



WEREWOLF THE APOCALYPSE

ON FRAYED THREADS

MES Domain Code (Name): Dark Heartland

Domain Code: KS-020-D

VSS Boundaries: The Kansas City Metro area; a 30 mile circle around where I-70 enters Missouri. Link below.

https://www.google.com/maps/d/u/0/viewer?ll=39.10023944748195%2C-94.608336399999998&z=8&fbclid=IwAR3b83zFo5_e0VN0Qz5aqWfH-5q2iO6STT1pfgVUbOGUkIZBja9S6mywfUE&mid=1W5WsJeWzgwgqbE9hrf0WVdb8Sxy0

VST Name: Kendra Allen

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Sept Type: *Brand New*

Territory Boundaries: Just south of swope park the bawn proper lies nestled amongst glades of trees and caves with about a 1/3 a mile radius from the center. A fair bit of sept area including housing and protected borders, is outside the bawn proper. The sept protectorate is recognized to be all of Kansas City south of the Missouri River and East of the state line. Whether the rest of Kansas City is under their protectorate has only recently become a debate since the Red Talon Exodus but has historically been recognized as being under their protection.

Theme: *Reconstruction and Reconnection*

Mood: *Hope and Despair*

Theme Song: *(Link to a video if you like. Can't have just One Song? Go head and make a playlist.)*

Shard Caern Level: 7

Caern Totem: Dogwood

TRADITIONAL SETTING ELEMENTS:

0 -Never Present, 1 -Rarely Present, 2 -Sometimes Present, 3 -Often Present, 4 -Usually Present, 5 -Always Present

Action (Combat and challenges): 4

Character Development (Personal dilemmas and choices): 4

Darkness (PC Corruption): 3

Death (PC Death): 2

Drama (Ceremony and grand story): 4

Intrigue (Politics and negotiation): 3

Manners (Social etiquette and peer pressure): 2

Mystery (Enigmas and investigation): 4





Chronicle Teaser:

*"Blood spilt on the battlefield is stronger than any blood that flows through those veins."
-Twilight Hunger, Wendigo Elder Galliard, Deceased*

VSS DESCRIPTION:

Some call it a cursed city. Doomed to fall to the Wyrms or the Weaver, whoever beats the other. Too many troubles, too many failures, too many enemies exist in Kansas City. Like trying to build a castle in a swamp, building a caern in this city is doomed to fail.

This is where the members of the Sept of Resolute Roots disagree.

For nearly a decade, they have fought for their city. Their territory. The place they call their own. When the Brigade came, the Sept of Gaia's Grace fell at Swope Park, but still they stood their ground, saving who they could, ready to rebuild. When the Weaver's Call came and took many a friend away, including the sept leader himself, the remaining members of the sept refused to let so many be taken and fought back; saving some, and changing their own path.

Year after year, they tried to build a caern again. Failing again and again. Different places, different reasons. A cursed city. A hopeless cause.

Hope will be found by those who fight. A caern can be made. Even after innumerable failures. It can begin again. With strong roots, a tree will always find a way to grow again. It began anew where it first fell; at Swope Park.

Still a cursed city they whisper. The Weaver's webs grow thicker every day in such a city. The Wyrms claws back, fighting to break the webs and cause destruction, corruption. The Nation above has begun to crack, those cracks trying to weasel their way into the Sept. Already, the Red Talons of the sept have left; on the sheer principle of not joining the alliance. But strong roots will not give in so easily.

The spirits cry in pain, factories toil in the Umbra. Massive steam machines in the form of trains. Networks of connection and travel. Spirits disappearing with no trace. Have they fallen to the Weaver's Call? Will they? Why take the risk, outsiders would say.

But hope finds itself. A glade of trees and a network of caves. Kinfolk, garou, fera. Members of the Nation and those outside it. They have stood here for years at their home.

Cursed or not, they'll make this caern stand strong.

Located south of the Zoo and amphitheater of Swope park, the Sept of Resolute Roots has taken a large portion of the forest and caves. Several golf courses and hiking trails had been purchased by the predecessor, Sept of Gaia's Grace, to allow more space between the mortal city and the sacred land of the Caern. It is still regrowing due to the extreme damage caused during the Black Brigade's assault in 2011. During the fall of the





Sept of Gaia's Grace, several members of the leadership fell to the assault, some to seemingly far more personal attacks than others. Even more leadership fell just 6 months later, when the Weaver called, including the sept leader at the time, Jonathan "WaveLength" Sander. In addition, the call seemingly affected the mortal populace in Kansas City as well; the number of missing persons cases went far beyond the shifters on the date of July 5.

The Weaver event caused the sept to put their hopes of having a caern once again on hold, as the planned location had been at One Kansas City Place - right in the middle of the metropolis. The shifters held on as they could as new plans were made for a caern location.

A mere 7 months later, Lone Jack had been chosen for its sheer distance from the city and the influence the Weaver had over it. Upon feeling the caern on its beginning stages, however, the Wyrms struck. The Sept, having lost many of its most influential shifters and kinfolk, and still reeling from the last year and a half of losses were unable to maintain a safe space on the caern border for even a single day. The shard seed thankfully had not arrived at the site when the Sept was forced to abandon Lone Jack as an option; thus preventing the Wyrms from gaining a shard seed.

The shifters were far more cautious after this. They waited a full two years before making an attempt again, this time building up influence around the projected area: Smithville Lake. It could be a bastion of Wyld. This time, it was the lack of leadership and internal bickering that spelled the downfall. The Wyrms crept into the hearts of those bickering and corrupted their minds. Several kinfolk identities were compromised that day and their losses could be felt by the whole sept. Close friends had to put down those they respected, for the Wyrms had taken some too far.

Progress slowed and more time was taken as the number of good options were few and far between. The next option was attempted another 2 years later, with a few back ups in the works. Kaw Point barely lasted any time at all. Too close to the city and the Weaver's growing influence. Too many lines of sight. The location was quickly abandoned. The ruins of that sept can still be seen in the umbral side, filled with cobwebs.

The shifters had been working on building influence in several other locations. Taking another 8 months to come to the point of confidence in the sept at Parkville. It seemed an ideal location until an unexpected turn of events occurred. A month into the sept's life, preparing to form a proper caern, the fast moving industry of the nearby college allowed the Weaver to seep heavy influence in the area. The security was compromised and overrun by drones.

After much debate after the loss of this last attempt, the sept decided to try something different. This time they came around to be at home again. They would attempt to use the original site of the Sept of Gaia's Grace from nearly a decade ago. Influences of age old friends lost in the war were obtained, connections reforged. Security measures were put into place as the land was cleansed and reclaimed. Any stragglers who were living in the area were cleared out.

It was just as they were ready to plant the seed that they lost the very spirit they planned to dedicate to, Phoenix - a longtime ally and symbol of the rebirth they were trying to attain. Phoenix did not perish in battle to anyone's knowledge; simply disappeared one day, unresponsive to any attempts to call its name. It is still unknown today what happened to it.





The seed was on its way. A decision had to be made and a spirit located in the meantime. Discussions were held with spirits, until deciding upon dogwood to be the caern totem. The successful caern seed planting a week later was a cause for great celebration among the sept. Here, the tribes and fera came together to mix their different cultures and celebrate making something entirely their own.

The following year of 2019 was a year of almost unremembered calm for the shifters. Some politics came up as the caern was established, but it was mostly calm for that year. Having a place to finally hang their hat, they rested.

That is, until the Red Talon exodus occurred. While mostly at a higher level, the fallout could still be felt at the sept level. Long time pack, Wyld's Warders, left the sept upon hearing the decision of their tribe. Other Red Talons of the sept followed suit in leaving, no longer being members of the nation. Wyld's Warders left without explaining much of why with only the vague warning of "We have no bad blood. Try to keep it that way." It is well known to the sept that Wyld's Warders has not left the area.

Once the Red Talon Exodus began, it signaled the end of the one year of relative peace.

First was the rise of arsons around the city. This would go unnoticed until the summer of 2020 when the numbers signaled a trend to the shifters.

The first thing they really noticed was the skirmishes between the Wyrms and the Weaver. It was strange. One week the Wyrms and the Weaver seemingly both work towards the shifters demise but the next they can be at each other's throats. The conflicts seemed to be growing in frequency during 2020, often catching the shifters in the middle. Towards the end of 2020, the intensity began to rise as well.

Then, on the day of mourning of the Call, July 4, during a ceremony held by the Talesinger to remember those lost and keep their memories alive, the Weaver reminded the shifters in a different way. The Weaver struck again. Only a few heard the buzzing, and the others in concern, held them down til it passed. The drones soon attacked a well known kinfolk home after that. Almost as if the Weaver was saying "I am still here. I am still waiting."

Wyld's Warders became more active after this. On Halloween, the sept had its first real conflict with Wyld's Warders. No casualties were had on either side, but tensions have been high ever since. Wyld's Warders have not explained more than, "Don't get in our way." It was made clear that they will fight the sept in some cases. A few more isolated skirmishes occurred throughout the rest of the year.

And amongst the spirits, there has been much growing concern. The webs grow thicker every day in the tech driven city with the Wyrms trying to stop the stagnation. The spirits had been dealing with these conditions for years now. Spirits will be gobbled up by the machines of steam or taken to a sweatshop realm. But a few spirits could hear crying. First bats, then rabbits heard the sound. No shifter has yet to hear it but these keen eared spirits claim it is the sound of a crying phoenix. The same phoenix the shifters were originally going to pledge their loyalty to.





Thus began 2021. A year of uncertainty. Of boiling points and mysteries. Of rebuilding and reconnecting to the old.

Welcome to the cursed city with roots of hope.

VSS TIMELINE

Year	Event
2011	December 21: The fall of the Sept of Gaia's Grace
2012	July 4: The Weaver's One Song and the loss of the Glass Walkers
2013	January: Lone Jack Caern attempt
2015	August: Smithville Caern attempt
2017	November: Kaw Point Caern attempt
2018	<ul style="list-style-type: none"> • July: Parkville Caern attempt. • September: The disappearance of Phoenix • November 22: A new agreement with a spirit is made; Dogwood is selected to be the caern totem
2018	
2018	December: The Sept of Resolute Roots is formed and the caern seed planted
2019	<ul style="list-style-type: none"> • September 22: Formation of the Gaian Alliance • October 1: Red Talon Exodus; Following the Red Talon's exit from the nation, all (NPC) Red Talons left the sept.
2020	<ul style="list-style-type: none"> • Yearly arson rates have dramatically increased • Skirmishes throughout the city between the Weaver and the Wyrms have been observed • There was an aggressive push to remove green spaces within the city. • Soft crying of a phoenix has been heard by rabbit and bat spirits of the umbra • July 5: On the anniversary of the Call, the Weaver made a push against the sept, reminding them that it knows where they are and is still here, waiting. • October 31: A major skirmish with the Red Talons who left the sept came about on Halloween. No casualties on either side.

STORYTELLER NOTES

What is hard mode? The current VST's interpretation of "Hard Mode" is there being an inherent potential for mechanical hardships at present or down the line. I do NOT view it as a measure of





social prejudice, but instead as a mechanical issue. Social prejudice is measured more by the rating of CvC.

Fera players, a warning: while as a whole, Fera have been accepted as valued and accepted members of the nation, some NPCs may still hold grudges. These are likely rare but meant to showcase the quick progression of inclusion and the constant fight of stagnation of values.

Kinfolk players, a warning: the prejudice against your ability to make decisions will exist. It will be hard for some of the more traditional to accept this larger role that has been obtained. But this should not discourage you from playing kinfolk as this is meant to portray again the recent inclusion and the constant fight against stagnant thinking.

Non-Gaian Alliance Members, a warning: Trust will be harder to come by, as will Gnosis and other resources. The Sept itself will not help you so you must rely on primarily your pack for such assistance. (This section may be drastically updated as information is released; this is currently the ST's best interpretation on how to run it)

Red Talons, a warning: Non-Alliance members have no additional notes beyond what a non-alliance member should expect. Alliance Red Talons should be aware that the NPC Red Talons will be hostile, jeering, and, potentially, quick to violence. NPC Red Talons do NOT like you, but still expect you to aid them upon request as you are tribemates. (This section may also be drastically updated as information is released. This is currently the ST's best interpretation on how to run it)

Glasswalkers, a warning: I will tempt you. NPCs may or may not trust you. The more you ignore the wolf in you, the more persistent I will be with the temptation.

VSS SPECIFIC RULES

For characters on the database it is requested that the following sections be included:

1. A list of the NPCs from your character's background that the player consents to being used in plots (for example, put into danger to intensify a scene). A broad consent for any NPC in backstory or character sheet is also allowed. A blank section of this is an assumed no consent for the use of any background NPCs.
2. Any stories you are interested in exploring that do not fit under the normal plot categories in the CCD. This is where you are free to reiterate the types of themes and narratives you want to explore (for example, if you want to say explore the relationship with the father-figure NPC you have, this would be the place to bring that up.)

For visitors to the domain, the email of your direct ST is required so the VST may contact them after the game.





Players will be asked to assist with game running tasks on occasion, such as NPC portrayal, leading moots, or being an extra set of hands to run large combat scenes. This is to help with the smooth operation of the game, allowing more players - including the ones helping - to be able to enjoy more of the game.

LIVE PLAY/VIRTUAL PLAY

For the duration of the National Emergency Quarantine games will be hosted via the DarkHeartland Domain server on Discord. Link to the server is provided below.

<https://discord.gg/dgWzwSadk8>

ATTENDANCE & SIGN-IN

- All players must join the DarkHeartland Discord server in order to be considered in attendance for any game sessions.
- All players must actively play and portray the registered (via sign-in) character in order to be considered in attendance for any game sessions.
- Sign-in will begin at 6:00 PM Central Time, or one hour, prior to the start of scheduled Discord game sessions.
- No character will be sanctioned for live play until they have completed the sign-in sheet provided in the ooc-step-1-game-sign-in channel. I have provided a link to that form below.

https://docs.google.com/forms/d/e/1FAIpQLScbjrcFKZKSHdk0y7MPrpJqll9vrIJikeGgbUY2cgstKqr_e/viewform?usp=sf_link

CHARACTER ADVANCEMENT

- All XP purchases should be sent by email to the VST for review and approval.

DOWNTIMES

- Downtimes will refresh on the first day of the month.
- Downtime actions (including lending aid to another character or crafting talens/fetishes) and Influence actions may be taken at any point during the month; however, any actions that players wish to affect the next live game must be submitted on the Monday that precedes game day.

EQUIPMENT

- All equipment is to be represented either by item cards, or listed in detail on the character sheet.

INFLUENCES, ALLIES, & CONTACTS

- Influences cannot be used during live games. Influence actions are to be submitted between game sessions similar to downtime actions.
- Allies and Contacts can be used during live game sessions or online scenes.

MULTIPLE CHARACTER POLICY





- If a player has multiple characters, with Storyteller permission, they may switch to another character for a scene. The difference between the two characters must be made obvious via significant costume change – this typically means outerwear. Cosmetic alterations such as changing small costume pieces for example, hats, or glasses, or wearing a name-tag is not enough.
- For Discord, nicknames, roles, and obvious characteristics must match the character portrayed.
- The Storyteller must be informed of the intent to switch characters and approve of the change.
- Changing characters may be done once per session, unless the Storyteller expressly says otherwise.
- If you have multiple characters, the VST will assume that you are playing your primary character unless you (preferably) inform them otherwise ahead of time.

HOLDING POSITIONS WITHIN THE CITY

- All player characters with positions in the city, regardless of Tribe, Breed, or Faction, must be on the Kansas City VSS.
- Those who wish to hold a city position such as Sept Leader, Wyrmling, Truthcatcher, Fool, etc., must realize that they will be used as a vector for plots from Local, Regional, and/or National Storytellers.
- If a player has more than one character, only one may hold a sept position
- Several positions, in particular the Truthcatcher and Master of the Challenge, will require a certain familiarity with the source material and setting that the VST will ensure you have before allowing you to take a position.

CvC/PvP

During CvC conflict, it is expected for both characters' players to be respectful and thoughtful to one another. OOC discussion is allowed to help ensure fun for both players. A post CvC bleed check-up should occur afterwards to help maintain a healthy game. Long, ongoing CvC should have regular OOC check-ins with each other and the ST to make sure nothing is escalating too far and to ensure that the CvC can end (as required by club rules); the VST will help intervene if the CvC has no end and may involve the Domain Coordinator (DC) if they feel there are OOC issues that need to be addressed.

Consent is also a major part of PvP, in particular long running ones. Not every player finds PvP fun or every type of it fun. We are all here to have fun together and that means not everyone is a candidate to be your archrival or a target for CVC conflict.

PROXIES

The link to the Dark Heartland Apocalypse Proxy Guide is provided below.

<https://docs.google.com/document/d/1OvSeAsEb9C3gzY3tgGYdXmmhTKyYTNO-D7OwjiKlkgI/edit?usp=sharing>





CCR

As a storyteller, I have some strong feelings about CCR.

- All CCR must include consent from **all** participants, including the player character who is the subject of the CCR action.
- Challenges of all kinds are welcome. Challenges to the death will not be allowed, unless there is explicit consent from all parties involved, including the VST. Even then, there may be consequences.
- If a non-local character wishes to challenge someone who is local, they must inform all storytellers involved. The ST will start an email involving the Master of the Challenge and every ST in the chain. If players cannot agree to mediate on an outcome, the challenger must proxy to the VSS in order to resolve the challenge using the standard challenge mechanics.

Visiting players who wish to engage in CCR must follow the Proxy Guidelines as highlighted above.

As games are currently virtual, many items - especially challenges - will be handled differently than they might be at a face-to-face game. When games go back to in person, the VSS will be updated with full guidelines on how they will be handled.

MASS COMBAT

Mass combat is defined as any combat where 5 or more PCs are involved; this does mean that some packs by default, if all together are in mass combat. It is preferred that mass combat in general be avoided unless planned ahead of time; so while, yes, including lots of others in on the fun is great, it can lead to a giant logistics headache for the ST. When mass combat occurs players will assist with throwing chops and running NPCs, potentially even splitting the mass combat in half to increase speed of running. During combat the ST reserves the right to put a timer on your decision making for the turn in order to get it done in a timely fashion or to make a combat feel more intense.

During combat, creativity is encouraged! If you have a cool idea, give it a try! It makes for a better story. Use the environment has been accounted for and in fact intended to be used in nearly every combat.

Descriptions in combat are encouraged to add flavor to combat but players should note that depending upon time and number of participants, those may have to be shortened or skipped.

Combats will often have some alternative goal or problem beyond just “kill all the bad guys”. This is the style of play the current ST prefers on combat.





ONE MINUTE RULE

When a player disagrees with a rules call made by the VST, they will be given one minute (or 30 seconds if in combat rounds) to make their case. After that minute, the VST will make a decision and the scene will progress. Players are expected to follow the MES Code of Conduct when making such a case, remaining courteous and calm during their statement. If the issue is not immediate, players are encouraged to instead put their concern in writing and contact the storyteller after the game.

As a personal note, I try my best to make the best call I can at the moment and review my own calls after every game. As such, I am willing to do more in depth discussions of rules call AFTER the game is over and I have had time to review the book (usually about 2 days later).

