

Wendigo

An OWbN Genre Packet

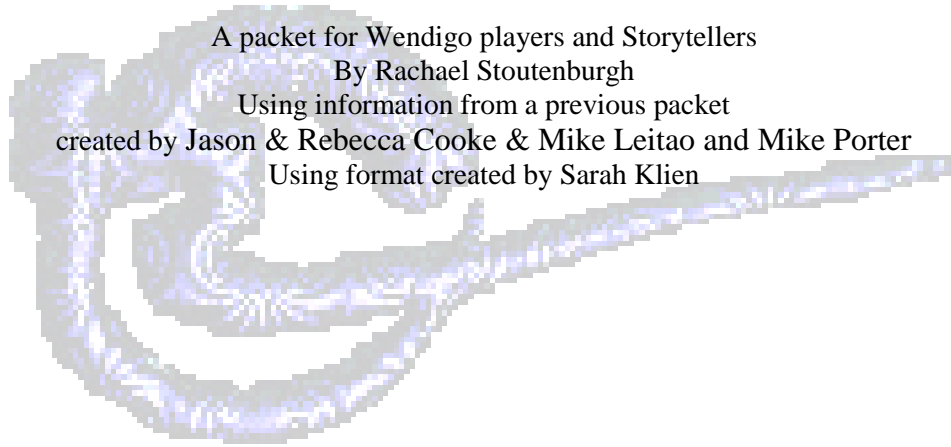
A packet for Wendigo players and Storytellers

By Rachael Stoutenburgh

Using information from a previous packet

created by Jason & Rebecca Cooke & Mike Leitao and Mike Porter

Using format created by Sarah Klien





DARK PACK

Portions of the materials are the copyrights and trademarks of Paradox Interactive AB, and are used with permission. All rights reserved. For more information please visit worldofdarkness.com.

This material is not official White Wolf material and is intended solely for use in One World by Night.

2014. Written by Jason Cooke, Rebecca Cooke, Sarah Klien, Mike Leitao, Mike Porter, and Rachael Stoutenburgh for One World by Night.



Table of Contents

<u>Introduction</u>		3
<u>OWBN History</u>		6
<u>Wendigo of the Past</u>		7
<u>Culture</u>		8
<i><u>Tribal Structure</u></i>		8
<i><u>Political Camps</u></i>		9
<i><u>Active Purelands Caerns</u></i>		11
<i><u>Wendigo of the Nation</u></i>		14
<u>Gifts</u>		15
<i><u>Revised/Third Edition</u></i>		15
<i><u>Unrevised/Outdated</u></i>		16
<u>Fetishes & Talens</u>		17
<u>Totems</u>		18
<u>Rites</u>		19
<u>Merits & Flaws</u>		20
<u>Optional Rules</u>		21
<u>Stories of the Tribe</u>		22
<i><u>History of Wolf's Heart Caern – Told by Bridges the Ravine</u></i>		22
<i><u>Origins of the Sweat Lodge, Song of Life</u></i>		23
<u>Credits</u>		25

Introduction - The history of the Pure Lands. Told by Song of Life, a Galliard of the Wendigo:

This world was young, this world was new. All was spirit, all was connected, and all was whole. The Mother held all in her hands. But all was swirling spirit. The Mother needed aid to let spirit become as it should.

Force of Wyld she created first. It was Creation, raw, changing, smell of winter's air, feel of summer's sun, sensation of Mother Love. Paws, claws, feet, fins, Creation swirled around all, created all, but Creation was Wyld, unstable, the spirits gained flesh, but still were not all they should be.

Grandmother Spider she created next. Namer, Weaver, Helper, Took what Creation made and gave it permanence. Wolf became wolf. Man became man. Fish became fish. Bird became bird. All were given names according to their nature. Those Names made them what they were. Those Names gave them power to BE what they were. All were as they should be. But all was still not right.

Creation made, Spider wove. The tapestry was beautiful. The tapestry became snarled. Creation made too much. Spider wove everything. The tapestry became crowded. Nothing could reach what it should be. There was no more room.

Mother saw this and was saddened. She saw her children trying to be what they should be. She wept for her children. A voice came to comfort her. "Would it not be better if each had their time? Would it not be better if, at the end of that time they left the tapestry to become fuel for the next cycle?" The Mother thought on this, and agreed. She gave the voice form. She let destruction, death, and decay take their place in the world.

The children of the world wept when death walked amongst them.
The children of the world wept when destruction took their homes.
The children of the world wept when decay took even their bodies.
The Mother comforted her children. "Death makes room for all to grow. Destruction and decay makes room for new. None are permanent. All who die will be reborn and live again in new form." The children took comfort. They still wept when the Destroyer walked amongst them, but their weeping did not last beyond it's time.

For a while, all was balance. Creation made, Spider wove, Destroyer unmade. For every thing there was a place. For every thing there was a time. But such balance never lasts.

Spider became angry. Spider became jealous. Spider became spiteful. Spider saw all that she wove becoming disordered by Creation. Spider disliked the disorder Creation spread. Spider saw all that she wove being unmade by Destroyer. Spider was angered at her work becoming undone.

Spider turned first on Creation. Spider tried to capture and tie Creation. But Creation cannot be predicted. Wyld could not be tamed. Spider became frustrated and turned upon Destroyer instead. Spider lured Destroyer to her. Spider bound her webs tight. Destroyer was caught. Destroyer thrashed in his web, but could not escape. Destroyer thrashed in his web, and tangled Spider with him. Both went mad.

Spider thrashed in webs of her own making, webs of Destroyer's prison. The world cracked. The world

became two. Spirit and flesh became two. Destroyer became Corrupter, became the feared Wyrn. Corrupter twisted those things that Spider named, made Monsters to hunt in the world.

Mother looked upon her world and wept. The balance was wrong. Wounds opened on her flesh. Her children cried for aid. The Mother wept, but some came to comfort. Wolf came, as did Cat, Crow came, for his own reason Coyote came as well, many other came, last of all came Man. Mother took comfort from those that came. Mother looked at those who came and had a plan. For each that trod on four legs or flew upon wing, for each of these one of Man had come. Mother had a plan.

Mother took each Man-cub, Mother took each beast. Mother paired them. Two forms, one body, one soul, one mind. Soul formed of the union between two souls, stronger for being paired. For Wolf, Mother chose a female man-cub to pair with the bitch-wolf that came. For Wolf, Mother chose to create a mother. The Mother she created ran on four paws, chose a mate on four paws, bore pups on four paws.

Five sets of three she birthed. Most came one at a time. Some caused her pain, some soothed her pain. Many claim one was born first. Of course one was born first! But which one the spirits do not say. What is said is this, most were born one at a time. But three were born together, in one mighty push. Three boy pups were born, Oldest and most Wise, Middle the Peacemaker, Youngest and Strongest. Three brothers were born to run together.

Three brothers ran together. Three brothers run on four legs and on two. One with sun-touched fur and knowing eyes, One with the earth's tint and steadfastness, and One with winter's fur and the wind's strength. Three brothers run together.

Three brothers dream. Dream of a woman that cries in the night, a woman that asks for help, a woman that is the Mother. Mother sends her dream to all, but only three answer.

Three gather kin and Tribe. Gather those that will come. The walk is long, and many seasons pass. The path is dangerous, hunger, cold, and Corrupter's beasts hunt the path. The way requires knowledge, steadfastness, and strength. None could make it without the others. The battles are harsh, each loses something dear.

New world is found, with no tribes but those of the brothers. There were new homes to defend, new homes to cleanse. The Monsters are many! The Mother wounded for lack of protectors. The Monsters are fought, killed where they can be, bound where they cannot. Generations pass. The brothers find their place. The brothers heal their places. The lands become pure. Pure lands paid for in blood.

The lands they held were held pure. The people were strong. The people were warriors, Kin and kind alike. Two leg kin made war on two leg kin, as is their way, proving strongest, fastest, best.

As generations passed and kin fought, the brothers slowly drifted apart. Brothers thought that the dangers of the frozen north, the dangers of the tree covered middle, the dangers of the sun-drenched south, were dangers to be faced apart. As generations passed the brothers, born as one, forgot to stand as one.

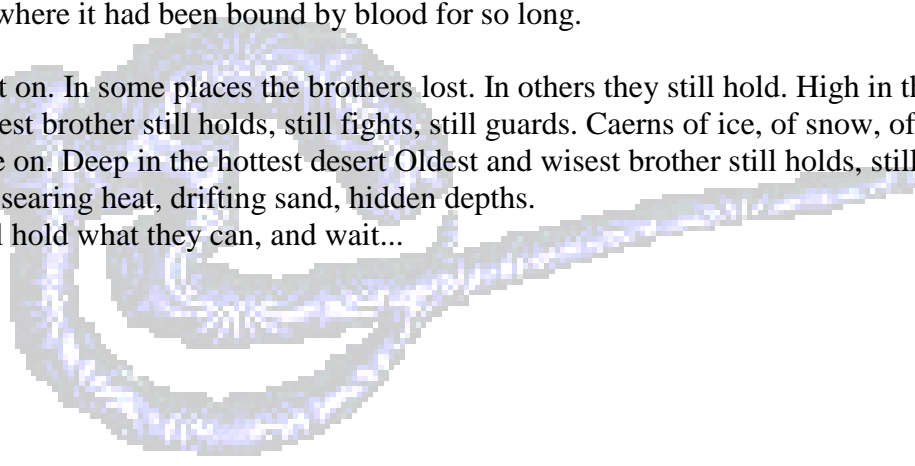
Danger came. Middle Brother faced it, alone. Middle Brother died, alone. Middle Brother left us alone, forever.

Then the snow skinned arrived. Their hearts were colder than icy wind. Kind voices covering honey-tongued lies. Came claiming friendship. Came bringing Wyrms. Came bringing disease. Two-leg kin with skins sore-covered Lungs water-filled. Two-leg kin sang songs of death, of loss. Two-leg kin sang no more, voices stilled by sickness and death. Kin on two legs and four paws hunted. Two legs hunted for land, four hunted for fur. Songs cut short in pain and death.

Two brothers fight the Wyrms that came, fight without kin to guard backs, fight those that came with Wyrms, those that violated territory, took Caerns claiming that the strong should hold. Took Caerns set to guard that which was bound. They killed the Guardians of that which was bound. With arrogance did not heed warnings, let loose that which was bound. Pointed at the monsters they loosed as proof the brothers failed, never willing to believe that they were the cause.

Those that came with the Wyrms bring with them the horrors of their own land. Wounds dug in the Mother's side, ripping out her bones and blood. They used her bones and blood to scar her skin. They burned her blood to fill the air, to hide the sun, and to block Luna's sight. There was ripping away balance in the name of progress. There was tearing at her very soul, letting the Wyrms run loose where it had been bound by blood for so long.

The brothers fight on. In some places the brothers lost. In others they still hold. High in the frozen north littlest and strongest brother still holds, still fights, still guards. Caerns of ice, of snow, of beauty, of strength, continue on. Deep in the hottest desert Oldest and wisest brother still holds, still fights, still guards Caerns of searing heat, drifting sand, hidden depths. Two brothers still hold what they can, and wait...



OWbN History

Stay or go? That's the common theme of the History of Wendigo in OWbN. The question the Wendigo often must ask themselves, whether they would stay or go. White Wolf canon talks of prophecies that suggest the Wendigo need to be untied with the rest of the Nation for the Apocalypse. The Tribe however continues to feel taken advantage of by the rest of the Tribes in the Nation. Constant insults from tribes like the Shadow Lords, Silver Fangs, and Silent Striders push the Wendigo closer to the door. Glasswalkers ignore the Wendigo cries of Global warming helping the Weaver ruin the Wendigo's sacred lands. No Tribe is affected more by the effects of Global Warming. The Northern Arctic is now being opened up for Shipping. The Ice melts and so does the Wendigo's Patience.

The Work of the Sacred Hoop and Evan Heals the Past has kept the Wendigo in the Nation up to this point. Two years ago the breaking point almost came when a Shadow Lord by the name of Steven Malinowski disrespected the Tribe's Totem as well as becoming a cannibal himself. Thankfully, the Sacred Hoop was able to smooth over the cries for succession from the Nation.

The Triat's balance was broken, that is obvious. Many Wendigo felt this had to be fixed. Three Wendigo from the Sept of Gaia's Blessing started a Camp named the Long Knives to help restore this balance.

Today the Tribe still struggles with whether to stay or to go. Every event that insults them pushes them closer to the door. Will the patience of this Rage filled tribe run out? Can the Sacred Hoop keep them from leaving?

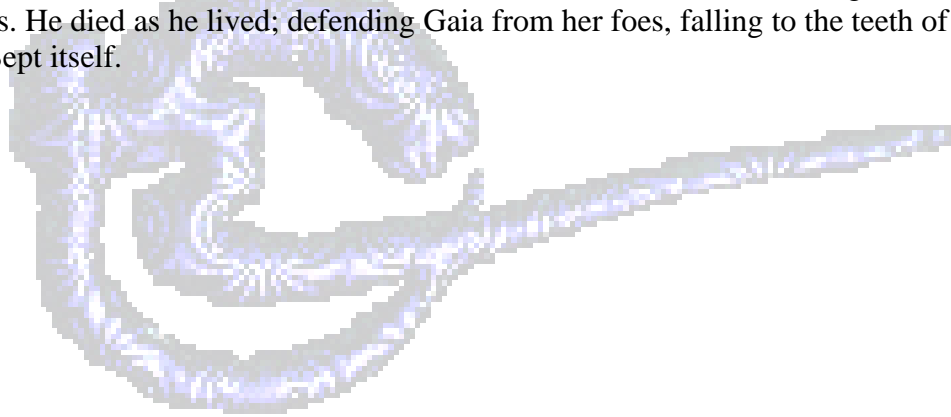
At the last great gathering of the tribe, it came to many physical blows. It is rumored that there were several deaths though the Wendigo refuse to acknowledge to those outside of the Tribe that there was anything but Unity. For a time it looked like the Wendigo were going to leave and may well have done so if not for the sudden and unexpectedly strong support given by a couple of respected Elders and an organization of the Tribe's Metis.

Wendigo of the Past, OWbN Wendigo, Now Deceased

Evan "Heals the Past" (Homid, Philodox, Elder) (See White Wolf source material for description).

Everyone has something they are willing to die for. For Evan it was a chance to heal a piece of the past that we thought lost forever and to prevent that piece of the past from being tainted by the Wurm. Visions came that, when they could be clarified by the events that came after, showed that an egg of turtle was in the clutches of an Elder Black Spiral Dancer, tainted by more evils than just the Wurm. Evan died holding off this enemy so that those with him could escape and bring the egg to safety where it became a hatchling turtle, limited as young things are, but promising a new hope in the face of the despair of a Nation on the edge of dying. At a gathering of the Nation after his death it was found that his Ancestor Spirit was trapped. A small group sought this spirit out and returned him to the Nation where he still serves as the Ancestors do.

Calvin Yellowhair "North Wind's Justice" Omakatanka, (Homid, Philodox, Adren, Lakota) Calvin was a child of the great plains, of the Lakota, the Sioux, and of the Wendigo. His ancestors called him to the lands of ice and snow, to become Wendigo, but visions pulled him to the East Coast, to Cape Cod Massachusetts. There he became one of the few Philodox in the Sept of Vigilant Light, rising to the rank of Adren, filling all the offices a Philodox should, even leading the Sept for a time. Friends with Daniel "Turtle's Hope" and Seeks to Restore the Balance, Calvin remained true to Wendigo even among all the non Purelanders. He died as he lived; defending Gaia from her foes, falling to the teeth of banes while defending the Sept itself.



Culture:

Peace Chief vs. War Chief

The division of leadership among groups of Wendigo tends to fall under these two 'positions'. Simply, the Peace Chief presides during times of Peace and the War Chief during times of War. The Peace Chief tends to be the most respected and highest rank Philodox (or Theurge) and the War Chief the most respected and highest rank Ahroun (or Galliard). During the times of each other's leadership the holder of the other position tends to be one of the most respected of the Advisors.

The Chief will often seek the wisdom and council of the elders of the Sept. Not necessarily Elder in rank but also in age as the Wendigo revere the wisdom of their elderly. Only the Peace Chief can declare a time of war and thus pass over authority to the War Chief. Likewise, only the War Chief can declare the time of war over.

The titles of 'Peace Chief' and 'War Chief' carry no authority except over the particular Wendigo in an area. But this does not stop the Wendigo from representing that it does to the European Garou. Other tribes seem to like titles. They have their 'Barons' and 'Grand Dukes'. Their Voice of the Goddess. If the Waischu mistake the roles of Peace Chief and War Chief as such, that is their problem and one that the Wendigo will take advantage of.

Leadership in the Tribe as a Whole

The Wendigo have no formal tribal structure as such. If a matter of importance to the whole tribe is to be discussed, or if a Wendigo wishes to lay charges against another Wendigo by some method other than challenge, a council of all the eldest Wendigo, the Leaders in the various camps and the respected individuals whose voices and opinions carry much weight, will be called upon. They will talk. They will fight. They will argue until some consensus is reached. This may take days or weeks. There will occasionally be deaths as passions and anger boil over. Once the Elders of the Tribe decide something, the matter is considered closed, but it is far more common for the younger Wendigo to decide their own paths and settle their disputes through challenge rather than resorting to such measures.

Cannibalism

One of the deepest insults that you can give to a Wendigo is to call them a Cannibal. Even the insinuation is enough to require the most level headed Wendigo to check his will. Wendigo tend to be among the most ruthless in upholding this particular tenet of the Litany specifically because their Tribe carries the stain of suspicion. Woe be to any offender that is brought before a Wendigo Philodox and found guilty. Nothing will make the Wendigo as a tribe close ranks and act swifter then the discovery of a fallen Wendigo turned cannibal. They will quietly move to hunt their brother and return him to the cycle preferably without any of the other Tribes ever hearing the story.

In OWBN history, Wendigo – the spirit has often been portrayed as testing the strength of the Garou that take his name by trying to trick them into acts of Cannibalism. However his Garou may feel about the act, it is clear that their patron does not necessarily agree with their feelings. This is something that the Wendigo seem to be keeping to themselves.

CAMPS

Introduction scenes to all PC appropriate camps can be arranged by the Changing Breed Coord team upon requests.

Warpath - When other Garou think of Wendigo this is what they see, these are the stereotypical Wendigo. They are angry, bitter, and willing to take the fight to the Whites and even to the Wyrmbriinger Garou. They enjoyed their greatest size and power in the 1800's as some of their more notable kin, such as Sitting Bull and Crazy Horse, fought the White power. While they have shrunk in size in the recent years, there are a number of youngsters who tire of the elders' hollow words of peace and willing join the camp's ranks. In recent events, the rise in native owned casinos is a blow to many a Wendigo's pride, and such nonsense is at the heart of many Warpath member's Rage. They see the very concept as a disgrace and a sign of full submission to the Whites' ways. The Warpath has not yet taken their battle to their own people, but some say it is only a matter of time

This camp is appropriate for NPCs and PC characters. Caution is recommended to ensure character does not throw off game balance.

The Sacred Hoop - Preaching reverence of all spirits White or Red, this camp was came to power and has fought for prominence in the Wendigo tribe in a manner that has left neither the Sacred Hoop, nor the Warpath, as the clear winners since the 60's. They are the ones who have invited Whites to drum circles, and written books on powwows and other aspect of Native American culture. They worked to exploit the New Age interest in native cultures and shamanism, to bring about a better understanding of their kin and the ways that still hold true to the Earth Mother.

This camp is appropriate for NPCs and PC characters.

The Secret Hoop - This camp plays a delicate game based primarily on the reality of what would happen should the Whites be eradicated from the face of the Purelands. It's not only something that might happen but something that several members of both the Warpath and Ghost Dance have been planning and articulating for over 500 years. Should any of their more radical plans come to fruition, the Wendigo would find themselves, as well as the Uktena, and perhaps the Red Talons and some of the more militant Black Furies, against the might of the entire Garou Nation, serving no one but the Wyrmbriinger in the destruction wrought. So as long as the Warpath and the Ghost Dancers have existed, so have the Secret Hoop pulling the strings of individual Wendigo here and there as needed. They play primarily on the fact that the Warpath and the Ghost Dancers have always argued, and are ignorant to the initial reasons why and to how similar their goals truly are. It would be a great blow to the tribe, and the Secret Hoop should the Warpath and Ghost Dancers ever figure out just how they have been played against each other all these years.

This camp is suitable for NPC and PC characters, however it is not suitable for starting characters.

Ghost Dancers - This group has members in the Uktena tribe as well and serves to make the land whole and clean as it once was. However, their Uktena counterparts do tend to be more squeamish when it comes to actual direct conflict. This camp is based upon the dreams of Wovoka, a Paiute holy man who taught that by living by the ways of the Earth Mother and by dancing the Ghost Dance, a new world could be brought about. Wovoka's dance did not bring about a new world but his dream lives on. Now however, they dance quite differently and work to rid the Purelands of the Whites through litigation and the Whites' own law systems. Recently they beam with pride at their success in establishing the Indian

Nation of Nunavut, given to the native people by the Canadian government, as well as Nunavut's place in Canada's parliamentary government.

This camp is appropriate for NPC and PC characters. Notification to both the Wendigo and Uktena Sub-Coords is required as they need to coordinate this camp's efforts.

The Long Knives (*Created within OWbN by players*) - This camp is a completely new camp, created by the Wendigo Tribe, but open to any Purelander who can meet the tests its founders set. It gets its name from a battle that occurred between the Kanesatake reservation and the Quebec National Guard over the building of a golf course on sacred land. Showing solidarity with those manning the barricades, people of other First Nations banded with their Mohawk brothers, hid their faces, and called themselves Long Knives after the traditional Mohawk weapon. They closed bridges, threatened to blow up power lines crossing reservation land and while they were stopped when the Provincial government brought in tanks and overran the barricades, public outcry forced the Canadian government to simply buy the disputed land and give it to the Mohawks.

At its best, the camp teaches restoring the balance that was once known between the Triat. At its worst, however, they are a Glasswalker's nightmare with some of the more militant members using the camp as an excuse to commit arson and large amounts of damage to White property. The founding members of this came all hail from the Sept of Gaia's Blessing in Virginia and they are Claws of Fury, "Seeks to Restore the Balance, Holder of the Pure Lands Memory" (Athro, Ahroun, Lupus, Wendigo), Daniel "Turtle's Hope" (Athro, Philodox, Homid, Wendigo) and the late Winter's Fury, "Burns with Crimson Rage" (Adren, Ahroun, Homid, Wendigo).

This camp is suitable for all NPC or PC Characters. An Initiation Scene is needed to become a member of this Camp, contact the Wendigo & Uktena Sub-Coords for information on how to contact the players who created it.

Gifts: Detect Balance – Allows the Garou to sense their balance amongst the Triat.

Call Forth the Wyld – As per Uktena Wyld Child Gift, Uktena Tribebook, 1998 version, pg. 50.

Rite: Cleanse Grandmother's Webs – Works as Rite of Cleansing for Weaver Taint.

Active Pureland Caerns in OWB

Sept of the Vigilant Light

Pureland Origin: Croatan/Wendigo/Uktena

Location: Nantucket Island, Cape Cod, MA

Game Associated: Rage Across the Cape (PC Sept)

Information Known: This Caern was shattered when the Croatan gave their lives. It has recently been put back together by its current protectors, then moved to its current location on Nantucket Island.

Sept of the Hidden Flame

Pureland Origin: Croatan

Location: Providence, RI

Game Associated: Hidden Flame (PC Sept)

Information Known: This previously dormant Croatan Caern was reclaimed in 2003 as a mixed Sept. It has passed through the hands of several Alphas during that brief time. It is now back in the hands of Jared Cheveyo.

Sept of Urban Renewal - Wolf's Heart – Drained by Scorched Earth's last attack

Pureland Origin: Croatan

Current Alpha: N/A, no longer a Caern

Location: New Jersey

Game Associated: Honor from the Shadows (PC Sept)

Information Known: The Wolf's Heart was the second Caern Heart of the dual-hearted Sept of Urban Renewal on the edge of Philadelphia, PA. It was a Croatan Sept that eventually fell to become a Black Spiral Dancer Hive. It was reclaimed in 2006 and was now home to the totem G'mok. The nearby town is a haven for Uktena kinfolk. It was drained in the final battle against Scorched Earth and is now just part of Urban Renewal's territory.

Sept of the Black Fang – Destroyed by Scorched Earth

Pureland Origin: Wendigo

Current Alpha: None

Location: Poconos, PA

Game Associated: Honor from the Shadows (NPC Sept)

Information Known: Once this was a Wendigo Caern, dedicated to the Umbral Wind. For a time it was shared between the Get of Fenris and the Wendigo, as unlikely a pairing as can be imagined. In the recent past Jan Gassner of the Get of Fenris overpowered the Wendigo and removed their birthright, forcing many Wendigo kin to become his kin instead. His daughter the Get of Fenris kinfolk Tarra, mate to "He Who Stands Before Gaia and Brings Back Hope from the Abyss", has told stories of this Caern, bringing it forward into the minds of the Nation again. Roland Gassner, brother of Tarra and son of Jan faced down his father, killing him in honorable challenge for the position of Alpha. As Alpha he had begun the work of restoring the Wendigo to their proper place and healing the wounds his father's actions made. In the end this Sept's mixed heritage was its downfall when it was became the first Sept known to have been destroyed by Scorched Earth.

Sept of Gaia's Memory and Hope

Pureland Origin: Uktena

Current Alpha: Unknown

Location: Florida

Game Associated: NPC Sept, Formerly controlled by Swamp Reclamation

Information Known: This Sept is home to an unusual totem of Uktena's Brood, known as Swamp Mother. Even more odd, there are rumors that she has given birth to a child with a Garou father.

Sept of the Howling Winds – Destroyed by Scorched Earth

Pureland Origin: Wendigo

Current Alpha: None

Location: North East Montana

Game Associated: Hidden Flame, Providence, RI (NPC Sept) Note: This is NOT the Sept of the Howling Winds from the book. This is a much smaller Caern in Montana whose name translates to English in the same way.

Information Known: This Sept was destroyed by Scorched Earth. There are rumors about attempts to reestablish a Caern in that location by the Wendigo, but there is currently no Caern on this site. In the place it once stood is a large crater, filled by trees that look a good bit older than they should in a place wiped clean so recently.

Sept of the Ancient Harvest

Pureland Origin: Croatan

Location: Lake Macbride, Iowa

Game Associated: Fields of Rage (PC Sept)

Information Known: This Caern was dormant until found by Walks in Mists, Silent Strider, Elder, was led to it by Owl about a decade ago.

Sept of the Hidden Rivers

Pureland Origin: Uktena

Location: Outside Georgetown, California

Game Associated: River of Shadows: Shifts in Perspective

Information Known: There is a great number of secrets buried beneath the rivers that run here. Twins mark the waters here. They also harbor a great many secrets that have yet to be uncovered. They have a history of bad blood with Glasswalkers but recently they have had some decent dealings with them. There is at least one or two they will talk to, but most they will not trust.

Sept of the Stone Truce (Sept of Flint)

Pureland Origin: Croatan

Location: Burlington, Iowa

Game Associated: Fields of Rage (NPC Sept)

Information Known: This Caern was once a place of meeting and discussion amongst the three brothers. After the Croatan's sacrifice it lay dormant until reopened in 2004.

Sept of the Secret Waters

Pureland Origin: Uktena

Current Alpha: None named, NPC Caern

Location: South East of Elko Nevada

Game Associated: Hidden Flame (NPC Sept)

Information Known: This is a small mixed Caern based in a spring fed cave in the middle of the Nevada desert.

Pea'pepa

Pureland Origin: Uktena

Current Alpha: None named, NPC Caern

Location: Pyramid Lake, Nevada

Game Associated: Hidden Flame (NPC Sept)

Information Known: This Paiute only Uktena Caern is unknown outside of those related to the tribe members. If you have never been led into the Caern you will not find it without help from an Uktena brood spirit or a member of the tribe. If you are led there and should not have found the place you will not be allowed to leave.

Sept of the Burning Sands

Pureland Origin: Uktena

Location: Black Rock Desert, Nevada

Game Associated: Changing Breeds Coordinator's office

Information Known: Once one of the great Uktena Caerns of the Southwest, Burning sands is but a ghost of it's former self. Still recovering from the Wyld spirit attack that killed its former Alpha, and under constant threat from the Hive at Trinity, the Sept has become very closed and secretive. No weaver items of any kind are allowed onto the Sept, nor are any Glasswalkers.

Sept of the Tall Trees

Pureland Origin: Uktena

Current Alpha: None named, NPC Caern

Location: In the Del Norte Coast Redwood State Park, South East of Crescent City, CA

Game Associated: Hidden Flame (NPC Sept)

Information Known: This Sept is now mixed with Children of Gaia being predominate. It is known as a Sept of Healing, especially for those whose wounds are of the mind rather than the body.

Active Wendigo in OWBN by Sept

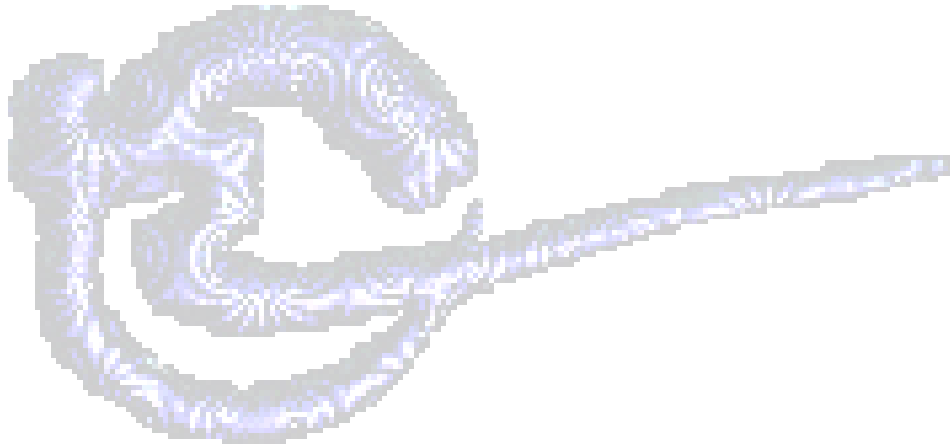
For all PC's dead or alive Please see the Silver Record website:

http://silverrecord.owbn.net/index.php?title=Main_Page

Traveling or not associated with a known Sept:

Tala Two Rivers “Reclaims the Lost”, Lupus, Ahroun, Legend, Cannon NPC.

John North Wind’s Son, Homid, Ahroun, Athro, Cannon NPC.



Gifts

Wendigo Tribal and Camp Gifts

Note that although Croatan Song and Wild West Gifts appear on these lists, they are likely inappropriate in most games, and it is the Storyteller's decision whether or not to allow them in a game. Only Wendigo specific Gifts from Croatan Song are included. Croatan specific Gifts from this book are classified as Rare and require a Council Vote for use. The Croatan Gifts listed in the 1st Ed. Wendigo Book fall under this restriction as well, as they are still Croatan Gifts, despite the cross-listing. First Edition Camp gifts are listed in the outdated section, but there is currently no MET conversion for them. Legend Gifts are not listed. Gifts from Rage Across the Heavens are also not listed as these are not available without traveling to the Ethereal Realm.

Revised

Basic Gifts

Call the Breeze	MET: Laws of the Wild (revised)
Camouflage	MET: Laws of the Wild (revised)
Cutting Wind	MET: Laws of the Wild (revised)
Resist Pain	MET: Laws of the Wild (revised)
Speak with Wind Spirits	MET: Laws of the Wild (revised)
Nose to Tail	Tribebook: Wendigo (Rev)
Lift-Your-Leg	Tribebook: Wendigo (Rev)
Ice Echo	Tribebook: Wendigo (Rev)
Scent of the Man-Eater	Tribebook: Wendigo (Rev)
Salmon Swim	Tribebook: Wendigo (Rev)
Devouring Rime	Tribebook: Wendigo (Rev)
Tourniquet	Tribebook: Wendigo (Rev)
Virgin Snow (Ghost Dance)	Tribebook: Wendigo (Rev)
Claw to Thumb (Sacred Hoop)	Tribebook: Wendigo (Rev)

Intermediate Gifts

Bloody Feast	MET: Laws of the Wild (revised)
Call the Cannibal Spirit	MET: Laws of the Wild (revised)
Chill of Early Frost	MET: Laws of the Wild (revised)
Wisdom of the Ancient Ways	MET: Laws of the Wild (revised)
Icicle-Hide	Tribebook: Wendigo (Rev)
Strength of Pine	Tribebook: Wendigo (Rev)
Whiteout	Tribebook: Wendigo (Rev)
Shelter of Needles	Tribebook: Wendigo (Rev)
Bark of Willows	Tribebook: Wendigo (Rev)
Last Stand	Tribebook: Wendigo (Rev)
Wsitiplaju's Bow	Tribebook: Wendigo (Rev)
Firewater's Quench (Sacred Hoop)	Tribebook: Wendigo (Rev)

Advanced Gifts

Heart of Ice	MET: Laws of the Wild (revised)
Invoke the Spirits of the Storm	MET: Laws of the Wild (revised)
Balance of Wormwood	Tribebook: Wendigo

Unrevised/Outdated

These Gifts are out of date, from an older source book or not converted to MET use. Storyteller discretion is strongly advised when allowing any of the below Gifts. Where a Gift Name is followed by (Gift Name) the second Gift Name is a revised edition equivalent.

Basic Gifts

Snow Sight	Croatan Song
Claws of Frozen Death	Croatan Song
Song of the Seasons	MET: Laws of the Wyld West
Ghost Pack	Werewolf Players Guide 2 nd Ed.
Fog	Werewolf Players Guide 2 nd Ed.

Intermediate Gifts

Call the Ice	Croatan Song
Sky Running	MET: Laws of the Wyld West
Bond with the Earth	MET: Laws of the Wyld West
Harano	Werewolf Players Guide 2 nd Ed.

Advanced Gifts

Spirits of Decay	MET: Laws of the Wyld West
Ghost Shirt	MET: Laws of the Wyld West

Fetishes: Note, unique, non-recreatable fetishes not listed

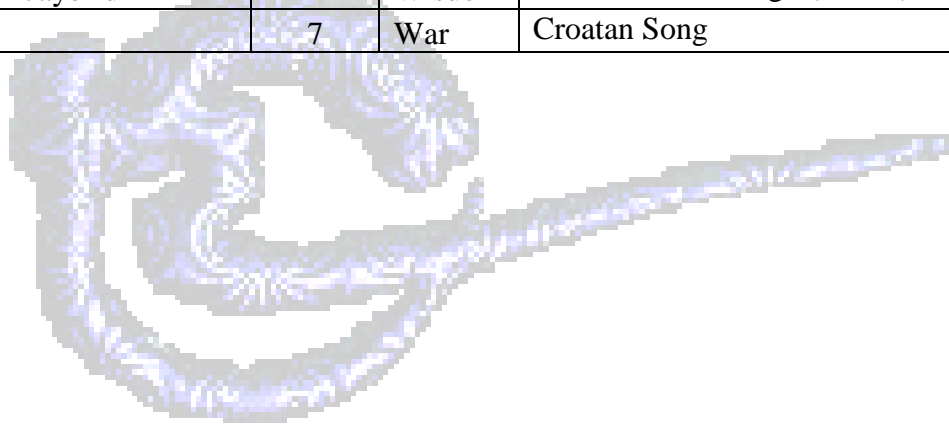
Name	Level	Gnosis	Book
Ghost Dance Shirt	5	7	Tribebook: Wendigo (Rev)
Cedar Bowl	4	6	Tribebook: Wendigo (Rev)
Wendigo Shield	4	Variable	Tribebook: Wendigo (Rev)
Partridge Wing	3	7	Tribebook: Wendigo (Rev)
War Whistle	2	5	Tribebook: Wendigo (Rev)
Wild Rice	1	5	Tribebook: Wendigo (Rev)
Wendigo Dagger	1	6	Tribebook: Wendigo (Rev)
Ghost Canoe	3 or 5	8	Tribebook: Wendigo (1 st Ed.)
Spirit Net/Snare	3	5	Tribebook: Wendigo (1 st Ed.)
Echo Maker	4	7	Tribebook: Wendigo (1 st Ed.)
Stone Bow	4	6	Tribebook: Wendigo (1 st Ed.)
Purifying Plants	1	7	Tribebook: Wendigo (1 st Ed.)
Tobacco	1	7	Tribebook: Wendigo (1 st Ed.)
Deer's Leg Charm	1	8	Tribebook: Wendigo (1 st Ed.)
Eagle Claw (Female Only)	1	7	Croatan Song
Porcupine Quill	2	5	Croatan Song
Storyknife	2	4	Croatan Song
Badger Claws	3	6	Croatan Song
Bear Claws	2	6	Croatan Song
Dream Catcher	2	5	Croatan Song
Owl's Talon	1	6	Croatan Song
Peace Pipe	1	6	Croatan Song
Sapiya	3	7	Croatan Song
Turquoise	1	5	Croatan Song
Turtle Shell Rattle	4	7	Croatan Song

Talens:

Name	Gnosis	Book
Moon Iglu	8	Tribebook: Wendigo (Rev)
Snow Goggles	6	Tribebook: Wendigo (Rev)
Ice Arrowhead	4	Tribebook: Wendigo (Rev)
Wind Snorkel	3	Tribebook: Wendigo (Rev)
Corn Pollen	7	Croatan Song
Owl Feather Arrow	7	Croatan Song

Totems:

Name	Cost	Type	Book
Dolphin	5	Cunning	Tribebook: Wendigo (Rev)
Moose	4	War	Tribebook: Wendigo (Rev)
Caribou	4	Honor	Tribebook: Wendigo (Rev)
Sturgeon	4	Purity	Tribebook: Wendigo (Rev)
Rabbit	3	Cunning	Tribebook: Wendigo (Rev)
Goose	3	Travel	Tribebook: Wendigo (Rev)
Porcupine	3	War	Tribebook: Wendigo (Rev)
Beaver	2	Creation	Tribebook: Wendigo (Rev)
Igaluk the Hunter	4	War	Tribebook: Wendigo (1 st Ed.)
Wakinyan Tanka – Thunderbird	6	War	Tribebook: Wendigo (1 st Ed.)
The Winter Manitous	4	War	Tribebook: Wendigo (1 st Ed.)
Skaia – Salmon (or Trout)	5	Wisdom	Tribebook: Wendigo (1 st Ed.)
Kiunik – Otter	5	Wisdom	Tribebook: Wendigo (1 st Ed.)
Whiskey Jack – Jaybird	4	Wisdom	Tribebook: Wendigo (1 st Ed.)
Walrus	7	War	Croatan Song



Rites:

Name	Level	Type	Book
Vision Quest	Special	Mystic	Tribebook: Wendigo (1 st Ed.)
Offerings	Minor	Minor	Tribebook: Wendigo (1 st Ed.)
Boat Song	Minor	Minor	Croatan Song
Confederacy	Minor	Minor	Croatan Song
Rite of Counting Coup	Basic	Punishment	Tribebook: Wendigo (Rev)
Rite of Remembrance	Basic	Death	Tribebook: Wendigo (Rev)
Rite of the Sin-Eater	Basic	Death	Tribebook: Wendigo (Rev)
Rite of the Fire Dance	Basic	Caern	Tribebook: Wendigo (Rev)
Rite of the Longest Night	Basic	Accord	Tribebook: Wendigo (Rev)
Rite of the Sun Dance	Basic	Mystic	Tribebook: Wendigo (Rev)
Sweat Lodge	Basic	Accord	Tribebook: Wendigo (1 st Ed.)
Rite of the First Fruits	Basic	Accord	Croatan Song
Washing the Spirit	Basic	Accord	Croatan Song
Rite of the Potlatch	Basic	Renown	Croatan Song
Rite of the Song Duel	Basic	Renown	Croatan Song
Ride of the Great Bear	Intermediate	Renown	Tribebook: Wendigo (Rev)
Rite of Nightshade	Intermediate	Death	Tribebook: Wendigo (Rev)
Rite of the Vipers	Intermediate	Renown	Tribebook: Wendigo (Rev)
Rite of the Heavy Heart	Intermediate	Accord	Tribebook: Wendigo (Rev)
Rite of Deliverance	Intermediate	Mystic	Tribebook: Wendigo (Rev)
Black Blood of Gaia (Sacred Hoop)	Intermediate	Mystic	Tribebook: Wendigo (Rev)
Twitch of the Idlak (War Path)	Intermediate	Caern	Tribebook: Wendigo (Rev)
Moon Dance	Intermediate	Mystic	Tribebook: Wendigo (1 st Ed.)
Snow Walk	Intermediate	Accord	Tribebook: Wendigo (1 st Ed.)
Rite of the Black Drink	Intermediate	Accord	Croatan Song
Summon the Tupilaq	Advanced	Punishment	Tribebook: Wendigo (Rev)
Rite of the Second Birth	Advanced	Accord	Tribebook: Wendigo (Rev)
Rite of Luna's Answer	Advanced	Mystic	Tribebook: Wendigo (Rev)
Rite of Death-Crafting	Advanced	Mystic	Croatan Song

Merits:

Name	Cost	Book
Human Tribal Status	2 to 4	Tribebook: Uktena (1st Ed.)
Camouflage	2	Tribebook: Wendigo (Rev)
Spirit Parent	6	Tribebook: Wendigo (1 st Ed.)
Heart of Sasquatch	3	Croatan Song
Elemental Affinity	7	Croatan Song

Flaws:

Name	Cost	Book
Dark Moments	4	Croatan Song
Blabbermouth	2	Croatan Song
Unsuited to Tribe	3	Croatan Song
Witch Finder	3	Croatan Song
Drama Queen	3	Tribebook: Wendigo (Rev)
Bitter	2	Tribebook: Wendigo (1 st Ed.)



Optional Rules:

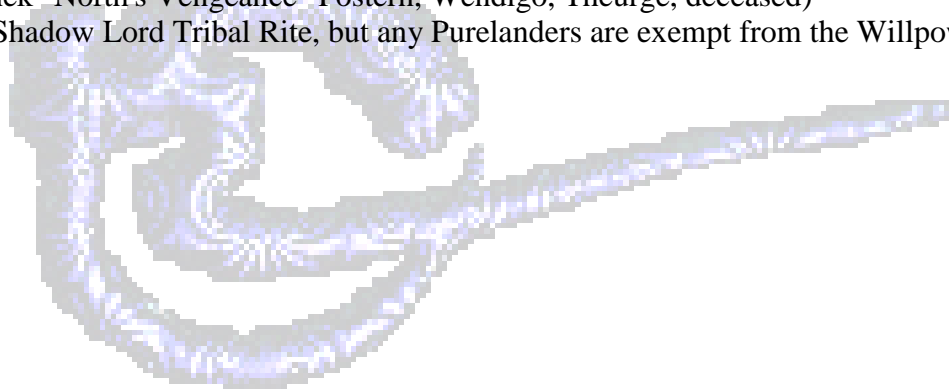
IMPORTANT NOTE: While the rules listed below are optional and STs are free to not allow them in their game, the restrictions on Player Created or ST Created Gifts and Rites are NOT optional. These gifts and rites can ONLY be learned under the conditions listed with them.

Long Knives Camp Gift – Call Forth the Wyld (Shared with the Uktena Wyld Children Camp, listed in 1st Ed. Uktena Book) See book for list of suggested effects - Suggested MET conversion - The player must make a social challenge (retest Repair) and spend a gnosis point to use the gift. The difficulty depends on the complexity and size of the device - 7 would scramble a normal gun, 9 would affect a car, and 13 or more would be needed to affect a jet or other very large, very complex item.

Long Knives Camp Rite – Cleanse the Weavers Webs – Cleanses Weaver Taint. System follows Rite of Cleansing but for Weaver rather than Wyrms taints.

Player Created Rites – Restricted – Can only be taught In Character by a PC who has also learned it in character. Chain of teaching MUST be able to be traced back to one of the creators of the Rite.

Rite of Dominance – Intermediate - Mystic
(Created by Janek "North's Vengeance" Fostern, Wendigo, Theurge, deceased)
Exactly as per Shadow Lord Tribal Rite, but any Purelanders are exempt from the Willpower Ban.



Stories of the Tribe

History of Wolf's Heart Caern – Told by Bridges the Ravine

Now there's a reason that Scorched Earth targeted Wolf's Heart, and it has to do with the Sept's history and what was found there.

In the long ago, before we Europeans crossed the oceans to colonize these lands, the Caern had been a Caern of the Tribe of Turtle, the Croatan. The Tribe of Turtle sacrificed themselves to the last in order to bind the Eater of Souls, who came riding one of the ships sent by the Europeans. The place has a long history, but those are not my stories to tell. I suggest ye seek out the Wendigo or the Uktena to hear them, as those are their stories to tell.

When war divided the Nation as the European Tribes followed our Kin to these lands, the Caern was lost; the Wyrms found it and corrupted it into a Hive, from which they mounted attacks on the Nation. Eventually, the Sept of Urban Renewal would charge that Hive, and cleanse it of the blight of the Wyrms, returning the Caern to Gaia.

In doing so, they would discover a most magnificent secret of the place, one which even the Wyrms had not fully discovered: buried beneath the Caern Heart was a relic of Turtle, a magnificent, enormous Turtle Shell. The secret of this relic was kept well between the elders of Urban Renewal and the Nation; it was kept so well that when their duties called them to other places, the story of this relic, of the place, had not been passed down to those who stayed behind, at this point mostly Cliath and Fostern, few if any among them Wendigo or Uktena, Tribes which both kept and held the secret of the Relic of Turtle beneath the Caern Heart.

Scorched Earth was made up of former Elders of those Tribes, who knew the secret. Undoubtedly, to them the fact that this Caern was held and protected by a Sept whose primary watch was over the city, and of Garou whose Tribes were not native to these lands, angered them. And so it was that they came to attack Wolf's Heart, and not Trashheap's Caern.

Origins of the Sweat Lodge – Told by Song of Life

The Mother looked upon the world and saw all was good,
life was mingled with life,
earth gave life,
wind moved the clouds,
fire cleansed the earth,
rain cooled the fire so earth could give life again.
The cycle was complete.

The Mother thought long,
then the mother brought forth the rabbit,
the wolf, the eagle, and stag,
all the creatures of the world to balance the cycle once more.

One day she looked upon the earth
She saw there was something missing,
That she needed hands to bring forth change
So she created man to bring change.

Many turnings of the season went by,
Change happened,
And the change was good,
But as change came man became confused,
Lost his way in the world.

The Mother spoke to man,
Why are you lost and confused?
How have you lost your way?

Man spoke to the Mother,
We know not your will,
We have not the instincts of wolf or rabbit,
And so we lose our place.

The Mother considered long,
Then the Mother spoke again,
I will give you a place that you may enter,
A place you might speak to me,
Through this place I will guide you.
You shall build a place above the ground,
Round in the shape of all that is,
Fresh trees of spring to enclose it,
Covered in your winter coats,
Dug down into my body
so that it draws strength from my breast.
You will gather seven stones,
One for East, another for North,
One for West, another for South,

One for Earth, another for Sky,
And one for the song of your own soul.
You will heat these with the fire of summer,
And cool them with the water of life.
The steam will carry your thoughts to me that I might hear you.

Man listened to the Mother
And built the place she spoke of.
Man chose amongst himself those that were wisest
Those whose souls were closest to the Mother,
And asked them to be the Guardians of the place.
All was again good.

Whenever man began to lose his way
He would go to the keepers of the place,
In humility asking the Mother for guidance,
The ritual would be performed
And the peace of the Mother would wash over them.
When they left the place and fresh air entered their lungs
They would know that she was with them,
They would lose their confusion and anger and again find their way.

After some time one of the Guardians spoke with the leader of man,
We have too many things that are the place
We should name them
So that we might not confuse one for another.
The leader of the people was wise in the ways of man
And knew that the naming gave power.
He came to the place,
He performed the ritual,
He emerged and breathed the frozen air of life
The wind cooled the sweat on his skin.
He felt the sweat cooling and knew,
The name of this place is the Sweat Lodge.

Credits:

Much of this packet is based on information from the following sources:

Croatan Song, ISBN 1-56504-388-X.

Authors: Bill Bridges, Jackie, Cassada, and Nicky Rea.

© Copyright 2000 White Wolf Publishing, Inc.

Mind's Eye Theatre Laws of the Wild (softcover), ISBN 1-58846-501-2.

Authors: Bruce Baugh, Heather Grove, Alan Kravit, and Ellen Kiley.

© Copyright 2001 White Wolf Publishing, Inc.

Mind's Eye Theatre Laws of the Wild, ISBN 1-56504-508-4.

Authors: Thomas Stratman.

© Copyright 1997 White Wolf Game Studios.

Mind's Eye Theatre Laws of the Wyld West, ISBN 1-56504-504-1.

Authors: Peter Woodworth.

© Copyright 1999 White Wolf Game Studios.

Tribebook: Wendigo, ISBN 1-58846-322-2.

Authors: Erin Flachsbart, Alia Ogron, and Brett Rebischke.

© Copyright 2003 White Wolf Publishing, Inc.

Introduction story by Song of Life adapted by Rebecca Cook from material found in Croatan Song.