

Domain/Chapter Venue VSS Name Storyteller
•GA-010-D (Black Dog) Forsaken City of Shattered Bones VSS

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Part 1 - Basic Information
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City of Shattered Bones
GA-010-D
Forsaken

VST – Luke McCampbell, wolfgray@mac.com, US2005043331
AVST – Sean Harley, biorph@langate.gsu.edu, US2005022948

Game Date: Second Saturday of Each Month.
Game Time: Noon to 6PM
Game Location: Check the Domain Website: www.atlantacamarilla.com

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Part 2 - Styles of Play
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Action - 4
Char Dev - 3
Darkness - 3
Drama - 3
Intrigue - 2
Manners - 3
Mystery - 4
Pace - Moderate

Ratings
1 Never present
2 Sometimes present
3 Often present
4 Usually present
5 Always present

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Part 3 - Description of Venue
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Atlanta is a rare city. As much as buildings dominate the landscape, and man's impact on the area is felt, the city is as green as it is silver and steel. Wooded areas can be found throughout the city, and not far past its boundaries (and sometimes within it) are true primeval forests. It is truly a place where the boundary of men and the wild are less clear.

This blurring of boundaries has made the city an ideal place for werewolves in the last fifty years. The overall area housing some 5 to 6 million people from all backgrounds and locations, has made for a larger than normal number of Uratha in the area. The human halves of these creatures are drawn to the metropolis that is the jewel of the south, and their bestial side thrives in the wooded places where humans are not welcome.

Pure Ones abound as well, and the rich spiritual history of the area makes for a great deal of spirit activity for the Forsaken to watch over.

Forsaken is a game with multiple worlds colliding. The realm of the shadow and the realm world, the wolf nature vs. human nature, self interest vs. pack interest, pure ones vs. the forsaken, and many more all are in conflict.

Forsaken is also a game of change. The change of self from what was human to something, which is not entirely human, and the change of what surrounds an Uratha, (old family and friends, job, life, pack, etc).

The game will highlight many of these issues allowing each player to find his or her niche of the world of the forsaken that they want to experience, all the while immersing them in the horror that is the new World of Darkness.

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Part 4 - Storytelling Mechanics

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Proxy rules

All proxies to the venue must be received by the Storyteller in writing or by e-mail no less than 48 hours in advance, and must contain all standard information, as detailed in the Camarilla Rules Supplement.

Travel risks

Forsaken traveling into the area must state how they are traveling, and over what routes. Several different packs of Uratha control areas of the city, and pure ones also have areas they control. A test will determine if any of the People are encountered (a single card draw, 6 or less means no Werewolves encountered, 7-8 means a forsaken werewolf is encountered, 9 to 10 means a pure one is encountered) - the local ST or one of his staff will then determine the course of the encounter with all concerned parties.

Visiting Characters

Visiting characters must come complete with a character sheet and XP log and any approval numbers for special approval items. Characters inappropriate to the venue or that may be disruptive will be denied at ST discretion.

Experience awards

7 XP - attendance/participation at a game event

4 XP - Soft RP (with a write up to the ST) or Travel out of Domain

4 XP - Downtime submitted (Max of 1 a month)

Multiple Soft RPs may be turned in a month and XP will be awarded up to the 15XP cap from the Camarilla Addendum.

Downtime Report Template:

Subject: Downtime Report mm/yy for Character Name (change to appropriate month and name)

Character Name:

Player Name:

Cam #:

- * Actions your character will take during Downtime
- * Participation at XP Events
- * Experience point expenditures with justifications. Include teacher's name and email if needed.
- * Questions or Comments
 - * Nominations of other players for exceptional roleplay recognition
 - * Nomination of other players for potential gain in Renown
 - * Requests for clarification of game mechanics
 - * Requests for special scenes to be run

New Players to the Venue

New players to the venue will be playing new Forsaken or packs coming into Atlanta. These characters can be returning survivors of the Folly (with VST approval), or more commonly Forsaken lured to Atlanta by the rumors of unclaimed territory.

Players who wish to play an existing Forsaken or Pack must get VST approval, and will most likely need to come from the outskirts of Atlanta far from the in game Forsaken packs.

New characters to the chronicle must follow all Camarilla Addendum for approval levels. For this venue any character with a high level of renown (4 or 5) must submit a background explaining how the character earned that high of a renown.

Territories

All packs and lone wolves inside of Atlanta will have their own territories. This includes the Pure and the Forsaken. There is no publicly known neutral territory for the Forsaken in Atlanta.

Packs already in game know their territory and will work with the ST should they wish to expand this territory.

New players and new packs will follow the guidelines mentioned above, and will have to claim the territory in game.

Cross-venue

Cross-venue interaction will be allowed with both venue's VST and DST approval. Cross-venue interaction will be judged on a case-by-case basis, and on an event-by-event basis (there will be no permanent cross-venue).

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Part 5 – Other Info
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City History (where sleeping wolves lie)

The recorded history of the Werewolf in the area is somewhat lacking. What is known is that the area has long been a battleground for the pure tribes and the forsaken. It is believed that several bloodlines of werewolves were among the Native Americans who lived in the Georgia area until the 19th century, but the truth of that is unknown in this age. After the burning of Atlanta, the wars between the pure and forsaken became active, often seeing dozens of wolves on both sides dying every year. It is known that the forsaken did manage to hold their own, despite being outnumbered nearly 2 to 1 for decades. The war began to tip to the pure in the later 20th century, but details are lacking as to how and why.

Ultimately, little spoken or oral record of the forsaken in the area remains. The reason for this is most of the older, more knowledgeable werewolves in the area are all dead, and their records and sites destroyed.

In 1998, an Eldoloth Ghost Wolf known as Longtooth began approaching all of the local packs about trying to form a combined local 'superpack' of Forsaken in the area, to fight off the ever growing threat, and very high numbers, of Pure ones in the area.

There were some 50-100 forsaken in the area, and twice that number of pure ones. It took 2 years, but finally on a moonless night in July of 2000, the wolves met, to try to form a better alliance. They met in stealth and secrecy, hoping the pure would not learn of the alliance until they had swept through their territories. The site of the meeting was an ancient oak that served as the most powerful loci in the area. As the night reached its peak, fate and treachery struck. An unknown wolf had been dominated by the pure ones, and revealed the meeting to them. The assembled Forsaken were taken by surprise when hundreds of pure werewolves in the area swept in and wiped out early every werewolf there. The forsaken did manage to inflict grievous losses to the pure, but they were ultimately wiped out.

The few forsaken that did escape must have been truly blessed by Luna, for the pure did not even leave the site whole- the locus was destroyed, and the site razed beyond hope of ever again having spiritual power. Over the next weeks, the pure, their numbers weakened but still battle ready, wiped out as many other of the loci in the city that were 'forever tainted' by the Forsaken as they could find.

As a final insult, they defiled the forsaken dead, leaving grisly viscera and destroyed fetishes wherever they found traces of where forsaken had been. They left Longtooth's body crucified on what remained of the oak, every bone in his body shattered. They then withdrew to tend to their wounds.

Today the site of the attack retains a dark air that makes most Humans avoid the area. Longtooth's body has decayed, but those looking at the tree swear the bark looks as if someone is crucified on it. In the Hisil the Oak and Longtooth's crucified body remains, along with the remains of the Forsaken killed that night.

The last few years have seen a handful of Uratha return to the area. The wounds of Longtooth's folly, as the attempted coordination is called, are still felt. Atlanta has become to be known as the "City of shattered bones."

Those packs of Uratha that have come to Atlanta are concerned with holding their own territory, and many have never seen another werewolf outside of their own pack or their Fostering pack or mentor. The pure are regaining their numbers as well, and have seized much territory. Loci in forsaken hands are rare, and the spirits of the area are running wild with little or no control over them.

In-game knowledge/resources:

Powerful Forsaken in the area:

The oldest surviving Forsaken in the area was an old wolf simply known as 'Grandfather', his tribe and auspice unknown, who serves as performer of rites and a source of knowledge for whoever can meet his challenges.

Grandfather has gone missing and his situation and current location is unknown. Anyone calling Grandfather's number, which can be obtained through talking with various packs in the South East, find it transferred to another Forsaken named 'Shadow Builder'.

Pure ones:

Several Pure packs are in the area- the exact number and size of the packs are unknown. They are numerous enough, however, that much of Atlanta is under their control.

Wolf Blooded:

In the past, several families of wolf blooded lived in the area. A few of these families knew fully of their heritage and helped the People whenever they were able. Today, only one family remains – the Gallatin clan, a family that has produced a dozen werewolves in the last decade.

Due to recent events, any calls to the Gallatin clan are being transferred to the family's lawyers.

Spirits:

Spirits currently run rampant, and unchecked, all throughout the city. The low number of loci causes most to remain on the other side of the gauntlet, but there are large numbers of spirit ridden and spirit claimed.

Loci:

Most of the spirit Loci in the city were destroyed by the aftermath of Longtooth's folly either the pure ones destroyed the sites, or the spirits running rampant through the city have drained them to destruction. What sites remain are either undiscovered, or in the hands of a pack (forsaken or pure one) or under the control of the local Mage community.