-blond, and he stands five feet tall at the shoulder.

Roleplaying Notes: You like a good argument, and you love a good fight. You always have a chip on your shoulder. The best way for someone to get a rise out of you is to look at you with anything less than respect. You're also a sexist pig; you think all women should be barefoot and pregnant.

History: Larson changed early in life and has been running with the Get of Fenris north of Utica for several years. He's highly respected among the Get. He's protective of his father and goes to extremes to avenge any wrong committed against him (as his father's previous employer discovered when he laid him off...).

Lila Westerly

Breed: Homid

Auspice: Philodox

Tribe: Glass Walker

Attributes: Strength 4 (6/8/7/5), Dexterity 5 (5/6/7/7), Stamina 3 (5/6/6/5), Charisma 2, Manipulation 4 (3/1/1/1), Appearance 5 (3/0/5/5), Perception 4, Intelligence 3, Wits 2

Abilities: Alertness 3, Brawl 4, Dodge 3, Drive 2, Empathy 2, Enigmas 3, Etiquette 4, Expression 4, Firearms 2, Intimidation 3, Investigation 2, Law 4, Melee 3, Politics 4, Primal-Urge 3, Stealth 3, Streetwise 2, Survival 2

Backgrounds: Allies 3, Past Life 2, Resources 5

Gifts: (1) Control Simple Machine, Persuasion, Truth of Gaia; (2) King of the Beasts, Scent of True Form; (3) Control Complex

Machine; (4) Attunement

Rank: 4

Rage 5, Gnosis 7, Willpower 9

Rites: None

Fetishes: Sanctuary Chimes

Image: Lila looks like a tall, lean fashion model, and has perfectly sculpted hair. She wears only the finest designer clothes. In Lupus form, she has a lustrous coat of dark brown fur. She has hazel eyes.

Roleplaying Notes: Every time you turn around there's another of those pesky wood-dwellers meddling in your affairs. You know the law, and you know your rights. Garou or no Garou, no one tells you how to run your business. You have the money and the political power to make your point known.

History: Lila started her career as a fashion model at the age of 10. By the time her First Change occurred at 17, she had accumulated a large amount of money, carefully investing assets into a sizable fortune. Lila even did the Harvard thing, becoming a terror among corporate lawyers.

Andrew Harrison

Breed: Homid

Auspice: Theurge

Tribe: Shadow Lords

Attributes: Strength 4 (6/8/7/5), Dexterity 3 (3/4/5/5), Stamina 3 (5/6/6/5), Charisma 4, Manipulation 4 (3/1/1/1), Appearance 4 (3/0/4/4), Perception 4, Intelligence 5, Wits 5

Abilities: Alertness 3, Brawl 4, Dodge 3, Drive 3, Empathy 2, Enigmas 1, Etiquette 2, Expression 4, Firearms 4, Intimidation 4, Investigations 4, Law 3, Medicine 3, Melee 2, Politics 4, Primal-Urge 3, Stealth 5, Streetwise 4, Survival 4

Backgrounds: Allies 5, Past Life 5, Resources 3

Gifts: (1) Aura of Confidence, Smell of Man, Spirit Speech; (2) Luna's Armor, Name the Spirit, Stare-down; (3) Exorcism, Paralyzing Stare; (4) Strength of the Dominator

Rank: 4

Rage 5, Gnosis 6, Willpower 8

Rites: None

Fetishes: Monkey Puzzle, Coin of Judgment (Level 2, Gnosis 2).

The Coin of Judgment is a simple fetish that, with a flip, allows the user to know if a person is lying or telling the truth. Heads, she's telling the truth; tails, she's lying. Flips must be made in the presence of those judged.)

Image: Andrew Harrison is a perfect example of a Mafia man. He is dark, short and pugnacious. His suits are all hand-tailored to hide the bulges of his pistols, and his glasses are mirrored so no one can tell what he's thinking. He smokes imported Turkish cigarettes and wears too much cologne.

In Lupus form, his fur is black, and he has black eyes and shiny white fangs. He stands three-and-a-half feet tall at the shoulder.

Roleplaying Notes: You understand that power is important. Nothing is as important as having security and financial power to make even the most skillful lawyer think twice before facing you in court. You never do anything that's against the law; that's what your flunkies are there to do.

History: Harrison was born and raised in Harlem, and he decided there were better places to live. He's dedicated himself to financial security at almost any cost. While he won't side with the Wyrn, some Garou are suspicious that he's knowingly invested in Pentex projects. 