

About Wolven Packs-

just some wolven points of interest that have come up during the creation of Weremones, PMS'ing, & Making Tracks.

Wolven society is the most structured of all the shapeshifter groups. Family groups are structured like wolf packs. However, **UNLIKE** wolf packs, wolven form family units inside the pack. Probably, the pack's structure is best described as a blending of wolf pack structure and the ancient Scottish clans.

The head of a wolven pack is the Alpha Male, the Pater Canis or Pack Father. His alpha female is the Matra Canis or Pack Mother. Usually, the Alpha Female is also the Alpha Male's mate. The alpha's job is to provide leadership and protection to the rest of the pack.

The alpha male's right hand wolf is the Beta. The Beta's job is a combination of assistant and pack overseer. Often the Beta does little things to help check up on pack members

Wardens are the pack's guardian and police force. You don't have to like a warden, just do what he says. On the flip side, even if a warden doesn't like you, if you're part of the pack, his job is to make sure you are safe.

The Wolven Council is the highest court in wolven society and is often ignored until they show up. They negotiate treatise with other dangerous supernatural groups when needed. For example, the 1798 Vlad-Lycos treaty between the wolven and vampires. The treaty was named after the two negotiating emissaries of each group. One of the key points of the Vlad-Lycos treaty was the dispersion of Psychic properties. Vampires do not turn female psychics (though they are capable of doing so), while wolven will not set up territories in certain vampire city/territories such as, New Orleans, La and Los Vegas, Ar, and Pueblo, Co.

Since pack's operate on feudal scale, each group under one leader's rule, a pack's greatest concern is coming under the council's notice. The Council does employ its own wardens, who are only loyal to the council. These council wardens are considered to be the baddest and most dangerous of their kind. They will do anything to secure the survival and protection of the wolven species.

Psychic females cannot be Changed into wolven. Estrogen plays a factor in immunizing human females against the virus found in wolven saliva that changes humans on a DNA level into wolven.

Continuing in the DNA/Hormonal theme, wolven born do not Change until they reach puberty. They grow as normal human children (with some notable sensory enhancements). Wolven and other types of shapeshifters are not just humans who turn fuzzy though, they are a completely different species. Bitten wolven, while keeping their personality and general mindset, will eventually develop a subtle shift in thinking patterns because they are no longer human.

Using a combination of the Wolven Council archives and the Anderson County historical records (and lots of time at the Palestine Public Library), Seth has pieced together some highlighted accounts in supernatural history.

In 1826, the Mexican government granted the completely normal human David G. Burnet a grant to settle a colony in the area that would eventually become Anderson County. (What David Burnet, didn't know was that the area was already settled with roaming groups of were-coyotes who'd already migrated from Mexico. Either because of the failing economy, persecution, or nomadic tendencies, no one is sure.)

On Nov 2, 1835 Texas seceded from Mexico. In retaliation, Mexican dictator Antonio Lopez de Santa Anna began a military campaign to suppress the revolt. Feb 23, 1836 Santa Anna's army slaughtered the outnumbered Texas revolutionaries in the famed battle of the Alamo.

With cries of "Remember the Alamo" and an army led by Sam Houston, Santa Anna was defeated on April 21, 1836 at San Jacinto. (Little known fact, and unacknowledged by wolven society. Were-coyote leader Jose Armand de Colmillo rallied shapeshifter troops from every species in the area. de Colmillo supernatural addition to the San Jacinto battle is noted not because they made an appreciable difference in the outcome, but as the first recorded (and ignored) instance of non-wolven ability to unify. de Colmillo's surviving troops disbanded immediately after the San Jacinto battle after digressing into a small territorial skirmish. No clear species emerged as winner and the different groups scattered over the new "Republic of Texas")

In August 1846, survey maps were filed for the new town of Palestine. (Local werecoyotes were unaffected by this news. Their nomadic ways and disinclination to associate with humans kept them uninformed until activity in the area forced them to notice.)

In 1902 Anderson County received it's first rotary rig (for oil) but did not have a successful well until 1928. (At this time, Wolven Crandall Moser arrived in Anderson County, declaring it wolven territory after a small skirmish with the unorganized werecoyote population. With only minimal packmembers Crandall Moser hires the werecoyotes as reinforcements against invading vampire rivals.)

Seth is still hard at work compiling his supernatural history of Anderson County between supporting the Palestine Community Theatre (www.palestinecommunitytheater.com) and summer enrollment at Trinity Valley Community College. (www.tvcc.edu) What would a young wolven be studying? Why, Fine Arts, of course.

Anderson County, Texas homepage: www.rootsweb.com/~txanders