

WHITE HOWLERS (version 2)

By Bruce MacKay

Description

While the White Howlers were thought to be either utterly destroyed or completely converted into Black Spiral Dancers long ago; a small number managed to survive, unnoticed.

Having being caught unawares centuries of years ago, the White Howlers of today have a more complete understanding of the tactics and powers of the Wyrms. It is with this grim experience, that the Howlers understand that they must work quickly to save their tribe and more importantly Gaia herself. Through the years, they managed to save what tribal lore they had and also to find new ways to combat the Wyrms. It is with this combination of old and new, that the White Howlers plan to restore their Tribe to what it was, and to save Gaia from the destruction of the Wyrms.

As for most other Garou, they are at best totally unaware of the Howlers' existence. A few mages and fae know of them but only because the Howlers wish it; they have kept their knowledge to themselves. However certain Garou are starting to suspect that the Howlers may not be a Tribe of the past.

Totem

Lion

Initial Willpower

4

Backgrounds

Players have 3 background points to spend.

Beginning Gifts

Bite of the Lion, Resist Toxin, Sense Wyrms

Wolf Form

Large timber wolves, generally with white fur and blue eyes.

Organisation

A tight knit tribe, however the Howlers have discarded the rigid Garou system for a more lax version, concentrating on more important issues. Intra-tribal fighting is frowned upon heavily. Also Kinfolk are far more appreciated and are held almost equally.

Habitat

The Howlers are mainly found in Scotland, however some Howlers go elsewhere in search of uncorrupted lost cubs.

Protectorate

The Highlands of Scotland.

Quote

"You have embraced the Wyrms as a Black Spiral Dancer. Now it is time for you to embrace your true heritage, as a White Howler!"

Tribal Gifts

Bite of the Lion (level one)

Resist Toxin (level one): See Werewolf: The Apocalypse for details.

Sense Wyrms (level one): See Werewolf: The Apocalypse for details.

Call of the Wyrms (level two): See Werewolf: The Apocalypse for details

Curse of Aeolus (level two): See Werewolf: The Apocalypse for details.

Wyrms Facade (level two)

Artful Dodger (level three)

Eyes of the Cat (level three): See Werewolf: The Apocalypse for details

Ley Lines (level three): See Werewolf: The Player's Guide for details

Courage of the Lion (level four)

Roar (level four)

Roll Over (level four): See Werewolf: The Apocalypse for details

Howl of War (level five)

Resist Corruption (level five)

Howl of Gaia's Vengeance (level six)

Tribal Rite

Rite of The Dance Reversed (level five)

WHITE HOWLERS (version one)

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This is an unofficial design for the White Howler Garou, which we will be using for our own chronicle. Feel free to change what you like, but if you're planning to link up with the shared universe, we should coordinate any changes. This is done primarily for Mind's Eye, but I have included a set of tabletop gifts as well.

Tabletop

Level One: Sense Wyrms, Resist Pain
Level Two: Luna's Armor, Howl of the Banshee
Level Three: Icy Chill of Despair, Dazzle
Level Four: Wasp Talons, Balor's Gaze
Level Five: Halo of the Sun, Gift of the Spriggan

Mind's Eye

Basic: Sense Wyrms, Resist Pain, Mother's Touch
Intermediate: Howl of the Banshee, Icy Chill of Despair, Luna's Armour, Wasp Talons
Advanced: Balor's Gaze, Halo of the Sun, Gift of the Spriggan

Explanation for the Selection of Gifts

These gifts are based partly on the White Howlers original heritage and partly on their more recent circumstances. The overlap between White Howler and Fianna gifts is due to a common place of origin. Wasp Talons is included because of the Picts uncommon skill with darts. The rest are either vague translations of Black Spiral gifts, or the gifts needed to survive and escape their tribe mates who have walked the Spiral.

Initial Willpower: Two Traits

Tribal Advantage: Wyrms Knowledge

White Howlers have the ability to Sense Wyrms at all times without even making a test. Furthermore, their perception in this area is so acute that they may judge the nature and extent of the Wyrms taint. They may make a simple test to determine the generation or beast traits of a vampire, the strength of a bane possessing a person, or to determine whether a suspicious person is a formori or a Black Spiral Dancer.

Tribal Drawback: Notoriety White Howlers have the history of the Black Spiral Dancers to live down. As a result, they may only bid half of their current renown in any social challenge. It is also far less likely that anyone who ignores the renown of a White Howler will be punished for doing so.

Totem: The original White Howler Totem was a casualty of the White Howlers last stand against the Wyrms. This was the Lion, hunted to extinction in England by the Romans. Yes, England did have lions; remember that England's climate, up to the 13th century, was far warmer than it is today. Southern England even had vineyards and was able to produce its own wine, until the climate cooled dramatically in the 13th century. No other tribes took up association with the Lion, considering it more appropriate to Bastet. The totem waned, and was destroyed by banes in the Umbra.

The White Howlers must find a new totem, and given the extreme dangers which they must survive, this is likely to be a totem of war. Scattered as they are, there is no particular reason that they should choose a totem from their original homeland.

One likely candidate is the Wolverine, once a totem of the Croatan Tribe. Wolverine is appropriate because of its talent for single-handedly taking on and defeating much larger opponents--Wolverines have been known to win against Grizzly bears. Wolverine gives his children the additional physical trait Quick, and can teach them the gifts Speed of Thought and [??]