

Lodge of the Wild Heart
A Wolf on Two Legs

"My soul is Forsaken, but my blood is still Ninna Farakh."

To understand the origins of this lodge one must, to some degree, understand the Predator Kings. Among the Ninna Farakh there is a strong mistrust of the Fire Touched. Despite being "Allies" in the Pure, there are many reasons that this rift continues, some are religious and some are simply a matter of outside perspective. Either way, a whispered story among the Predator Kings tells a different tale.

When Father Wolf roamed the lands in his later years, his eldest and strongest offspring was Huzuruth, The Dire Wolf. And some believe that if any of Father Wolf's children was to strike a blow and take control of the First Pack, it should have been Huzuruth. But Gurim-Ur, Rabid Wolf, had his brother's ear. It was his sickness, his madness, that drove Dire Wolf from being the one to claim Father's station, and it his his fault that the First pack was split and the tribes formed as they did. Two Legs was raised with this belief.

Born without a name and raised by the near feral kinfolk of the Predator kings, Two Legs grew and was inducted into his tribe upon first change. His first kill was a Hunter in Darkness what had wandered too far into unfamiliar territory. He leapt on his hind legs in Urhan form and distracted her as his pack mates came up behind her. She fought several of them off but never expected his savage blow to her throat. Now Dalu, the twelve year old boy stomped on her head with his bare feet until the twitching stopped. His pack mates named him Two Legs, mocking their Omega despite his victory. To this day he has refused any attempt to rename him.

He was fifteen years more experienced when the old Stormlord Eledoth got him. An aged participant in untold wars had not only bested his pack, the pack he had grown to lead, but captured him. The man he would come to honor, and love as a father, was a member of the Lodge of Salvation. And if it weren't for him two Legs never would have come to found the Lodge of the Wild Heart.

As a member of the Forsaken you are taught to respect those above and below you, but often this tenant of the Oath of the Moon is tossed aside. As a member of the Pure you are taught to respect those above you, and this tenant is never forgotten. Why should it be surprising then that one experienced with both would have such a profound reverence for balance in the nature and station of Uratha? In the Lodge of the Wild Heart it is taught that Uratha are both man and wolf, both flesh and spirit and while many elsewhere pay lip service to this, instead going back to their mortal filled technology driven lives, members of this lodge take their natures very seriously. Spend time as a wolf. Become at one with those instincts and do not default back to those of your human form simply because it is easier. But the reverence for the more animalistic side is not the only driving factor of the Lodge. They have a goal: One Pack.

This is not so much a literal goal as it is the wish to do away with both the Forsaken and the Pure and to once again unite as a single Choir. Former Predator Kings believe that Dire wolf, as the eldest son should lead and that Father wolf will return for it is he who should lead this pack ultimately. While current members of the Predator Kings believe that Father wolf is dead and see their cousin's wish for Father Wolf's return as a foolish wish, they are content with their current adherence to Dire Wolf's regard.

Two Legs' ultimate goal is to bring the Predator Kings completely over to the side of the Forsaken. In uniting his younger brothers under him and leading them into glorious battle, Dire Wolf will prove his mettle and rise to lead the united Choir, as he should have in the old times.

Sidebar: Lodge of Union

At brief glance one may find some similarities between the Lodge of the Wild Heart and the Lodge of Union. The Lodge of Union strongly campaigns for unity in all things. However, this giant catch all would likely seem somewhat foolish to the more pragmatic Lodge of the Wild Heart, who see their goals as more realistic, albeit somewhat less grandiose. While no members of the two lodges are known to have met, one can easily guess that their ideologies would likely clash rather dramatically.

Patron Tribe

The Lodge of the Wild Heart welcomes Predator Kings, and Former Predator Kings alike. This may seem strange but the unified goal of Uniting all Werewolves in one true pack calls to those that revere the natural way.

Patron Spirit

In forging this lodge, an attempt was made to track down any unknown members of Father Wolf's Choir, The First pack. Perhaps it was because of his ties to the Predator Kings, or his natural inclination toward Dire Wolf, but it was Dire Wolf's offspring, Rimanis-Ur, the Wild Wolf that answered.

Joining the Lodge

Finding the lodge is not particularly difficult. Two Legs put out a rather wide call among his cousins in the Predator Kings and to many spirits to spread the word of his teachings. He can currently be found in Pasadena California, leading a pack dedicated to purifying an unusually potent Wound. His protectorate is honored and unlike others, does not turn away or look sideways at former Pure seeking something different.

But years among the Forsaken have not changed the blood in his veins, and the ritual of induction is very reminiscent of those of the Predator Kings. There are two tests to join, the Test of the Blood, and the Test of the Soul. The test of blood is the easiest. You must live for two weeks as a wolf, the first by yourself and the second with one inducting you into the lodge. At first glance this may seem like an easy thing, but most people, most Uratha, are tied to the human world somehow. Spending that much time flooded by the sensory input and direct instincts of the wolf form can be a bit more than unnerving. The Test of the Soul is somewhat more difficult. Communing with Rimanis-Ur, you must gain the approval of the Wild Wolf. What this may mean may vary from candidate to candidate, but the ultimate result is the same, induction into the lodge.

Benefit

Upon joining the Lodge, the initiate gains the two dot Fast Reflexes merit. If they already have this merit, they gain a +2 modifier to initiative instead. They also gain access to the Rite of the Moving Mountain and Wild Heart gift list, provided below.

New Rite

Rite of the Moving Mountain

Sometimes called The Druid's Rite, the practitioner gathers wood and plants native to the local area and burns them. Runes and sigils are then cautiously purposefully drawn on the users hands, feet, bare chest, and forehead using the ashes of the burned plant life.

Action: Extended (10 successes, each roll represents 5 minutes)

The practitioner of the rite removes any environment penalties placed on them for the next full day. If performed in a man made area, the ritual only lasts for a scene.

Wild Heart Gift List

- Adaptation

Cost: 1 essence

Dice pool: No roll is required

Action: Standard

Wolves have lived in nearly every known environment. This gift channels that tenacity and allows the user to manifest it in a variety of useful ways. After spending a single point of essence, the user gains a bonus for non-combat purposes equal to their cunning renown in physical skills that vary depending on the environment:

- Swamp/Woods – Stealth
- Beach/Desert – Athletics
- Mountains/Plains – Survival

- Wild Sense

Cost: 1 Essence

Dice pool: no roll is required

Action: Reflexive

Some animals are said to have intense reaction and sensory perception. But Werewolves are capable of much more than any animal. Members of the Lodge of the Wild Heart have a much stronger grasp of this talent than others are known to. With this gift, nearly nothing escapes their notice. This gift gives the user a +5 on perception checks. This does not provide Clash of Wills.

- Hackles

Cost: 1 Essence

Dice Pool: Strength + Survival + Cunning

Action: Standard

When a wolf is agitated, its hair stands on end. This is where the idea of having ones "Hackles up" originated. This gift takes the Werewolf's natural shifting capability combined with their enhanced physical form to further strengthen the hairs that ridge up into spiny bristles with sharp points and barbed edges. This power can't be used in human or near human form.

Failure: The power fails.

Success: The user's thick hairs raise, strengthen, thicken and stand on end awarding the user armor equal to the successes achieved on activation, to a maximum of five. These spines do damage to items that strike them equal to successes achieved on activation (no maximum, per Universal on damaging items, but Durability still applies). When attacked with a brawl attack, the attacker takes 1 lethal damage. This power lasts for a scene.

- Strike of the First Born

Cost: 1 Essence per attack

Dice Pool: Pres + Intimidation + Glory

Action: Reflexive

All members of the Lodge of the Wild heart venerate Dire Wolf in one way or another. The first of Father Wolf's children had a ferocious attack that lead none who witness to doubt his place as second only to his father. The Lodge of the Wild Heart teaches its members to attack with inspiring might.

Failure: The power fails.

Success: The user makes an attack, unarmed or with a fetish weapon and others on the same side as the user's battle group receive a bonus to attack the same target on their next turn. This ability only works if the initial attack hits. The bonus subsequent attackers receive is equal to the successes on the powers activation, to a maximum of the initial users Glory renown.

●●●● Envoy of the First pack

Cost: 1 willpower + 1 essence

Dice Pool: None

Action: Instant

This gift manifests permanently in the bearer's eyes as a ring of copper and gold. With this manifestation, the bearer conducts themselves with the bearing of a member of the first pack. For some reason this gift resonates more distinctly with Predator Kings and members of the Forsaken.

Predator Kings and Forsaken take a penalty equal to the bearer's Glory to their first aggressive action taken against the bearer in a scene. Subsequent actions are not penalized.