

Stories from Iggy



**DARK
PACK**

Credits

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Earthdrige

The Garou tell the tales of many a fearful and terrible black spiral dancer, from the mad man that is Dragons Wrath, to the utter tool of butchery that is Zhyzak, and many more.

The cold comfort that many Garou feel is that those dancers have other duties to attend to and while brutal and terrifying, are often in a distant place, which is not good, but at least it's not on their door step.

But that goes out the window when the feared Dancer known only as Earthdrige comes up. There are many Rumors on his origin, but the most common one was that he was a Mercenary before the first change and joined the dancers cause he saw them as a winning team, and continue his career like nothing happened.

Because of that, he's been nearly everywhere the Garou dwell, from slaughtering bush-dog kin in Brazil, to the Ruination of lands lived on by pained dogs in Africa, and further sparking bigotry and hate in places the Dhole roams.

It is said he searches for Hives, offers their services to them, and if they don't have need of him or (more likely) don't want to pay him, he leaves.

But if they hire him, He will use his four arms to tear apart the Enemeis of the Wyrn, and vomit acid at those that try to run.

He has killed legends, Slaughtered Innocents, and destroyed Caerns and no one knows where he's going to strike next.

Statistics

Concept: Mercenary that strikes from anywhere

Auspice: Ahroun

Breed: Homid

Tribe: Black Spiral Dancers

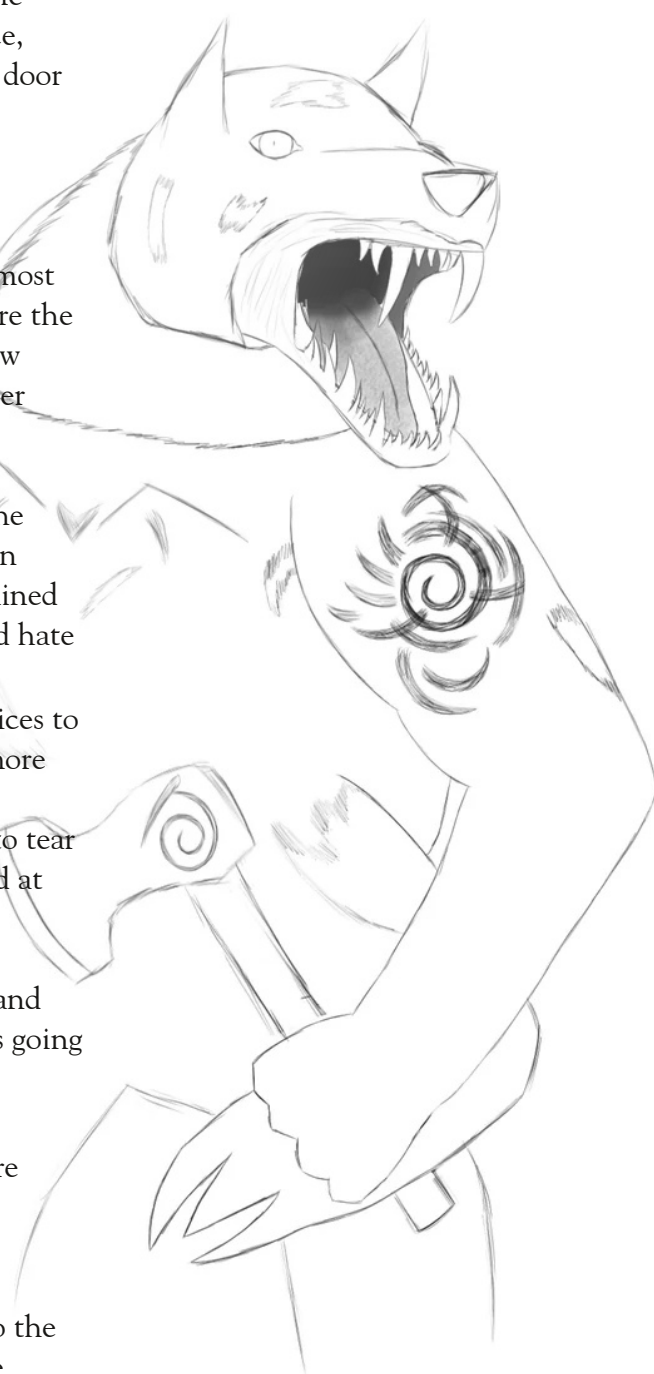
Camp: Consultants (Less to pentex and more to the BSD as a whole, but will work with them if the money is good.)

Attributes

Strength: 4(Axes)(6/8/7/5)

Dexterity: 3(4/5/5)

Stamina: 3(5/6/6/5)



Charisma:3
Manipulation:3(2/0/0/0)
Appearance:2(1/0)

Perception:3
Intelligence:4(Warfare)
Wits:3

Abilities

Athletics:4(Chases)
Brawl:3
Intimidation:2

Crafts:3
Firearms:3
Melee:3
Stealth:3
Survival:2

Investigation:5(Gaian Presence)
Occult:3
Ritual:3

Backgrounds

Favors(BSD):3
Contacts(BSD hive):2
Fetish:3
(Nature Destroying Axe, Gnosis 6, Attacks against
Gaian Spirits do double damage)

Renown

Rank:4
Power:9
Infamy:7
Cunning:5

Merits

Reputation(BSD):2
Black market ties:3

Flaws

Deformity(Multiarmed):3
Mark of the predator:2

Tricks

Willpower:5
Rage:7
Gnosis:4

Gifts

Level 1

Dead eye, Steadfast, Aura of Poison, Ways of the
Urban Wolf

Level 2

Ears of the Bat, Tar Shadow, Acid Spittle(Fist full of
Filith.), Power surge

Level 3

Viseral Agony, Gift of the Tainted Totem, Icy Chill
of Despair

Level 4

Summon Wyrn Elemental.

Rites

Level 1

Rite of Talisman Dedication

Rite of Contortion

The Rite of the Pack's Blood

Rite of Vice Assumption

Chattermouths

People need love to live.

Or that what some say, but there are those that feed on the hatred of their own existence.

Love is no longer a thing to them, it no longer sates the thirst for companionship, it is replaced with hate.

To them, Hate is easier, Hate is Plentiful, Hate is powerful in it's own right, giving them a reputation, a power, a popularity that others using love cant always reproduce.

But such a life is a pitiful one and often times lonely, for even the most hated people desire love and kindness, with many of these people that get off on Hatred, forming their own groups and social circles to ease that pain and maybe, one day, bring them out of that mind set.

But that doesn't always happen.

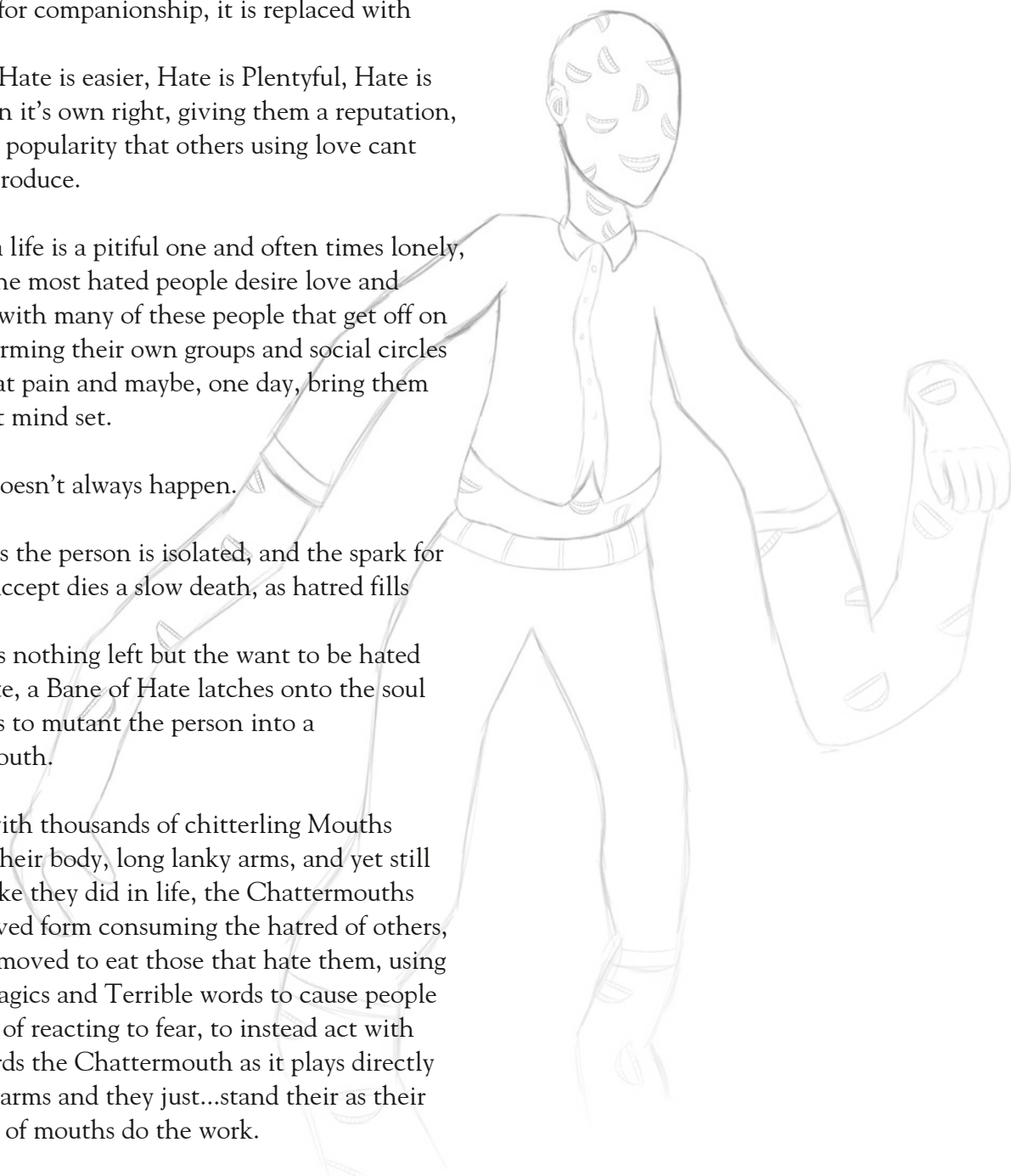
Sometimes the person is isolated, and the spark for love and accept dies a slow death, as hatred fills their life.

As there is nothing left but the want to be hated and to hate, a Bane of Hate latches onto the soul and begins to mutant the person into a Chattermouth.

A being with thousands of chitterling Mouths covering their body, long lanky arms, and yet still dressing like they did in life, the Chattermouths have evolved form consuming the hatred of others, and have moved to eat those that hate them, using horrific magics and Terrible words to cause people to instead of reacting to fear, to instead act with rage towards the Chattermouth as it plays directly into their arms and they just...stand their as their thousands of mouths do the work.

Most Chattermouths are Aimless and highly territorial, and usually get taken out by Local Garou or Mundane Hunters.

However, sometimes, a Chattermouth might pledge patronage to another symbol of Hatred in the community form a Politician seeking to Bulldoze it, bigoted cops, to a really shitty middle manager. Maybe it's because they like the direction, maybe



it's because their patron reminds them of their old selves.

No matter the reason, once under a patron, Chatter mouths will become servants of corrupted peoples and make communities worst with their hatred.

Statistics

Concept:Living hate Sink

Nature:Masochist

Demour:Alpha

Attributes

Strength:3

Dexterity:2

Stamina:3

Charisma:4(Dislikeability)

Manipulation:4(Invoking Rage)

Appearance:0

Perception:3

Intelligence:2

Wits:1

Abilities

Alertness:1

Athletics:2

Brawl:3

Intimidation:2

Etiquette:1

Stealth:2

Performance:1

Law:3

Politics:3

Science:1

Backgrounds

Base of Operations(Size 1, Security 2, luxury 1):3

Patron(A powerful hated person in the community):2

Flaws

Blind:6

Overconfident:1

Tricks

Willpower:5

Powers

Hundred Mouths(Diff 5, STR+4 damage, Aggravated Damage)

Cause Hatred(4 dice vs willpower to cause a target to hate someone or something with such intensity they attack it)

Extra Speed(-3 difficulty to Athletics checks.)

Divide(As the gift of the same name.)

Invisibility(Roll stealth to attempt to turn invisible for a scene)

Taints

Ugly as sin(Appearance will be and always will be 0)

Special Diet(Flesh of people full of Hatred)

Severe Allergy(Being shown Genuine love causes them to start burning as if on fire, causing it to take Agg damage until it leaves the scene.)

Bane attactor(Most Banes wont work with and hate this form and will harass it when they can)

Addiction(being hated, needs to be hated once a day or gains a -3 to all dice rolls.)

Infection(When someone manages to spot them though their invisibility, they attack that person right up)

Disintegration(When using cause instantly, it deals 1 unsoakable lethal damage to the Chattermouth).

Sadists

PAs a People, as a Society, and as a Species, we think Abuse and unneeded cruelty is wrong.

Yes many Peoples and Societies have ways to justify their horrendous behavior, but still as a species, we see unneeded cruelty as a terrible thing, which does help it form being noticeable form “polite”

society.

But still doesn’t help those still in the thrall of an abuser.

Abusers typically hide their actions, using a mixture of gaslighting, manipulation, crooked justification, and fear to keep their abused circle in line, while the abuser is allowed to enjoy the benefits of “polite” society.

But the spirit... The spirit remebers, and soon Banes of hate, corrupted love, and pain will spawn in, feeding on the corrupted essence, being empowered by actions, until one of them decides to start enjoying things more personally, creating the Fomr called the Hidden Monster by the Black Furies, or the Sadist by the wider nation.

The Sadist looks normal and more the most part is, though old friends might now find themselves in the abused circle, and the abuser does seem to be a bit more hotheaded, both literally and firgurly.

However, beneath the skin is a dense, muscular being, with a Errie grin and one of their appendage turned into their favored weapon to use against their Circle.

Sadist’s main Risk is that the larger their circle, the more power they can amasses, along with being the favored spawning grounds for Banes.

Because of this all Garou, the Furies especially, are incredibly vigilant about their existence, with many septs calling a large hunt to take them down once found.

Statistics

Concept:Hidden Abuser

Nature:Tyrant

Demour:Caregiver

Attributes

Strength:3(5(Beat downs))

Dexterity:2

Stamina:1

Charisma:3

Manipulation:4(Hiding)

Appearance:2

Perception:3

Intelligence:1

Wits:3

Abilities

Alertness:2

Brawl:3

Intimidation:2

Empathy:2

Subterfuge:2

Etiquette:3

Stealth:3

Performance:2

Larceny:1

Law:3

Politics:3

Science:1

Backgrounds

"Allies"(Abuser Circle):3

Favors(A gaggle of Banes):2

Merits

Banespeak(Can speak with the Bane possessing them, allowing them slight access to the spirit):3

Hidden power(Shapeshifting):2

Flaws

Shortfuse(All rage rolls are at -2 difficulty):2

Territorial(Abused Circle, +1 difficulty when away from them for more than one day):1

Tricks

Willpower:4

Rage:3

Powers

Hidden powers are represented by ()

(Instrument of Torture(diff 6, Str+2 lethal damage))

(Hide of the wyrm (+2 soak))

Taints

Addiction(Abuse, It needs to abuse it's circle once a day or suffers a -3 to all dice rolls)

Inner Volcano(The More work the Fomr does, the hotter it gets. Each round of combat it must roll stamina, taking a point of bashing damage from over heating on a failure.)

Special Diet(Abuse, it doesn't even need, but also cant, to eat normal food anymore)

Infection(When called out on their abuse by the inner Circle to a stranger, they instantly transform and frenzy).

Wretches

Despair is considered one of the most insidious parts of the wyrm, striking with a poison that causes the mind to forgo the means of survival, letting themselves rot and fester like the wyrm does behind the weavers cage.

Not many are lucky to have a good support network, and the incredibility unlucky find themselves loosing their support network, form a friend group moving out of town to a Hunter loosing the rest of there cell, their pit of despair so much, that it attaches Banes of depression who possess the person, twisting them into the Wretched.

The Wretched are very unkept people that have antlers that are named the way they are because their nature creates blights for banes to enter into the flesh where ever they dwell, with some places being dwelled in for so long that there is no more gauntlet, their very despair as corroded it away.

This would make Wretches ideal allies of the wyrm... if they actually wanted anything beyond being left alone and to wallow in their own despair. Or that's what many think, cause the Wretch is a rare example of a Fomr you can heal without the Mockery curing way rite.

While the Wretched is mostly hostile to those that intrude upon the places it has set up, it is still a human and still desires companionship though all that, and thus can be reasoned with and even brought out of their cloud of despair into a bright new day... if the banes that surrounded them don't interfere.

Statistics

Concept:The living Spiral of Depression...and how to over come it.

Nature:The Broken

Demour:Loner

Attributes

Strength:3

Dexterity:3

Stamina:3

Charisma:3

Manipulation:2



Appearance:1

Perception:4(Movement)

Intelligence:2

Wits:1

Abilities

Alertness:3

Athletics:3

Brawl:3

Empathy:1

Streetwise:1

Crafts:2

Stealth:3

Survival:2

Medicine:2

Occult:2

Backgrounds

Allies(Banes of Despair):3

Favors(Banes of Pain):1

Contacts(Banes of Hatred):2

Merits

Unpossessed:5(This works with the power Blasé below. The Storyteller creates 4 steps, each representing a recovering dot of willpower. When a step is completed, the Wretched regains 1 dot of willpower, and when they recover all 4 dots of willpower, the Bane of Despair possessing them is kicked out and they turn back into a human, though probably worst for ware, but free and able to make a new life for themselves.)

Fuels

Willpower:0

Rage:3

Powers

Blasé(0 willpower and immunity to Delrium)

Gauntlet Gnaw(Lowers the Gauntlet rating by 1 for each week they live in an area.)

Cause Despair(4 dice, diff 8, Each success form this pool removes 1 rage or willpower form a Person, The Wretch chooses before activating this power)

Extra Speed(-3 diff to Athletics checks)

Horns(Diff 7, STR+2 Aggeravted damage)

Taints

Derangement(Despair)

Severe Allergy(Blue Birds, their very presence makes the Wretch ctry acid which does 1 Aggeravted damage)

Urge(To Isolate themselves form people and to attack those that try to drag them away form their Slump spot.)

Twisted Healing(Any wounds healed look like spirals)

Bazouli

The Garou do not know about the creation of mockery breeds is almost entirely artificial.

This is a good “joke” Higher level Pentex executives and managers, as it gives them a sense of pride, that they can create new life and the Garou will just think the mockery breeds exist because of natural factors, how could they be so blind.

That is until a Man next to them walks up, introduces themselves as a Mockery breed called the Bazouli and begins to explain the nature of the spirit and flesh.

See, Shifters are incredibly specialized type of possessed, with the Fera being form Gaia; the Ananasi being form the weaver, and (most) Of the mockery breeds coming form the wyrm.

Of course this means that, while incredibly rare, it is possible for them to arise naturally, which is exactly how the Bazouli came to be.

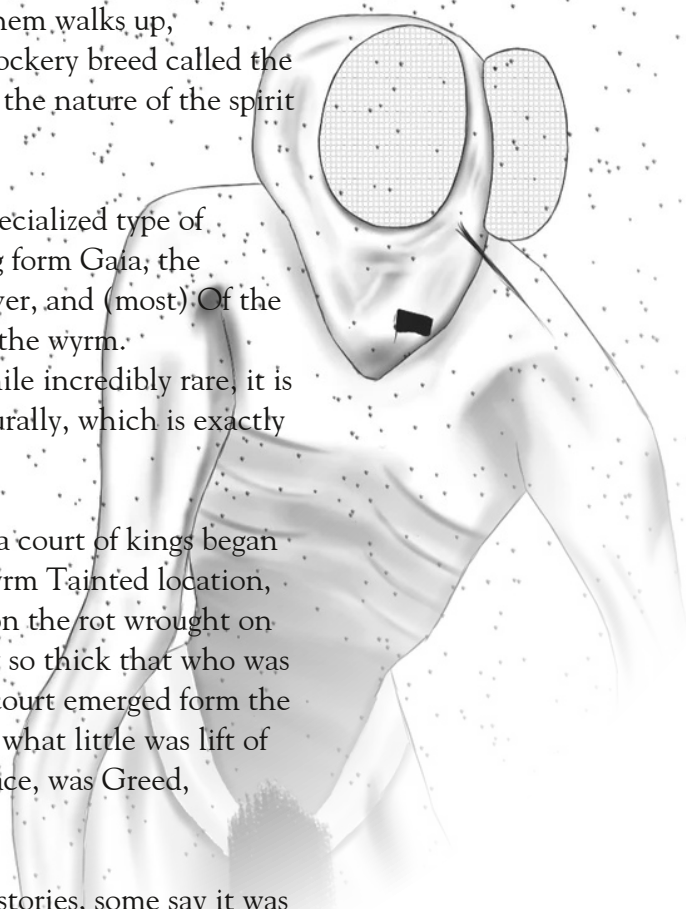
Long ago in the age of kings, a court of kings began doing unspeakable acts in Wyrms Tainted location, using the location to feed upon the rot wrought on upon Gaia, until the flies grew so thick that who was fly and who wasnt, until the court emerged form the swarm, changed; hungry, and what little was left of their morality gone and in place, was Greed, Hunger, and Desire.

Some Bazouli claim different stories, some say it was a swarm of flies that became a man to enjoy the activities and other say that a wayward Raid against said court was Butched, only for one Maggot to get so large and fat that it spawned a new being.

Whatever the case, the Bazouli are the wyrms Socialites and Elites, the Yeren may have much to conquer, the Dancers much to destroy, but the Bazouli have much to connect and consume.

To them Gaia is already dead, Her corpse a free for all to rip apart, never mind if the corpse is cold or warm or not.

So they join together to force of the wyrm in the flesh, not to war, but to feast upon Her rotting corpse.



Traits

The Bazouli have Reown(Obligation, Infamy, and Indulgence), the ability to slip sideways by Climbing though a rotting Carcass, are able to gain Gifts and Rites form Banes via Patronage form Dark Fungus.

No matter the Form or Breed they are, all their Reproductive Organs have Shrived up into Uselessness, not ever to feel the pleasures of sex, though they Certainly still try.

Because of this, every Bazouli is Sterile, only able to make more of themselves via freak accidents or spreading the corruption to those that they deem important or worthy.

Usually they favor what ever skill flights their fancy, but will usually have Social orientated Skills on the higher end.

Breeds

There are 3 breeds of Bazouli.

The Homids are born form, well, Humans that have committed unspeakable acts in a Wyrms tainted place, their resonance and the history of their deeds filling the place up with flies until it gets to the point where the flies enter their system and they begin to change and begin slaughtering each other and any one else around the area before they cool off so to speak and then go forth to act as the Mouth of their ill begotten king.

The Homid have 2 Gnosis, 4 rage and 4 willpower

The Swarm where once just that, a swarm of flies feeding off the crimes of a wyrms tainted location. With no one else around the swarm get thicker and thicker until the swarm managed to ink out a single thought, "indulge".

Form their they take on the Husk form and go around trying every new thing they see, before being found by their Homid Brethren and given the teachings to better sate their desires.

When not being hedonists, they are both the spiritualists and the Warriors of the Bazouli.

They have 4 Gnosis, 2 rage, and 2 willpower.

They also have the same skill restrictions as Lupus Born.

The Husks are...instresting.

Husks are born when a group of Bazouli all die and their bodies are left for the flies to eat.

Overtime, one maggot in the corpse will devour their breathern, the corpses, before caccooning and emerging in a panic state as the Multiple minds they have eaten conflict in their head, causing them to run around with out reason until they calm down. Form their, they become the planners and creators of the Bazouli, spreading their kind far and wide. They have 3 Gnosis, rage, and willpower.

They also have a derangement reflecting all the minds they have eaten conflicting with each in their head.

Forms

The Bazouli have 3 forms, Homid, Husk, and Swarm.

Husk form is their Crinos form.

It is a large fly man.

It gains STR +2 DEX +4 STA +3, with 0 Appearance.

This form can Hover for a short amount of time, and has an acidic bite that does STR+2 Agg, and Claws that deal STR Agg.

Their Swarm form have STR 0, DEX +6, Stamina 0, along with Manipulation and Appearance 0.

This is mostly the "Dont die" Form, but some very eccentric Bazouli have managed to wield fire arms in this form.

Much like the Anansi's Crawlerling form, if even 1 fly survives this, they can regenerate their whole body.

Gifts & Rites

Level 1

Aura of Poison, Bale Armor, Bale Aura, Repress Taint, Ways of the Urban Hunter(Ways of the Urban Wolf), Bite of the Bat, Resist Pain, Resist Toxin, Cling, Hares Leap, Persuasion, Spirit speech

Level 2

Tar Shadow, Burrow, Gold Fever, Acid Spittle(Fist full of Filth),Blinding Spit,Blood of Illusion, Spines, Fool's Silver

Level 3

Level 3

Artist Lament, Invent, Weaponmaster, Web Walker,
Call to the dead(Mark of the Death-
Wolf),Adaptation

Level 4

Feast the man flesh, Crawling Poison, Call the rust,
Attunement,Beautiful Lie, Summon Wyrms
Elemental

Level 5

Kiss of Entropy, Balefire, Desire
unbounded(Instincts Unbound), Rend Reality,
Heart of the Wyrms

