

THE ANUBI

The Lupine attack on Chicago is a stark reminder of how vulnerable Kindred are to werewolf assault. The Princes of the Camarilla looked for a solution, the Anubi. The Anubi are the Camarilla's premier force of Lupine hunters. They are well organized, well equipped, and determined to repulse every Lupine incursion into the city.

Recruiting Gangrel with greater loyalty to their city than to their clan, or built mixed-membership coterie by offering money, special privileges, hunting rights, or boons. Even the legendary Anubi had to offer grants of hunting grounds to young Kindred after many of their members abandoned Indianapolis in the face of Sabbat invasion.

These newly formed coterie are as deadly as the Lupines they hunt. Some, like the Sun Devils of Phoenix or the all-Ventrué "Hunt Club" of Quebec, maintain the Anubi's militant structure and battle Lupines nightly. Others, like "The Pack" of Vancouver or the mixed Lasombra/Toreador "Order of Saint Sabastian" in Rio de Janeiro, wield diplomacy as effectively as silver to forge tentative (although not lasting) treaties with their local Lupines.

• **What Big Eyes You Have:** Your connection to the Anubi or a similar organization provides access to hidden caches of silver weapons and/or those who manufacture them. Once per story, you can equip yourself with a silver hand-held weapon or ammunition of your choice.

A Lupine must be located before it can be slain. Your organization has seeded your city with a web of informants, contacts, and surveillance devices to facilitate the hunt. Once per story, you gain a 4-trait bonus on an Investigation test related to locating Lupines within your domain.

•• **In the City, In the Woods:** (choose one):

War Eternal: Your organization takes the fight to the Lupines. Your advanced knowledge of Lupine hunting grants you two bonus damage from all Firearms and Melee tests when fighting Lupines.

Strange Bedfellows: Your organization seeks peace with Lupines, forging strained but (mostly) effective truces with the werewolves in your area. Gain a 2-trait bonus to all Persuasion tests when dealing with Lupines and a two-dot werewolf Ally reflecting your contact in the local Lupine community. Your Ally is unlikely to risk their life for you but will at least listen to your side of the story before the howling starts.

Most Dangerous Game: Your nightly hunt grants you access to a quantity of Lupine blood that may reflect an unhealthy addiction to werewolf blood. Once per story, you can slake two Hunger via a sip of werewolf blood with all the attendant benefits and drawbacks (Laws of the Night, p. 350).

••• **Summon the Pack:** You are a formal member of the Anubi or a similar Lupine-hunting organization and can call on these Kindred for aid at a moment's notice when Lupines are nearby. Situations not involving Lupines may require favor trading and/or boons. Your membership grants you a temporary Mawla (•••) and four dots of Allies (Anubi Bikers), representing mortal bikers who follow the Anubi, who can be called on once per story when Lupines are involved..