

"America is not a young land. It is old and dirty, evil. Before the settlers, before the Indians, the evil is there, waiting..."
- William Burroughs, *Naked Lunch*

Coyote Falls

An adventure for the Werewolf: the Forsaken
using the Storytelling Adventure System

Written by Kinch Glisson Developed by Eddy Webb Edited by Genevieve Podleski
Layout by Priscilla Kim Art: Abrar Ajmal, Sam Araya, John Bridges, Avery Butterworth,
Matt Dixon, Brian Leblanc, Mark Nelson, Steve Prescott, Jean-Sebastien Rossbach, Jamie
Tolagson, and Cathy Wilkins

STORYTELLING ADVENTURE SYSTEM

MENTAL	●●○○○
PHYSICAL	●●●●○
SOCIAL	●●●○○

WHITE WOLF PUBLISHING, INC.
2075 WEST PARK PLACE BLVD
SUITE C
STONE MOUNTAIN, GA 30087

"America is not a young land. It is old and dirty, evil. Before the settlers, before the Indians, the evil is there, waiting..."
- William Burroughs, *Naked Lunch*

Coyote Falls

An adventure for the Werewolf: the Forsaken
using the Storytelling Adventure System

Written by Kinch Glisson Developed by Eddy Webb Edited by Genevieve Podleski
Layout by Priscilla Kim Art: Abrar Ajmal, Sam Araya, John Bridges, Avery Butterworth,
Matt Dixon, Brian Leblanc, Mark Nelson, Steve Prescott, Jean-Sebastien Rossbach, Jamie
Tolagson, and Cathy Wilkins

STORYTELLING ADVENTURE SYSTEM

SCENES	MENTAL PHYSICAL SOCIAL	XP LEVEL
9	●●○○○ ●●●○○ ●●○○○	0-34



WHITE WOLF
PUBLISHING
SUITE C
STONE MOUNTAIN, GA 30087

© 2010 CCP hf. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden, except for the purposes of reviews, and one printed copy which may be reproduced for personal use only. White Wolf, Vampire and World of Darkness are registered trademarks of CCP hf. All rights reserved. Vampire the Requiem, Werewolf the Forsaken, Mage the Awakening, Promethean the Created, Storytelling System and Paradox Games are trademarks of CCP hf. All rights reserved. All characters, names, places and text herein are copyrighted by CCP hf. CCP North America Inc. is a wholly owned subsidiary of CCP hf. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. This book contains mature content. Reader discretion is advised.

Check out White Wolf online at <http://www.white-wolf.com>

It's really only a matter of time, *he thinks*, twirling his gun around his index finger.

The girl's moves are obvious, rote. She's a teenager; she doesn't know any better. She'll reach out for the only type of protection she's ever really known.

Which means they'll be coming.

But that's just fine, *the man thinks as his badge glistening in the moonlight. Police car lights flashing just long enough for him to take an illegal U-turn. It's fine because they don't know the game, which means he'll be able to set one enemy against another and buy himself some time.*

He can use them all for pawns.

Introduction

The main goal of a pack of Uratha is to keep the Gauntlet safe, and keep the physical world and the Shadow in balance. Not many packs exemplify this ideal more than Luna's Pride, the blessed pack of Bone Shadows whose renown has spread throughout the region. Most neighboring packs have heard tales of their exploits.

But Luna's Pride has not been heard from for quite some time. The territory is beginning to get out of control. A call has been received from someone who claims to be the pack's last remaining survivor. She claims that something has come through the Gauntlet, something big enough to defeat the legendary pack.

In this story, the characters follow in the footsteps of Luna's Pride. They try to solve the mystery of what happened to the pack, and take their place in securing the territory. It is one of the traditional life journeys for a werewolf: to take the land and hold it by any means necessary. Not many packs have to deal with the Wound that was the former pack's locus, however, nor do they usually find that they may have been manipulated into this position by an unknown force.

Coyote Falls is intended to challenge not only your characters' physical capabilities, but their moral standing as well. Here they will at first be confronted by a riddle that requires solving, when every step they take towards an answer may bring an avenging spirit out to stop them. Once the mystery has been solved, the answer will lead the characters to a dilemma that will show them what they're truly made of. What do you do when the choice is to kill an innocent girl, or fight a battle that may destroy you?

This story can be used either as a stand-alone story for **Werewolf: the Forsaken** players, or as part of an ongoing chronicle. **Coyote Falls** is

well-suited to helping your players' characters find a territory to hold, or for them to get reputation and renown among the werewolves in neighboring areas.

What's Inside

The **Introduction** gives you everything you need to know about the setting, including background and character information for all the Storyteller characters. It will also give you some tips on how to incorporate it into a larger chronicle, and how to get your players' characters motivated.

We then break down the story into **Scenes**. Each scene will advance the story and allow your players' characters to make an important choice that not only helps to create the story, but maybe help them discover more about themselves and each other. The scenes are flexible enough to allow for rearranging, as well as some improvisation between them.

The **Scene Cards** at the end can be printed up and used as a quick reference when running the story for your players, followed by character sheets for the supporting cast and antagonists.

ABOUT THE STORYTELLING ADVENTURE SYSTEM

If this is your first Storytelling Adventure System (SAS) product, you've chosen a fine place to start. To keep this story kit lean and focused, though, we haven't included a lot of the core premises and Storyteller suggestions that are at the heart of the SAS. Whether you're a new Storyteller or an old hand, be sure to read the free **SAS Guide**, found at the SAS website:

www.white-wolf.com/sas

Here are some of the features available in **Coyote Falls**:

- **Interactive links.** Clicking on anything in brown will take you directly to the section referenced, or to an appropriate character sheet or prop. It may also take you to an external website that could be useful.
- **Scenes.** Clicking on a scene name in the scene flowchart or the page number in the scene card will take you to the full write-up of the scene.
- **Bookmarks.** This PDF is fully bookmarked, so you can jump to major sections at any time when the file is open.

Treatment

Something terrible has happened to the pack that used to claim the old Coyote Falls territory in the Pacific Northwest. They'd been running strong for quite a few years, and then something destroyed them, down to the last Uratha.

Only one survived, the young wolf-blood daughter of the pack's alpha.

The story begins with a call to action for the characters. Perhaps a mentor from an established pack calls them in and asks for their help, maybe for a favor in return. Perhaps the characters receive a desperate phone call from a teenage girl in distress. This is up to you and what you think will motivate your characters the most. Regardless, the characters receive a phone call from Jessica Dane, who claims to be the sole survivor of Luna's Pride.

Not literally a member of the pack, Jessica Dane is not even Uratha - she is the Wolf-blooded daughter of the pack's alpha, Matt Dane. Dane took Jessica in after her mother died in a car accident. He has explained to her the ways of the Bone Shadows but swore her to secrecy, fully expecting her to undergo her First Change at some point in her life. Now Jessica claims she was there when Luna's Pride disappeared, and somehow survived the experience.

The characters discover that the pack's former locus has become a Wound, likely caused by the murder of Matt Dane, whose body lies there with a silver dagger driven through his heart. Eventually, the characters discover another locus in the basement of an abandoned church where the remaining members of Luna's Pride have died in bloody battle. There they are attacked by a bizarre Magath, a terrifying combination of the spirits of wolf and self-loathing known as Wolf Hatred. After this conflict, they are accosted by a cop named Officer Cooper, whom Jessica recognizes. He will serve as a host for the spirit of Coyote, who has set all these events in motion.

In the end, the characters will be faced with a moral dilemma: should they risk a bloody battle with Wolf Hatred that they might not survive, or should they kill Jessica Dane and banish the Magath forever? If they choose to fight, they will find their faith rewarded with supernatural aid; otherwise they must live with themselves after having violated the Oath of the Moon.

Throughout the story, they are manipulated by Officer Cooper. Will the characters choose to spend the time it will take to destroy him once and for all, or will they allow him to continue pulling their strings?

A Chapter in Your Chronicle

This story can be used best as a jumping-off point for your **Werewolf: the Forsaken** chronicle, or it can be used as a stand-alone story. It can also be used in a variety of ways as a part of a preexisting chronicle. At the end of the story, your pack will have a definite reward: the ownership of (and responsibility for) this territory.

If you use the story relatively near to the beginning of your chronicle, the pack will be rewarded with a territory to hold as a fledgling pack.

If they already have a territory they call their own, they will now have a powerful bargaining chip to use against neighboring Uratha. Whatever they decide to do with it, however, the Wound will be their responsibility, and could end up causing future problems.

You may need to bring some of the Storyteller characters into play earlier in the chronicle as story seeds. Maybe the pack has worked with Luna's Pride before, in which case you'll need to flesh out Matt Dane and make him someone that the characters respect (perhaps he was the one who originally crafted a fetish for one of the characters, for example). The characters may have already met Jessica before and made some sort of bond with the young, spunky teenager. These sorts of things will help increase the emotional impact the characters feel when they find Matt's dead body at the Wound, or when Jessica runs to them seeking assistance. If you don't want to go to that much trouble, a few rumors about Luna's Pride as a shining example of what it means to be Uratha will suffice.

Locating your Story

The story of **Coyote Falls**, as written, is meant to take place in the Pacific Northwest, where the actual Coyote Falls are located. However, the intent is not to make you feel constrained to that particular geographic location. The main places in the story are deliberately left vague so that they may be adapted to fit any chronicle or location, and there can theoretically be a wilderness section of waterfalls named "Coyote Falls" (or any other name that suits your chronicle) anywhere in the country.

The important part of the geography of this story is that it be easily accessible to the characters, whether a territory adjacent to their own or directly where they live. After all, they don't just get to leave when they're done. There will be consequences to attend to now that Luna's Pride is no longer around to take care of these things.

A Story by Itself

If your players want a taste of what it's like to play **Werewolf: the Forsaken**, this story can also be used as a stand-alone product. Simply use Rook Takes Wing (p. 5) as the impetus, and send the new pack on their way. You may also wish to use the Cahalith's Dream given on p. 4 as added motivation. Once the players have played through the story, it's possible they'll want to keep their characters; in that case, you can simply follow the consequences outlined in the aftermath all the way to an entire chronicle.

Theme: Self-Loathing

Wolf Hatred is an extremely powerful symbol of the regrets and shame that all sentient beings experience. Jessica is the primary example, a girl who already feels shame for not being the werewolf her father so dearly wants her to be. Once she is "weak" enough to be taken over by Coyote and used for her own father's murder, she feels that she has committed a betrayal and loathes herself to the point of suicidal thoughts.

It may be helpful to find things in the pack's backgrounds that each character regrets from her own life, so that you can bring these feelings forward when the pack is in the presence of Wolf Hatred. The characters' relationships with the humans in their lives and the way they have to lie about their true nature and keep others at a distance can be sources for this sort of exploration.

Mood: Tense Responsibility

Duty should weigh upon the characters throughout the story. The self-loathing will continue to increase as Wolf Hatred's power does, giving fuel to the oppressive mood of someone wanting you to confess your deepest sins.

Any improvised scenes should feel just as oppressive as the others. Give the pack's Cahalith an



additional, more horrifying nightmare. Play on the Rahu's frustration as she is flung against a wall and cannot fight back. Have the spirits that the Elodoth is questioning bargain for a heavy price before they will give up their information. Make the Ithaeur's search for appropriate chimirage a frustrating race against time. Give the Irraka a constant irritation of the nose from the constant, foul smell of the Wound.

Consider hot-button issues that might act as triggers for your players' particular characters. If one of the characters' former packmates died in a raid by the Pure, then the sight of the silver dagger in Matt Dane's heart may make him wince. These sorts of things can't all be planned, however. Sometimes you'll have to work off of what your players are giving you in order to intensify their playing experience.

Background and Set-Up

The packs of Uratha that control the territories around the Coyote Falls area have been accustomed to never having to worry about Luna's Pride and its territory. Things have changed.

Backstory

Luna's Pride has been in charge of the Coyote Falls area for a long time. They are renowned Bone Shadows, and their alpha, Matt Dane, is known for his wisdom. Strikingly, Dane has a daughter, a teenager named Jessica, whom he raised within the pack even though she hasn't undergone her First Change. He has also given her some preliminary training as a Bone Shadow, in anticipation of what he considers to be her inevitable Change into a true Uratha. Jessica, however, has hidden from her father that she's developed the ability to perceive people's emotions. Regardless of Matt Dane's familial eccentricity, Luna's Pride flourished, keeping their territory secure and the Shadow in balance with the physical realm.



The changes for Luna's Pride began with the spirit of Coyote. The pack has faced Coyote in the past, but always viewed the spirit as more of an annoyance than anything else. It has a tendency to cross the Gauntlet at a locus and spends most of its time finding humans to ride to perform mischief. It knows Matt Dane and his pack well, and has made many attempts to hide from them, only to be tracked down and tossed unceremoniously back into the *Hisil*.

This time, however, Coyote had a more sinister plan in mind. One night, when there is no one at the locus except for Matt Dane and Jessica, Coyote waited for Matt Dane to fall asleep, then crossed at the pack's own locus and hijacked Jessica Dane's mind. Her newly burgeoning abilities were no match for the spirit's power and cunning, but they did allow her to attempt to fight back. Fully aware of what the spirit is doing with her body, Coyote compelled Jessica to fetch the silver dagger that Matt Dane once victoriously taken from the gloved hand of a Pure alpha. She then watched in horror as she plunged the silver dagger into her father's heart.

Matt Dane, woken but paralyzed by the excruciating pain, could not resist, but only watched his own daughter clinging to him, twisting the dagger. Jessica blacked out, and her psychic abilities flared wildly. As Matt Dane's life was stolen from him and new spirits of betrayal, murder and patricide were born, Jessica's self-loathing for this act permeated the locus with a psychically amplified version of itself. The area's resonance has been dramatically and supernaturally changed, and the Coyote Falls locus has become a horrifying Wound.

Unbeknownst to the Danes, another spirit has been formed in the Shadow during this vile act. Jessica Dane's love for her father and desire for protection joined with her own self-loathing, and was strengthened by her psychic abilities and the deep wrongness of the new Wound. Thus, Wolf Hatred was born, a Magath which is in some ways dependent on Jessica's will.

Near Matt Dane's corpse lay his newly-crafted talen, a gift for his packmates. Coyote recognized the sleeping spirit within the talen and grabbed it up, then used Jessica's hijacked body to run toward the street. After leaving the area, Jessica's consciousness began to fight the spirit once more. It is in this state that she was found and picked up by Officer Cooper, a bland cop without much personality of his own. Coyote saw an opportunity to escape its unwelcoming host and leapt from Jessica's mind to Officer Cooper's.

Following the strange urges in his mind, Officer Cooper took Jessica to an abandoned church with an unintended locus in its basement. Coyote

intended to regroup and ponder its next move, but never got the chance to act. The remainder of Luna's Pride tracked Cooper to the abandoned church, and moved to destroy the spirit and rescue the teenaged daughter of their murdered alpha. They were doomed the moment Jessica saw them. In her terror that the pack will discover what she has done, and not acknowledging her own innocence, she unconsciously called out for protection from the truth she does not wish to face. Wolf Hatred answered the call.

The bizarre Magath attacked Luna's Pride. Though they fought the spirit valiantly, they were slaughtered one by one as Jessica watches helplessly. Officer Cooper, still under Coyote's influence, left the area with Matt Dane's last talen still in hand. Jessica is now a lone Wolf-Blooded girl on the run.

Set-Up and Motives

There are many reasons why the characters may choose to enter the Coyote Falls territory to investigate the disappearance of Luna's Pride. Some packs might receive a slight push from a patron, while others might have had prior contact with Matt Dane's pack. Choose whatever makes the most sense for your chronicle, but remember that player-driven motivations are stronger than externally imposed ones, so give the characters a chance to explore those.

It's possible that the players' characters are relatively young both as Uratha and as a pack. If so, it is also likely that they do not yet have a territory, and are probably being watched by the elders of their respective tribes. Packs whose territories neighbors Luna's Pride have their

THE CAHALITH'S DREAM

If one of the characters is a Cahalith, feel free to use the following dream to let this character know there is trouble coming their way:

A pack of wolves stands at the edge of a cliff by a waterfall. They howl proudly, but are unaware of the presence of a shadowy coyote who nudges a key rock out from the cliff. Upon nudging the rock out, the cliff collapses, and the wolves fall to their deaths. A young girl's scream is heard, and the shadow changes into a giant coyote, its eyes glinting in the moonlight, preparing to hunt for the source of the scream. At that moment, it is struck down by a much larger figure—something big, mean, and rabid.

own responsibilities, and although they will be worried by the strange silence from the direction of Coyote Falls, they may not be immediately motivated to leave their own lands in order to clean up someone else's possible mess.

The players' pack will present an additional option, and a good trial for a new pack. Even if the characters do not have any particular contacts among neighboring packs, it is very possible that rumors of the silence from Coyote Falls have reached them. If they have already met Matt or Jessica Dane, then Jessica's desperate phone call can easily be directed to the characters.

The Jessica Controversy

The Oath of the Moon is purposefully vague. What exactly does it mean to say "The Herd Must Not Know"? Is it possible that there is a gray area when the question arises of "needlessly" killing a human?

Many packs will find the exploration of these questions an integral part of their roleplay (and should be rewarded for such). They will agonize about what Luna's Pride has done, violating the Oath in order to raise Jessica as they have. They will bring with them the opinions they held when they were mortals, and some will try to fit the tenets of the Oath of the Moon to those morals.

On the other hand, it is true that for some Uratha packs, the answer is black and white, and they have no compunction in killing any human who interferes with Uratha business. They would be horrified to find that Jessica was raised in such a manner, and they may come to the conclusion that it would be best to put her out of her misery. For packs such as this, a moral quandary presented in *Coyote Falls* may not seem a quandary at all. After all, Jessica killed her father. They may feel that it would be dangerous to have such a knowledgeable wolf-blooded alive when it is probable that she will never undergo her First Change.

In such situations, it is important that you go with what the players and their characters decide. Trying to push characters into changing their minds will not work, especially with such notoriously stubborn beings as the Uratha. The story is not a failure, but you may find you have to make certain changes in order to continue making it enjoyable.

Here are some things you can try if it seems that the player characters are hell-bent on killing Jessica:

- Wolf Hatred acts to protect her. Have him use his Reaching Numina to fight against the characters, giving Jessica a chance to escape.

- Jessica is very good at stealth. Make it a difficult challenge for the characters to track her.

- Coyote's priorities may change, and he may decide that the player characters are more of a threat than Wolf Hatred at the moment. He will do his best to make the characters' road difficult so that he can make it to Jessica first.

- If you are using a patron, have the patron contact the pack and let them know that they want Jessica taken alive (perhaps she has some information about Luna's Pride that the patron wants). This will force them to have consequences for their actions, if they still decide to kill the girl.



ROOK TAKES WING (POTENTIAL PATRON)

Feel free to use Rook Takes Wing to motivate the pack in "A Call to Action." They might also turn to him for advice during the course of the story. He knows a particularly helpful rite that your characters might need, if they do not have it themselves.

Virtue: Prudence

Vice: Pride

Auspice: Ithaeur, **Tribe:** Storm Lord

Quote: *"Normally there's no reason to worry about Dane's pack. But I smell something in their silence..."*

Description: A rough and rugged Crescent Moon with an air for the ambiguous, Rook Takes Wing definitely has a "wise old man" air about him.

Storytelling Hints: Rook Takes Wing can be used to send the pack into the Coyote Falls territory, and later may be consulted to use the Rouse the Fetish rite in order to understand Matt Dane's powerful talen.

Rouse the Fetish: *He picks up the necklace, examining it carefully before placing it on the ground next to him. He takes out a worn chunk of white chalk and draws a circle around the necklace, humming to himself as he works. He goes on to add claw symbols around the circle in the chalk, finishing his hum as he finishes his drawing.* This rite will allow Rook Takes Wing to communicate with the spirit of a fetish and ask its nature. (8 dice)

Patronage

If you are using **Coyote Falls** as a stand-alone story, then feel free to use this ready-made patron, Rook Takes Wing (see [sidebar](#)). If it is part of an ongoing chronicle, the characters' pack may already have a patron that it looks to for advice. The following are some possible motivations to drive the characters into Coyote Falls:

- The safety of the Coyote Falls territory is of interest to all surrounding packs, and this importance should be passed on to the players' characters by whatever Uratha patron they have.
- If the pack has dealt with Rook Takes Wing before, it is possible that the old Ithaeur may send the pack off to take a look at the Coyote Falls territory.
- Another Uratha contact might have received the phone call from Jessica Dane but may not be able to respond to it himself. In this situation, it may be necessary to motivate them further by giving them the Cahalith's Dream ([sidebar, p. 4](#)).
- If the pack has dealt with Luna's Pride before, it is possible they may have also met Matt and Jessica Dane. Receiving a phone call from

DANE'S NECKLACE

This talen may be discovered by the characters through the course of their journey. It was the last fetish Matt Dane was working on before Coyote struck, and it will have great power to aid the pack if they put it to use.

The characters will need someone with the Rouse the Fetish rite ([Lore of the Forsaken](#), p. 142) to awaken the spirit of the talen and discover its purpose. If none of the characters possess this rite, then Rook Takes Wing (or another relevant Storyteller character) does.

The spirit bound within the necklace is one of stasis. When activated, it reduces all spiritual activity in its vicinity by the wearer's Resolve + 3, much like the Shadow Discord Gift. The power lasts for the length of the scene.

The significance of the necklace should not focus on mechanical details, however. The spirit of the talen should express itself in vague words and gestures, explaining that an enemy's "ability to attack will be sorely weakened." The characters should be advised that the necklace will only work once, shattering and freeing the spirit once the scene is done. The characters can then make a decision on how useful this necklace might be for finishing off Wolf Hatred.

a panicked and distraught Jessica should instill in them an urgent sense of responsibility.

Once they have made the decision to respond, the pack will be committed.

Rolling the Spirits

One of the main themes in **Werewolf: the Forsaken** is that of constant communication and correspondence with the *Hisil*. The effects of the Shadow on the physical world are an integral part of **Coyote Falls**, in the form of Wolf Hatred and the Ridden Officer Cooper. In addition, the characters may choose to communicate with the other denizens of the Shadow. For that purpose, each scene includes a short section titled "Local Spirits" to help you populate each area in order to aid the characters in information gathering. This can be a good opportunity to have fun and create some memorable Storyteller characters that you may be able to use later on in your chronicle, especially if the spirits manage to outmaneuver the Uratha in some way.

This sort of communication is by no means a necessity to complete the story, however, so do not feel the need to push your characters into it. If they do decide to go this way, there are two possible avenues, listed below. The "Local Spirits" section in each scene tells you what information can be given by which type of spirit in that location.

Call Gaffling/Jagglng

If one of the characters has either one of these Rites, then she may be able to summon the appropriate spirit rolling her Harmony. 40 successes are required for a Gaffling, 50 for a Jagglng, with each roll representing one minute.

Hindrances: Summoning a spirit from a mile away (-3), summoning a spirit from ten miles away (-5)

Help: Valuable chiminage (+2), ritualist outranks the spirit (+1 for each point of rank)

Dramatic Failure: All accumulated successes are lost; the ritemaster must begin again.

Failure: No successes are added.

Success: The spirit comes when called. Depending on the type of spirit called, it will ask for a favor before giving out the information available to it. For lower-ranked spirits, a small gift of Essence (2-3 points) will suffice. For those of higher rank, future favors or large gifts of Essence may be the price for information.

Exceptional Success: No further benefit.

Stepping Sideways

With a roll of Intelligence + Presence + Primal Urge, the characters may step into the Shadow at a locus. If the characters can cross over (and provided Wolf Hatred is not around), they find the *Hisil* populated by the spirits in the “Local Spirits” section of each scene.

The characters may attempt to question the local spirits for information. A roll of Manipulation + Occult can net them a small bit of information per success, but for every three pieces of information gathered at any one place, they owe a spirit a gift of Essence (2-3 points). You may also choose to forgo the Essence cost in favor of having the spirits ask for a task to be completed, but try to make sure they are either easy tasks or ones that can be accomplished as part of the story or after the story is resolved, so as not to cut into the dramatic tension of the story as a whole.

As it is possible that your characters may at some point use a locus to cross over into the Shadow and investigate different areas, or cross into the Shadow in order to talk to spirits without having to summon them. Each scene contains a section detailing the Shadow in that particular location. Feel free to add or change from that description based on how you may have adapted the geography of this story to fit your chronicle.

The Cast

Coyote Falls has a very small supporting cast, but feel free to add any additional characters you may wish, based on the player characters’ actions or Storyteller characters’ reactions by the antagonists to something unexpected. (For example, perhaps Officer Cooper calls on a fellow cop to help find Jessica if the characters hide her away.)



Jessica Dane, Wolf-Blooded Teenager

Quotes: “Something hurt my Dad, but I can’t remember...”

“I’m the last surviving member of Luna’s Pride, and I will damn well act like it.”

“If that’s what it will take to get rid of it once and for all... then you have to do it. You have to kill me.”

Virtue: Faith. She believes in the Uratha and their cause.

LOCAL SPIRITS

Some packs will be more Shadow-oriented in their investigations than others. Should they seek aid and assistance from the spirits in the area (who are all frightened of the Magath in their midst), here are some possible important spirits to use in order to populate the area:

The Spirit of the Bridge: The bridge found in “Meeting Jessica” is one of the most important features of Coyote Falls. Its spirit has an overblown sense of its own importance, but it may deign to speak to the characters and give information concerning those who have crossed from one side to the other if it is addressed respectfully enough.

Guardian of the Forest: A peace-loving nature spirit taking the form of the great trees in the woods of Coyote Falls, the Guardian wishes for the Uratha to take care of the Magath once and for all. Unfortunately, the only information it can provide in order to help them do so is the beast’s den.

Predator/Prey: This is the spirit of the hunt. It is very excitable, and seems quite young and feral. It may attempt to take on Wolf Hatred on its own—and make itself a meal for the Magath in so doing.

Things Fall Apart: A spirit of urban decay, Things Fall Apart resides in the warehouse area near the abandoned church. The urban blight has left scars on the town, and this spirit seems to be coming apart at the seams. It desperately needs Essence, and will trade information on Coyote to the pack in exchange for it.

Vice: Wrath. She has the tendency to turn her anger on herself.

Background: Born to a single mother, Jessica was raised without knowledge of her Wolf-Blooded status, though her father always kept an eye on her from afar. When her mother was killed in a car accident when Jessica was 7, rather than let the child go to a foster home, Matt took her and raised her with his pack, Luna’s Pride.

One way that Matt convinced himself that this did not violate the Oath of the Moon was by repeatedly telling himself that Jessica was guaranteed to Change. He swore her to secrecy, which she has never violated, and taught her many of the ways of the Bone Shadows as well as survival and combat support techniques. She never told her father that she had developed psychic abilities, however.

Description: Jessica has grown into a beautiful, intelligent and capable young teenager. Even now, after the trauma she’s endured and the secrets

JESSICA'S ABILITIES

Aura Reading: Jessica can read emotions and pick them out from people's auras. She does not use this ability all the time, but she has learned to use it on new people she meets. She does not like to discuss this ability, and will only drop subtle hints about her knowledge of people's emotions (dice pool 5).

Resist Lunacy: Trained by Matt Dane on the ways of the Bone Shadow, and "junior" member of the Luna's Pride pack, Jessica is very used to werewolves, although she is not one herself. She gets +3 to her effective Willpower for the purposes of resisting Lunacy (Willpower 9 or 10, depending on the situation).

she keeps, her true self will come out and shine. She wears her blond hair in a ponytail, and usually dresses in comfortable but practical clothing, with a light in her eyes when she sees an opportunity to contribute.

Storytelling Hints: The more opportunities the pack has to see Jessica as a likable character, the more motivated they will be to protect her and keep her alive, even if it means a dangerous battle. Therefore, Jessica should be helpful and fun to be around, as well as a minor asset in a fight.

Jessica guards her secrets carefully, however, and will feign amnesia when asked direct questions about her father's death. She fears Officer Cooper because she knows what is inside him, and will try to flee if she encounters him, unless she is reasoned with. She is genuinely ignorant of Wolf Hatred's origin and nature, summoning him only through unconscious use of her psychic powers.

Wolf Hatred, Magath Protector

Quote: "JESS-I-KAH! GRAAAHHH-HHRRRR!"

Virtue: Fortitude. It will do anything to survive.

Vice: Wrath. Unbridled rancor is the core of Wolf Hatred.

Background: Born from the Jessica Dane's supernaturally-amplified emo-



tions, Wolf Hatred is a terrifying marriage of two concepts: Jessica's concept of her father as all-powerful, all-protecting werewolf and her own self-loathing for her act of ultimate betrayal.

Description: Wolf Hatred manifests itself in both the *Hisil* and the physical realm as a giant, rabid wolf (Size 7). It towers over most Uratha in their Hishu and Dalu forms. Its jaws, full of multiple rows of teeth much like a shark's, are flecked with foam and spittle that glows, almost as if irradiated. Its red-rimmed, dilated eyes burn with hatred. Wolf Hatred's fur is patchy and missing in many places. Some parts show scars from teeth and claws, as if it were a wolf whose packmates had turned against it.

This spirit seems to be tortured by its own continued existence, and comes close to peace only when sitting in the Wound that is the after-birth of its own creation.

Storytelling Hints: Wolf Hatred's purpose is to violently protect two things – Jessica's life and the truth about what happened to her father. If Jessica is aware that her life is threatened or that the truth of her act is on the brink of being discovered, Wolf Hatred acts; if it is near a locus, it will cross into the physical realm, materialize and attack. If not, it will reach across the Gauntlet and cause even durable items in the room to shatter like glass.

If the werewolves try to communicate with this spirit in First Tongue or any other language, it has only one word in its vocabulary: "Jess-i-kah!" It will not explain itself further, only attack.

In battle, Wolf Hatred acts similarly to an Uratha in Death Rage. It will use its Numen to attack the closest target (with the exception of Jessica). If the characters flee, it will return to the *Hisil*. If it is reduced to its last two levels of Corpus, Wolf Hatred will suffer from its own version of fox frenzy and escape, making for the Wound in order to bathe in its Essence and heal. If it runs out of Essence, it will disorporate and re-form at the Wound in order to drink Essence.

Wolf Hatred is an extremely powerful spirit for a relatively new pack of Uratha to face. The easiest way to destroy this spirit is to kill Jessica; that said, the characters will probably shy away from this course of action, especially since it is a violation of the Oath of the Moon. Seeing themselves brutalized during the first and even the second encounter with Wolf Hatred may go a great deal toward making Jessica's death a very tempting option.

The sheets on pp. 34-35 show Wolf Hatred at three stages of its power. At first, it should not be very difficult to deal with, but its

ATTACKS AND ABILITIES (FIRST/SECOND/THIRD STAGE)

Bite: A savage bite with its fangs. (10/11/12 dice, +2 per Essence spent, lethal damage)

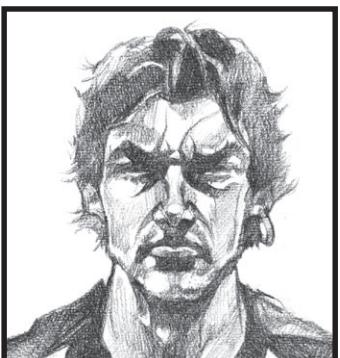
Grapple: After a successful bite, Wolf Hatred holds an opponent in its teeth, and shakes them around. (5/6/7 dice)

Mourning Howl: A loud, hateful howl is focused on a single target, forcing them to feel hatred for themselves. Contested by the target's Resolve + Composure. The target will be unable to attack another opponent for a number of turns equal to Wolf Hatred's winning successes, and for each of those turns must roll Resolve + Composure again to avoid inflicting attacks on herself. Costs 3 Essence. (10/11/12 dice)

Iron-Rending: Wolf Hatred's claws are sharp, and it can use them to attack material objects such as weapons, armor, furniture or doors. This attack ignores a number of points of Durability equal to the successes on the object it is targeting with its attack roll. Costs 1 Essence. (Reflexive roll of 5 dice)

Reaching: Wolf Hatred can use any of its attacks across the Gauntlet, provided it first succeeds on a Reaching roll. (11 dice)

Gauntlet Breach and Materialize: Wolf Hatred must spend a total of 6 Essence every time it crosses the Gauntlet and Materializes.



Officer Cooper, Spirit-Urged Cop

Quotes: (as Cooper) "I'm afraid the girl will have to come with me."

(as Coyote) "You're blaming me for this? All I wanted was a vacation!"

(with mischievous glee) "Something tells me you've got bigger fish to fry than little ol' me..."

Virtue: Hope. Flying by the seat of his pants, he is constantly improvising plans.

Vice: Envy. He manipulates humans because they have what he cannot.

Background: Cooper joined the police force because he liked the idea of subsuming himself to a larger authority, following orders based on protocol and feeling powerful for doing so. He has proven to be a very easily manipulated target for the spirit of Coyote.

Coyote is a spirit of pure cunning and trickery. A Gaffling of an ancient spirit court, it has finally achieved revenge on the pack of Uratha that had constantly banished it back into the Shadow. By hijacking Jessica Dane's body at the locus, it forced her to fetch the silver dagger that Matt Dane kept as a keepsake of his battles with the Pure and drive it into her sleeping father's heart.

Description: As far as one can tell from looking at him, Officer Tom Cooper is a typical and polite patrolman in his 30s. His dark hair is close-cropped, his skin holds a nice tan, he is very physically fit and his eyes are bright and cheerful.

Upon closer inspection, one can see the telltale signs of one who is already close to being in the grips of the spirit that urges him: A sort of cunning madness can be seen in Cooper's eyes. At times his movements are a bit too eager. If he is nervous or close to his prize, he will lick his lips neurotically. He would rather watch you from the corner of his eye than to meet your gaze directly. When he laughs, it's a wheezy, throaty thing that makes almost no noise, but involves a wide, open grin and his tongue hanging out. Psychosis seems to subtly ooze from him.

Once Cooper goes from Urged to Claimed, his looks change accordingly. He is possessed by a spirit of deceit, so he constantly changes the details of his look. Sometimes he appears more human, whereas when he is angry or feels that he is about to be foiled or attacked, his true wild self shows. His eyes become yellow like a coyote's, and patches of fur will begin to show on his skin, ragged and sandy. He will smile a mad, fanged, yellowy grin that is more threatening than mirthful.

Storytelling Hints: In Cooper, Coyote has found a more willing host than Jessica Dane. Manipulating the patrolman's emotions is simple, and Coyote is on the verge of Claiming him. However, a few things stand in his way. Jessica Dane knows the truth, and the spirit of Wolf Hatred keeps him from maintaining control of the basement locus. If he is cunning and extremely lucky, he may be able to get this new pack of Uratha to take care of the Magath while Coyote loses itself in the confusion at the same time.

Cooper is meant to be the wild card of the story, always performing strange, chaotic acts to keep the pack on their toes. If he feels they are not responding the way he wants them to, he will call on his status as a police officer to force them his way (for example, falsely giving one of the pack members an outstanding warrant). Feel free to play around with Cooper's methods, but remember his true motive: to cause Wolf Hatred and this new pack of Uratha to be destroyed, and to disappear at the same time.

Before leaving the Coyote Falls Wound with Jessica's body, he managed to snag the talen made by Matt Dane. Cooper has had enough time to examine it. He knows that it will significantly weaken Wolf Hatred, and he holds onto it as a final ace up his sleeve.

The first of the sheets on pp. 36 shows Officer Cooper while he is still Urged. The **second sheet** shows Coyote in full control, with adjusted stats.

CLAIMED COOPER

The following Numina may only be used by Officer Cooper after crossing over from Urged to Claimed.

Feet of Mist: As the Stealth Gift in **Werewolf: the Forsaken** (p.139).

Phantasm: As the ghost Numen in the **World of Darkness Rulebook**, p. 212. Costs 1 Essence. (dice pool 6, -1 if creating the illusion of a person)

Sand in the Eyes: As the Evasion Gift in **Werewolf: the Forsaken**, p. 113. (dice pool 6)

Increased Defense: Cooper can also spend 2 Essence to gain a +2 to his Defense once per turn, using his Misdirection Influence.

Plotting

The characters must solve this mystery under a great deal of pressure. Every scene in this story is meant to push the characters into reacting. Until they have resolved the central conflict, you should never let the pack feel safe or comfortable. While Jessica is with them, every move they make is potentially being observed by Wolf Hatred, and if she feels that they are getting close to the truth, she will send out an unconscious psychic call to the Magath. When Jessica is not with them, she is most likely in danger, and the characters will be reminded of that if she makes another desperate phone call.

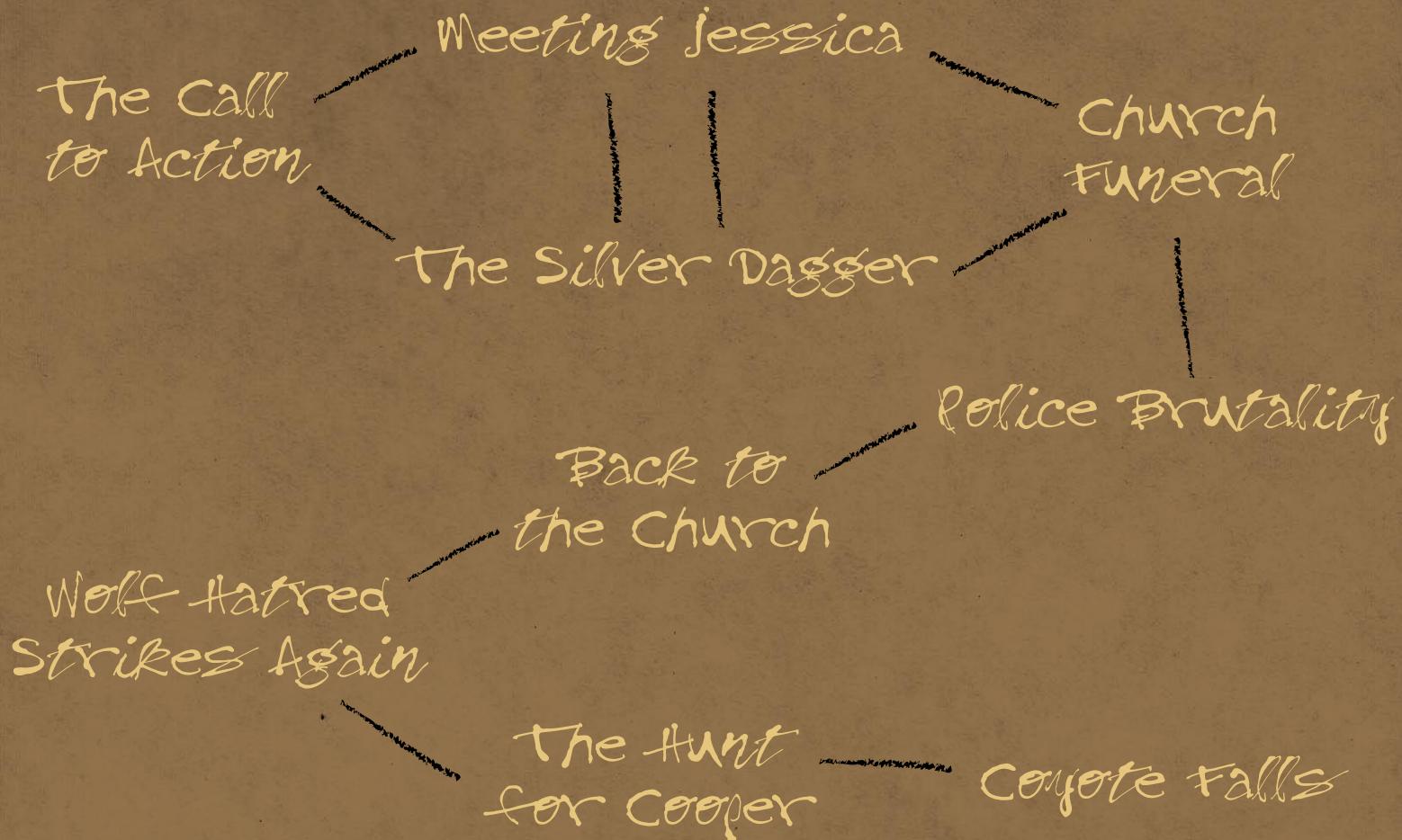
Making it personal for the players' characters can be helpful in keeping the pressure on. If the characters have a history of having made terrible choices for the good of the pack, or if they have failed in the past, Wolf Hatred will remind them of that.

Once things get underway, Officer Cooper's actions and the characters' own will lead them down an inexorable path fraught with escalating confrontations. There may even be room for additional encounters and problems that the players create for themselves, so it's a good idea to remain flexible for such eventualities. If you wish, come up with a few encounters that may or may not have anything to do with the main plot. That policewoman on the street corner—is she working with Cooper in some way? Is that uncanny homeless man accosting the characters on their way to the abandoned church somehow tied to the locus? These small incidents might simply enhance the mood of the story, or could be used as seeds for the next story in the chronicle.

Don't go overboard, however. If the tension gets to be too much, it might wear out the characters and frustrate them. Keep a steady foot on the accelerator, and let it off at appropriate times so that the characters can get a fresh perspective on the action.

Coyote Falls

Scene Flowchart



Scene Flowchart

The Call to Action

MENTAL • PHYSICAL - SOCIAL •

Overview

The characters hear the phone call from Jessica Dane and find their motivation to venture into Coyote Falls. There shouldn't be any trouble in this scene, but there is time for information gathering.

Description

The location of this scene can vary, depending on where the characters are. If they have met Luna's Pride before, then Jessica Dane calls the player characters herself and leaves a message. If they have not met this pack before, then the call is made to a neighboring pack. You can use *Rook Takes Wing* if this is a stand-alone story or the beginning of a chronicle, but it is recommended that whoever passes the message along to the characters be someone they already know and trust, whether a patron or a valued ally. This individual can explain to them the normal state of affairs of Coyote Falls, and give them all the background necessary on Luna's Pride.

Whichever way the characters receive it, the message goes like this:

The girl's voice varies in tone from that of a frightened child to that of a young woman trying to get herself together. "Please let someone get this... is anyone there? My dad... my dad is dead. This is Jessica Dane. My dad is dead, they're all dead... something is after me. I'm the last one here..." She stops, breaks up into sobbing, then gathers her strength and continues. "It came through and it... I think it wants to kill me too. Please come. He... he killed my dad. Find me at the bridge, near the pack marking..."

After the characters hear the message, they can discuss their plans. If there is a mentor or other person the characters trust, he should weigh in to help make up their minds. The characters can then perform whatever investigative or preparatory tasks they wish before they begin their journey to Coyote Falls.

The Shadow

Details of the Shadow for this scene are entirely dependent on the setting in which you begin this scenario.

Storyteller Goals

Get the players' characters motivated to intervene in the Luna's Pride incident. If you have a Storyteller character present at the scene, that character should be used to her utmost as a means of getting them involved. Don't have this character issue orders, though; it is best if the characters are convinced to motivate themselves. Does that character know something in a character's past that would pull them in, like the death of a younger sibling or child? Appealing to these hooks will help the characters become more involved in what is going on with Jessica Dane. Most of the backstory concerning Matt's eccentric rearing of Jessica should also be available to the characters.

It is also possible to use this scene for flashbacks, if the characters have heard tales or even encountered Luna's Pride before. They will remember incredible tales of renown against intruding spirits, Azlu and Beshilu, and the Pure. They deserve to be found and given proper funeral rites. Their territory must be salvaged and protected.

Character Goals

The characters' goals in this scene depend on the discussion, but hopefully will eventually include visiting Coyote Falls and rescuing Jessica, at the very least. From there, they may focus themselves on preliminary information gathering and picking up whatever supplies they think they'll need for the journey. They may also make the decision as to whether they want to go looking for the bridge Jessica referenced, or whether they want to instead visit the blessed pack's locus first.

Local Spirits

No spirits local to the area where this scene takes place will know anything about what may be going on at the Coyote Falls territory.

Actions

Learning about Luna's Pride

Any Cahalith characters present can roll Intelligence + Composure to remember hearing the stories of Luna's Pride and their exploits. If they call some neighboring packs to see if they have heard anything from Luna's Pride, they hear the same thing from all their contacts: there has been silence from that territory for the last couple of weeks. No one has

gone to check on Luna's Pride, but a mentor or other Storyteller character can easily point the characters towards the pack's locus at Coyote Falls.

Tracking the Phone Call

The characters can attempt to track Jessica's phone call.

Dice Pool: Intelligence + Computers + equipment

Action: Extended (10 successes, each roll represents 10 minutes)

Hindrances: Character is distracted (-1)

Help: Hacking specialty (+1), contacts in the phone company (+2), law enforcement contacts (+2)

Dramatic Failure: The attempt to hack into phone records is detected and security is doubled, making subsequent attempts require 4 more successes.

Failure: No successes are gained on this roll.

Success: The characters receive the location of a pay phone near a convenience store somewhere downtown. Looking at a map, they will be able to find a bridge near that area, which gives them a good starting point to finding the meeting point Jessica mentioned in her message.

Exceptional Success: As a regular success.

Consequences

If the pack decides to go after Jessica's location first, then go on to "Meeting Jessica." If they decide to visit the Luna's Pride locus at Coyote Falls first, go to "The Silver Dagger."





Meeting Jessica

MENTAL ..**PHYSICAL -****SOCIAL ..**

Overview

The first challenge of the scene will be to find the bridge Jessica was talking about. Once there, they try to find Jessica and convince her to come out and talk. She then gives the characters the information they need to begin their investigation.

Description

The road trip to the Luna's Pride territory is uneventful, but contains a pervasive feeling of wrongness.

Coming down from the mountains, it's easy to see the natural beauty of the area. Yet, somehow, there is a sense that something is missing, as if the wilderness were only a painting, hiding the bare and empty canvas below. You feel as if something is beginning to rot.

As they get closer, the characters will spy an old wooden bridge over a dirty creek. The area around the bridge is bare, and beneath the bridge there are foliage, mounds of dirt and some sewage pipes.

The pack can track Jessica's location using the information from previous scene. The characters will then have to find Jessica's hiding place. After doing so, they can ask her questions about what happened to Luna's Pride.

Jessica will fill the characters in with some of what she knows, but it seems that most of her information is patchy at best, and she says things like "...and then I blacked out." The holes in her story seem mostly to be due to panic and exhaustion..

The Shadow

The Shadow here shows the bridge spirit as a separate, living entity, marked with something akin to a spirit brand, but not quite. It is more like a sign that stands out in the Shadow that this is the beginning of Luna's Pride territory. However, the brand itself is not as one might have expected it to be, but rather dark and black and rotting off the spirit now. The area surrounding looks much the same as it does in the real,

although the colors are more vivid. However, there is a feeling over the entire city in the Shadow, a pall of depression and guilt, coming from the direction of Coyote Falls.

The spirit of the Bridge resides here, and may be summoned for assistance.

Storyteller Goals

Introducing Jessica and making her a sympathetic character are the important goals of this scene. She is hungry and frightened, but the pack should be able to see that she is a good, loving girl who has been through a very traumatic experience. Making her likable is crucial. It should not be immediately clear that Jessica is hiding something important, and any holes in her story should be easily ascribed to physical and emotional fatigue. She should also provide a bit of challenge for the characters to find. During questioning, Jessica provides the following bits of information:

- Luna's Pride lies dead in an abandoned church. Jessica can guide the characters there (see "Church Funeral").
- Jessica was kidnapped by someone in a policeman's uniform and taken to the church. Luna's Pride died saving her.
- The Coyote Falls locus has now become a terrifying place. Jessica doesn't want to return there, or to have the characters go there, even though she knows they must.

Jessica will not be able to provide any other information at this time.

It may also be a good idea to throw in a minor Reaching effect from Wolf Hatred here, something vague enough that may make it seem that Jessica is in danger too, from something in the Shadow. Any Ithaeur who throws up Two-World Eyes here will see a large maw trying to close in over her head.

Character Goals

The characters want to find Jessica wherever she may be hiding and coax her to come out. They also want to find out whatever information they can from Jessica so that they can advance the story. They may also want to feed Jessica and keep her from further harm.

Local Spirits

In this area, the characters will be able to see small nature spirits and spirits of the road. None of them are of a rank worth summoning, but any of these spirits will easily be able to point out Jessica's location. All

other information about the situation will be beyond their understanding. (But you should feel free to have the spirits seed rumors of a large “abnormal” spirit that has recently appeared.)

Actions

Finding Jessica

When the pack gets to town, their first stop will be determined by how much information they managed to gather in the previous scene. If they've tracked the phone call to its point of origin, either looking at a map or going to the direct spot will allow them to see a bridge near the pay phone. Otherwise, they will have to drive around and keep their eyes peeled for a bridge with pack markings. A successful Wits + Occult roll from any of the characters will allow them to eventually spot the right bridge.

Once they have arrived at the bridge, the characters will need to first find Jessica's hiding place.

Dice Pool: Wits + Survival

Action: Contested (roll against Jessica's Hiding pool of 6)

Hindrances: It has rained recently (-2), sewage pipe nearby (-1)

Help: In Urshul (+1), in Urhan (+2), the character has met Jessica before (+2), help from the spirit of the bridge (+2)



Dramatic Failure: The character finds a small, dead animal, and the smell permeates their nostrils, giving an additional (-2) penalty to future attempts.

Failure: The character does not find Jessica.

Success: Jessica is found. She is far inside one of the two drainage pipes just a little way down the river.

Exceptional Success: The character gets a +1 to tracking Jessica for the rest of the day.

After finding her, the characters can roleplay out their interaction with Jessica. You can have them make some social rolls if you so wish, but for the most part Jessica will be happy to see the characters once she recognizes them as Uratha, and will give her information up willingly, although her trauma will cause her to burst into tears occasionally.

Consequences

The characters now have Jessica. They may let her guide them to the abandoned church in “[Church Funeral](#).” If they have not gone to the Coyote Falls locus, they may also go now, to the scene “[The Silver Dagger](#)”—but with Jessica resisting, it will be slightly more difficult to make the journey.



The Silver Dagger

MENTAL ..

PHYSICAL -

SOCIAL -

Overview

The characters visit the Coyote Falls locus for the first time. There, they will find that it has become a Wound, and discover Matt Dane's dead body with a silver dagger through his heart.

Description

The air of the area is oppressive even as they get close. As the pack goes toward Coyote Falls, they find themselves further and further into the wilderness. The trees thicken and constrict around the characters before suddenly opening up into a clearing. The clearing reveals majestic Coyote Falls, cascading into an idyllic pond. Despite the natural beauty here, something feels unsettlingly wrong.

There is a pathway leading down the side of the cliff and behind the waterfall itself, with roughly hewn steps carved into the side of the mountain.

Is that your reflection? For one brief moment, it looked like blood in the water. You don't hear any birds here, and the waterfall splashing on the rocks sounds like static. There's no wildlife, but you can smell rotten meat from behind that waterfall. This place feels wrong. Brutally wrong.

The entrance to the locus behind the waterfall is poorly hidden. Once the characters enter the cavern behind the falls, the feeling of wrongness intensifies. Every character can recognize this as the feel of a Wound without needing to make any rolls.

The place itself, without its sinister taint on everything, looks like a family once lived here. There are photographs on the walls of Matt and Jessica Dane at varying ages. There are ritualistic items and other things common to an Uratha pack in the room, as well as some cots and couches, but there are very few weapons here.

Everything is tainted with the resonance of the Wound. The locus itself seems to be a natural spring that pools near the back of the

cavern, but it's now the source of tainted Essence. The spring seems to bubble up with blood, although to normal senses it could be attributed to a trick of the light. A werewolf knows better.

On a couch in the middle of the cavern is the dead body of Matt Dane. Sticking up from his chest is a dagger made of pure silver, coated in his blood. He looks as if he had time to make some minor struggle before succumbing to death.

The Shadow

The Shadow here is very obviously a Wound. The walls of the cavern pulsate as if they were made of living flesh. There are pustules on the walls and ceiling, which pop open leaving blood to spurt and run down the walls (although, mysteriously, they avoid the photographs). The sound of the waterfall behind you sounds like something much more viscous than water; a quick glance shows the waterfall now appears



as a cascade of blood and viscera.. The entire room has a reddish, unnatural glow.

Storyteller Goals

The goal here is pretty straightforward. There are things to be investigated here, but every action is penalized by the effects of the Wound. Characters here are at a -2 to Harmony and Death Rage checks. Let the characters snoop around and find whatever information they can. If the characters have already found Jessica, she will stay outside by the pond and refuse to go into the cave.

Character Goals

The characters try to gather as much information as they can while resisting the insidious effects of the Wound.

Local Spirits

There's a strange lack of spirits. Where there should be spirits of death, murder, and corruption, there is nothing at all. Further away from the locus, the Guardian of the Forest and Predator/Prey reside.

Actions

Investigating the Locus

All Uratha characters are able to sense the presence of a locus as they near the area, and succeeding at a Wits + Investigation + Primal Urge gives them a sense of its location (Irraka get a +2 to this roll). An Ithaeur can readily identify the resonance of the locus' Essence as being that of self-loathing, betrayal and murder. Any further investigation of this Essence requires an immediate Death Rage check.

The locus itself is a 3-dot locus, but you'd have to be crazy to try to draw Essence from a Wound. As a central symbol of its resonance,

the Wound does not want Matt Dane's body moved. If the characters attempt to take Matt Dane's body away from the locus, the energy visibly worsens—the locus will bubble over with blood, and the characters begin to find it harder to breathe until they release the body.

The characters can examine the locus for clues to what happened to Matt Dane.

Dice Pool: Wits + Investigation + equipment

Action: Instant

Hindrances: Distraction from Wound (-2)

Help: Forensic or crime scene investigation specialty (+1)

Dramatic Failure: The character ruins some of the evidence being gathered, making it impossible to gather one of the pieces of information listed below.

Failure: The character cannot discern anything useful from the scene.

Success: The character gleans one piece of the information below per success on this roll:

- Matt Dane was ambushed while sleeping.
- There is a glove on the ground next to the body. It is impossible to get fingerprints off the glove, and the knife is clean.
- Something may have been stolen from a nearby workbench, since many of the items on it are knocked over and spilled.

Exceptional Success: The character also manages to discover deep claw marks on the walls.

Consequences

If the pack has not found Jessica yet, they should do so in "[Meeting Jessica](#)." After that, she will direct them to "[Church Funeral](#)."

Church Funeral

MENTAL .. PHYSICAL SOCIAL -

Overview

The characters and Jessica arrive at the abandoned church. There they find the bodies of the remainder of Luna's Pride and a locus in the basement. Wolf Hatred makes its first appearance.

Description

The characters find themselves in a run-down area of the city. There are some abandoned factories and urban renewal projects that never got anywhere. Arriving at the abandoned church, all characters feel the familiar emanations of a locus, which are coming from below the church.

The interior of the building is grim and hopeless as the outside. There is a faint resonance of faith and moral outrage. The pews are untouched for the most part, except for a few near the back that have obviously been stolen for firewood. Nearing the area of the altar, however, there is evidence of a struggle. Pews have been overturned, and a door near the altar stands ajar. In the darkness of the floor in the doorway you can see an outflung lifeless hand.

Through the doorway is the stairwell to the church's basement. The hand in the doorway is attached to the fallen body of one of the members of Luna's Pride, and further down the stairs is another dead body. These corpses appear to have been mauled with giant claws and teeth. At the bottom of the stairs are two more bodies. One of them has been bitten in two, while the other seems to have clawed out his own eyes. There is blood everywhere. On the wall in the basement hangs a large wooden cross: the locus.

After a short period of investigation, the spirit of Wolf Hatred makes an appearance and attacks the characters.

The Shadow

The church is a lot larger in the Shadow than it is in the physical realm. There are more dark, cavernous halls, and the basement is twice the size. There are claw marks on the walls—many more in the Shadow than in

the physical world—and the signs of a large beast having been here. The tracks of the large creature can be easily followed, and if the characters decide to do so, they will encounter Wolf Hatred in the Shadow rather than in the physical realm.

Storyteller Goals

Introduce the characters to the fury of Wolf Hatred, both by the raw descriptions of the horrifying fate met by Luna's Pride, and through the first attack by Wolf Hatred.

Character Goals

The characters try to gather more information, and should be able to determine that some powerful spirit killed Luna's Pride. When Wolf Hatred appears, their intent is certainly to kill it, and they may very well succeed in disincorporating it—but this is only a temporary fix.



Local Spirits

Looking into the Shadow here reveals spirits of death and self-loathing populating this area. Only Two-World Eyes works to give this information during this scene, as any other Shadow-related action provokes an attack from Wolf Hatred. Things Fall Apart may also be located here, but is more likely to be in the alleys outside the church, than near the locus.

Actions *Investigating the Church*

Dice Pool: Wits + Investigation + equipment

Action: Instant

Hindrances: Darkness (-1)

Help: Forensic specialty (+1), flashlight (+1)

Dramatic Failure: The character ruins some of the evidence being gathered, making it impossible to gather one of the pieces of information listed below.

Failure: The character cannot discern anything useful from the scene.

Success: The character gleans one piece of the information below per success on this roll:

- Many of the Uratha's wounds were self-inflicted.
- The tracks visible on the ground show the presence of Luna's Pride, Jessica, and one other individual. The tracks lead away from the basement and literally disappear into the surrounding neighborhood.

- Luna's Pride died a few hours after the death of Matt Dane.

Exceptional Success: The character discerns all the above information, but nothing further is to be gleaned here.

First Encounter with Wolf Hatred

The first encounter with Wolf Hatred is a challenge, but not a particularly difficult one. It makes an appearance if the characters attempt to cross into the Shadow, attempt to summon a spirit to interrogate, speculate out loud about the nature of the spirit that killed Luna's Pride, or remain in the basement for more than five minutes.

It's possible that the pack may be caught off-guard, but this combat most likely ends with Wolf Hatred's disorporation. If it does, Wolf Hatred reincorporates at its locus slowly, gaining Essence and returning stronger, requiring use of the second character sheet for the next encounter. However, the danger of its presence should be clear to the characters. Feel free to have Jessica say things like "We have to get out of here! You saw what it did!" so that the pack gets the picture and leave the area as soon as possible.

Consequences

After this encounter, the characters will likely need a place to discuss things and heal themselves. They might ask Jessica Dane further questions, or discuss the gathered evidence among themselves. Give them a respite, but remember that Wolf Hatred may reach across the Gauntlet and break things if they get too close to the truth. Eventually, move on to "Police Brutality," which can take place anywhere.

Police Brutality

MENTAL .

PHYSICAL -

SOCIAL ..

Overview

The characters are approached by a policeman, Officer Cooper. He claims that he is here to collect teenage runaway Jessica Dane and take her to Social Services.

Description

The location for this scene can be anywhere in public. If the characters have retreated to someplace private (like a motel room) to have their discussion and spend some time healing, wait until they've left the private area. If they have gone to a diner or other public place, this scene can take place there.

The characters see a police car pull up, or pass a parked one on the street if they are walking. Inside sits Officer Cooper. He flashes his lights at them and comes out of the car. When Jessica sees Officer Cooper, she panics and seeks protection from the players' characters. The policeman is perfectly polite at first, explaining to the characters that Jessica is on his list as a teenage runaway and he has to take her into custody at Child Protective Services. Cooper is cordial but forceful, and if necessary may threaten the characters. Based on Jessica's reaction, her earlier story, and Cooper's strange physical affectations, it should be clear to the characters that something is wrong here.

The policeman's eyes glint, and his lips curl into an amused sneer. "I don't think you understand what I'm saying here. The girl's a runaway. Either give me her parents' or guardian's phone number—which I don't think you have—or get out of my way before I arrest you for obstruction of justice. It's that simple."

The Shadow

The Shadow in this area is normal for the area, except for the pall the Wound casts on the city.

Storyteller Goals

The purpose of this scene is to introduce Cooper and a real element of danger. The characters do not have a legal leg to stand on when it comes to Jessica, and this point should be pressed by Officer Cooper. Cooper's supernatural rider should become evident during their conversation, however, perhaps through a predatory grin or a flash of his eyes turning yellow while he speaks. The characters should be encouraged to return to the basement of the abandoned church either because Cooper has left with Jessica or because she has run away from them. If she runs, Cooper leaves the characters and presumably takes her while she is on her own. Tracking either Cooper or Jessica will lead to the church (neither of them should be difficult to follow).

Character Goals

The public nature of this scene and Cooper's position of authority make it unwise for the characters to react with violence. They may attempt to deceive or otherwise convince Officer Cooper that Jessica should stay with them. Cooper is more than he seems, and is single-minded in his efforts to take Jessica away, so social rolls have very little impact on him. Some characters may have Gifts that will give them the edge over Cooper's determination. If talking does not work, the characters may try to abscond with Jessica. If they do so, Cooper gives chase. He avoids calling a full-fledged police manhunt on the characters unless they prove particularly elusive.

On the other hand, the characters might decide to let Cooper take Jessica, then follow him and steal her back at an appropriate time. If so, they still end up at the same place.

Local Spirits

Common urban spirits (of commerce, construction, impatience and the like) populate this area. If contacted, the spirits gladly divulge the information that Cooper is Ridden by the spirit of Coyote. The right information spirit can trade for accurate information on Coyote as a spirit, and even Coyote's history with Luna's Pride, although no spirit knows Coyote's ban.

Actions

The characters may attempt to persuade or threaten Officer Cooper. If the characters try to escape, Cooper will pursue. Afterward, they may need to track Jessica.

Convincing Officer Cooper

Dice Pool: Manipulation + Persuasion (for persuading) or Presence or Manipulation + Intimidation (for threatening)

Action: Contested and extended (vs. Cooper's Resolve, dice pool 5)

Cooper's Willpower is the target number of successes. Whoever reaches that number first wins.

Hindrances: Distractions from Jessica's panic (-2), harassing a police officer in public (-2)

Help: None.

Dramatic Failure: The character angers Cooper, and none of the characters may now attempt to persuade Cooper for the rest of the scene.

Failure: The character cannot convince or intimidate Cooper.

Success: The character convinces Cooper to leave Jessica with them. Cooper follows the characters in his police car, however, which results in Jessica's fleeing. Given a choice between the player characters and Jessica, Cooper will always pursue Jessica.

Exceptional Success: Not only is Cooper convinced, but their appeal to his human side temporarily weakens the hold that Coyote has on his fraying psyche. The characters gain a three-hour head start on their next plan before Coyote can reestablish his hold.

Foot Chase

Dice Pool: Dexterity + Athletics

Action: Contested (vs. Cooper's dice pool 4)

Hindrances: Underbrush (-1), foot traffic (-1)

Help: Running shoes (+1)

Dramatic Failure: The character trips, and finds herself face to face with Cooper, who may then arrest her.

Failure: Cooper catches up and confronts the characters.

Success: The characters escape from Cooper. Jessica then escapes from the characters, now less sure that they can protect her.

Exceptional Success: No further benefit.

Tracking Jessica

Dice Pool: Wits + Survival + equipment

Action: Extended and contested (vs. Jessica's dice pool 4)

Target number for both is 15 successes.

Hindrances: None.

Help: In Urshul (+1), in Urhan (+2)

Dramatic Failure: The character loses the trail completely, and instead follows the wrong quarry.

Failure: The character loses the trail completely.

Success: Tracking Jessica leads to the church.

Exceptional Success: No further benefit.

Consequences

Regardless of what the characters do, they end up in **“Back to the Church.”** If they allowed Jessica to be taken by Cooper with the intention of getting her back from him later, she is hostile to them when they see her next.



POLICE ACTION

In this scene, it is possible that things may get out of hand when dealing with a police officer in public. If Cooper becomes uncertain that he can abscond with Jessica, he might use his police authority to give himself the edge when dealing with the characters. You have to determine just how much trouble you want to bring down on your characters, which can make this story more complex. Here are some possible consequences:

- Cooper arrests one of the characters on a trumped-up charge, perhaps even kidnapping.
- Cooper calls down a police manhunt on the characters.
- Cooper gets enough information on a character to track down that character's loved ones and put them in danger.



Back to the Church

MENTAL .

PHYSICAL ..

SOCIAL ..

Overview

The characters track either Cooper or Jessica (or both) back to the locus in the basement of the church. There they can freely confront Cooper and be harassed by him as they learn the truth.

Description

Officer Cooper's police car is parked outside the abandoned church. Inside, by the locus, Cooper points a gun at Jessica and verbally taunts her.

"You know, it really does pay to study your opponent. Live to fight another day, you know? Normally I'd let a big galoot like that just run loose, spice things up a bit, but it turns out he's got it in for me too. Luckily, it looks like your dad was really on to something. I've never seen anything like this... but I can't get it to work the way it's supposed to." The voice pauses, a sneer almost audible in the tone. "But it turns out we've all been running scared when it's your fault, sweetheart. You're the one."

When the characters enter and confront Cooper, they need to prevent him from shooting Jessica. Once he's been subdued, they can interrogate him. He reveals to them some of the backstory, specifically the death of Matt Dane and his part in it, stealing a body in order to kill the alpha. He refuses to reveal the information he knows about Wolf Hatred and what happened to Jessica right away, though, in order to prevent them from killing him.

Every time Cooper seems to be starting to explain Wolf Hatred, Jessica screams at him to be quiet and needs to be physically restrained from attacking him. Eventually Cooper reveals that it was Jessica's body that he hijacked, making the girl kill her own father.

"And do you know just whose body it was I took over, whose flesh I hijacked in order to finally get rid of that paragon of Uratha-hood? Just whose eyes did Matt Dane have to look into as he choked his last? I took his daughter. She did it. She killed him..."

The moment that this is revealed, Wolf Hatred returns in a fury – see ["Wolf Hatred Strikes Again."](#)

The Shadow

The Shadow here looks much the same as before, although the characters' actions the last time they were here seem to have affected the resonance of the place, making it seem even larger, with more recent evidence of Wolf Hatred's presence.

Storyteller Goals

The ultimate goal of this scene is for the truth to be dramatically revealed. Cooper does not give up his information easily, even after he is captured and subdued by the characters. At first, he only admits to having killed Matt Dane in a hijacked body. He mocks the characters for being too weak to defeat the Magath spirit. If the characters threaten or intend to kill him for having murdered the alpha, he reminds them that his current body is only a host and is therefore innocent. If that does not deter them, he tells them that he has studied Wolf Hatred and knows how to destroy it, but won't give up this information unless the characters are willing to let him go.

The entire time, Jessica tries to foil Cooper's attempts to speak through physical attack, verbal attacks, or screaming to drown him out. Throughout the scene, Wolf Hatred's presence across the Gauntlet is felt as things in the room are rattled and knocked over and the walls seem to constrict menacingly. At the culmination of the scene, Cooper reveals Jessica's unintentional involvement in the murder of her father.

Character Goals

The characters will have to first rescue Jessica and then capture and subdue Cooper in order to get any answers. It's possible they'll let him go, but he'll only be waiting outside to capture Jessica again. If they interrogate him, the truth will begin to come out, which means they will have to subdue Jessica as well.

Local Spirits

In addition to the spirits that were already here, fear spirits from Jessica have been born and are zooming around trying to move away from each other. They have nothing to add to what Cooper is already giving the characters.

However, it is possible that Things Fall Apart may approach the characters if any of them are in the Shadow or using Two-World Eyes. He will have information about Coyote's weaknesses and strengths for the price of Essence.



Actions

Cooper is still Urged, not Claimed, and therefore has his regular, human stats to work with. It should not be very difficult for a pack of Uratha to subdue him and make him talk. If given any opportunity to escape, he attempts to flee on foot.

Chasing Cooper

Dice Pool: Dexterity + Athletics

Action: Contested (Cooper spends a Willpower point here, making his dice pool 7)

Hindrances: Clutter in the basement (-1), darkness (-1)

Help: Flashlight (+1), running shoes (+1)

Dramatic Failure: Cooper gets away and must be tracked down before the chase can resume.

Failure: Cooper gets away and can be found outside, waiting to try to capture Jessica.

Success: Cooper is caught and can be interrogated.

Exceptional Success: Cooper is caught and hurts himself in the attempt, giving him a -1 to all physical actions for the rest of the scene.

Interrogating Cooper

Dice Pool: Presence or Manipulation + Intimidation

Action: Contested and extended (vs. Cooper's Resolve, dice pool 6)

Cooper's Willpower is the target number of successes. Whoever reaches that number first wins.

Hindrances: None.

Help: None.

Dramatic Failure: The character's attempts are so feeble that Cooper bursts into laughter. That character can no longer try to intimidate him.

Failure: The character's intimidation attempts fail.

Success: Cooper's will to resist is broken. He begins to give the characters the information they seek, as described above.

Exceptional Success: The same as a regular success.

Consequences

Wolf Hatred attacks once the truth is revealed. The characters may also change their opinion of Jessica.



Wolf Hatred Strikes Again

MENTAL ..

PHYSICAL

SOCIAL -

Overview

Wolf Hatred attacks again at the basement of the abandoned church. The characters can choose to let Cooper help them. The creature does not stop until it is hurt badly, and escapes back to the Wound.

Description

The hairs on the back of your neck rise as you feel something like static electricity running through the air. A large gouge forms on the far wall, digging through the plaster with a savage ripping noise, as if something had raked through it with a giant claw. What are those things you've done, those guilty secrets and regrets you've made throughout your life? They're all in your head at once, threatening to boil over. All the selfish acts you've committed and the mistakes you've made make your soul writhe in self-loathing. It seems as if something is biting through the Gauntlet, as the blood-spattered snout of a giant creature tears through. Its fangs are as long as your forearm. Its red-rimmed eyes bore through your skull. It can see your secrets.

Wolf Hatred tears through the Gauntlet and attacks everyone but Jessica. The characters may flee or fight. The shock of the attack is also the last step required to push Officer Cooper over the edge from Urged to Claimed. Officer Cooper begs to be let free so that he may help the characters. He claims he knows how to defeat the spirit beast, if only the characters let him help. Jessica may also help, if the characters arm her, and she has the significant advantage that Wolf Hatred will not attack her.

During the battle, Cooper reveals that the only way to destroy it for good is to kill Jessica. It is likely that the characters will not believe him, and their rage and disbelief at this fuels not only Wolf Hatred but also any minor spirits of discord in the room. Cooper sits back to gleefully watch the characters struggle with the choice.

If the characters choose to fight, it is a difficult battle, but not a wasted one. Wolf Hatred is weakened before experiencing fox frenzy, and es-

capes to the Wound in order to heal and bring up its Essence. In the aftermath, the characters notice that Officer Cooper has not stopped fighting, facing off against nothing. He is simply an illusion left in place so that the real Cooper could escape. He leaves a talen behind, a necklace that Jessica claims she saw her father working on before his death. The characters then have to choose between investigating the talen, hunting down the now fully-Ridden Cooper, going directly to the Wound, or killing Jessica—any or all of these.

The Shadow

The Shadow here is the same as the previous scene.

Storyteller Goals

The Storyteller's goal here should be to show Wolf Hatred's strength and prove that it is inextricably linked to Jessica. Wolf Hatred will temper its attacks and not be as foolhardy with its Essence as it was in its previous appearance. It will therefore not do as much immediate damage to the characters, hopefully, but will continue to lose Essence and Corpus as it is attacked.

If the characters choose to flee, Wolf Hatred doesn't follow. Wherever the characters stop is where Cooper, who will undergo his change regardless, can tell them about the spirit's ban. The moment the characters look away from Cooper, he casts a Phantasm and runs off, dropping the talen as he goes.

One major goal near the end of this scene is to make killing Jessica a viable option. Jessica should offer herself up for sacrifice, finally

JESSICA'S SUICIDE

Be cautious when approaching the possibility of Jessica's attempted suicide. The characters might decide to allow her to do it, acting by inaction simply to avoid the moral dilemma and taking the decision out of their hands. If they do so, players should be warned that allowing this to happen incurs a degeneration roll for their characters. It's very important that the final outcome is based on decisions consciously made by the characters, but refusing to do nothing while she kills herself is still a decision, and will incur the consequences of a derangement roll. If the characters are arguing over the meaning of "killing needlessly" when it comes to Harmony, that's probably a good sign that someone is willing to intervene.

realizing that she is the cause of the deaths of Luna's Pride and therefore believing that she needs to be punished. She may even attempt to kill herself, and the characters may then choose to restrain her—or not.

Character Goals

The characters may choose either to fight Wolf Hatred or flee. If they battle Wolf Hatred until it is weak, it may be an easier fight when they confront it in Coyote Falls. After the encounter, they have to decide what to do with all this new information.

Local Spirits

All the spirits of the abandoned church have fled during the battle. It is assumed that they will return once things have cooled down a bit.

Actions

The characters either battle or flee. Running away isn't be very difficult, but the battle is. Afterward, examining the talen necessitates an Intelligence + Occult roll to recognize the object as a talen; determining its nature requires further investigation.



Second Encounter with Wolf Hatred

The second (or even third, if you have had Wolf Hatred attack somewhere before this), more powerful character sheet will be in play during this encounter.

The use of Read Spirit from an Ithaeur may be valuable here, to give tips on fighting the spirit. Jessica may encourage this use while the battle is joined, saying something like, "Read it! My dad used to say something about reading these things." If the characters choose to allow Jessica or Officer Cooper to join the fight, both do their utmost to support the others, at least until the last few turns when Cooper makes his surreptitious exit. The spirit fights back using Bite, Grapple and Mourning Howl until its Essence is gone. The moment its Essence has run out, or its Corpus gets down to its last two health levels, Wolf Hatred falls to fox frenzy and flees.

Consequences

Wolf Hatred is weakened for the final battle if the characters have fought him here. Cooper has escaped and dropped the talen (see "Dane's Necklace" on p. 6). The next move is completely up to the characters.





The Hunt for Cooper

MENTAL ..**PHYSICAL ..****SOCIAL ..**

Overview

The characters choose to go after Cooper. They track him to an underground parking lot, where a final showdown between them and the Ridden takes place.

Description

The characters first have to track Cooper from the abandoned church. It's difficult, because Cooper has now come into his full use of Numina as a *Duguthim*. He is already far away from them by the point they begin to follow him, and like any hunted animal, goes to ground. The characters find Cooper in covered parking lot, where they can confront him. At that point, Cooper lashes out like a cornered beast and attacks the characters.

Cooper has changed, and not for the better. He peers at you through half-lidded eyes that glow bright yellow in the dim fluorescent lights. His teeth are jagged and crooked in the sickly grin he gives you. "You're kidding me, right? Not wolves enough to go after the Big Bad Wolf... instead you decide to go after the skinny guy on the beach? Kick sand in his face, is that it?" He backs up against one of the pillars. There are patches of yellow fur growing from his eyebrows, from his jaw and ears, from the backs of his hands. "Well, you'll have to catch me first..."

At that point, Cooper casts Phantasm, creating an illusion of himself, and then seems to run off in two separate directions. The characters have to choose which one to go after and must discover the real one before the battle begins.

"Remember, every minute you waste with me, that thing is getting stronger..."

The Shadow

The parking lot's reflection in the Shadow is much larger, and it takes much longer to get anywhere. The walls and pillars make the

space labyrinthine; it's easy to get so lost you can't find anything you're looking for.

Storyteller Goals

The goal here is to give the characters a capable, memorable villain to fight against. He won't make it easy on them, though. Cooper isn't strong enough to handle the entire pack on his own in a fight, and he knows it. He uses deception and cunning, and tries to anger and distract them by using insults and taunts. Feel free to make social rolls for Cooper to determine how effective these are, and give suitable penalties to the characters based on his successes.

If you want to increase the mood of the encounter, you can also place a one-dot locus here so that Cooper can step sideways into the Shadow, forcing the characters to chase after him and battle him in the area's maze-like *Hisil*.

Character Goals

The characters know that Cooper is a dangerous wild card, and will probably work to neutralize him. After the host has been broken, they will have to bind or destroy the spirit.

Local Spirits

The spirits that reside in this underground parking lot are traffic spirits, car spirits and impatience spirits. They have nothing to contribute to the characters.

Actions

The characters must track Cooper to his hiding spot and fight him. To do so, they will have to pierce through his Phantasm illusions.

Tracking Cooper

Dice Pool: Wits + Survival + equipment

Action: Extended and contested (vs. Cooper's dice pool 6)

Target number for both is 20 successes.

Hindrances: Feet of Mist (-1) (-3 if Cooper decides to spend a Willpower)

Help: In Urshul (+1), in Urhan (+2)

Dramatic Failure: The character loses Cooper's trail completely, and instead follows a mistaken quarry.

Failure: The character loses Cooper's trail completely.

The Hunt for Cooper

Success: The character manages to track Cooper to the underground parking lot.

Piercing the Illusions

Dice Pool: Wits + Composure

Action: Contested (vs. Cooper's dice pool 7)

Hindrances: Dark parking lot (-1)

Help: In Urshul (+2), in Urhan (+3)

Dramatic Failure: The character does not realize it is an illusion before making his first combat roll on it, falling through it and taking one hit of bashing damage from a wall or the ground.

Failure: The character believes the illusion for the turn.

Success: The character pierces the illusion.

Exceptional Success: The character not only pierces the illusion, but gains a +1 to resisting similar illusions for the rest of the day.



Fighting Cooper

Cooper has been on the road to becoming *Duguthim* for a few weeks. His Attributes and derived Traits are thereby adjusted as per the second set of stats on [p. 36](#).

Even after the characters have determined which is the real Cooper and which is the phantasm, Cooper continues to use Phantasm and other tricks to deceive and misdirect the characters during the fight. Cooper fights with cunning rather than brute force, especially when

up against a pack of Uratha. As an example, if one of the characters goes into Gauru form to fight him, a phantasm creates a closer target for the werewolf's wrath. He will also spend Essence to increase his Defense.

Consequences

Having come here in the first place will affect the strength of Wolf Hatred, as seen in the table in the last scene, "*Coyote Falls*." There may also be long-term consequences for assaulting or killing a police officer, if this is part of an ongoing chronicle.

Coyote Falls

MENTAL .

PHYSICAL ...

SOCIAL -

Overview

The characters return to the Coyote Falls locus for the final battle against Wolf Hatred. How will the battle end?

Description

The terrible unease you felt at the Wound is now combined with the feelings of self-loathing and regret from the spirit of Wolf Hatred. It's all here, breathtaking in its depression and morbidity. The photographs and trophies, these happy memories, are now all that is left of that once-proud pack. What will it be like when you, too, are betrayed and left to die? When you go the way of Luna's Pride, and your enemies dance on your grave? At the heart of this sits the body of Matt Dane.

This entire scene can be avoided if the characters choose to kill Jessica, or allow her to kill herself. Upon her death, Wolf Hatred's spirit continually attacks itself until it is drained of Essence and discorporates. If the characters choose instead to battle the deadly spirit, they have their work cut out for them. If they have discovered the power of Dane's necklace taken, it will prove a worthy asset.

The battle is difficult, but the spirit will not leave the Wound. Afterward, the characters must decide what to do with what they have gained and learned. Matt Dane's body can now be given proper burial, but the Wound remains. Victory is bittersweet.

The Shadow

The Wound looks the same as it has before. It might afford the characters some tactical advantage to approach the Wound from the Shadow, in order to perhaps catch Wolf Hatred unaware. The pulsating walls and bleeding falls will be more evocative, but less of a surprise and therefore not as distracting. When Wolf Hatred uses any of its Numina in the Shadow, the environment responds—blood bubbles, the walls quake, and so on. Wolf Hatred will not leave this area, and the Essence from this locus will most likely be depleted by the spirit's healing.

Storyteller Goals

A battle of epic proportions is in order. How things stand during the battle will depend on the choices the characters have made previous to it. One way or another, it ends here.

Character Goals

If the characters are here, they have chosen to battle Wolf Hatred in some manner. They must make sure that the spirit is drained of Essence before destroying its Corpus, or it will simply regenerate in the Shadow. If this happens, they must step into the Shadow and continue the battle.

Local Spirits

The Wound is still empty of spirits; any local spirits were consumed by Wolf Hatred.

Actions

As per *Werewolf: the Forsaken*, all Harmony rolls and all rolls to resist Death Rage are at -2, including rolls to perform rites and degeneration rolls. All injuries suffered within a Wound are increased by one Health point. However, Wolf Hatred is a creature of the Wound, and does not suffer that particular penalty to its Corpus.



Final Encounter with Wolf Hatred

The use of the talen will reduce Wolf Hatred's dice pools, but the spirit is still a deadly enemy. If it suffers from too much damage, it may cross over into the Shadow at your discretion, but even there it doesn't leave the area of the locus. It will fight like a cornered animal, lashing out. If Jessica assists the pack with the battle, she will be at a -2 to all actions because of the overwhelming psychic emotion of the Wound and the presence of her father's body.

It's also important to note that Wolf Hatred doesn't take much time to heal between the previous encounter and this one. If players chose to follow Cooper (in the scene "The Hunt for Cooper"), they have effectively allowed Wolf Hatred to heal during that time. You should estimate the time that encounter takes, as well as any other actions undertaken by the characters (visiting Rook Takes Wing or another werewolf in order to research the talen, for example).

Depending on how much time has passed since the last encounter with this spirit, Wolf Hatred has healed at least some of its wounds and recuperated some of its Essence according to the following table:

Time Elapsed	Corpus Points Healed	Essence Regained
0-2 hours	3	10
2-4 hours	6	14
4-6 hours	9	at max
6 hours +	at max	at max

Alternatives

It's possible that the characters decide on a different tactic if they cannot utterly destroy Wolf Hatred. A good ritemaster might decide to use the Rite of Dormancy to put the locus to sleep. This works to prevent Wolf Hatred's return if it disorporated, but the spirit interferes with the rite as long as it still has Corpus. Once the locus has been put to sleep, the characters might try to talk with her or even get professional help so Jessica can forgive herself. Given enough time and effort, Wolf Hatred's link with Jessica dissipates and the Magath will is for good.

Consequences

One way or another, the story is over.

Aftermath

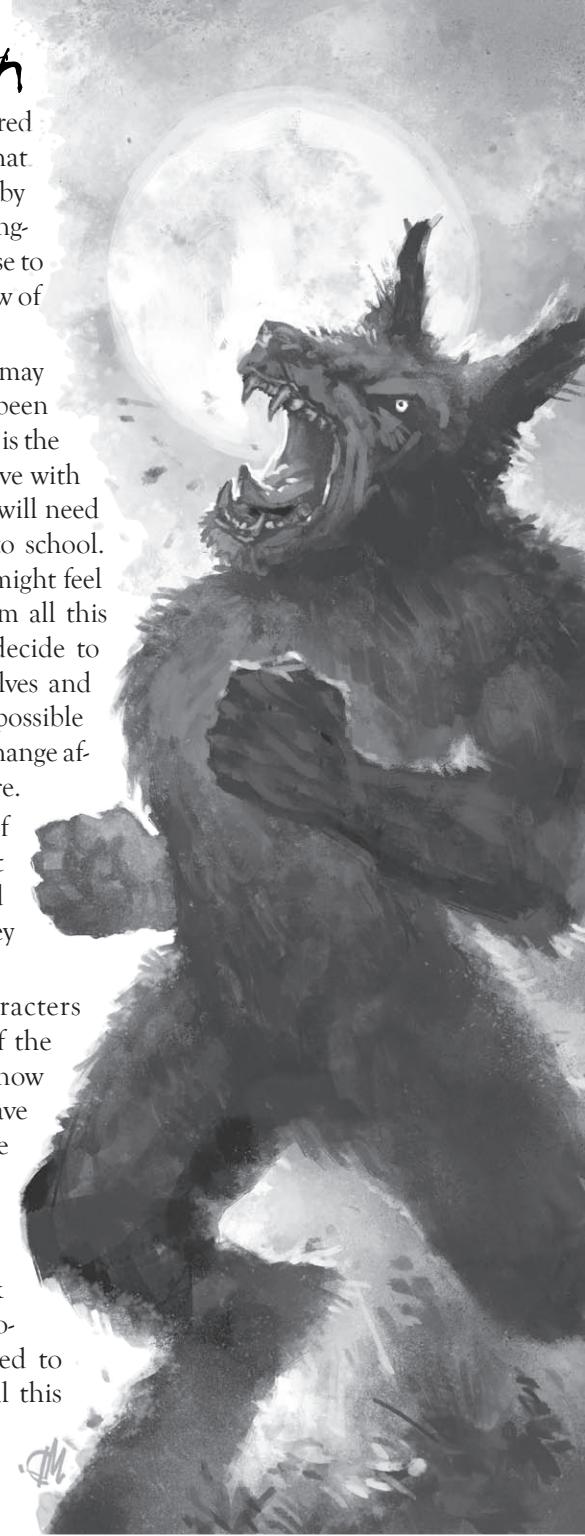
The final battle with Wolf Hatred ends this particular story, but what about the other actions taken by the characters? These will have long-lasting repercussions if you choose to continue this chronicle, and a few of them are defined below.

Jessica Dane: The characters may have killed her, or she may have been allowed to commit suicide. If this is the case, then the characters must live with that guilt. If she's still alive, she will need someplace to grow up and go to school. It's possible that the characters might feel it's best for her to get away from all this werewolf stuff, or they might decide to continue her education themselves and become her guardians. It's also possible that she might undergo a First Change after all at some point in the future.

Funeral Rites: The corpses of Luna's Pride and Matt Dane must be disposed of; after all, the Herd Must Not Know. Hopefully, they can be given a proper send-off.

Local Spirits: Did the characters gather information from any of the local spirits? If so, the pack may now owe them a heavy price they have not yet paid, whether it's Essence or some kind of task.

The Wound: The Coyote Falls locus is still a Wound, and it will take a lot of work to cleanse it of its negative resonance. The characters will need to figure out what it takes to heal this blight on the spirit world.



The Territory: Whether they like it or not, the characters are now the sole pack of Uratha in this territory. Perhaps they have a territory of their own to go home to already, in which case the pack may have to split up in order to take care of business there, at least temporarily. They may instead call a gathering of the neighboring packs, and have to deal with the political end of dividing up the territory among the present Uratha. Either way, this will be a challenge.

Coyote: If the pack didn't hunt down Cooper during the story, they will no longer be able to follow his trail; it simply vanishes. Officer Cooper himself disappears from duty, gone from his apartment, his job, and all that comes with. Of course, this does not mean that they are finished with the Ridden officer of the law, not by a long shot. On the other hand, perhaps the characters did hunt down Cooper, but failed to bind and break the spirit within the flesh. Coyote has already proven his knack for illusions, so it is not impossible that the spirit survived the battle. He may become a repeated antagonist for the characters, with a vendetta against the pack of young Uratha. Further, there are the mortal consequences of assaulting (or killing) an officer of the law that the pack will have to deal with.

Other Possibilities: You may also want to seed the ending of this story with the beginnings of your next one. If Jessica died, perhaps Matt Dane's restless ghost haunts the characters. Maybe the destruction of Wolf Hatred has thrown the spirit politics of the local Shadow into chaos. Local Pure tribes might decide that Luna's Pride's former territory is ripe for the picking. Or perhaps Matt Dane had a strange artifact hidden away at the locus, something that other types of creatures find valuable.

Experience

The story of Coyote Falls should take anywhere from one to three game sessions to complete. Each character should receive one experience point for each session at which they were present. Also, you may wish to use the suggested experience point system from p. 216 of the **World of Darkness Rulebook** to give the players additional experience for each session.

At the end of the story, you may award any or all of the following experience points at your discretion, based on each character's level of participation:

+1 Success: If the characters managed to fulfill all their stated goals with limited harm to their own pack dynamics, and have gone a long way towards helping the Shadow to begin to heal, they have definitely earned an experience point.

+1 Auspice Role: If a character fulfilled her auspice role during the story to your satisfaction and thereby helped contribute to the pack, that character deserves an experience point.

+1 Tough Choices: Did the characters choose to go after Cooper and/or choose to battle the spirit rather than killing Jessica? Give them an extra experience point.

+1 Growth: Personal, emotional, and moral growth are all reasonable expectations from such a story in the World of Darkness. Ask the players what their characters have learned in these areas, and if they have grown or changed. A satisfactory answer nets them this extra experience point.

Renown: If you feel it appropriate, award an additional point of experience for the purposes of a particular type of renown that the character gained through their actions in the story.

SCENE: The Call to Action

12

MENTAL •

PHYSICAL —

SOCIAL •

HINDRANCES

Tracking the Phonecall: Distracted (-1)

HELP

Tracking the Phone Call: Hacking (+1);
Phone company contacts (+2);
Law enforcement contacts (+2)

OTHER**STs**

Set up the story, motivate characters.

PCs

Find out information, prepare for the journey, make plans.

SCENE: Meeting Jessica

14

MENTAL ••

PHYSICAL —

SOCIAL ••

HINDRANCES

Finding Jessica: Recent rain (-1);
Sewage smell (-1)

HELP

Finding Jessica: Urshul (+1);
Urhan (+2);
Jessica's smell known (+2)

OTHER**STs**

Introduce Jessica's character and more information.

PCs

Rescue Jessica, find out more information.

SCENE: The Silver Dagger

16

MENTAL ••

PHYSICAL —

SOCIAL —

HINDRANCES

Environmental: -2 to Death Rage;
-2 to Harmony/Rituals;
1 additional to any damage taken

Investigating the Locus: Distraction from Wound (-2)

HELP

Investigating the Locus: Forensic specialty (+1)

OTHER**STs**

Let the characters gather information.

PCs

Gather as much information as possible.

SCENE: Church Funeral

18

MENTAL ••

PHYSICAL ••••

SOCIAL —

HINDRANCES

Investigating the Church: Darkness (-1)

HELP

Investigating the Church: Forensic specialty (+1);
flashlight (+1)

OTHER**STs**

Allow the characters to gather information, and show off Wolf Hatred's power.

PCs

Gather as much information as possible, and stay alive.

SCENE: Police Brutality

20

MENTAL •

PHYSICAL —

SOCIAL ••

HINDRANCES

Convincing Cooper: Distractions (-1);
Public harassment (-1)

Foot Chase: Underbrush (-1);
Foot traffic (-1)

HELP

Convincing Cooper: character specific

Foot Chase: Running shoes (+1)

OTHER

SCENE: Back to the Church

22

MENTAL •

PHYSICAL ••

SOCIAL ••

HINDRANCES

Chasing Cooper: Darkness (-1);
Clutter (-1)

Interrogating Cooper: None

HELP

Chasing Cooper: Running shoes (+1);
flashlight (+1)

Interrogating Cooper: None

OTHER

STs

Introduce Cooper, have him take Jessica.

PCs

Keep Jessica away from Cooper.

STs

To reveal the truth to the characters.

PCs

To capture Cooper, and find the truth.

SCENE: Wolf Hatred Strikes Again

24

MENTAL ••

PHYSICAL ••••

SOCIAL —

HINDRANCES

Wolf Hatred.

HELP

Character specific.

OTHER

SCENE: The Hunt for Cooper

26

MENTAL ••

PHYSICAL ••

SOCIAL •

HINDRANCES

Tracking Cooper: Feet of Mist (-1)

Piercing the Illusions: Darkness (-1)

HELP

Tracking Cooper: Urshul (+1);
Urhan (+2)

Piercing the Illusions: Urshul (+2);
Urhan (+3)

OTHER

STs

To give the characters a challenge in fighting Wolf Hatred.

PCs

To stay alive, and send the spirit fleeing.

STs

To give the characters a challenge in fighting Cooper.

PCs

To destroy the Ridden.

SCENE: Coyote Falls

28

MENTAL •

PHYSICAL • • •

SOCIAL —

HINDRANCES

Environmental: -2 to Death Rage;
-2 to Harmony/Rituals;
one additional to any damage taken

Wolf Hatred

HELP

Fighting Wolf Hatred: The Talen
(Resolve +3 is penalty on all spirit's actions)

OTHER**STs**

To give the characters the final battle.

PCs

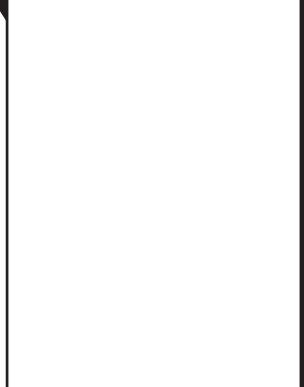
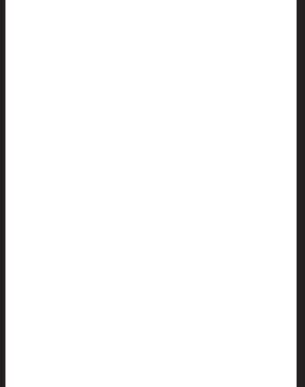
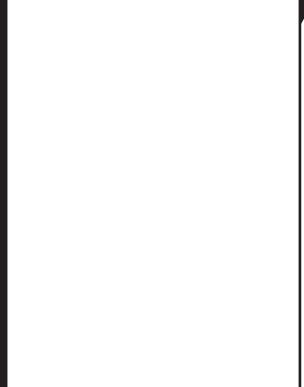
To destroy Wolf Hatred.

SCENE:

MENTAL

PHYSICAL

SOCIAL

HINDRANCES**HELP****OTHER****SCENE:**

MENTAL

PHYSICAL

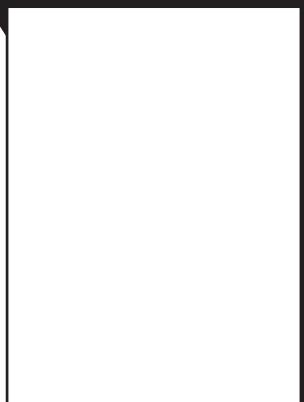
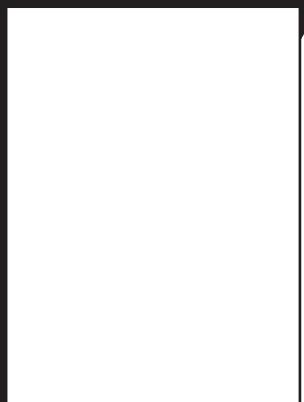
SOCIAL

HINDRANCES**HELP****OTHER****STs****PCs****SCENE:**

MENTAL

PHYSICAL

SOCIAL

HINDRANCES**HELP****OTHER**

WEREWOLF

THE FORSAKEN

Name: Officer Cooper Virtue: Hope
 Concept: Spirit-Urged Cop Vice: Envy

Faction:
 Group Name:

Intelligence 00000	Strength 00000	Presence 00000
Wits 00000	Dexterity 00000	Manipulation 00000
Resolve 00000	Stamina 00000	Composure 00000

Skills	Merits	Health
Computer 00000	Allies (Law Enforcement) 00000	● ● ● ● ● 0 0 0 0
Investigation 00000	Fast Reflexes 00000	□□□□□□□□□□
Occult (Spirits) 00000	Fighting Style (Boxing) 00000	
Medicine 00000	Status (Law Enforcement) 00000	
Athletics 00000	00000	
Brawl (Boxing) 00000	00000	
Drive 00000	00000	
Firearms 00000	00000	
Larceny 00000	00000	
Stealth 00000	00000	
Survival 00000	00000	
Empathy 00000	00000	
Intimidation (Veiled Threats) 00000	00000	
Persuasion 00000	00000	
Streetwise 00000	00000	
Subterfuge 00000	00000	
	<i>Flaws</i>	
	Derangement: Megalomania	
	00000	Morality <u>5</u>
	00000	Size <u>5</u>
	00000	Speed <u>11</u>
	00000	Defense <u>2</u>
	00000	Initiative Mod <u>4</u>
	00000	Armor 1/2 Bulletproof Vest

Notes

WEAPONS/ATTACKS

Type	Damage	Dice Pool
Fist	1(B)	7
Handgun	2(L)	5

WEREWOLF

THE FORSAKEN

Name: Coyote/Officer Cooper Virtue: Hope
 Concept: Spirit-Claimed Cop Vice: Envy

Faction:
 Group Name:

Intelligence 00000	Strength 00000	Presence 00000
Wits 00000	Dexterity 00000	Manipulation 00000
Resolve 00000	Stamina 00000	Composure 00000

Skills	Merits	Health
Computer 00000	Allies (Law Enforcement) 00000	● ● ● ● ● 0 0 0 0
Investigation 00000	Fast Reflexes 00000	□□□□□□□□□□
Occult (Spirits) 00000	Fighting Style (Boxing) 00000	
Medicine 00000	Status (Law Enforcement) 00000	
Athletics 00000	00000	
Brawl (Boxing) 00000	00000	
Drive 00000	00000	
Firearms 00000	00000	
Larceny 00000	00000	
Stealth 00000	00000	
Survival 00000	00000	
Empathy 00000	00000	
Intimidation (Veiled Threats) 00000	00000	
Persuasion 00000	00000	
Streetwise 00000	00000	
Subterfuge 00000	00000	
	<i>Flaws</i>	
	Derangement: Megalomania	
	00000	Morality <u>5</u>
	00000	Size <u>5</u>
	00000	Speed <u>13</u>
	00000	Defense <u>4</u>
	00000	Initiative Mod <u>7</u>
	00000	Armor 1/2 Bulletproof Vest

Notes

Influence: Misdirection 2

WEAPONS/ATTACKS

Type	Damage	Dice Pool
Fist	1(B)	8
Handgun	2(L)	7

NUMINA (once Claimed)

Feet of Mist (W:tF p. 139)

Phantasm (WoD p. 212) (1 Essence, 6 dice, -1 if creating illusion of a person)

Sand in the Eyes (W:tF p. 113) (6 dice)

Increased Defense: 2 Essence to gain +2 to his Defense once per turn, using Misdirection Influence