

The Wolfbrother

When you've hunted with a pack of wild wolves and lived alone in the wilderness for a full moon-cycle, roll+wis and gain the move "Wolfbrother" if you don't already have it. On a hit, you're invigorated and empowered; take +1-forward three times. On a 10+, you also gain insight into the way of the world; ask the GM any question and he'll answer you.

Wolfbrother: You can speak the language of wolves and parley with them as a brother. Your senses are keen and wild under the night sky and you can see well even under minimal light; when you discern realities under the moon's light, take +1 to the roll.

When you commune with the great wolf spirit, offer something to him (not a thing of men but a thing of yourself or a thing of the wild or some service in his honor) and roll+wis. On a hit, he'll offer you a portion of his power; on a 10+, hold 3, and on a 7-9, hold 1. On a miss, he'll task you with some service. Complete it or fall from his favor.

You can spend hold with the wolf spirit to:

- assume the form of a wolf until the next sunrise, with the following benefits
 - you can track by scent alone
 - you gain claws and fangs (+1-harm hand messy)
 - move with supernal grace and speed
- gain the claws and fangs of a wolf (+1-harm hand messy)
- ask the wolf spirit or another nature spirit 1 question; they'll answer
- invigorate yourself; heal 1d4 damage and take +1-forward

When you've gathered to yourself a pack of wolves, gain the moves "Alpha" and "Commands" and choose one profile:

- str +1 con +0 wis +0 2 HP 1-armor d6 damage
- str +1 con +1 wis +0 2 HP 0-armor d4 damage
- str +0 con +1 wis +1 3 HP 0-armor d4 damage
- str -1 con +1 wis +2 1 HP 1-armor 1 damage

Alpha: When you enforce your will on the pack, roll+str. On a 10+, they bow to your will no questions asked. On a 7-9, they obey, but mark one. On a miss, count your marks...

- 1-2: They obey, but mark one.
- 3-6: DM chooses one: they're slow to do it, or else you owe them, or else they'll impose a demand on you
- 7+: DM chooses one: They obey, but you take -1-ongoing to this move until you give them a free turn of the moon; or another wolf makes a bid for pack leader; or some of them leave your pack; or they openly defy you

Commands: When you command your wolves to...

- fight on your behalf, they can hack and slash and defend on your behalf
- scout for you, they will go out and gather information for you; they can discern realities using their wis, of course
- go out and hunt for a night, they'll gather food enough for themselves plus 1 or 2 rations extra (all raw meat, of course)
- protect you or someone else at any cost, you can have any of them take an attack in place of the protected target

When you've earned the respect and gained leadership of the wolfbrothers, gain the move "Wolf Lord".

Wolf Lord: When you put out a call for a meeting of the wolfbrothers, howl into the night sky and choose two.

- they come quickly
- they come willingly
- they come prepared

When you parley with a wolfbrother, your rank is leverage enough.