

CHANGING BREEDS™



20TH ANNIVERSARY EDITION
WEREWOLF
THE APOCALYPSE®

CHANGING BREEDS™



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Introduction: Beasts of the Wild

Other Skins

The Garou do not prowl the World of Darkness alone. Gaia also made the Fera, Her other shapeshifting children, and tasked them with their own duties: ravens and cats to unearth secrets, bears and boars to root out taint, lizards to remember, and sharks to survive. And for millennia, the Changing Breeds worked together to protect Gaia and serve Her will.

Then something terrible happened. The Garou called it a war — The War of Rage. The other Changing Breeds call it slaughter.

The werewolves drove at least two of the Changing Breeds to extinction, killing enough of the Apis and Grondr that those Breeds could never recover. The other Changing Breeds hid: some among humans, some in places that the Garou did not go, and some in concealed realms of the Umbra. Each feared that their return would bring retaliation from the Garou.

In time, the War of Rage became first a memory and then a legend, a story of how the Garou fell from their place and broke the order of the world. For the Fera, it was a cautionary tale, a warning of what the werewolves could do with power unchecked.

But the past would not remain buried. When the old world met the new, the European Garou clashed with the

Changing Breeds of the Americas. Violent encounters with the Balam and Camazotz escalated Garou and other shapeshifters once again into war. By the time the dust had settled, the Garou had destroyed the werebats, just as they had done to the Grondr and Apis long before.

And the chasm between Garou and the other Changing Breeds deepened.

Now, the Apocalypse draws near, and even the egotistical Garou cannot hope to defeat the Wyrms alone. For there to be even a hope of victory, the Changing Breeds must emerge from the shadows and join their long-estranged cousins once more. But what price will they pay to do so?

Playing Changing Breeds

The other Changing Breeds as a whole share many traits with the Garou. They are shapeshifters, spiritual and physical combinations of human and animals. Most know that they are Gaia's children — though the Ananasi were born of the Weaver's daughter-sister, and the Rokea swim at Sea's command. And, like their lupine cousins, the other Changing Breeds are embodiments of a greater purpose, created for a specific cause.

But each of the Changing Breeds is also unique. Each has its own mythology and its own perception of itself, its history, and its place in the universe. The Bastet, Corax, and Kitsune, for example, each claim that they are Gaia's youngest children, created to counteract the mistakes of their older Kin. The Rokea and Mokolé, on the other hand, both claim to be the oldest Breed, though whether Gaia's memory or the survivors of the Sea truly came first is a truth lost to the mists of time.

Tensions still run high between the Garou and the other Changing Breeds. Most acknowledge the Garou as Gaia's warriors, but also as aggressive bullies, drunk on their own pride. Some will never forgive their wolverine kin for the War of Rage, even if their grudge costs them the Final Battles. However, the Fera do not hate the werewolves in a unified block — the Corax remain as close to the Garou Nation as they are to the other Breeds, and the Ajaba welcome ronin Garou (or even Black Spiral Dancers) in their makeshift packs.

Relations between the different Changing Breeds can be just as diverse. In Africa, the Simba wage open war on the Ajaba, while the Swara who once supported it now fear the werelion's path will lead to a leonine War of Rage. Nagah ply their assassin's trade without regard for Breed, and Kitsune rarely encounter shapeshifters who are not part of the Beast Courts.

The Beast Within

Any game of **Werewolf** can benefit from the players getting to know something about the non-human side of their characters, and that goes double for the varied Changing Breeds. At a pinch, players can fall back on depictions of werewolves in movies and books, but that's not an option for weresharks — unless your player happens to already know the Polynesian legends that give

rise to the Rokea.

Changing Breeds are found throughout the world, and any cultures' folklore can be used as research for them. The Nuwisha are up to their eyeballs in the trickster mythology of Coyote to begin with, but that doesn't mean you can't get a new perspective by reading up on other trickster gods, from Eris to Loki to Mui — every Nuwisha brings her own interpretation to the role of trickster, and one using a golden apple as a calling card would indicate a lot about her philosophy.

Likewise, werhyena legends from Asia or the Middle East could give additional depth and flavor to an Ajaba character, and provide a compliment to the African mythology surrounding the hyena-shifters.

Digging deeper into the natural side of your shapeshifter can really pay off as well. Even a little research on the appropriate animal can make a Changing Breed character feel a lot more real. If all you know about bears is that they're slow and lumbering, you might decide that your Gurahl character should have a low Dexterity. A few internet videos of bears chasing hikers, however, will reveal that they are a hell of a lot quicker when they're on all four legs, and they can climb like nothing else. Between stories from unlucky campers and five minutes reading a couple of web pages on your character's chosen breed of bear, you've got plenty of information that shreds some of the more common misconceptions about bears.

If you really want to bring across the character of a Changing Breed beyond their attitudes and philosophy, look into how you can portray aspects of the animal that lie under the surface. Think about how animals move and act, and how you can reflect that in your character. A Bastet might slink rather than walking, tense every muscle for a jump, dig his claws in the dirt and then spring out, every muscle taut as he hurtles towards his prey. Use these sorts of descriptors to explain how your character moves and acts — it can convey the feel of a werecat far better than just saying, "I jump him." Read up on the mannerisms of the great cat that your character has within her, how they differ from both domestic felines and from other kinds of great cat. Use these nonverbal cues sparingly and you can make your character memorable for what she is — just be careful not to go overboard with your descriptions to the point that you bore the other players.

This kind of attention to detail isn't limited to the Bastet. An Ananasi related to web-spinning stock would likely be patient and precise, with a range of early-warning systems and many means of gathering information. A hunting-spider Ananasi instead skitters and scurries everywhere, always moving even when sitting in one place, with her eyes on the exits and a creepy emotionless detachment. Knowing about the odd head movements

HOW TO USE THIS BOOK

The meat of this book is material for playing Changing Breed characters, whether that's a slew of Rokea weresharks or a wereraven who tags along with a pack of Garou. To that end, the traits for each Breed may vary from those given in **W20**. That book presented a cut-down version of the Fera suitable for inclusion as Storyteller characters in a chronicle focused around the Garou. **W20: Changing Breeds** focuses on making Changing Breed characters who are the stars of a chronicle themselves.

that ravens use can help you portray an effective Corax, while knowing how the spotted hyena hunt can give you insight into the Ajaba.

Research

This material isn't hard to track down. Between Wikipedia and your search engine of choice, the Internet has a wealth of information. The web also has archives of nature documentaries, many of which are also available on video-on-demand services — invaluable to observe movement and sound in action. Most bookstores and libraries will carry books for the layman on all the animals the Changing Breeds descend from. Look up dietary habits and weaknesses, whether the species is omnivorous or an obligate carnivore, and whether any common substance is poisonous or offensive to them — it's a rare Bastet who likes chocolate, for example. Read up on hunting practices, and also on how the creatures grow, learn, and amuse themselves. Anything that sticks out to you as a bit unusual is something you can use as a quirk for your character to make her more memorable.

That said, these quirks shouldn't develop into full-blown Flaws without good reason. You're not just playing an animal wearing human skin but a supernatural hybrid of beast and man, with all the resources of both creatures — and the spiritual power of an agent of Gaia. It can be fun to highlight the thought processes of an animal-born character, but remember that every Changing Breed has a capacity to express themselves in terms beyond those that animals normally manage. You can use that to really play up the animal side of your character, articulating the why and how of your actions in a way that animals cannot.

Integration

Say your **Werewolf** game features a Glass Walker, a Red Talon, a Silver Fang, and a Shadow Lord, and you want to throw a Corax in the mix. It can be challenging enough for diverse werewolves to find some common ground with each other, but now we're talking about adding something that isn't even Garou to the group. That can take a bit of work from both the players and the Storyteller but the resulting story can be well worth the effort.

The other Changing Breeds have different outlooks and different capabilities than the Garou. Often, they can complement one another. Other times, characters strike up a rivalry based on the history between their Breeds, especially if they focus on the bad blood left over from the Wars of Rage. These tensions can be interesting to roleplay — if the Storyteller and players are interested in exploring those themes. If not, it can lead to dissen-

tion and distractions at the game table, and bad feelings between players.

Because of this, it's best to discuss integrating Changing Breed characters into a predominantly Garou game out-of-character before attempting to make it work in-character. Discuss the challenges that might come up, what benefits adding another Changing Breed to the game might offer, and how to proceed if the mixed-Breed game takes a turn for the worse. If all of the players and Storyteller can get behind the idea, then proceed to dealing with the in-character challenges.

The Garou don't have an in-built reason to trust the Fera, and many will arrogantly deny that they have *any* reason to work with the other Changing Breeds. Expect that the early sessions will involve your character building trust with the werewolves, and that she will probably feel like an outsider until she has proved herself repeatedly.

By the same token, much of Garou life revolves around packs who work together, sharing a bond that's closer than family, in glorious battle against the Wyrms. If your Fera character has no interest in fighting the Wyrms, or in working as part of a team, then it's on you as a player to come up with reasons for your character to be part of the action. It's often best to consider your character's reasons for being a part of the story before the game starts — if you have ties with the other characters in your character's background, it's more believable for her to stick around.

Choosing which kind of Changing Breed to incorporate into a particular game can go a long ways towards successful integration. If you can find some way that your character is compatible with the rest of the pack, you stand a much greater chance of fitting in. A Nuwisha may pass as a scrawny Ragabash, or else fit in with a pack dedicated to a totem of trickery. A pack that discovers one of the reclusive Gurahl may have found a powerful ally but they also face a dangerous reminder of the Garou's shame. The chatter of the Corax can drive many werewolves into frenzy, but some see the value in an ally who drags secrets into the light. Members of the Beast Courts, though from a culture very different to many Garou, are naturally inclined to work with other Changing Breeds, and so may fit in well with all manner of packs.

And remember — the other Changing Breeds (even those that might run with a werewolf pack) aren't just Garou in different animal suits. Even when they're working towards a common goal, they may well be doing so for different reasons, or by different methods than a werewolf would. Don't feel compelled to follow every stereotype of the Breed (especially if it gets in the way of a cohesive game). But likewise don't throw everything that makes a Rokea a Rokea away, just to play a werewolf who happens to change into a shark.

Changing Breed Games

The easiest way to avoid the challenges associated with bringing one of the Fera into a **Werewolf** game is for your entire troupe to create characters from the other Changing Breeds. This book provides plenty of information about each shapeshifter Breed, so you can decide whether you want to play a game focused around the themes of one specific Changing Breed or if you want to accommodate several Breeds working together.

Mixed Messages

A chronicle that features a variety of Changing Breeds has several advantages. Not only is every character in a position to play off the other Breeds, but each player has a chance to play the Changing Breed that most appeals to him. This lends itself to a game where each individual member of the group has a chance to shine — and where the players all enjoy watching each other take center stage. If everyone wants the spotlight but doesn't want to share that with the other players, keep an eye out and suggest how they can get spotlight time by helping the other characters out rather than overshadowing them.

A group of mixed Changing Breed characters can draw on a very wide range of skills and abilities; while the Ananasi and Bastet sneak in to the mining company's HQ to extract proof of their corruption, their Mokolé and Gurahl allies destroy the infrastructure around the mine itself. Such a diversity of abilities runs the risk of some players feeling useless — a Kitsune traveling with a Gurahl, a Khan, and a Rokea is unlikely to pull her weight in an exclusively combat-driven story. The Storyteller should vary the challenges that the group will face, mixing things up to ensure that each player feels like she has contributed to the overall story, even if she's had to take a step back in some scenes.

A mixed-Breed group also offers the opportunity to experience the breadth of a different culture, either the traditional multi-Breed sentai of the Beast Courts, or as one of the great social experiments that may turn the Ahadi from a pipe dream to a force that can revitalize all of the Changing Breeds of Africa. Different Breeds reflect different aspects of these societies, and a diverse character group paints a more complex picture of the culture involved.

Outside of one of those larger structures, however, a group of mixed Changing Breeds can lack focus. Some members of the group may not have reason to get along, and their very meeting and continued operation as a group can look implausible. Canny groups can turn this into a strong point, though: who says that the Ahadi and Beast Courts are the only examples of Changing Breeds trying to overcome their differences in the world?

Single Breed

In many ways, it's easier to focus on characters of a single Changing Breed, as these games work much more like the usual **Werewolf** story. The players don't need to jump through hoops to justify their characters working together; characters of the same Breed have some commonality, even if they are strangers.

The trick with Storytelling such a chronicle is to keep the strengths of the Breed in mind. An all-Corax chronicle should be very different than a game focused on a slew of Rokea. The occasional curve-ball is fine, but keep the themes of each Breed central to their game.

Ajaba

An all-Ajaba game can go in a number of directions. Black Tooth's Simba have cut the Choosers of the Slain off from their homeland. The werehyenas' story today is that of surviving from day to day, hoping that the Endless Storm does not find them. But a young Ajaba named Kisasi is trying to forge some kind of unity among the Changing Breeds of Africa under the nose of the occupying Bastet. To that end, an Ajaba chronicle can run the gamut from dealing with Simba war-crimes to forging tentative links with other Changing Breeds.

Ananasi

The misunderstood children of the Weaver's daughter, the werespiders' goals are lofty. They seek to return balance to the Triat, to free their Queen from the Wyrms, then to untangle the Weaver's webs and return the Wyrms to sanity. Like the strands of a spiderweb, however, their paths to those goals are subtle and complicated. An Ananasi chronicle might reflect their plans within plans, focusing on hidden secrets and subtle manipulation.

Bastet

The Bastet prize knowledge above anything else, each striving to discover new secrets. Naturally solitary (apart from the Simba and Swara), the wercats occasionally gather together in prides, often simply because they are curious about the same thing. An all-Bastet chronicle could focus on the driving curiosity and the need to *know*, along with the consequences of protecting those secrets — how far will the Bastet go to stop others discovering what they know?

Corax

Naturally inclined to fly solo, Corax can work together for a time when the cause is right. Whether alone or in a group, wereravens excel at information gathering and spreading word. Unlike the Bastet, the wereravens have no taste for violence, and their stories often hold closer to classic espionage tropes of observation, stealth,

and talking their way out of dangerous situations. Eventually, the group is likely to realize that not everyone can talk at once and disband — but until that point, a murder of Corax would go to hell and back for one more secret.

Gurahl

While the Gurahl remain rare, small groups of werebears do form to patrol territories too large for any one Gurahl to walk alone. Stories of the Gurahl might focus on their legendary skill as healers and guardians, but below that tranquil surface beats a strong heart that will do anything to protect their charges. A powerful enough foe might well drive the Gurahl to throw off their restraints, turning their story from healing to overwhelming violence.

Kitsune

The Kitsune rarely venture beyond the Beast Courts, making them well suited to mixed-Breed games with other Hengeyokai. The foxes do have goals of their own, however, and secrets that they hold back from the other Changing Breeds. They sometimes gather in exclusively Kitsune Sentai, to strike down and raise up leaders, shaping the fate of nations. They step lightly through the worlds of human and spirit, guiding the world at Bai Mianxi's whim.

Mokolé

Clutches of Mokolé form around their sun signs, much like packs of Garou form around their Auspices. While outsiders often see only the great terror of the lizardfolk's Archid form, the Mokolé themselves focus on the value of memory. Whether it's discovering a solution to a new problem buried deep in the Mnesis, or learning of new legends that unlock knowledge previously thought lost, Gaia's Memory games are often about the big picture, as compared to the short lives (and shorter memories) of the other Changing Breeds.

Nagah

Believed dead by the other Changing Breeds, the Nagah are a prime candidate for single-Breed games. Their status as lost legends allows them to fulfill their pri-

mary duty: executing those who betray Gaia. Weresnake games often focus on judging crimes against Gaia and planning a perfect assassination, a challenging task for imperfect — and corruptible — executioners.

Nuwisha

It's rare for the werecoyotes to form long-term groups, as each follows Coyote in her own way. Coyote was himself a loner, showing up throughout history in the guise of a hundred different trickster gods. That said, when the werecoyotes do group together, the result is impressive. Nuwisha games tend towards the atmosphere of a caper movie — madcap action with a deadly touch, shot through with a heavy vein of black humor.

Ratkin

The Ratkin do not usually play well with other Changing Breeds, as suits a group of paranoid apocalyptic survivalists. Left to their own devices, the Ratkin work well together, though they lack the strong bonds of a Garou pack or Nagah nest. Each Ratkin nest (and thus each Rat-focused game) is different. One is a group of dangerous infiltrators who spread disease throughout human populations, while another is an exercise in barely-directed madness — especially if it houses one of the Freak Aspects.

Rokea

Slews of Rokea who spend much of their time on land risk being labeled as betweeners and hunted by their own kind. A very few wereskarks have come to Unsea to seek out other Changing Breeds, but they soon realize their mistake and return to Sea. For a slew to work with other Changing Breeds would require a threat to all the weresharks — and to Sea herself.

Even within a slew, too much togetherness can cause tempers to fray. Since the Rokea are natural killing machines, it's only a matter of time before a group must unleash the violence within. Wereshark games thus often focus on rampaging violence turned outward against strong enemies — or else risk the slew members turning on one another instead.



Chapter One: The Changing World

The rest of the Changing Breeds have as long and varied a legacy as the Garou. Although these stories are mostly unknown to outsiders, each Changing Breed treasures their history, honoring the past while striving to fulfill their duties in the modern world.

History

When Gaia first created life, She designed the Changing Breeds to keep the world in order. Long before humans walked the earth, She made Her oldest children: the Rokea, to serve Her legacy by surviving at any cost, and the Mokolé, to be Her memory of all that happened. Queen Ananasa, seeing Gaia's work, soon created her own descendents — the Ananasi — to monitor the balance among the uncorrupted Triat. And, as mammalian life forms began to scramble for a toe-hold among their amphibious and insectoid cousins, Gaia was inspired to craft children from these new warm-blooded species as well. The Changing Breeds were born.

Gaia gave the newcomers each their own sacred duties. And, when the first groups of Paleolithic tribes began expanding across the world, Gaia blessed Her

children with the ability to walk among the humans as one of their own, but charged them with an additional task — preventing this new species from unbalancing the vast web of creation.

Each of Gaia's children had their own vital role to play. The Apis helped mankind and shapeshifters alike to create healthy and wise children. The Gurahl protected sacred sites and, with the help of the Grondr, healed any harm done to the Earth. The Corax and Camazotz kept watch over the other shapeshifters, and aided them by carrying messages to and from Gaia Herself. The many breeds of Bastet worked together to help coordinate the actions of the other shapeshifters. The Ratkin — Gaia's last and most potent defense against mankind's destructive potential — lived among humanity, watching for problems that might go unnoticed by the other shapeshifters.

The Nuwisha and Nagah seemed at first glance to lack any obvious function, but both filled essential roles. The Nuwisha were tricksters of the most ancient and potent sort, who helped keep the world in balance by giving it a kick at just the right moment. The Nagah had more direct duty, but kept it a carefully guarded

secret. They hid in plain sight as dancers, scholars, and harmless eccentrics — and assassinated any who worked against Gaia's interests.

The Garou were the most numerous of the Changing Breeds — and the most egotistical. They protected the world, destroying supernatural horrors that threatened it, and openly hunting down humans who endangered its balance. In time, the werewolves began to consider themselves greater than their shapeshifting cousins, and demanded deference and obedience from those they labeled “Fera” — all of the other Changing Breeds. As Gaia's hunters, they claimed ownership of early human tribes, and instead of guardians and caretakers, the Garou became humanity's masters. Throughout the world, villages of humans bowed down to their lupine masters, or else fell to their unstoppable might.

The Garou drove off any who attempted to interfere with their tyranny. As tensions increased, some werewolf leaders began to denounce the Fera publicly as unnecessary, and privately as threats to Garou power. Eventually, for reasons that the Changing Breeds argue about to this day, Gaia's Warriors began hunting down and killing all of the rest of Her shapeshifting children.

The War of Rage

The Garou call this time the War of Rage. For the rest of the Changing Breeds, however, it was nothing short of attempted genocide.

The Rokea escaped Garou attacks by retreating into the sea. Many Corax and Nuwisha took to the Umbra, seeking to avoid their would-be-slayers in the spirit realms. Most of the Gurahl followed, and those who stayed behind went into hibernation, hoping to wait out the Garou's folly. The Ratkin, and Ananasi hid from the hulking Garou amongst the burgeoning villages of man, relying on stealth to protect themselves, while the Nagah faked their own extinction to escape the werewolves' wrath. Many of the more martial Changing Breeds attempted to stop the wolves' tyranny, and as a result, suffered terrible losses.

Both the Apis and the Grondr chose to stand and fight against the lupine oppressors; both were eradicated for their efforts. The Bastet and the Mokolé were able to survive the werewolves' onslaught — and even answer it in kind — but only at great cost. Across the globe, the blood of Gaia's children stained the land; losses among the Garou were high, but the other shapeshifters suffered far, far worse.

These battles only ceased when the Garou believed all of the other Changing Breeds to be dead or beaten into submission. By that time, however, the War of Rage had distracted the Garou from both their duties and their

domination of humanity. Once the wars had sufficiently depleted the Garou population — and distracted the remainder — mankind broke free from the werewolves' control.

Without the werewolves' constant oppression, humanity expanded and learned to defend themselves against supernatural and mortal foes. Within a few centuries, the first true cities sprung up in what would come to be known as the Cradle of Humanity, and eventually, human empires began to grow across the land. By the time the Garou turned their attention back to their charges, it was far too late to regain control.

The human population had skyrocketed, and their societies were organized and well-defended. The werewolves, weakened by their clash with their shapeshifting cousins, were incapable of stopping the march of human civilization. Mankind had developed bladed weapons as sharp as tooth or claw, slings and bows that attacked from a distance, and armor strong enough to defend against all but the fiercest of Gaia's warriors. Culling the human herd was no longer an option for the Wolves working alone — and they had alienated or destroyed all of their supernatural allies.

After the War

Over the next several thousand years, the Changing Breeds struggled to recover from the devastation, but things would never be the same again.

The War of Rage had transformed the world. Where once Gaia's children were welcome wherever their duties took them, now humanity remembered the Garou's tyranny and walled them out. Even amongst the Changing Breeds, territorial lines were clearly marked. Only the Corax, who had quickly renewed their role as spies and messengers for anyone with secrets to share, bridged the war-drawn chasms between the Breeds.

The Garou still dominated what is now known as Europe, and the rest of the Changing Breeds avoided the continent — or hid well enough that the werewolves could not find them. Only a few furtive Ratkin lurked in the shadows of humanity as it began to spread toward the Atlantic, along with the ever elusive Nagah, who continued to ply their lethal business so subtly that no one — not even the sharp-scented Garou — could catch their trail.

Across the Bering Strait, the Garou of North America grew distant from their European brethren, but it did nothing to mend their schism with the other Changing Breeds. Nuwisha travelled from coast to coast, continuing their tricks as they always had, except that now some of Coyote's Children pretended to be Garou, so that they might pass unmolested among the werewolves

who dwelled there. Only a few other shapeshifters dared remain on the continent, carefully hidden from the prying senses of outsiders: the nomadic Pumonca, the isolated Qualmi, and the Rokea who could retreat to the safety of Sea if the Garou came too near.

Centuries passed, with the Fera steadfastly avoiding contact with the Garou in the lands the Wolves held claim to. The werewolves assumed that those parts of the world without wolf populations were the same, but they were entirely wrong. The Mokolé, Balam, and Camazotz controlled the jungles of Central and South America, where the harsh terrain and verdant flora hid them from the Garou. On the Dark Continent, the Ajaba, Mokolé,

and several breeds of Bastet likewise found sanctuary in the lush savannah, buffered from Garou intrusion by the northern desert wastelands.

For thousands of years after the War of Rage, different groups and Breeds of shapeshifters each had their own lands and only the occasional brave (or foolish) traveler had contact with shapeshifters in more than one region. Under the Garou's shepherding, any human technologies that enabled people to travel further and faster had been suppressed, so as to allow the werewolves tighter rein over their "wards". But as the scales tipped in humanity's favor, the werewolves' control faltered, and finally failed.

During the Age of Exploration, human expansion from the Garou's stronghold in Europe spread out to the rest of the world. As humans migrated, some Garou sought to make a home on other shores, far from the cramped populations of their homelands. Soon European ships ventured out to India, China, and the Americas, and a few Garou accompanied the human sailors.

The Age of Exploration, and the following era of colonialism, brought new disaster for the Changing Breeds. European werewolves fought those native to North America, but these battles were nothing compared to the violence wreaked on the shapeshifters of South America.

Garou were often horrified when they uncovered Fera they had long thought safely extinct. Many Changing Breeds were part of cultures that the hide-bound and insular European Garou found to be strange and terrible. After centuries of battling banes and Fomor in Europe, the Garou conquerors were quick to assume that any shapeshifters they didn't understand must be allied with the Wyrms. This attitude, and the brutal violence that stemmed from it, launched the Garou into a new War of Rage.

Just as the native human populations of Central and South America were devastated by early European expansion, so the Balam, Mokolé, and Camazotz paid a harsh price when the werewolves discovered their presence there. The werejaguars and weresaurians suffered under the Garou's onslaught, but were able to survive by withdrawing deeper into the jungles and harsh terrain of the land they'd long made their home; the werebats were not so fortunate. Spurred by the assumption that the Camazotz' webbed wings and batlike features meant they served the Wyrms, the Shadow Lords who travelled with the Spanish Conquistadors took it upon themselves to hunt down and slaughter the entire Breed.

A century later, western Garou turned their attentions to the Dark Continent, travelling with colonists, explorers, and traders. They saw the Changing Breeds they met there as primitive and were quick to

EAST AND WEST

On the Eurasian landmass, the combination of physical distance and increasingly disparate cultures drove the shapeshifters of Europe and East Asia apart to the point that entire generations in each did not know of the other's existence.

While this separation kept the Garou Nation from razing the Middle Kingdom when it declared war on the rest of the Fera, the Beast Courts of Asia suffered their own version of the War of Rage, known to those who endured it as the War of Shame. It was not the Garou who were the villains in this endeavor, however, but the Wan Xian — supernaturally empowered humans who had been entrusted with the guardianship of the rest of humanity. Through greed and treachery, the Wan Xian (who eventually became vampiric monsters called Kuei-jin) set the Beast Courts against each other, resulting in a tragedy as devastating as that which the Garou inflicted on the western Changing Breeds.

In time, however, the Beast Courts discovered that the War of Shame was the result of external manipulation. Their collective rage helped to keep them from fragmenting, though not before the War claimed the Okuma, the Asian Gurahl.

Today, with the exception of the Kumo — the hengeyokai werespiders who turned to the service of the Wyrms — eastern shapeshifters work together in a synergy that their western cousins have, sadly, failed to duplicate.

label them Wyrmservants as well. Some werewolves even sailed on the European slave ships and had any suspected non-Garou Kinfolk tossed overboard as "unfit" or dangerous. Overwhelmed and outnumbered, the Fera pulled back into the wilderness where they could, relying on the vast expanses of terrain (unfamiliar to the Garou) to prevent all-out slaughter.

These conflicts continued over the next several hundred years, climaxing in the 19th century with the first major battles between European Garou and the Beast Courts. This campaign of bloody violence lasted for many years, fueled by mistrust on both sides.

By the dawn of the 20th century, this new War of Rage was largely over. Even with their numbers greatly reduced and their cultures devastated, however, the Fera were not defeated. During the late 19th and the 20th century, many African and Asian shapeshifters used the human colonial wars of freedom as a cover for their own efforts to strike back against both the Garou and the foreign overlords ravaging their lands. Unfortunately, these Changing Breeds soon learned that once the era of colonialism ended, the new human rulers of their nations swiftly embraced the most destructive aspects of industrialization — and in a few cases exceeded their previous colonial overlords' talent for environmental devastation.

Changing Breeds around the World

Some shapeshifters live almost exclusively in particular geographic regions, like the Ajaba's historic territories in Africa. Others, like the Ratkin, are found all across the planet. Regardless of how compact or widespread their populations might be, they must all deal with the challenges of the modern world and the greatly increased mobility of both humans and supernatural creatures.

North America

North America remains one of the heartlands of the Garou, and many werewolves resent the presence of other shapeshifters in territory that they consider their own. Open battles between Garou and other Changing Breeds are rare since the colonial wars ended a century ago, but threats and confrontations are not. The Corax, valued for their work as messengers, can travel freely in most Garou-claimed territory. And, because of their stealth and cunning, Ratkin are just as common in North American cities as they are everywhere else, although

most Garou greatly underestimate their numbers. The Nuwisha sometimes reveal themselves to werewolves — especially the Uktena — but often prefer to clandestinely impersonate werewolves as they walk among them. Though North American shapeshifter populations have increased in recent years, the other Changing Breeds remain relatively circumspect around werewolves, and are more hidden than they are in places where the Garou are not as dominant.

The types of shapeshifters present in North America have also changed in recent history. At the beginning of the 20th century, the US and Canada were home to only a few non-hibernating Gurahl and a handful of Pumonca and Mokolé, in addition to the more common Breeds already mentioned. Today, due to immigration, expansion, and the ease of mobility afforded by modern transportation, this region is home to Changing Breeds from all across the globe, including Nagah, all manner of Bastet, and even a few Kitsune, Ajaba, and Rokea.

Even the Ananasi are now relatively common in the United States, having taken up residence in many cities. As is their habit in the rest of the developed world, the spiders take great pains to hide their presence and spend most of their time in homid form, making it quite difficult for other Changing Breeds to know exactly how many of Queen Ananasa's children are really present.

Bagheera, Balam, as well as a few Bubasti, Khan, and Simba have taken up residence in North American cities and suburbs as well, either as direct immigrants or the children of human Kinfolk immigrants. Because of their increased numbers, the Bastet have been growing restless of late. Many of the younger and bolder werecats resent the Garou's dominance in their new homelands. Some have started talking about actively chasing the Garou from the werecats' adopted territory, but whether their talk will turn into action remains to be seen.

The Ratkin, on the other hand, consider the Garou to be little better than witless servants of the Weaver, and many revel in their proximity, seeing the werewolves as easy targets, especially in the city. An increasing number of wererats believe that crippling the infrastructure of the United States with massive terrorist strikes might destabilize the world's economy and help lead to the collapse of human civilization — taking the Weaver with it. Though they lack the numbers to accomplish such a feat on their own, some have begun secretly infiltrating human terrorist groups, from bomb-wielding white supremacists and Christian nationalists, to Muslim extremists. These Ratkin push their terror cells towards massive and widespread acts of terrorism. So far, a combination of incompetence and fear has kept any of

these groups from acting in an effective and organized fashion on the wererats' urgings, but that could change at any time.

Most of the land-dwelling Rokea (which is still a very small number) dwell along the coastlines in the United States, where they seek answers for the threats to their kind and to Sea. Recently, a few brave weresharks have begun exploring further inland, seeking to better understand human civilization. Their miniscule numbers and ignorance of human ways limit their effectiveness, however, unless they can find allies among the other Changing Breeds.

The American Southwest

In addition to being the homeland of the Nuwisha, the sunny Southwest is also home to most of the Nagah in the United States and many foreign Mokolé. Though both Breeds lived in North America before the first War of Rage, during that conflict the Nagah were largely driven out, and the Mokolé nearly wiped out and forced to hide from the other Changing Breeds. In modern times, Asian and African Mokolé immigrated to the United States and found the native Mokolé lost in sun-warmed dreams. The new arrivals have tried to enlist the aid of local weresaurians, but most have little interest in working with outsiders.

The American Northwest & Canada

These regions are home to the majority of the Corax and Gurahl in North America. The wereravens keep careful watch on this region and execute swift retribution on any who threaten wild raven populations. This is also one of the only places in the world where the Gurahl are holding their own, and even making a comeback. Today, many of the werebears work to save local salmon populations, and some of them have sabotaged dams that keep these fish from their spawning groups.

Mexico

The Wyrms are powerful here and getting more so, especially in the regions near the US border. Desperate and violent criminal gangs traffic in illegal drugs, high powered weapons, and human lives, killing anyone who gets in their way. The Ratkin are a major force in this conflict. Several violent and half-crazed wererats have created their own criminal gangs, composed of Ratkin, their rare human Kinfolk, and hired human criminals who don't worry too much about who or what they are working for. Filled with violent urges and a certainty that the end times are here, these gangs have acquired military grade weapons, escalating some of the local inter-gang violence to the level of small wars.

Some of their targets are agents of the Wyrms, including both fomori and their twisted human allies. In addition to making money and spreading chaos, some of the Wyrms' criminal gangs also sell illegal drugs laced with spiritual toxins that gradually convert regular users into semi-human servants of the Wyrms. By attacking these, the Ratkin are making great progress fighting the Wyrms in their own way, even if their efforts contribute more chaos to an area that is already a powder keg of conflict.

A few Balam have used the chaos as good cover for their own activities, either independently or through one of the gangs; the pack that controls one of the region's largest criminal armies now contains both Ratkin and Balam in an uncomfortable alliance.

Mexican shapeshifters have also had some clear victories away from the gang war. In several large Mexican forests, greedy profiteers have slaughtered entire native villages in order to lay unfettered claim to the valuable timber on their properties. Nuwisha and Corax have driven off or hunted down the illegal loggers, and drawn their clear-cutting to a rather messy, if humorous (at least to the Coyotes and Ravens) halt. At the same time, a nest of Nagah have begun hunting the agents of the Wyrms who sponsor this logging, and exacting justice for the village murders.

The Arctic

Not wholly North America or Europe, the frozen zone surrounding the North Pole faces many challenges in modern times — as do the shapeshifters who make their home there. Global climate change has badly affected all portions of the Arctic. Polar bears are rapidly headed for extinction due to territory loss and food shortages, and other arctic bears are seriously threatened. One result of this decline has been a similar reduction in the birth rate of the local bear-born Gurahl, leaving the werebears in the area to turn increasingly to their human Kin to attempt to stave off extinction.

Similarly impacted, the arctic Khan, once a thriving population, are now almost extinct. Only the Corax are thriving in the Arctic, and even they face growing challenges as mining and oil drilling are on the rise, creating growing numbers of banes and fomori that stalk the long arctic nights.

Central & South America

In the southern portion of the western hemisphere, shapeshifters are fighting a war on all sides. Agents of the Wyrms, in the guise of human developers, continue to destroy the jungles that used to hide local Changing Breeds from Garou predation. As their territories

diminish, the Bastet and Mokolé struggle to retake their homes from agents of the Wyrms, but also from Garou war parties who seem as content to fight with the other Changing Breeds as with the Wyrms' minions.

Many Bastet react by striking out in a blind rage at the loggers and Wyrmspawn who destroy their rainforest homes, or at the invading Garou, who they blame for the Wyrms' continued presence. The Wyrms responds with increasingly well-armed human loggers, often aided by banes and formori, fighting both the invading Garou and the local Changing Breeds. The end result is a series of three-way battles that threatens to do as much damage to the rainforest as the logging companies. Acre by acre, day by day, this violence continues to worsen, with no end in sight.

Seeing the cost of endless warfare, some Mokolé have made closer alliances with the local native tribes, and aided those humans' efforts to protect their portions of the Amazon through legislation focusing on the rights of indigenous peoples. A few have even begun fighting modern warfare in a different fashion, using their vast stores of knowledge and wisdom to identify new drugs for pharmaceutical company scouts searching the rainforest. If it is in the corporations' fiscal interest to protect the land, they argue, then allies may be found even amongst those who formerly sought to clear-cut and develop the jungle. Most other Changing Breeds consider this particular project to be working too closely with their sworn enemies, however.

Desperately struggling to survive, other Mokolé have sought homes in the less dense outskirts of some of the expanding human cities of South and Central America. If it works for the Ratkin (the only Changing Breed population that is actually on the rise there), the weresaurians hope it may work for them as well. Unfortunately, the Ratkin are not eager to share their chosen niche, so these would-be urban Mokolé face both outside disapproval from wallows who feel they are abandoning tradition, and local opposition from the wererats who already dwell there.

The continent's larger population centers are also home to significant numbers of Ananasi, who are determined to keep the war in the Amazon from spreading to their domains. From their urban webs, they work to manipulate the downfall of those who threaten to bring unwelcome conflict to the regions they control. So far, the werespiders have been careful enough that few among the other Changing Breeds realize who or what is responsible, but when webs lie as thick as the Spiders have spun here, eventual discovery is nearly inevitable.

Africa

Much of Africa is in violent flux as the Endless Storm openly wars against any shapeshifter who would challenge their rule. For millennia, Africa was a haven for the Changing Breeds, being protected from the Western Garou by miles and miles of harsh desert across the northern edge of the continent. Though some werewolves lived in the area, they were few and far between, no match for the sheer variety of Changing Breeds who made the continent their home.

The Reign of the Ajaba

For thousands of years, the Ajaba ruled over the African shapeshifters. The fierce and ruthless Hyena controlled most of the territory in East and Central Africa, brooking no challenges from the Bastet or Mokolé as they went about their sacred duty — culling the continent's "herds," be they beast, human, or shapeshifter. Seeing their work as its own form of mercy, the Ajaba had little tolerance for those amongst the other Changing Breeds who labeled them brutal and capricious — The-Teeth-That-Bite-And-Never-Let-Go had no time for such frivolity. As a result, many resented the werehyenas. And as drought and famine spread across the continent, taking their toll on human and Changing Breed alike, the conflicts between the Ajaba and the rest of the African shapeshifters grew to ever new heights.

Traditionally matriarchal, these hard times drove the Ajaba to desperate measures. A male claimed dominance of the Hyena clans, titled himself the Ajaba King, and through his tyranny, escalated the bad situation into an even worse one. Many African shapeshifters attempted to make the Ajaba, and their King, a scapegoat for the continent's woes. And, some twenty years ago, one group of Bastet finally succeeded.

Black Tooth and the Endless Storm

Black Tooth, a ruthless and violent Simba, gathered his pride, the Endless Storm, and vowed to rid Africa of the "Hyena plague". They called on ancient spirits for aid, and bullied many of the continent's other Changing Breeds to either join their war — or else share the Ajaba's fate. With their assembled allies, the Endless Storm attacked a near all-inclusive gathering of the Ajaba, used the Breed's Yava against them, and destroyed all but a few of the Hyenas' number. Then, aided by allies far darker and more devious than their fellow Bastet, the Simba performed a profane and powerful ritual that warded the Serengeti grasslands against the Ajaba, forcing them out of their traditional homelands.



Many werhyenas ran to the cities and pandemonium of West Africa, while others fled as far as the Middle East, Europe, and even America, to escape the Endless Storm. In the chaos, Black Tooth and his allies killed more than two-thirds of the werhyenas, and every Ajaba Kinfolk they could locate. The reign of the Ajaba King was over, replaced by an even more horrific tyrant.

Most of the African Changing Breeds supported Black Tooth, overjoyed to see the Ajaba's rule overthrown. Over time, however, they've come to realize that Black Tooth is yet another brutal dictator. Today, even among the Bastet, many African shapeshifters want to do something about the mad Simba, but have not yet dared to openly defy him. The situation is made tenser by the increase in well-armed human bandits hunting large predators for skins and bushmeat. These illegal hunters have grown so common throughout East and Central Africa that a number of Black Tooth's enemies believe that he pays the poachers to target crocodiles, cheetahs and hyenas.

Although Black Tooth is growing old, he still rules his domain as an absolute and terrible despot. In the past few years, he has hired well-armed human and Kinfolk mercenaries to enforce his reign of terror. He does not confine his atrocities to the Ajaba, striking out at any of the Changing Breeds in his domain — indeed, persistent rumors have Black Tooth personally hunting and devouring those who anger him.

These rumors are kinder than the truth: Black Tooth accomplished his lofty conquering of the Dark Continent through a secret treaty with not only spirits of questionable allegiance, but also with a cabal of vampires — the force truly behind the ritual Black Tooth used to banish the Ajaba. No dark pact comes without a price, however. One of the terms of the vampire treaty requires Black Tooth to regularly turn over a number of his enemies for the leeches to feed upon. A few outsiders have heard rumors of this monstrous agreement, and seek to find evidence of the Simba overlord's dark alliances. Even a tyrant's iron rule has limits, and actual proof that Black Tooth works with vampires and Wyrms-creatures would likely cause the shapeshifters under his control to explode into open rebellion.

Kisasi and the Ahadi

Other shifters are seeking an alternate route to divest themselves of Black Tooth's rule. Tired of stories of vengeance and survival, an Ajaba called Kisasi is gathering an alliance of many Changing Breeds to unite together for the common good, and overthrow the Endless Storm's iron reign. She has managed to find support from the Bagheera, Swara, and a growing number of Mokolé. Its members call this loose and tenuous alliance "the Ahadi", after the Swahili word meaning "promise."

The Ahadi began after Kisasi made a solitary trek across the Serengeti, searching for answers to her people's troubles. Kiva, an elderly Bagheera, told the young Ajaba of Black Tooth's many evils and how almost all of Africa's Changing Breeds hated and feared him. Fired with the energy of youth, and the certainty of one who does not know that their task is impossible, Kisasi was determined to forge an alliance of shapeshifters to fight against the Endless Storm.

The fledgling Ahadi is currently reaching out to those Simba who oppose Black Tooth, as well as to the mysterious Bubasti. If she can manage that, Kisasi wants next to make contact with both the Silent Striders and the Kucha Ekundu — the Red Talons of Africa — to

bring the Garou to her side. Her greatest challenge will be to convince both the Silent Striders and the Simba that Black Tooth's defeat won't put the Ajaba back in control, swapping one dictator for another, no matter how well intentioned. In working with both sides, she is striving to create a new era of peace between the Ajaba and the Changing Breeds of Africa.

Kisasi has a vision of the Ahadi carrying on after Black Tooth's death, replacing the Hyenas' rule and the Endless Storm both. She wants a council of elders from all of the Changing Breeds to tend to each region, and for these local councils to gather in larger groups to discuss matters of relevance to all of Africa.

West Africa

West Africa stands apart from the rest of the continent. Without a native population of Ajaba or Simba, it has remained largely isolated from the conflict between the werehyenas and Black Tooth, and the more recent tensions between the fledgling Ahadi and the Endless Storm. But this does not mean it is a place of respite. The chaotic area is currently home to several different groups of Changing Breeds, none of whom can claim to control the region.

The nations of West Africa are predominantly desperately poor states, many embroiled in civil wars. Day-to-day life for the local Changing Breeds is, if anything, even less peaceful and organized than it is for their human Kin. Ananasi and Ratkin (aided by Ajaba refugees) rule the cities from above and below, while Bastet and Mokolé (and if rumors are correct, a few Nagah) dwell mostly in rural areas. Rapidly growing cities spread pollution and destroy the habitat of those Changing Breeds who live in the wilds, however, and an increasing number of them are moving into the cities, creating conflict with the shapeshifters already living there.

Places like Abidjan, Accra, and Conakry are all growing rapidly, and are home to an increasing percentage of both the human and the shapeshifting population of these nations. The Ratkin are the most numerous Changing Breed in these cities, and they are sufficiently violent that most newcomers fear their numbers and avoid parts of the cities where the Ratkin rule.

Chinese businesses have begun to expand into West African nations like Ghana and the Republic of Senegal, and members of the Beast Courts have come with them, hoping to forge the same link to Africa as they have to Middle Kingdom. Some of these hengeyokai have met with local shapeshifters in an effort to foster cooperation against mutual threats. A handful of the most radical young hengeyokai have even suggested that the Beast Courts attempt to expand formally into West Africa, claiming Dragon Nests and forming local

THE FUTURE OF THE AHADI

If Kisasi gets her way, the Ahadi will soon attack the Endless Storm. Many outcomes are possible, but one is most likely.

The Ahadi is made up of the Ajaba, Bagheera, Bubasti, Swara, some Simba, Mokolé, Silent Striders, Kucha Ekundu, and the African Corax known as Makunguru. They attack the Endless Storm in a prolonged and bloody war, where they see first-hand that Black Tooth allied himself with banes, vampires, and other monsters, who will readily join the fight in his defense.

Black Tooth will never yield; the war ends only with his death. At this point, his magical bindings will collapse, and the Ahadi can eradicate the remainder of the Endless Storm and reclaim the lands long denied to them.

From here, the Ahadi becomes the dominant supernatural force in Africa, one of only two lasting alliances between the Changing Breeds. Black Tooth's corrupt allies still stalk the veldt. Now unorganized and unfettered, they will not easily or speedily be dispatched.

As well, while the Ahadi brings temporary peace to Africa's Changing Breeds, they still face dissent from within. Some shapeshifters see no need for a unified organization now that Black Tooth is dead — and others see the Ahadi as standing in the way of their personal quest for power.

courts there. Any cooperation between West and East is likely to be short-lived, however, as the local Ratkin have no interest in losing their autonomy, nor do the Ajaba refugees holed up there desire to end up under someone else's control again.

Australia

Australia is a land of diverse extremes with a tropical north and arid center that do not have much by way of human settlements. Most of the human population resides in the temperate southern coastal regions. These wide zones allow the Fera to concentrate on their own interests — and Australia's isolation has given rise to strange native fauna only superficially similar to those elsewhere in the world.

The Ananasi, Mokolé, and Nagah have a long history in the country, and the savage Rokea roam the seas around the island continent. Australia offers no suitable animal Kinfolk for many other Changing Breeds, and the rare few who travelled to the continent soon left.

Australia's isolation meant that the War of Rage never reached its shores. Some Fera fled south to escape the fighting. The Camazotz were the first newcomers to arrive, spreading stories of the horrors committed by the Garou. After untold years the werebats heard whispers of the Garou's coming and warned the other Breeds. Soon after, the first of the werewolves who would become the Bunyip crossed the seas and settled in the northern lands of the new continent. The Mokolé watched them and the werebats made sure everyone knew where they were, but separation couldn't last forever. Werewolf met Fera in a way that would both save the Bunyip and doom them to extinction.

The Bunyip assimilated with the indigenous Australians but without any source of wolf blood they knew that they would die out after only a few generations. It was the Camazotz who heard the wolves howling their sorrow into the night and took pity on them. The bats brokered a peace between the Bunyip and Australian Fera. The Mokolé would share Dreamtime secrets with the Bunyip, and in return the Garou would protect the land and become able to mate with the native thylacines. Gaia's harmony was restored between the Breeds.

Despite the peace, the Fera still believed that the Bunyip would fade and cease to be a concern. The Bunyip adapted to Australia better than the other shapeshifters expected, but their numbers remained too sparse to effectively control the human population. Over time, native Nagah found that they had a lot of common ground with the mystics of the wolf. After all, they had the patronage of the Rainbow Serpent, cousin to the Wani. In a move that would see them ostracized from other Nagah, the Australian wereserpents revealed their existence to the Bunyip.

Many Ananasi were dissatisfied with the Garou's slow decline, and manipulated the human tribes to feel threatened by the Bunyip's thylacine Kin. The human populations hunted the Bunyip's breeding stock to near extinction, until the only remaining viable population was on the southern island that would become Tasmania. The mainland Bunyip guarded the few remaining thylacines but the population was too small to be viable. Even then, the Bunyip survived — tolerated if not accepted by the Australian Fera.

When the Shadow Lords slaughtered the South American Camazotz a madness took hold of Bat. This soon infected the last remaining Camazotz colony in Australia, making them paranoid and isolationist. They confronted the Bunyip on what had occurred but the werewolves had no answers. In confused revenge, the messengers withheld vital information from the Australian Garou. Most importantly, they did not inform the Bunyip of the coming of more werewolves to Australia.

When European settlers brought other Garou, the native Changing Breeds were taken by surprise. Suddenly the Fera had more to contend with than their peace treaties with a dying tribe. The War of Tears swept through the Bunyip like a storm. To their credit, the Bunyip didn't drag the Fera into their conflict with the foreign Garou — the werethylacines died with honor and glory to the last.

With the Bunyip gone, the Garou settlers searched for other targets for their Rage. The spirits of Australia were hostile to the invaders and did what they could to keep the Fera hidden. The Camazotz disappeared and not even their allies knew where. The Nagah felt sorrow and anger at the passing of their Bunyip allies, but saw their fall as an object lesson in why they must remain hidden.

The Rokea kept to the waters, daring those Garou who ventured into the sea to fight the weresharks. Werewolves learned of Mokolé in the inhospitable deserts and tropical swamps, but the Garou had neither the will nor the endurance to launch an attack. Meanwhile, the Ratkin and Corax arrived, hidden on the colonists' ships. They spread quickly across the land, moving along with the human settlements and then exploring beyond.

The Ananasi dispersed into the bushlands to wait. Here they found the price of betraying the Bunyip — a new and implacable foe. Something slaughtered dozens of werespiders, traps and webs caught nothing, and the bodies of the hunters were dumped in former Bunyip Caerns. The Ananasi learned a name for their nemesis from Aboriginal tribes — Yahwie, a protean monster from the Dreaming. Some Ananasi claimed to have trapped and killed the horror but each time it rose again to hunt. Some werespiders fled to other countries, but their mutilated corpses were discovered in the Bunyip's

sacred places. Though Yahwie does not kill as often as it once did, Ananasi still find others of their kind dead in Bunyip Caerns to this day. The Ananasi fear when the Yahwie will come for them, and only the bravest or most foolhardy werespiders travel to Australia — knowing that the monster will target them.

Despite air travel that allows people to go from one side of Australia to the other in just a few hours, the vast geography still divides the population. The largest cities of Sydney and Melbourne fight to be Australia's most important, while Brisbane wishes both would cease their prattling, and Perth sits distant on the west coast, dabbling in pseudo-separatist agitation. The tropics of Darwin are an alien experience to the temperate southern states and none of them comprehend the savage dry beauty of the center.

Since the early days of European settlement most of the Breeds have kept away from the Garou. The paths of Garou and Fera crossed many times but the European werewolves didn't suspect that these shapeshifters were native. The only Breed to regularly cross paths with the Garou are the Nagah, and no werewolf ever survived to tell tales of these meetings.

Australia's bushland cities let the Changing Breeds live close to — and unnoticed by — humans and Garou. Where Australians might remark on the increase of 'wild dogs' in the cities no one thinks about the ubiquity of spiders, the large populations of ravens, or occasional snakes in urban areas. Even sharks are an accepted presence all around the coastline, making Australia a fertile breeding ground for the Rokea. The large numbers of young weresharks has lead to a growing group of rebellious youth who risk the wrath of their elders by exploring Unsea. These forays bring curious young Rokea into contact with other Breeds — often with mixed results.

For all that they boast, the Corax were latecomers to Australia and the land is reluctant to give up its secrets — a source of immense frustration to the wereravens. As such, many leave after one frustration too many. While a handful of dedicated mystery-hunters remain, Corax continue to be rare in Australia.

The Nagah struggle to fill the void left by the Bunyip. They've taken on the mantle of protectors of the Dreamtime land. They breed with the deadliest Australian snakes, thinking that it will enhance their potent



venom — a belief that has spread to some non-Australian Nagah who journey to the country to breed. This has led to a strong presence of wereserpent Kinfolk in Australia, both in the teeming snake populations and the humans whose dwellings fall within the snakes' hunting grounds.

The Gumagan Mokolé have been a part of Australia for as long as any can remember, and intend to be long after the humans have gone and the current age turns into the next. They protect their territories using the old ways of tooth and claw. Humans know that to come close to swamps or water in the Australian tropics is to invite crocodile attack. Despite this, the continuing press of human and werewolf into their territories is forcing the Mokolé to interact with humans. The dragons work with the many indigenous Australians who regard the parks and open areas as acceptable gathering and living areas for their traditional tribal groups, and so far the Garou of Darwin and Central Australia haven't realized how strong the Gumagan are.

Western Europe

Despite being home to many tribes of werewolves, Western Europe is not utterly devoid of other Changing Breeds. Ratkin and Ananasi live among the humans in increasingly-cramped cities, while the ever-present Corax balance their trade in secrets with their mythic associations with fate and death. The Ceilican hold ancient ties to the British Isles, and a larger-than-average portion of the fae catshifters make their home there.

Over the past 60 years, Western Europe has become home to an increasing variety of Changing Breeds immigrants from nations all across Asia and the Middle East, as well as Northern Africa. Some are adults: Ajaba refugees fleeing conflict with the Simba, and Changing Breeds of all sorts who are pressured by the expansion of the eastern shifters. Others are the children of immigrant Kinfolk who have been motivated by civil strife and economic factors to seek a life for themselves and their offspring in the relatively safety and prosperity of the European continent.

Some newcomers, especially among the Ratkin and the Corax, have had little trouble integrating, either by stealth or by providing useful services to those who have long made Europe their home. Others remain hidden; the Garou are well-established in the area, and not overly inclined to welcome outsiders.

Recently, the Corax spread the word that a few werebears had awakened from long hibernations in Scandinavia, roused by the declining numbers of their ursine Kin. Although the awakening of local Gurahl brings hope to the Changing Breeds in Europe who could well use the additional allies, the werebears feel their first duty must be to their own species, to prevent themselves from becoming extinct.

Eastern Europe & Russia

Parts of Russia and the rest of Eastern Europe remain highly toxic afterspills and nuclear "accidents" many years ago. The region around Chernobyl continues to swarm with banes, and some of the most violent Garou in the Nation control the region. Because of this, the Fera who live in Eastern Europe and Russia hide themselves even more carefully than shapeshifters in other regions. In many places, tensions between the Garou and Changing Breeds break out into open violence, but amidst this fighting both groups also face far more dangerous foes. Russia and portions of Eastern Europe have become a haven for the Pentex subsidiaries and other agents of the Wurm that have been driven out of Western Europe.

In 1990, a vastly powerful Wurm-creature emerged in the wilds of Russia, styling itself after Baba Yaga of folklore. Soon after its appearance, a mystical Shadow Curtain cut off most of Russia from the outside world — spirits and shapeshifters could enter, but were unable to leave. The barrier finally collapsed in 1998, and many among the Changing Breeds travelled to discover what had happened. The local Garou, weakened from fighting the Wurm-creature's minions, had to fight off swarms of emboldened Ratkin who sought to take advantage of the situation. A few werewolves of the area — those who let the Wurm thrive by their inaction but survived the result — fell prey to the Nagah. Even some of the nominally impartial Corax took sides against the werewolves and Changing Breeds who worked with Baba Yaga — and those who did not do enough to stop her.

With the Russian werewolves and Changing Breeds embroiled in a vicious war, this left Russia wide open for invasion by other agents of the Wurm — who responded to the opportunity by arriving in great numbers. Though the fighting has since died down, the Changing Breeds face a deadly threat from both banes spawned out of the toxic chemicals around mining towns, and mutated fomori empowered by the high levels of radiation in some regions.

For the past decade, Ratkin have murdered their way to the top of several of the larger Russian criminal syndicates, as well as some of the bandit gangs that patrol Siberia. There, they use their underworld connections to help them strike at agents of the Wurm, to weaken the governments in the region, and to sow chaos by attacking the area's aging infrastructure. Most other Eastern European shapeshifters consider these Ratkin to be dangerous terrorists who are almost as much of a threat as the banes and fomori.

The one glimmer of hope in this grim region is that Russia was traditionally home to many of the Gurahl's greatest warriors and heroes. According to legend, a

large number of these worthies are hibernating in various deep caverns, waiting for the day of their land's greatest need. Recently Corax report seeing more Gurahl active in the region, and an increasing number of shapeshifters believe that at least a few of these great heroes may be awakening from their long slumber. As in Canada, local Fera hope that these Gurahl may prove integral in uniting the Changing Breeds of Russia — and driving out the agents of the Wyrms who are so firmly ensconced there.

The Middle East

Times are hard in what was once the Cradle of Humanity. Banes and fomori stalk the oil fields and refineries of several nations in the Middle East. Also, the legacy of depleted uranium weapons and bio-weapon research has created zones of blight where the Wyrms thrive.

Nevertheless, the Changing Breeds have a strong presence here. The Corax regularly visit the relatively lush regions along the Middle Eastern coasts and riverbanks, seeking information found amongst the vacationing wealthy and thriving workers. Growing cities like Dubai have become homes to migrant shapeshifters and the children of human Kinfolk who came seeking high paying jobs there. A surprising number of Ajaba also now live here, having fled Black Tooth's terror, joined by Ratkin, Bastet, and even a few Mokolé.

Amidst the local pollution and uncontrolled urban development, displaced shapeshifters have found homes in several growing Middle Eastern nations. They and their Kinfolk often work as servants, technicians, and in other low-ranking positions. While the work is hard, these jobs give many of them access to factories and corporations where they can find ways to secretly fight the agents of the Wyrms.

The Arab Spring has been a great boon to many Middle Eastern shapeshifters, providing cover for overt strikes against manifestations of both the Weaver and the Wyrms. In doing so, they've exterminated entire nests of Wyrms-cultists that had infiltrated governments, and flushed out totalitarian spirits of control.

Several of the Changing Breeds actively aided the revolutions. Ratkin were instrumental, enjoying any excuse for violence against authority and are excellent saboteurs and rabble-rousers. Corax carried messages and intelligence between various groups of rebels, and to foreign journalists who helped dethrone despots in the court of world opinion. The Bastet found it far easier to dig up damning secrets in the chaos of a revolution. The information they uncovered was vital in aiding Gaia's children's goals in the area, although — as is their nature — the crafty wererats discovered far more than they will ever tell.

South Asia

Traditionally, the Nagah, Khan, and Mokolé thrived in India and Pakistan, though the latter Breeds were unaware of the wereserpents' presence. The Nagah dwelled among the urban elites, watching city life around them, and eliminating those who succumbed to the Wyrms' call of greed, lust, and violence. The Khan and the Mokolé kept watch in the rural areas and guarded the wilderness; the weretigers patrolled the forests and grasslands, while the weresaurians watched and protected the large rivers and marshes.

Today, however, the Khan are only a shadow of their former numbers. Their Kin have been all but annihilated, and humanity has destroyed most of the local wilderness they once called home. The Mokolé have also lost a great deal of their numbers in India, and agents of corruption have filled most of their large rivers with poison and filth.

The Nagah still inhabit the Indian cities, but in even smaller numbers than in the past. They take great care to hide from the other Changing Breeds; some native Mokolé have an idea of the Nagah's presence, but those shapeshifters who came with the British colonizers still think them a boogie-man tale.

As in many urban areas across the globe, India is home to increasing numbers of Ratkin. Large nests breed in the slums of India's vast and growing cities. Indian wererats spread disease and sabotage the urban infrastructure in an attempt to reduce the growth and spread of Indian cities. While the Ratkin claim to be serving Gaia's will, many of the other Changing Breeds oppose their efforts. Although the Ratkin's growth sometimes seems unstoppable, their success in the region has made them bold — and thus a more obvious target. Because of this indiscretion, in recent years, their opponents have greatly slowed the wererats' numbers and influence.

Pakistan

Cities in Pakistan are smaller than in India, and growing less rapidly, but they remain strongholds for the Ratkin, while almost devoid of other Changing Breeds. Khan presence once helped balance the wererats' influence in the area, but with the decline of their tiger Kin in the area, the Bastet have shifted their focus elsewhere, for the most part. Unfettered, rural warlords (who often are Ratkin or tools of the wererats) now compete with the central government for power in several areas.

Parts of Pakistan are falling into chaos, and the Ratkin both rejoice and actively aid in this collapse. Here, the most violent don't merely kill fomori and unknowing agents of the Wyrms; they murder government officials, soldiers, and police officers.

As the Pakistani government is, for the most part, only slightly less corrupt and murderous than the bandits, the few local Nagah in the area have their work cut out for them. Some seek to judge those governmental leaders whose vice reaches the furthest and thus claims the highest blood-toll. Others support the government and attempt to kill the most violent bandit leaders—the wererat warlords among them. Either way, the Pakistani weresnakes are exceedingly careful in all of their efforts, because they know that the Ratkin suspect their presence and are unlikely to ask questions before delivering their own retribution.

Afghanistan

Across the border in Afghanistan, a rare alliance of Bastet, Ratkin, and Corax works together in opposition to the United States' ongoing control of the country. Fearing that the American presence is a prelude to increased mining and industrialization, these shapeshifters attempt to drive off both western troops and the industrialists who are trying to exploit the area.

Several of the Pakistani Ratkin warlords support the alliance, making it one of the few places where non-hengeyokai Ratkin openly cooperate with several different Changing Breeds. Although they don't know it, a trio of Nagah also assists the allies. This nest of assassins has already removed several corporate officials and a few of the Afghani politicians working with them, in judgment for the crimes against humanity perpetrated in the name of profit.

East and Southeast Asia

Several Chinese cities and towns number among the most polluted places on the planet. In these regions, fomori and banes don't merely thrive; they walk openly, supremely confident in their power. Their suffocating presence, along with incredibly potent toxins, has forced even the Ratkin to leave the most polluted cities, or else perish against the Wyrms' overwhelming might. In the surrounding area, the Beast Courts battle the growing armies of evil that are drawn to the pollution like moths to a corrupted flame.

Japan

The Beast Courts have had moderate success in their recent efforts to reduce pollution and destroy the agents of the Wyrms throughout Japan. Their efforts, however, were recently severely set back by the 2011 earthquake and tsunami that devastated much of the country, and the nuclear accident at Fukushima that followed. Now, the Beast Courts must deal with the banes spawned by that series of events, the ailing Gaian spirits of the area, the irradiated land and water, and the nearby humans that the disaster has made easy prey for the Wyrms' manipulation, before the devastation creates even more Wym-tainted spirits.

The Beast Courts

Most western shapeshifters know little about the relatively isolated shapeshifters who make up the Beast Courts of Asia. Known to themselves as hengeyokai, they live in communities that include all manner of local Changing Breeds, including the Garou—an arrangement that baffles and sometimes horrifies western shapeshifters. As contact between East and West increases, immigrants and visitors from both the Beast Courts and the western world have begun learning more about one another.

History

The Asian Changing Breeds are physically the same as their western counterparts, however, their culture and history is very different.

In the Middle Kingdom, the traditional protectorate of the Beast Courts, Wym-tainted creatures called the Kuei-Jin tricked the Changing Breeds into what is now referred to as the War of Shame. The war wiped out the Okuma, Gurahl who took the form of Asian bears, and because of it, the Kumo (Asian werespiders) retreated from the other shapeshifters, eventually giving themselves over to the Wym.

The surviving Breeds eventually learned of the Kuei-Jin's treachery and rallied together against this threat. Since this time, the Changing Breeds have worked together. Surprisingly, this arrangement has been quite successful; it is not uncommon for the hengeyokai to even form packs, or sentai, that include different Breeds. Perhaps even more notably, the normally secretive Nagah actually share information in the Beast Courts of the Emerald Mother, and have been known to join sentai with other shapeshifters.

To outsiders, the politics of the Beast Courts can appear slow and hobbled with layers of ancient tradition. In truth, however, the careful formality defuses conflict between court members with a measure of elegance not found in traditional challenges. As a result, most hengeyokai feel more loyalty to their court than they do to their own Breed of shapeshifter. Individual courts may fight, and even wage war against one another, but their strict rules of behavior ensure that the hengeyokai will never experience the madness of another War of Shame.

Because East and Southeast Asia have been densely populated for thousands of years, the hengeyokai live in closer proximity to both their wild Kin and to humanity than elsewhere. As a result the Beast Courts make some accommodations for their population density. The hengeyokai have far more in the way of central organization than any of the western Changing Breeds, which provides a set of strict rules to help them avoid

KUMATAI: THE SPIDER CULT

Many of the oldest and most powerful Middle Eastern Ananasi are Kumatai: members of a strange and horrific spider cult. These werespiders set themselves up to be worshipped as living gods, by humans and less powerful shapeshifters alike. The Kumatai reject their Breed's quest for balance among the Triat, their ties to the Umbra, and even their connection to Queen Ananasa. Instead, they believe themselves to be her equal: divine beings who deserve to be worshipped and grow in power.

After years, decades, or generations of worship, Kumatai become huge, bloated creatures who spend most of their time in their Lilian or Pithus form, basking in the mixture of terror and wonder their cultists feel when gazing upon them.

detection. Like an inhuman mirror of the traditional Chinese form of government, the shapeshifters of the Middle Kingdom also have their own complex bureaucracy and offices.

Organization

The basic unit of hengeyokai government is the court. Each Dragon Nest has its own court, and an elaborate network of treaties and alliances bind the many different courts together into a collective amalgamation called the Beast Courts. All of the Changing Breeds are welcome members of all courts — save for the Kumo, whose assumed alliance with the Wyrms forces them to be outsiders. Although westerners find the idea very strange, the Beast Courts' rules of diplomacy and formality permit Kumo ambassadors to visit most courts as long as they observe proper protocols. A few Kumo even join sentai with other hengeyokai, but such alliances rarely last long.

Each court has four major offices, and most of the larger courts possess a host of lesser offices. The highest ranking office is that of Regent, a judge who is also responsible for peacetime leadership. Directly beneath the Regent are the General, the Seer, and the Historian. A General leads the court in wartime, and is responsible for both leading and training the court's warriors. Seers are both scholars of, and ambassadors to, spirits and other denizens of the Mirror Lands. Historians keep the court's oral and written traditions, as well as tracking the various ancient and complex treaties that link different courts.

Each court is divided into a number of sentai: packs of shapeshifters who loyally work together towards a common goal. Almost all of these war parties contain members of two or more Changing Breeds. Just as the hengeyokai recognize five sacred elements, five cardinal directions (one being center), and five phases of the Moon, they believe that the most auspicious number of members for a sentai is five. Some go further, believing it is best for those five to each come from a different Changing Breed. Including more than one Breed in a western pack might be quite unusual, but a sentai containing a Hakken, a Khan, a Nezumi, a Tengu, and a Zhong Lung is not at all uncommon.

HENGEYOKAI LEXICON

Bakemono: A fomor; fomori

Dragon Nest: A caern

Emerald Mother: Gaia

Gai'nai: A ranking court official; "magistrate"

Hakken: Hengeyokai Garou

Kumo: Hengeyokai Ananasi

Mirror Lands: The spirit world

Nezumi: Hengeyokai Ratkin

Okuma: Hengeyokai Gurahl, now extinct

Same-Bito: Hengeyokai Rokea

San Yuan: The Triat

Sentai: A mixed war party or "pack" of hengeyokai. *Mountain sentai* are permanent groups bonded by a totem; *wave sentai* are temporary alliances.

Shen: Supernatural beings; vampires, werebeasts, and the like.

Sunset People: Western shapechangers; the term references the westerners' fatalism as much as their place of origin.

Tapestry: The Near Umbra

Tengu: Hengeyokai Corax

Yang World: The Deep Umbra

Yin World: The Dark Umbra

Zhong Lung: Hengeyokai Mokolé

Some sentai are created for a single short-term goal, such as defeating a particular group of Bakemono, or securing a newly-discovered Dragon Nest. These “wave” sentai are alliances of convenience — members do not share a totem, and may have little to do with one another except during in the direct pursuit of their goal. Members of wave sentai can come from different courts and, on rare occasions, include Kumo or even shen from outside the Beast Courts. “Mountain” sentai, on the other hand, are as enduring as their name. Established more for bonds of pack and family than to accomplish a specific task, members of mountain sentai always come from the same court, and share a single totem.

The Mandates

In the beginning, the Emerald Mother gave the first Beast Courts nine Mandates. The hengeyokai treat these laws as sacred, and expect all members of the Beast Courts to do their best to obey them. Many among the hengeyokai consider the first and final Mandates to be the most important, but violating any of them is grounds for harsh punishment.

Shirk Not the Tasks Which Have Been Given You

Every Breed has a purpose, and all members of each Breed should do their best to fulfill their expected duties. The Hakken fight the Wyrms, the Tengu uncover hidden things, the Nezumi keep humanity in check, the Zhong Lung hold the world’s memories, the Khan battle the

Wyrms and learn its secrets, the Nagah secretly judge (and sometimes execute) the hengeyokai, and the Same-Bito defend the seas. Each of these tasks is vital to the Emerald Mother’s purposes, and none should be ignored.

Guard the Wheel That It May Turn in Fullness

The hengeyokai must understand that change is a natural part of the Emerald Mother’s plan. She expects them to accept the hardships and sacrifices needed to allow the Wheel to turn, and to fight those who would attempt to stop the Wheel in an age that favors them.

Presume Not To Instruct Your Cousin in His Task

The members of one Breed should not interfere with the duties of another. Each shapeshifter must trust that the other Changing Breeds will do their best to fulfill the Mandates, and should worry more about making certain that their own Breed does the same. Only the Nagah have the right to judge traitors throughout the Beast Courts, but even they have no jurisdiction over the merely foolish or incompetent members of other Changing Breeds.

Honor Your Territory in All Things

Each hengeyokai court must look after its Dragon Nest and maintain positive relations with the local spirits.

Let Mercy Guide You in Our August Mother’s Courts

The hengeyokai should act in a spirit of tolerance and cooperation with their own kind, and also with other supernatural beings who uphold the Mandates. Many



hengeyokai believe that foreign shen, even western members of their own Changing Breeds, are not protected by this Mandate.

Honor Your Ancestors and Your Elders

All hengeyokai should honor their living elders and their dead ancestors. Rituals honoring and blessing

HENGEYOKAI AUSPICES

In the Beast Courts, auspice refers to one of the five roles a hengeyokai fulfills within her sentai.

Lantern

The Lantern acts as the sentai's heart. She directs the actions of the sentai and binds the members together into an efficiently functioning whole. The Lantern may allow other members to lead in specific circumstances, but she always acts as the sentai's chief decision maker.

Fist

The Fist is the sentai's primary war-leader. He makes plans and adapts the sentai's tactics in battle. The Fist cannot just strike at enemies, but must also excel at defending the other members of his sentai.

Mirror

The Mirror is the voice and the face of the sentai. He is in charge of negotiations with both allies and enemies, where he cements alliances and defuses tensions. He also serves as the sentai's primary contact with spirits, and is in charge of summoning and bargaining with them.

Leaf

The Leaf is the sentai's primary spy and scout. Using a mixture of infiltration, blackmail, and occasionally assassination, the Leaf acts in secret to further the sentai's goals.

Pillar

The Pillar is a generalist who supports the sentai and backs up its other members. She provides everything from inspiration to physical assistance. A good Pillar should also be able to temporarily act as any other auspice, should that member be captured or incapacitated.

their ancestor-spirits are an important tradition in the Beast Courts.

Honor the Pacts with the Spirit World

The Emerald Mother forged pacts between the hengeyokai and their spirit kin, and even more ancient treaties between spirits and animals. The hengeyokai are expected to respect and maintain these pacts.

War Not Upon Human nor Beast

This Mandate calls upon all hengeyokai to accept and honor both their animal and their human natures, and to avoid declaring war on either humans or any species of animal. They are free to attack individuals or small groups, but not entire nations or species.

Let No One or Nothing Violate the Sacred Places

Like the First Mandate, this rule defines what it means to be hengeyokai. The Dragon Nests nourish the inhabitants of the Mirror World and keep the fabric of life intact. Protecting them is the most essential duty of the Beast Courts.

The Modern Era

Asia is changing rapidly, and the hengeyokai of the Middle Kingdom must adapt to these changes. In the last 30 years, South Korea has become a modern industrial state, and China has re-invented itself as one of the world's leading centers for manufacturing. Even formerly bucolic Asian nations are modernizing — and their cities are growing exponentially larger as a result, spreading pollution and corruption at an unprecedented pace. The Beast Court members who make their homes there are thus dealing with a similarly unprecedented spawning of Wurm-things produced by the same.

Another challenge to the Beast Courts is the ongoing conflict between the Nagah and the Nezumi. The wererats drove the Japanese wereserpents to extinction several centuries ago, and are eager to repeat that feat throughout both China and Korea. While both are still a part of the Beast Courts, tensions are rising. More and more Nezumi are leaving the highly formalized constraints of the Courts to pursue their goals of serpentine annihilation. Likewise, as their safety becomes more and more threatened, more eastern Nagah are following in their western cousin's footsteps and taking their leave of public life altogether. The ill will between these independent groups sometimes boils over into open violence, but so far relations between the two Breeds within the overall Beast Courts are tense, but not yet uncontrollably violent.

The wealthier and more cosmopolitan regions of China, Japan, and South Korea have attracted outside investment and immigration — and foreign shapeshifters, who bring with them alternatives to the Beast Courts. These new groups, often spearheaded by Changing Breeds

from America and Europe, provide a rallying point for a growing number of local shapeshifters who have forsaken the traditions of the hengeyokai and become increasingly westernized. One of the largest groups is lead by a pack of Boli Zousizhe in Hong Kong, who are slowly building an alliance between a number of Changing Breeds that rivals the nearest court of hengeyokai. Perhaps more worryingly, a growing number of Korean Nezumi have made contact with wererats outside of the Beast Courts. As a result, they've caught some of the infectious madness that drives the western Ratkin, and are slowly trading centuries of tradition for rage-filled anarchy.

All across East and Southeast Asia, members of the Beast Courts are struggling to find their place in a rapidly

transforming world. Some hengeyokai see these new alliances and factions as a threat, and they cling to their traditions while rejecting new or foreign ideas. While they may ignore new shapeshifters, the twin problems of pollution and habitat destruction will not go away, and the additional resources of western shapeshifters may hold the key to dealing with these vital issues. A growing number of wave sentai dedicated to climate reform and green technology now include Changing Breeds from around the world who now call the Middle Kingdom home. Some elders may disapprove, but these new, inclusive sentai argue that desperate times call for desperate measures.







Chapter Two: The Changing Breeds

The shapeshifters who lost the Wars of Rage have replenished their strength since they last battled the Garou. Despite many years of human progress and the werewolves' march across the world, the other Changing Breeds have held on with surprising tenacity. The number of Changing Breeds that survived to the present day far exceeds the number of Breeds that have fallen to extinction. They're still out there, and will not roll over and just let the apocalypse happen.

This chapter presents updated rules for the eleven surviving Breeds of Fera, including new Gifts and Rites, and full character creation information. Each has at least two breeds — homid and animal-born — and most

have a role division such as an auspice or aspect. This book alone allows players to create literally hundreds of potential combinations of Breed, breed, tribe or faction, and auspice or aspect. That's without getting into the difference between characters who share all of those choices but have wildly different backgrounds, outlooks, or concepts.

When the Apocalypse comes, the Final Battle won't feature the Garou alone — all of the Changing Breeds will be there, but whether they stand alongside Gaia's warriors, or fight their own battle against the Great Enemy remains to be seen.



Once, Ajaba played a vital role in the natural and supernatural microcosm of Africa. Today, they scramble desperately for survival in the wake of a leonine massacre. Their enemies thought to destroy them, but now the werehyenas are hungry to reclaim their duties — and exact their revenge.

Legend

Dark times are upon us, my child, but do not mourn. Set your teeth instead to the killer's grin, for darkness is a friend to those who know the shadows — and none know the darkness better than we.

It was not always so. In the light of First Morning, we were a proud people with a sacred duty. We were the choosers of the slain, the cullers of the flock, and in our footsteps the tears of those who mourned fell like rain. Our jaws offered salvation from a slow death by hunger, by age, by illness. We cleared away the misshapen, the perverse, the wrong-blooded and warped who sullied the herd with their taint. We slew the weak, that the strong might grow stronger and the fallen feed the scavengers and carrion-birds.

It was an honorable duty, a strong birthright, and we did our job well. For generations without number, we held to our ways, and the veldt prospered.

Then came the dry times, when the rains no longer fed the grasslands and hunger swept the land. Drought killed more than even we would dare slaughter, from hunger, thirst, and the heat of the never-ending summer. It drove the herds to seek new lands, looking for water, food, or shelter from the sun.

And it brought men to the land of the beasts.

They came with their flocks, bearing their villages on their backs, and the grasslands died, eaten bare by their cattle and goats. We moved to cull their numbers as well — beast and man alike — but the humans baited us, hunted us, and in time, proved their worth. These were strong men and women, and their blood strengthened our line. Our numbers grew, both two-legged and four, and for a time our clans stretched from one edge of the land to the other. It was a glorious time for the Bringers of the Rain.

But the dry times did not end. And though we held our duty dear, the rains would not fall, no matter how many tears we called to summon them. The wild flocks faded. Even we could not bring swift peace to all those who faced the long night with hollow bellies, never to see another dawn.

Just as hunger drove the herding villages to us, seeking respite, it brought other predators into our lands. Our cousins, the cats-who-walk-on-two-feet, sought the dwindling herds also, and we warred beneath the twilight for food to feed our cubs.

The war between ourselves and catkind grew to desperate levels. They who had once patterned themselves mighty hunters, but who stormed in to steal our kills. They who fouled our waters with their lazy ways. They who left meat to rot in the sun rather than bear the presence of the scavengers who starved around them.

They blamed us for their poor hunting. Blamed us for our “unnatural ways”. Blamed us when their own pride left their cubs to hunger, their Kin to starve, their children to dry up in their mother's wombs.

There was no longer enough for both to survive. Not enough food. Not enough water. Not enough hope that we all might live on. They murdered our young, and we theirs, and the grasslands supped on blood from both.

Then came the Endless Storm, and the battle came to a head.

Bare your teeth, my child, at the name of Black Tooth, killer of our kind. It was he who learned the Yava of our people. It was he who raged across the lands, slaying Ajaba, hyena, and human alike. It was his pride who swept the Serengeti like a murderous squall, and his minions who hunted us to the streets of Bombay.

Something had to be done. Our king, Adjua Ka, called the people together, to unite our forces — and counterattack.

We gathered by the hundreds — men, women, and children — filling the Ngorongoro Crater until the valley glowed bright as day with our campfires. Metis and Kin, an army of hyenas, humans, and we in between.

And, as the sky overhead turned dark, and the shadows crept in around us, our once-King began to speak.

Adjua railed against the Simba and vowed to lead us against them. Together, he promised, we would drive the lions from the plains and stop the slaughter of our people. His words were food for our hunger, water for our souls. In his voice, we could hear the song of our freedom, and an end to our troubles.

Our replies thundered in the darkness — howling voices, stamping feet, pounding shields, snapping jaws — all eager, all ready. It was a night of spirit-raising, war-planning, and truth-telling. It was to be the night when the choosers of the slain took back the midnight land.

It was a trap instead.

I remember bristling fur and wide eyes as the first of the lion's roars shook the night. Winds cracked the hills and torrents washed away the campfires as the Endless Storm swept over the crater's edge. In the lightning-flare I saw a wall of lions, leopards, and men around us. There was surprise, but no fear from our people — not then. We were the choosers of the slain. We were the cullers of the herd. We lived to take life — it was our sacred duty, and we were ready to fulfill it upon those who would do us harm.

How little did we know.

They fell upon us, and our world came apart. We fought hard, and we accounted for our lives in blood. But Black Tooth knew our Yava, and his warriors struck exactly where they could do the most harm.

Our people fell like raindrops to the thirsty land.

Some, seeing the battle turn, escaped into the darkness. They ran across the grasslands and summoned up spells to hide themselves. When they reached the cities, they scattered and hoped for the best.

The ones who stayed were butchered. Each man and woman. Ajaba and hyena. Kits and Kinfolk, warriors and children alike. They slew

us all, destroyed the court. To mock us, they decorated the site with skulls. And with foul magics, they cursed the lands we once protected, barring us from them for a hundred-hundred years.

So many lives, so many futures, so many tales forever lost. But we are far from dead.

They may have run us into the darkness, but the darkness has ever been our ally. They may have thinned our number, thinking to weaken us, but we are the cullers of



the herd, and we know that what survives grows only stronger in response.

Denied our lands, we have scattered to the four corners of the earth and claimed each shadow as our own. Denied our Kin, we plant our seed where we may, breeding new clans to replace the ones so mercilessly taken from us. Denied our duty, we fulfill the role of rainmakers for all, bringing down those who are too weak, too foolish, too vulnerable to survive the teeth-that-bite-and-never-let-go.

We will endure. We will survive. And in time, we will regain what has been taken from us. We will rebuild our families, reclaim our lands, return to our natural place in the order of things.

And when that day comes, the cats will yowl for mercy and find it denied them. They will run, but from the shadows we will hunt them down. And their Kin will mourn over their thrice-wretched bodies as we call forth the rains over the plains of Africa once more.

AJABA LEXICON

Ahadi: A proto-truce organization being spear-headed by Kisasi for the purposes of ending overt hostilities between the Ajaba and the other Changing Breeds of Africa.

Aktu: Pack leader, usually female.

Anthros: The bipedal hybrid form; more human than hyena.

Clan: A large extended-family unit, including Ajaba and Kinfolk.

Crocas: The cave-hyena form; four-legged war form.

Hyaenid: The hyena form; also the breed of Ajaba born to a hyena parent.

Kisasi: A young Ajaba with Maasai heritage who is working to create and support peace between her people and the rest of the shifters in Africa.

Takuya: Allies, including but not limited to Kinfolk.

Yava: Supernatural weaknesses. Both Ajaba and Bastet possess Yava.

Organization

Historically, Ajaba society, like that of their hyena Kin, was made up of tightly knit family groups: packs for hyaenid Ajaba, and small, sometimes-nomadic villages for homids. These packs consisted of related Ajaba and their Kinfolk, and contained anywhere from a half-dozen to nearly 100 members. Each of these family groups was a part of a larger clan, which included the Ajaba-related packs in a particular region, or in the case of homid Ajaba, the members of related tribes in the area.

Traditionally, an Ajaba clan had one leader (usually female), an Aktu, who dictated the group's behavior. Each clan would include several packs, also traditionally controlled by a female warleader. Packs consisted of several additional warriors (Ajaba as well as human or hyena Kinfolk), scouts, healers, and the like. The pack would also support lesser members — non-hunter Kinfolk tagging along for a meal, children and kits, and newcomers learning the ropes.

Modern Nights

This all came to an end the night the Endless Storm nearly annihilated the Ajaba. Every werehyena capable of making the journey was present in the crater on that fateful night, and — with a bare double-fistful of exceptions — died there. In order to escape Black Tooth's wrath, those who survived scattered to the four corners of the earth.

Since the night of Black Tooth's massacre, most Ajaba either run alone or with a small pack of werehyenas and Kinfolk. Denied their traditional lands, these packs have carved out new niches wherever they can do so without drawing too much attention to themselves.

Some slipped into the shadows of Africa's big cities, building places for themselves among the street gangs and criminal element. Others fled across the sands of the Middle East and into India, relying on the ever-growing tension between Simba and Bagheera to slow the werelion's pursuit. Some made their way to the American continents, Europe, or Northern Asia; anywhere that they can find shadows to hide in — and weaker individuals to prey upon.

Once, the Ajaba culled their own. Their sacred duty was clear, and while many outsiders feared and distrusted the werehyenas, none could call them hypocritical. In every pack and every clan, the strong destroyed the weak, injured, and elderly to ensure the group would survive and grow strong.

In modern nights, however, every Ajaba life is seen as sacred, and every measure is taken to protect the pack. The healthy nurse the injured and sickly. Leaders pun-

CLAN NAMES

Ajaba clans traditionally did not name themselves descriptively. Since interaction with those outside of one's clan was limited (and often hostile), each clan's name tended to be some version of "us": "the people", "all who belong", "the ones who live here".

Their names for other clans were more descriptive — although often insulting — and it is those "names given by outsiders" that others, including the Garou and European traders, came to know each clan. Thus, historically, some Ajaba clans have been recorded as "Butterfly Clan" (meaning brightly painted, but harmless), "Old Man Clan" (a particular insult to the matriarchal Ajaba), and "Clan That Eats Grubs" (implying that they are poor hunters).

In days gone by, these groups would not have called themselves by these names. In modern times, however, some Ajaba packs (and neo-clans) have taken to naming themselves in this fashion as both a touchstone to earlier days, and as a way of thumbing their nose at those who would try to insult them.

Other modern Ajaba groups simply name themselves after their war-leader: Kisasi's Clan, for example, or Sankau's Pack. This is especially common in those Ajaba groups that have managed to find a way to maintain their ties to their hyena Kin, as opposed to those who have been pushed into urban survivalism by the Simba's mystical wards around their traditional territories.

ish those who break the rules — but rarely with death. Strong adults protect breeding females and their young until they are able to defend themselves. There are too few Ajaba to risk thinning the Breed further before the Final Battles. Those who remain do everything they can to sustain and increase their numbers.

Running in the Dark

Desperate times call for desperate measures. Werhyenas are pack hunters, surviving better in a group than on their own. Denied the support of their own kind since the massacre, some Ajaba have ingratiated themselves into (or taken control of) other pack-like groups.

Human gangs hunting the seedy underbelly of Mumbai. Ronin Garou — or Black Spiral Dancers — willing to accept another canid amongst their numbers. Terrorist factions in Northern Africa and the Middle East. Bastet discontent with Black Tooth's tyranny. Feral vampires and their minions. Mixed Breed packs made up of those who are escaping from (or have been run out of) their own kind.

Survival of the fittest is old hat to the cullers of the Serengeti. Their numbers may be sparse, but opportunities abound for those who are strong — and desperate — enough to do what it takes to survive.

Matriarchy

Historically, Ajaba society was fiercely matriarchal. Like their hyena Kin, females traditionally served as each pack's leaders and their most capable warriors. Even among their human tribesmen, until the arrival of European influences, women held stronger roles in the mythology, politics, and daily life of the people than men did.

For males born within an Ajaba pack, this meant walking a difficult road. Male cubs who survived to adulthood were pushed out of the pack soon thereafter. Some formed bachelor packs, hunting as a small group to survive, or changed clans in hopes of finding better treatment away from their female relatives.

Most, however, joined up with another pack-group within the clan, where they would begin a new life as the lowest-of-the low. Adult males in Ajaba packs ate last, were physically bullied, and denied breeding rights, until they'd proven themselves through a lengthy period of initiation. While cruel, this was vital to the growth and strength of each Ajaba clan. It not only ensured that only males who were both strong *and* committed to the clan's way of life would go on to sire offspring, but also ascertained genetic diversity by encouraging males to move outside of their family groups to find mates.

After the massacre, the Ajaba mostly abandoned their traditional roles in their desperate need to survive. Females still tend to take dominant roles in Ajaba-only packs. But solitary Ajaba male survivors often found their own packs, filling out their roster with humans (or hyenas) when other Ajaba or Kin are not available.

There is no real set structure currently within Ajaba society. Some packs are reaching out to each other, in hopes of rebuilding old clans. But there are still too few Ajaba to accomplish that goal, and the Simba poise, prepared to strike should any clan grow large enough to be noticed.

Kisasi and the Ahadi

In the wake of Black Tooth's massacre, the Ajaba spent decades frantically scrambling to avoid utter annihilation at the hands of the Endless Storm. Recently, a young Maasai woman by the name of Kisasi went

through her First Change. As she was being educated about the history of the Ajaba — and her role as part of the rebuilding and revenge against the Simba — Kisasi constantly questioned her elders. Why must we take revenge? How will this make our people stronger? Who else has suffered at the claws of Black Tooth? How can we ensure this never happens again?

With the unyielding drive of those who do not know they are destined to fail, Kisasi avoided the knee-jerk reactions of survival and revenge that beset the rest of her Breed. She has begun seeking diplomatic ties with the other Shifters of Africa, searching for those brave enough to consider uniting against the Simba threat. So far, the response has been surprisingly strong, and there are those who claim this young girl may accomplish the unthinkable: putting an end to the Endless Storm.

Kisasi's success (or failure) lies largely in the support she receives from the rest of the Changing Breeds. With support, she could unite the scattered Ajaba packs into the first true werehyena clan of her generation. Without it — or if she is betrayed by those she trusts — her people may well pay the price for her youthful enthusiasm.

The Diaspora

The Ajaba diaspora is a recent and brutal upheaval, and the displaced werehyenas are still adjusting to their new homes. Around the world, the Ajaba are united through alienation. Throughout history the Ajaba have policed their lands and chosen the slain, but no longer. Wherever they are, the displaced Hyenas gravitate towards other expatriate Central- and East-African populations, in part hoping to find weak lineages of Kinfolk and in part for the comfort of being around people from similar cultures to their own.

The Ajaba who fled the Endless Storm followed other African refugees and have experienced many of the same difficulties. The borders of many European countries remain closed to African migrants. Many Middle-Eastern nations are embroiled in conflicts, with every side willing to conscript people who are obviously capable of fighting. The Asian Beast Courts have their traditions of different Breeds working together, and some Hyenas are starting to explore similar ideas, but outside of their ancestral homelands the Ajaba don't have enough leverage to start such a grand undertaking.

West Africa

Many of the surviving Ajaba fled west where they thought they would find familiar surroundings and easy territory to claim among the chaotic human civilizations and ongoing famines. Instead they found other entrenched Changing Breeds who were not particularly welcoming to the refugees.

The Ajaba first tried to settle in the wilderness areas, as they were unfamiliar with the larger human settlements.

They soon discovered that the Mokolé and Bastet had long held territories in these areas, and were not about to share them with the broken remnants of a tyrannical nation. The werehyenas lost yet more of their dwindling numbers to running skirmishes, and were forced to seek refuge in unfamiliar cities. When they arrived they found that the Ananasi and Ratkin had a firm hold on the urban territories. The rats and spiders were willing to allow the homeless Ajaba to stay — if they served as cheap muscle, always remembering who was in charge. The Ajaba's pride was already broken from their experiences and they reluctantly accepted this arrangement in return for a measure of their master's protection.

In some ways these werehyenas experience the most alienation of any of the refugees. Close enough to their homelands that they feel they should be familiar with the people around them; the cultures of their new homes have turned out to be all too alien. The Ajaba have concentrated on finding and drawing together dispersed groups of their Kinfolk, and have managed to regroup and pull together loose clans from street gangs and criminals. They work the chaotic streets of growing West African cities like Abidjan, Accra, and Conakry — still serving the interests of other shapeshifters — but their efforts have given Kisasi a strong base to draw on in forming her Ahadi.

The West African Ajaba walk a dangerous line. Black Tooth offers substantial bounties to any shapeshifter who murders werehyena Kinfolk — and a far greater reward for killing an Ajaba. So far, their service to the Ananasi and Ratkin has been more valuable than the rewards offered by the Endless Storm, but the Ajaba refugees fear that this may change at any moment.

Despite that, the Ajaba are not victims to roll over and expose their throats. They learned valuable lessons from Black Tooth and have infiltrated human groups that trade with hunters and poachers. They ignore human laws on hunting lions and offer their own bounties for lion pelts, fangs and claws. A few even provide poachers with supernatural advantages and spirit favors. These deals have brought many Hyenas perilously close to Wyrms corruption and more than a few have crossed the line, blinded to their fall by their need for revenge.

North Africa and Middle East

The Ajaba fleeing to Northern Africa and the Middle East found more violence, civil wars and unrest. They also found the opportunity to renew their identity and purpose, joining their fellow Breeds in fighting the rising influence of the Weaver and Wyrms. As pack hunters, the werehyenas have an intuitive understanding of how to organize small cells that take decisive action amidst surrounding chaos. The matriarchal structures of the Ajaba are more intact here than among any other werehyenas.

The female Ajaba have encountered resistance in the male-dominated region but they are cunning and know the power of well-chosen words in the ears of men. They've also used male catspaws to gain leadership roles among the humans. The females are not content to just organize others to fight, they excel at daring raids and hit-and-fade strikes in the moonlit night, nimbly sidestepping the human's rigid gender roles.

The Aktu of the Middle Eastern packs have kept communications open using modern technology, spirits, and Ajaba couriers. They share stories of strength, expertise and combat readiness, all with a singular goal in mind. When Kisasi's alliance strikes against Black Tooth and his allies, the clans of the North African and Middle Eastern regions will move back to the homelands — blooded, angry, and ready for revenge.

Europe

Europe is not particularly welcoming to the Ajaba, with most countries categorizing the werehyenas as refugees fleeing the wars and famines gripping much of Africa. Many European countries have closed their borders to all African immigrants, including the rainmakers and their Kin. The few werehyenas who settled there have done so quietly. Other nations like the United Kingdom allow refugees, but strict border controls mean that it is often easier for Ajaba to enter the country illegally. After all, human authorities do not recognize the danger of being slaughtered by werelions.

Strategically minded Aktu often use the ease of traveling between European nations to their advantage when working on a dangerous plan. A few have tentatively approached the proud European Garou, proposing allegiances and offering to work with the werewolves. Simultaneously, small groups of werehyenas strike at Garou Kinfolk and interest in ways that implicate the Simba and then spread rumors of Black Tooth's ambitions outside Africa.

Some European Garou are beginning to notice the pattern, but whether they recognize the ruse for what it is and destroy the Hyenas, or turn their Rage against the Bastet in a third War of Rage, none can say.

India

The Ajaba find India an easy place to hide but difficult place to live. India has a reasonable number of African migrants, and these new refugees are unremarkable among the human population. The difficulties stem from India's swift growth. In rural areas, many people hold to vestiges of the caste system, and are happy to relegate refugees to the bottom. In urban areas, the rush of expansion demands migrant workers to do the jobs considered too menial for other Indians, again leaving the Ajaba on the bottom rung of society. This closes off many opportuni-

ties, and in return many Ajaba vanish into the criminal underworld. Naturally, they come into conflict with the Ratkin nests that claim India's cities as their own. Early skirmishes between the two Breeds were unfavorable to the werehyenas, but caught the attention of other shapeshifters. Many among the Changing Breeds of India also oppose the Ratkin. If the Ajaba can survive long enough they may find allies — and hope for a future.

The Ajaba of India face another peril they have yet to realize. On the western coast of the subcontinent, a handful of Indian Simba tend to a small population of Asiatic lions, coaxing them back from near extinction. These Simba keep to themselves and have little contact with other shapeshifters, but they know of Black Tooth's bounty on the remaining werehyenas. Currently, they are debating whether befriending or hunting the Ajaba will benefit them in the long run.

Asia — Beast Courts

The Ajaba living in areas controlled by the Hengyokai are baffled by what they have found. The Beast Courts are an alien experience to the werehyenas; so too is the willingness that different Changing Breeds have to work together in this structure. The rainmakers are too weary from fleeing the Endless Storm to provoke an unnecessary fight. These lands do not belong to the Ajaba, and they do not claim any dominion over them. Some of the more curious young werehyenas have approached the Hengyokai hoping to find a place in the Beast Courts. A few were accepted into wave sentai, and used the opportunity to immerse themselves in this unfamiliar culture. As they find acceptance from their sentai some now seek the Rite of the Second Face to find a role more suited to their individual natures.

The older Ajaba are generally content to live and let live. They seek time to rebuild and avoid causing trouble for the Beast Courts if the courts don't make trouble for them.

North and South America

America and Canada took in many African refugees, but this proved a mixed blessing for Ajaba as it brought them into the heart of Garou territories. The werehyenas who have settled in the Americas stay on the move, searching for a place to call their own. Because they gravitate to roles where strength and power hold sway, they frequently come into contact with werewolves. It seems that anywhere the Ajaba may go, they will find Garou already there.

The traditional territories of the Ajaba saw few Garou, mostly African Red Talons and Silent Striders, who have not passed knowledge of the werehyenas on to their American cousins. As such the werewolves do

not know what to make of these new shapeshifters. So far the interactions have been more curious than confrontational but it is only a matter of time before the Ajaba make some insult to the proud Garou, and both sides give in to their Rage.

Ajaba who travel to the Americas gravitate to Central and South America, where they find it easier to fit in with Latin American countries and to deal with the smaller numbers of Garou. Unfortunately the Ajaba's greater numbers and confidence have drawn the attention of the region's Bastet. Many of those werecats are aware of the rewards offered by Black Tooth. The werehyenas may soon be caught in another war for survival against the Bastet — or used as pawns in an intercontinental war between tribes of werecats.

Culture and Kinfolk

In the past, werehyenas placed great importance in family ties, ancestry, and group identity. They hunted as a pack, keeping their Kinfolk close. Most hunting parties had human, hyena, and shapechanger members, and although the Ajaba had the upper hand, the Kinfolk had a say in group activities.

Now many of the ancestral bloodlines are cut; the Endless Storm slew the Ajaba's Kin alongside their cousins. These days, the Ajaba mate with whomever they can to keep their kind alive. The older members dislike "polluting their blood" with undesirable strains, but this is survival, and the end is all that matters.

YAVA OF THE AJABA

Each of these secrets has been seized by the Simba, and played a key element in their near-annihilation of the Ajaba. Even so, they are not common knowledge — the Lions have carefully cultivated their image of superiority, and deny that the Yava had anything to do with their success against the hyena-folk. For more information on Yava, see p. 73.

- Each Ajaba has a nick the size of a quarter on the back of her skull. He who strikes this spot will demolish the brain.
- Mixing white wine in a hyena's footprint intoxicates the animal who left it. The stronger the drink, the longer its effects will linger.
- An Ajaba cannot bear the taste of baby meat; an infant younger than a year of age is always safe.

HERMAPHRODITES & HYAENIDS

Hyenas occupy a strange niche in the animal kingdom. Although they share many physical and behavioral traits with canids (non-retractable claws, non-arboreal hunting, etc.) they are classed as members of the Feline Family, and demonstrate many of the same grooming, mating, and territory behaviors as their cat-kin. Their Shifter cousins, the Ajaba, tend towards the pack structures and socialization of the Garou, while sharing the Yava of the Bastet.

This, along with the air of mystery (and distrust) that surrounds the hyena, has resulted in them historically being mis-grouped as a bastardized cat-dog hybrid. In truth, however, they share closer ancestry with civets and genets than they do wolves or any of the big wild cats.

For centuries, due to unique characteristics in the hyenas' female reproductive system, Europeans believed the animals to be hermaphrodites, possessing both male and female genitalia. 21st century researchers discovered the truth: female hyenas have a clitoral pseudo-penis through which they urinate, mate, and give birth. This, along with their greater mass and more aggressive nature, was responsible for much of the confusion about the gender roles within natural hyena groupings.

This unique characteristic is present in female Ajaba hyena Kin, although female homid Kin have entirely human anatomy. Female Ajaba demonstrate aggressiveness and combat prowess like that of their hyena Kin. However posthumous reports from the researchers tasked to uncover whether they also share their hyena Kin's anatomical peculiarities were inconclusive on the topic. The (late) researchers were unavailable for comment.

Appearance

While their traditional Kinfolk are from the tribal villages (and hyena packs) of Central and Southern Africa, because of the cataclysm of the past few decades, modern Ajaba may descend from any human racial stock.

Regardless of their heritage, werehyenas tend to have large lower jaws, thick teeth, bristly hair, heavy builds, broad shoulders, and hoarse voices. They're not

the most attractive of the Changing Breeds. These days, most tend to dress in cast-off clothing and carry improvised weapons out of necessity. While their Yava is not commonly known to outsiders, many Ajaba are careful to wear some sort of protection over the weak spot near the base of their skull — once bitten, twice shy.

Traits

Willpower

Although they can be great warriors, and their mystic tie to the needs of their homeland was a matter of great pride to them, Ajaba are not noted for their strong will. All Ajaba begin play with 3 Willpower.

Renown

The Ajaba place a high priority on Ferocity and Cunning, but they find that the weight placed upon Honor by the Garou and Bastet is more trouble than it's worth. Instead, Ajaba value an individual's willingness to place the needs of the pack (and the Breed as a whole) above her own, which is embodied in the trait of Obligation.

Breeds

Like many Shifters, Ajaba have three breeds: homid (of human parentage), metis (of Shifter interbreeding) and hyaenid (of animal parentage). Historically, hyaenid Ajaba were the most numerous, although the massacre struck two- and four-legged Ajaba equally as brutally. When forced out of their native territory, homids may have found it easier to hide among city shadows than their hyena-born brethren.

The Shifting blood runs stronger in Ajaba than it does in other Breeds. As many as three in ten offspring between two Kinfolk (human or hyena) will become shifters, and the number increases drastically when one parent or the other is a werehyena.

- **Homid:** Historically, most homid Ajaba were of native Central and Southern African descent. As Europeans pressed south onto the continent, however, they were also incorporated into the werehyenas' breeding pool, creating a broad spectrum of racial representation.

That diversity has increased even further since the Ajaba were driven out of their native homelands. Desperate to renew their numbers, the Breed feels a stronger imperative than ever before to ensure their next generation is a populous one.

Starting Gifts: Apecraft's Blessings, City Running, Master of Fire, Persuasion, Smell of Man

- **Metis:** Matings between two Ajaba are also exceptionally fertile, and when conception occurs between two werehyenas, it always results in a metis offspring. The race has never shared the usual Changing Breed view of

metis, however, and the current crisis only makes them more accepted.

Now more than ever, metis Ajaba tend to be fully accepted as members of the tribe. While they are sterile (and thus cannot help increase the Ajaba's population on their own), they develop into functional adults within a few years of being born, rather than undergoing the decade-long childhood and several-year adolescence of homid Ajaba. This, coupled with the near-assurance of conception has led some Ajaba to turn to interbreeding as a solution to increase the Breed's numbers — at least in the short-term.

While observers mistakenly thought all natural hyenas to be hermaphrodites, metis Ajaba do exhibit a higher-than-average rate of hermaphroditism as their metis disfigurement.

Starting Gifts: Create Element, Primal Anger, Rat Head, Sense Wurm, Shed

- **Hyaenid:** While there are several species of hyena, only one — the spotted hyena — is the traditional Kinfolk of the Ajaba. Despite having a reputation as foul scavengers, spotted hyenas hunt up to 95% of the food they eat, and other "predators" of the region (such as lions) often attempt to steal their kills.

Hyaenid breed Ajaba have historically been the most common, as hyenas have outnumbered humans on the African continent for much of its history. Today, the shorter adolescence period of hyaenid Ajaba would be a great boon to the Ajaba's efforts to restore their population to its pre-massacre heights.

Unfortunately, due to the mystic wards the Simba have raised over much of their native homelands in central and southern Africa, most of the Ajaba's wild hyena Kin are out of their reach. Some Ajaba are working to counter this ban by freeing captive Kin from zoos, preserves, and refuges in an attempt to create a new wild clan for the next generation. Others have moved into northern Africa, the Middle East, and India to try to court the striped hyena there who share ancestry with the Ajaba's spotted hyena Kin. The results have been less than promising so far, but Ajaba do not give up easily.

Starting Gifts: Hare's Leap, Heightened Senses, Predator's Arsenal, Prey Mind, Sense Prey

Aspects

Historically, Ajaba elders recognized three major aspects: Dawn, Midnight, and Dusk. Dawn and Dusk aspects were most common among females of the Breed, translating to a high aptitude for pack or clan leadership, respectively. Midnight aspects were most often male, making the oft-abused and little-respected male Ajaba the most stable and centered of the Breed. An Ajaba's



aspect is determined by the time of day that she undergoes her First Change. From sunrise to midday, she is Dawn, from midday to dusk she is Dusk, and when the sun is down, she is Midnight. All Ajaba regain two points of Rage each sunrise.

In the years since the Endless Storm massacre, however, nearly equal numbers of males and females have manifested in each aspect. Future generations of Ajaba may be interested in the ramifications of an assumedly-supernatural trait changing due to cultural schisms — assuming the Breed survives long enough to study it.

- **Dawn:** Dawn Ajaba are filled with fury and Rage, eager to fight with their foes or to prove their dominance over their own kind. They are feisty and combative, easily-offended and hyperactive, and have historically made strong pack-leaders — although they usually lack the control necessary to lead an entire clan.

Beginning Rage: 5

Beginning Gnosis: 1

Starting Gifts: Beat of the Heart-Drum, Finishing Blow, Lightning Reflexes, Pack Tactics, Razor Claws

- **Midnight:** Midnight Ajaba are balance made manifest. While their anger may not equal that of the Dawn aspect, nor their supernatural strength that of the Dusk, neither do they have particular weaknesses in either area.

Historically, males among the Ajaba frequently exhibited the Midnight aspect. This gave them a unique place in Ajaba society, as they were considered some of the most stable and balanced individuals of the Breed, despite their low social standing. The irony of this state of affairs was not lost on them.

Midnight aspect Ajaba are often the glue that holds the pack or clan together, and many of their aspect Gifts reflect that talent — or the simple ability to endure in the face of adversity.

Beginning Rage: 3

Beginning Gnosis: 3

Beginning Gifts: Beast Speech, Burning the Vision, Mindspeak, Perfect Recall, Tears of the Heavens

- **Dusk:** Dusk Ajaba turn their Rage inward, learning more subtle ways to fulfill their sacred duty. Dusk aspect werehyenas strike from the shadows, stalking their prey until they are most vulnerable. They know how to see beyond the obvious, ferreting out their target's weaknesses and using them to full advantage, whether that be to cull the herd, or lead the clan.

Beginning Rage: 1

Beginning Gnosis: 5

Starting Gifts: Blur of the Milky Eye, Fatal Flaw, Open Seal, Scent of Running Water, Whispers in the Grass

Forms

Ajaba can change into five forms: Homid, Anthros, Crinos, Crocas, and Hyaenid. Their difficulties associated with shifting forms are the same as those for the Garou.

- **Homid:** Ajaba in Homid form look like bristly-haired humans. They have stocky torsos and disproportionately long, slim limbs. Their voices are often coarse and uncomfortable to the ear. While in Homid form, Ajaba carry an unsettling air of cunning about them, although often with an untrustworthy or maniacal element to their mannerisms.

- **Anthros:** The Anthros form is a hybrid of human and hyena characteristics, walking upright but decidedly inhuman. The Anthros Ajaba's neck, brow, jaw, and other facial features thicken, and her body hair becomes coarse and bristly. Her body's musculature becomes much stronger than in Homid form, but she pays for this improved athleticism with a terrifying appearance that makes non-violent interactions difficult.

- **Crinos:** This form is built for battle. Strong and capable, Crinos affords the Ajaba the greatest protection of all of her forms, while still allowing her to manipulate weapons and equipment with little difficulty. Thickly matted with heavy, bristled fur, a Crinos Ajaba masses several times more than her Homid or Hyaenid forms, and every ounce of the extra weight is designed for survival. Ajaba in Crinos form invoke the Delirium.

- **Crocac:** Imagine a hyena as big, strong, and dangerous as a bear, yet capable of the stealth and cunning of a wildcat. The primordial war-form, Crocas calls back to prehistoric days when cave hyenas slunk through the shadows ready to snatch whatever unwatched kill — or off-guard prey — they could manage. Barrel-chested and thick-necked with jaws like a steel-trap, their crushing bite inflicts one extra die of damage.

- **Hyaenid:** The Ajaba's Hyaenid form is like that of her normal hyena Kin — strong, capable, and deeply attuned to the world around her. Hyenas are endurance-based hunters, relying on their high stamina to wear down their prey. This makes the Hyaenid form more useful for movement than any of the other forms, but it lacks the strength of Crocas or Crinos, or the flexibility of humanoid forms.

Form Statistics

Anthros	Crinos	Crocac	Hyaenid
Str: +2	Str: +3	Str: +3	Str: +1
Dex: +1	Dex: +2	Dex: +2	Dex: +2
Sta: +1	Sta: +4	Sta: +3	Sta: +2
Man: -1	Man: -2	Man: -2	Man: -2
App: -3	App: 0	App: 0	

Gifts

Ajaba begin play with one breed Gift, one aspect Gift, and one Level One general Ajaba Gift from the list below. Breed Gifts are functionally identical to those of the corresponding Garou breeds, with hyaenid using lupus Gifts. Ajaba share a great number of Garou Gifts, though they often learn them from very different spirits.

General Ajaba Gifts

- **Eye of the Hunter (Level One)** — As the Red Talon Gift.

- **Feral Grin (Level One)** — With a snarl or glare, the Ajaba forces her opponent to back down, unnerved. A hyena-spirit teaches this Gift.

System: The Ajaba adds two dice to all attempts to intimidate others of equal or higher Willpower. When attempting to intimidate lower-Willpower individuals, the Ajaba adds the two dice or her Primal-Urge rating, whichever is higher. This Gift's effects are permanent.

- **Gift of Terror (Level One)** — As the Red Talon Gift: Wolf at the Door. When used to target a group, the Ajaba chuckles rather than howls.

- **Infectious Laughter (Level One)** — As the Ragabash Gift.

- **Primal Anger (Level One)** — As the metis Gift.

- **Sense Prey (Level One)** — As the lupus Gift.

- **Crushing Jaws (Level Two)** — Only death can loose the Ajaba's jaws. By using this Gift together as a group, several Ajaba can pull apart even the mightiest opponent. A hyena-spirit teaches this Gift.

System: The player spends one Willpower point after executing a successful bite attack to lock her jaws. Each turn thereafter, the Ajaba automatically inflicts one health level of unsoakable aggravated damage as her jaws crush bone and rend flesh. She may take no other action, save to voluntarily let go of her prey. While she is locked in, all close-range attacks against her are made at -2 difficulty due to her relative immobility. Only death can pry her loose against her will.

- **Curse of Hatred (Level Two)** — As the metis Gift.

- **Gender Shift (Level Two)** — As the Black Fury Gift: Man's Skin.

- **Odious Aroma (Level Two)** — As the Bone Gnawer Gift.

- **Pulse of the Prey (Level Two)** — As the Ragabash Gift.

- **Clenched Jaw (Level Three)** — As the Ahroun Gift.

- **Gift of the Skunk (Level Three)** — As the Bone Gnawer Gift.

- **Laugh of the Hyena (Level Three)** — As the Bone Gnawer Gift.

- **Laughter of the Soul (Level Three)** — The Ajaba's barking chuckle worms into enemies' minds, becoming a harbinger of terror and madness. Fear-spirits teach this Gift.

System: The Ajaba laughs, and the player rolls Manipulation + Intimidation (difficulty of the victim's Willpower). One success makes the target uneasy, three induces shivering paranoia and anxiety attacks, and five send him fleeing into the night screaming. Rolling three or more successes drives creatures capable of fear frenzy into that state, unless they spend two Willpower to resist for the rest of the scene. Even then, they remain unnerved and jumpy.

- **Culling the Weak (Level Four)** — The Ajaba use the strength Gaia granted them to mark the weak — and then allow their enemies' very weakness to prepare them for the slaughter. This Gift is taught by a vulture-spirit.

System: Whenever an opponent who has not yet managed to injure the Ajaba during the scene attempts to attack the werehyena, but fails to inflict any health levels of damage with that attack, they automatically lose one point of Willpower and one point of Rage (if applicable).

- **Gnaw (Level Four)** — As the lupus Gift.
- **Gorge (Level Four)** — As the Red Talon Gift.
- **Strength of Kilimanjaro (Level Five)** — As the Get of Fenris Gift: Endurance of Heimdall.
- **Survivor (Level Five)** — As the Bone Gnawer Gift.
- **Withering Stare (Level Five)** — As the general Bastet Gift.

Dawn Gifts

- **Beat of the Heart-Drum (Level One)** — As the Wendigo Gift.

- **Finishing Blow (Level One)** — A merely wounded enemy is an enemy that can still fight; dead, he can do no more harm. This Gift, taught by a lion-spirit, helps the Ajaba finish her kills.

System: When attacking an enemy already suffering a wound penalty of at least -2, the player may spend one Rage point (before rolling the attack) to double the Ajaba's Strength for the purpose of determining damage.

- **Lightning Reflexes (Level One)** — As the Get of Fenris Gift.

- **Pack Tactics (Level One)** — As the Ahroun Gift.
- **Razor Claws (Level One)** — As the Ahroun Gift.
- **Resist Pain (Level One)** — As the Philodox Gift.
- **Sense Wyrm (Level One)** — As the metis Gift.
- **Command Spirit (Level Two)** — As the Theurge Gift.

- **Dancing with the Dawn (Level Two)** — As the Fianna Gift: Flame Dance.

- **Shield of Rage (Level Two)** — As the Ahroun Gift.

- **Spirit of the Fray (Level Two)** — As the Ahroun Gift.

- **Teeth at Dawn (Level Two)** — To act first is a sign of confidence and power; a hyena who has seized the initiative in battle is nearly unstoppable. A jaguar-spirit teaches this Gift.

System: Whenever the Ajaba has the highest initiative in a combat turn, she adds two dice to each of her attacks that turn. This Gift's effects are permanent.

- **Bloody Feast (Level Three)** — As the Wendigo Gift.

- **Redirect Pain (Level Three)** — As the Get of Fenris Gift.

- **Sense the Unnatural (Level Three)** — As the lupus Gift.

- **Silver Jaws (Level Three)** — As the Ahroun Gift: Silver Claws, save that it enhances bite rather than claw attacks.

- **Battle Fury Focus (Level Four)** — The Ajaba enters a battle trance, minimizing the openings she leaves for opponents. A mongoose-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Dexterity + Athletics (difficulty 7). The Ajaba can reflexively dodge all attacks directed at her for the rest of the scene with a pool of three dice.

- **Grasp the Beyond (Level Four)** — As the Theurge Gift.

- **Stoking Fury's Furnace (Level Four)** — As the Ahroun Gift.

- **Bone Cracker (Level Five)** — As the Get of Fenris Gift: Fenris' Bite.

- **Strength of Will (Level Five)** — As the Ahroun Gift.

Midnight Gifts

- **Beast Speech (Level One)** — As the Galliard Gift.

- **Burning the Vision (Level One)** — The Midnight can etch a moment into another's memory, ensuring that they can never forget so much as a single detail of what they see or hear. This Gift, taught by a servant of Helios, is often used at the scenes of terrible atrocities against Gaia.

System: The Ajaba touches the one he wishes to force remembrance on and spends one Willpower point. The target gains perfect recall of everything that happens during the scene until his dying day.

- **Mindspcak (Level One)** — As the Galliard Gift.

- **Mother's Touch (Level One)** — As the Theurge Gift.



- **Perfect Recall (Level One)** — As the Galliard Gift.
- **Persuasion (Level One)** — As the homid Gift.
- **Tears of the Heavens (Level One)** — Raising his arms and reciting a spontaneous poem, the Ajaba calls down the rain. A sky-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Wits + Expression (difficulty 8). Success causes rain to fall across an area (Obligation) miles in diameter around the Ajaba for ten minutes per success.

- **Bless the Rains (Level Two)** — The Ajaba composes words of thanks to the rain falling around him, complimenting it for sharing its bounty with the dry Earth. The rains respond with generosity. An ancestor-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Wits + Expression (difficulty 7). The rain subsequently restores one level of bashing or lethal damage to all non-Wyrm-tainted beings it touches, and renders the ground it falls on unusually fertile. This Gift may only be used while standing in the rain, and the Ajaba can only empower a rainstorm once — though the effects of the Gift strike everywhere that the same rains fall.

- **Distractions (Level Two)** — As the Galliard Gift.
- **Dreamspeak (Level Two)** — As the Galliard Gift.

- **Scavenge (Level Two)** — The Ajaba may safely consume and digest any physical object he can get into his mouth, from carrion to pistols to toxic waste: his jaws can chew it, and his stomach can process it. A goat-spirit teaches this Gift.

System: This Gift's effects are permanent, though it costs a Gnosis point to eat anything that is actively poisonous (such as toxic waste) rather than merely noxious or inedible. The Ajaba's digestion destroys fetishes and other empowered items, though supernaturally indestructible items may survive their transit. The Ajaba can even destroy an opponent's armor in combat, one bite at a time.

- **Shadows of the Serengeti (Level Two)** — As the Ajaba sings a song of his fallen Kin, their shadows rise from the dust of the earth to lend their strength to his cause. A night-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Obligation (difficulty 8). For each success, one unearthly shadow-hyena rises from the earth around the Ajaba, and aids him until the end of the scene. These shadows have the traits of a normal hyena, save that they possess only three health levels. The shadow hyenas have physical presence, but they are neither truly ghosts or spirits.

• **Calling the Eshu (Level Three)** — As the Fianna Gift: Faerie Kin. Ajaba use this Gift to summon tale-telling spirits to enlighten their packs.

• **Exorcism (Level Three)** — As the Theurge Gift.

• **Song of Heroes (Level Three)** — As the Galliard Gift.

• **Wisdom of the Ancient Ways (Level Three)** — As the Philodox Gift.

• **Bitter Tears (Level Four)** — Standing in the pouring rain, the Ajaba composes a spontaneous poem expressing his sorrow at Gaia's fallen state; the intensity of the rain redoubles, and it carries some measure of his sadness. An ancestor-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Manipulation + Expression (difficulty 7). All humans touched by the rain whose main dwelling is in a place with a Gauntlet of 7 or higher are seized with a great listless melancholy so long as the rain lasts, suffering a -3 penalty to all dice pools. This Gift may only be used while standing in the rain.

• **Gift of Dreams (Level Four)** — As the Galliard Gift.

• **Phantasm (Level Four)** — As the Fianna Gift.

• **Fabric of the Mind (Level Five)** — As the Galliard Gift.

• **Rain of Doom (Level Five)** — Standing in the rain, the Ajaba points to a man-made object or building and spits insults and curses at it, expressing his rage and disdain. The rain acts as acid when it strikes the structure, pitting concrete and corroding steel. A pain-spirit teaches this Gift.

System: The player spends three Rage points and rolls Wits + Primal-Urge (difficulty 8). The successes gained dictate how large a structure may be destroyed. Only one success would be necessary to tear down a cabin, three for three-story house, or five for an office complex. This Gift may only be used when standing in the rain.

Dusk Gifts

• **Blur of the Milky Eye (Level One)** — As the Ragabash Gift.

• **Fatal Flaw (Level One)** — As the Shadow Lord Gift.

• **Laughter in the Night (Level One)** — Like any good hyena, the Ajaba is much more dangerous once the sun goes down — and far bolder in taking prey. A night-spirit teaches this Gift.

System: The character permanently adds one die to all Stealth rolls at night.

• **Open Seal (Level One)** — As the Ragabash Gift.

• **Scent of Running Water (Level One)** — As the Ragabash Gift.

• **Spirit Snare (Level One)** — As the Theurge Gift.

• **Spirit Speech (Level One)** — As the Theurge Gift.

• **Whispers in the Grass (Level One)** — The werehyena may move soundlessly through any natural environment; grass bends without making any noise, and dry twigs break silently beneath her tread. A mouse-spirit teaches this Gift.

System: The player rolls Wits + Stealth, difficulty 6. Success reduces the difficulty of moving quietly in natural environments by 3 (to a minimum of 2). This Gift has no effect in man-made environments.

• **Ambush (Level Two)** — When the Ajaba strikes from concealment, her blow burns with Rage, felling her opponent in a single strike. A jaguar-spirit teaches this Gift.

System: The player may spend one Rage point when making a surprise attack, after rolling damage, to double the amount of damage inflicted before soak.

• **Blissful Ignorance (Level Two)** — As the Ragabash Gift.

• **Luna's Armor (Level Two)** — As the Child of Gaia Gift.

• **Sight From Beyond (Level Two)** — As the Theurge Gift.

• **Taking the Forgotten (Level Two)** — As the Ragabash Gift.

• **Paralyzing Stare (Level Three)** — As the Shadow Lord Gift.

• **Pulse of the Invisible (Level Three)** — As the Theurge Gift.

• **Smoky Passage (Level Three)** — Having struck her blow for Gaia, the Dusk may easily escape before the carnage she's unleashed catches her in its jaws. This Gift allows her to leap through a wall as though it were made of smoke, leaving behind only an unearthly ripple to mark her passage. A smoke-spirit teaches it.

System: The player spends one Gnosis point. The Ajaba may spring through any wall during that turn at her full movement speed, so long as it is no thicker than (Ferocity) feet.

• **Umbral Strike (Level Three)** — As the general Ratkin Gift: Backbite.

• **Becoming the Night Jester (Level Four)** — Though this Gift offers no power during the day, by night the Dusk's Crocas form takes on an aspect of ancient nocturnal terror — a primal, red-eyed, and black-furred hyena the size of a polar bear. Hyena herself teaches this Gift.

System: At night, the character's Crocas form adds one to its Strength, Dexterity, and Stamina. This Gift's effects are permanent.

• **Echoes of the Asamando (Level Four)** — Powerful Ajaba of the Dusk learn dark roads to victory, gleaned wisdom from voices most would quail to hear. This Gift,

taught by an ancestor-spirit, allows the Ajaba to speak and be heard by the dead — and to hear their voices in return.

System: The character must kill to use this Gift — whether it is beast, or man, or monster that she slays is irrelevant, but she must end a life to hear the Echoes of Asamando. Additionally, within a minute of enacting the kill, the player must spend a point of Gnosis. For the rest of the scene, the Ajaba's voice may be heard unmistakably across the Shroud, and she can hear anything that nearby ghosts might say as clearly as though she stood in the Underworld herself.

- **Open Wounds (Level Four)** — As the Shadow Lord Gift.

- **Reach the Umbra (Level Five)** — As the Silent Strider Gift.

- **Shadow Pack (Level Five)** — As the Shadow Lord Gift.

Rites

The Ajaba employ variations of most of the same rites that the Garou use. At present, they're too concerned with fighting for survival to concern themselves with many unique cultural rites.

Song of Home

Level Three, Accord

The first new rite developed by the Ajaba-in-exile tells the story of their homelands and tragedy through song and dance. This rite has three aspects. Remembrance recalls the loss of their homelands. Restoration reaffirms their link with Gaia. Revenge spits curses at the Simba and swears never to forget. Each aspect empowers the Ajaba in a different way.

System: The ritemaster chooses which aspect to emphasize and calls the dancers together. If the rite is successful, at its conclusion all participants feel a sense of renewal and regain all spent Willpower (Remembrance), Gnosis (Restoration) or Rage (Revenge).

Fetishes Guidebook

Level One, Gnosis 5

The Ajaba were forced to assimilate into strange cultures to avoid Black Tooth's hunters. These simple fetishes make this task easier and have quickly spread throughout the diaspora. This fetish is made from an actual traveller's guidebook for any location, with an ancestor-spirit bound into the pages. When activated, the Ajaba reduces the difficulty of any social or Streetwise rolls made to fit into a group or culture by 2.

Vanity Mirror

Level Three, Gnosis 7

This small metal trinket has a highly reflective metallic elemental spirit within. The Ajaba originally made it to escape from the Simba, but it works against others as well. When activated, everyone who can see the fetish must roll Willpower against a difficulty of the Vanity Mirror's Gnosis. If they do not at least equal the number of successes on the Ajaba's activation roll, they find any nearby reflective surfaces absolutely irresistible, and can take no actions for (Gnosis) turns. Attacking anyone so entranced gives the victim two extra dice on their action. The effect ends immediately if any of the distracted people are attacked; this fetish is for fleeing, not fighting.

STEREOTYPES

Musonda Crushing-Jaws shares his views:

- **Silent Striders:** You come, you go, but you fuckers never stick around. You cannot keep ignoring us.

"What the Simba have done is terrible, not just for the damage but because it's driven the Ajaba into the arms of very dangerous allies." — Cailean Walks-with-Wind

- **Simba:** You're murdering dictators every one. Some of you might not like the current bastard in charge, but that doesn't make us friends.

"The Hyena Kings ruined so much of Africa. Not just one land or one people, but a whole continent. Black Tooth was right to defy them." — Shadow-Talon Msmati

- **Mokolé:** You will remember our story and it will teach future generations: do not trust the Simba.

"We remember every atrocity, every feud. We will remember the Ajaba as choosers of the slain, not as refugees from their own homeland." — Radiant Tsanga



Serving their Wyrms-imprisoned Queen, the Ananasi manipulate human society at every level. Seen as evil incarnate by most of the other Changing Breeds, the werespiders spin their schemes from the shadows, waiting for the day when — through their efforts — the Symmetry will be restored and the Triat put into balance again.

History

In the beginning, there was only the Triat: Weaver, Wyrms, and Wyld. The Wyld's first and best creation was Gaia, who in turn, created her own children — the Garou, the Mokolé, and all the other Changing Breeds.

All, that is, save for one. The Wyld was not the only maker in existence, after all.

The Weaver, too, made a child, spinning Her out of silk so fine and so strong that while She appeared delicate and fragile, She would be nearly impossible to destroy. It is from the Weaver's first and only child — Ananasa, the Spider Queen — that all Ananasi are descended. She is their Great Mother, their personal Totem, their Queen, and their Goddess.

Queen Ananasa was much like Her mother — crafty and beautiful, loving all that was perfect and right in the universe. In time, She met Spider, and fell in love with his long, nimble limbs, and his bright, gleaming eyes. Ananasa and Spider came together, spinning a nest within which to share their love. Their child, called Anansi, was the first werespider.

Anansi was all his parents could hope for in a child. His form was beautiful, with both limbs and eyes in great number, and even greater agility. His mind was just as quick and nimble as his body, and his words could be as sweet as honey — or as sharp as a knife.

Anansi, in time, had children of his own: the Damhàn, who would eventually come to be known as the Ananasi. Walking on two legs and skittering on eight, each served their purpose, maintaining the rightful balance and symmetry of the Great Web that encompassed all creation. And under the tutelage and guidance of Ananasa and Anansi, the Ananasi prospered.

For a long time, all things were balanced, and Symmetry was maintained. Then, despite Queen Ananasa's efforts to sustain in the Great Web, things began to spin out of control. The Weaver grew mad and bound the Wyrms in her Webs. In retaliation, the Wyrms captured Queen Ananasa, Grandmother Spider's only child. To protect Herself, Ananasa spun a protective orb so strong and flawless that even She could not break it or communicate through its impervious walls. Unable to destroy the Queen, the Wyrms stole this flawless opal prison and its precious cargo, and absconded with it to the heart of its realm.

Holding their Queen prisoner deep within Malfeas, the Wyrms coerced the Ananasi into its service, threatening to destroy Ananasa if they did not obey. Unable to communicate with the Queen Mother within Her protective opal orb, and fearing for Her life, the Ananasi agreed.

But the Damhàn are a cunning Breed. Even while they pretended to serve the Wyrms' will, the Ananasi searched throughout the Great Web for their Queen, trying to find where the Wyrms had hidden Her away. On two legs and eight they travelled the depth and breadth of the universe, every eight-fold Ananasi eye kept alert for clues as to Her whereabouts. Exploring every nook and cranny, studying every shadow, they learned many secrets about the universe around them — but found no trace of their beloved Queen. Only Her first and most cunning child, Anansi, was finally able to locate Her, deep in the heart of the Wyrms' realm.

Seeking to free Her, Anansi cajoled and tricked the Garou into storming Malfeas to capture what he claimed was the Wyrms' very heart — but which was actually Ananasa's prison. By manipulation and deception, he convinced the Garou and the other Changing Breeds that by destroying this opal, they could destroy the Wyrms for once and for all, and fulfill their duty to Gaia.

Lacking Anansi's cunning, the Ovid fell for his ploy. At great cost, the Garou stormed Malfeas, seized the opal, and began to attack it. But despite their Rage, they could

not destroy what the Great Mother had spun. They did make a crack in it, however: a tiny opening through which Queen Ananasa could communicate. She thanked the Garou for rescuing Her, but Her gratitude fell upon deaf ears. The Garou were so angry at having been outsmarted, they accused Anansi of Wyrmtaint and vowed to destroy him, his Mother, and all his descendents.

Fortunately, the Ananasi are more cunning than any brutish wolves could imagine. Using the secrets they had unearthed during their search for their Queen, they slipped into the space between the threads that make up the great Web, and vanished out of sight, leaving the Garou with only the remaining Changing Breeds upon which to vent their Rage. Thus were the Ananasi able to weather the initial fury of the Garou, which soon erupted in the conflagration now known as the War of Rage. But all victories have a price. The conflict decimated the other Changing Breeds and drove wedges between the Ananasi and all other shifters.

In modern times, the Ananasi continue to do what they do best. They hide. They scheme. They manipulate the world around them, as deftly and subtly as a spider managing its web. They cultivate human society, using humankind as a tool in their efforts to fulfill their Queen's directives, and ultimately, to free her from her ages-old imprisonment.

No other creatures understand so well the connection between all living things — natural and supernatural — as do the spider-folk. Each being, each place, each event is tied to every other through the ornate but inescapable strands of the Great Web. And, as such, every piece of it can be manipulated, even from a great distance — by those who understand those connections.

Beginnings

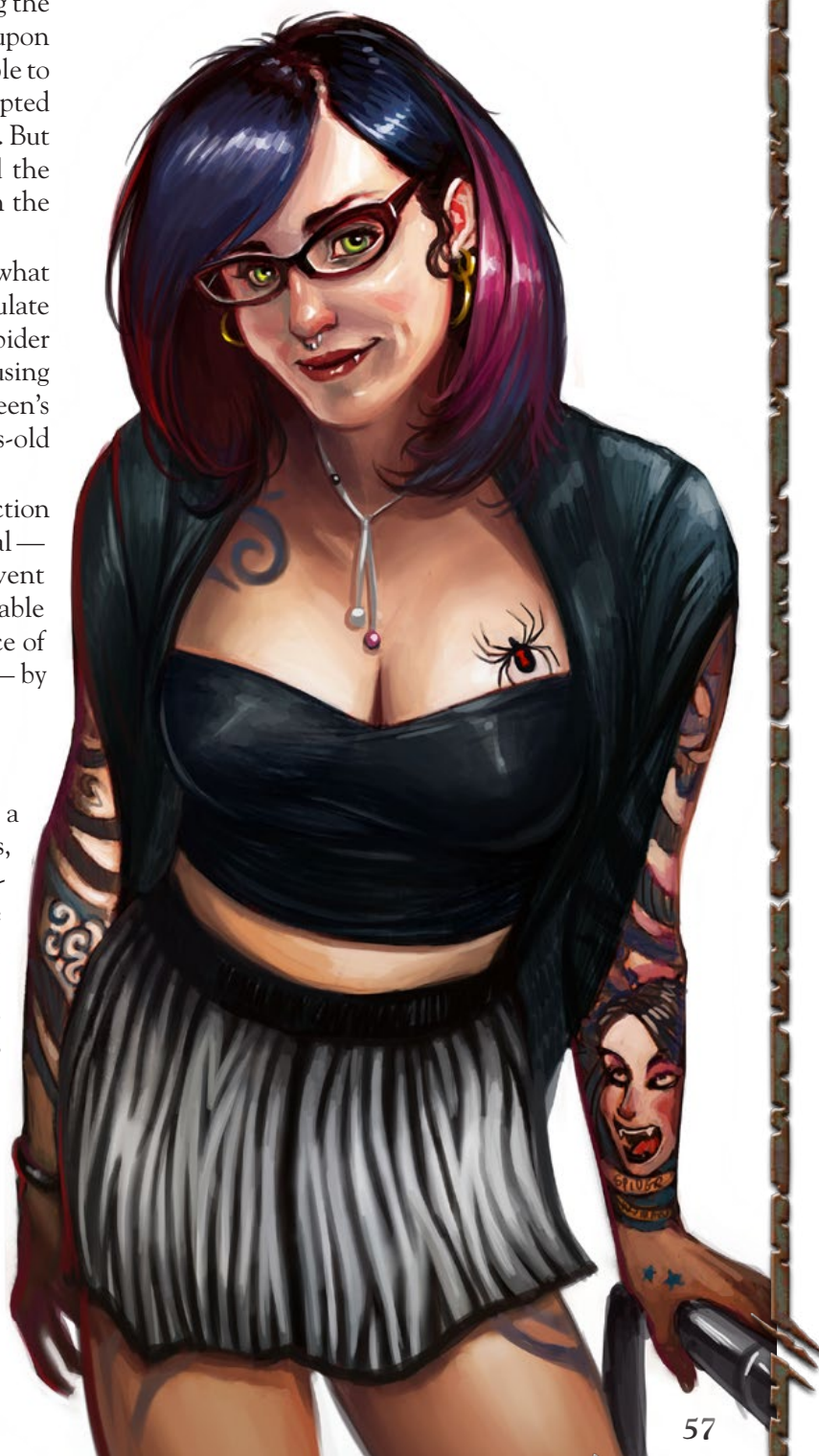
Unlike the First Change that clearly defines a point of transformation for most Changing Breeds, the evolution of a human (or arachnid) into a full-fledged Ananasi does not occur all at once. The Metamorphosis creeps up on a soon-to-be Ananasi, subtly altering first their perceptions and emotions, and then their physical form. The pre-Metamorphosis **Damhàn** experiences a gradual rise in curiosity, as she notices details and patterns in the world around her to a greater extent than ever before. She also finds her emotions cooling as she grows more dispassionate and analytical in her feelings and actions.

Physical changes soon follow, as the Ananasi's body slowly transforms itself into one capable of achieving many disparate forms. Subtle anomalies begin to appear; she may sprout thick, bristly hair in patches on her body, and unidentifiable lumps

and bumps may begin to manifest (and move around!) under her skin.

As well, the individual's tastes shift. She loses the desire to eat for taste or sensory satisfaction, and instead finds herself drawn to a high-protein diet including ever-more-rare selections of red meat — and eventually blood.

While these changes may seem strange to the young Ananasi, the earlier psychological and emotional transformation she's undergone pave the way for her to accept them with a detached curiosity rather than alarm. They also make it easier for her to control these changes, so



ANANASI LEXICON

Anansi: The first and wisest of the Ananasi. According to some, Anansi is still alive, directing his Queen's worshippers through subtle and hidden means.

Aspect: The subset of Ananasi determined by which part of the Triat the werespider is dedicated to. The aspects include: Hatar (the Wyrms), Kumoti (the Wyld), and Tenere (the Weaver).

Crawlerling: The natural spider form. Ananasi can separate themselves into a mass of normal-sized spiders, and then regroup into one of their other forms at a later time.

Damhàn (DOM-hahn): The name which the Ananasi call themselves.

Faction: The given role that each of the Ananasi follows. The factions include: Myrmidon (Warrior), Viskr (Wizard), and Wyrsta (Questioner of the Way).

Grandmother Spider: The Weaver.

Great Mother, the: Queen Ananasa.

Great Web, the: The universe as a whole. It is no longer perfect, and that imperfection is what the Ananasi seek to repair. Different than the Web or Web of Ananasa (see below).

Hatar: Wyrms-aspected Ananasi.

Kumoti: Wyld-aspected Ananasi.

Lilian: The spider/human hybrid form.

Mother-Queen: Ananasa.

Myrmidon (MEER-mi-don): The martial faction of the Ananasi.

Ovid (OH-vid): The other Changing Breeds, mostly considered by the Ananasi to be insignificant compared to their own place and duty.

Pithus: The giant spider form.

Queen Ananasa: The creator of the Ananasi and the guiding force behind everything they do. She is both their Spirit parent and their totem.

Sylie (SI-lee): A haven and connection to the Umbra (and thus to Queen Ananasa) that each Ananasi creates; something like a Den-Realm.

Symmetry: The ultimate goal of the Ananasi and Queen Ananasa: the restoration of the Triat to their proper places and eventual restoration of universal balance.

Tapestry, the: Proper perspective on the universe. According to Ananasi thought, the universe is made of endless strands; only by observing the whole of this grand Tapestry can any creature understand its proper place in the Universe.

Tenere: Weaver-aspected Ananasi

Unweaving: Deliberate alteration or destruction of a part of the Tapestry or Great Web, in order to restore Symmetry.

Viskr (VIS-kr): The magic-focused faction of the Ananasi.

War in the Heavens: The great battles that led to the fall of the Triat and the building of the Web.

Weaving: Deliberate alteration, restoration, or creation of a part of the Tapestry or Great Web in order to restore Symmetry.

Web, the: The Gauntlet. While this is a hindrance to most of the Ovid, the Ananasi use the Web to serve their own purposes. Different than the Great Web (see above) or Web of Ananasa, below.

Web of Ananasa: The connection and political body of the Ananasi as a whole. The entire race of Ananasi as relates to the great scheme of the Mother-Queen.

Wyrsta (WEER-stah): The "questioning" faction of the Ananasi.

as to hide them from the casual observer. As such, from her early Metamorphosis onward, an Ananasi is less likely to accidentally rend the Veil than any other of the Changing Breeds.

Umbral Instruction

Although it is subtle compared to many shapeshifters' First Change, the final Metamorphosis of a young Ananasi inevitably attracts the attention of others of her kind. Fol-

lowing instructions from Queen Ananasa Herself, these more experienced werespiders bring the fledgling to the Umbra where she receives a thorough grounding in her new life, learns her role in the Great Web, and for the first time, shares communication with the Mother-Queen Herself.

Organization

Most Ananasi lead solitary lives, each doing her part to carry out the will of Queen Ananasa, with whom she maintains a personal bond. While they are uncannily aware of the connections between all the disparate parts of reality (which they refer to as the Great Web) they, themselves, most often remain aloofly above what they

THE LAWS OF ANANASA

Queen Ananasa's directives to Her children may be subtle and complex, but their overarching goal is a simple one: restore Symmetry to the Great Web. In order to complete this singular mission, however, Her children have innumerable likewise-herculean tasks to accomplish, not the least of which is restoring each member of the Triat to sanity (and to their original, balanced duties).

To keep Her children's own balance and focus, Ananasa has set forth a series of nine Laws that rule their every action. While humans may defy their legal system, and even Garou may debate the meaning of the tenets of their Litany, every Ananasi holds these Laws at the core of their being, knowing that without them, success is not only unlikely — it is impossible.

Obey the Mother-Queen in All Things

Defend Your Brethren from All Who Would Do Them Harm

Follow the Aspect and Faction that Ananasa Chooses for You

Understand the Ways of the Triat, Both as They Were and as They Are. Know the Difference

Know Your Enemies

Know the Great Web for What It Is

Know Your Place

Keep Your Mouth Shut

Worship None but Ananasa

EVERYWHERE

Anansi has taught his children well. Walking on two legs — or eight — they live, hunt, breathe, and breed amongst humanity every day and every night. No home, warehouse, shop, park, school, or office is entirely devoid of their presence. They are everywhere.

Unlike most of the Changing Breeds, whose animal Kin cause quite a stir when appearing in human-dominated areas, spiders are ubiquitous. Some studies estimate that there are 130 spiders for every square yard of land on the earth — and that human beings are rarely more than three feet away from one at any given time. Including while they sleep.

How many of those are “mundane” spiders, and how many are actually spider-Kin, or Crawlerling-formed spider-shifters?

No one can be certain.

And to those who have stopped to think about it, that — more than their blood-drinking, venom, or emotionless dedication to their alien Queen — is the most terrifying thing about the Ananasi.

see as the “lesser” parts of that same interwoven Tapestry. They are, at heart, the manipulators of those threads, rather than threads themselves. And as such, while they may give the appearance of bonding with those around them (as an effective manipulation technique), in truth they categorically avoid becoming too intimately connected with humanity, the Ovid, or even others of their own kind.

When they do organize in groups, either to accomplish a goal too large for single effort or for mutual protection, these temporary “clusters” quickly disband after the threat is dealt with or the task completed. Some among the Ovid claim this is the only way that the werespiders avoid falling to the cannibalism that often happens in nature when one spider intrudes on another's territory. The Ananasi have not deigned to answer these allegations.

Traits

As the only remaining insect shape-shifters (and the only shapeshifting children of the Grandmother Spider), Ananasi differ from the rest of the Changing Breeds in

many ways. Some are obvious — no other living Changing Breed has the ability to separate themselves into thousands of parts like the Ananasi's Crawlerling forms, for example. Other differences are more subtle, but no less significant.

Blood

Unlike other Changing Breeds, the Damhàn are not driven by Rage. Instead, they possess a supernatural blood pool and may use the blood points within that pool for supernatural abilities such as extra actions and healing. Regardless of their breed or form, Ananasi can hold up to 10 blood points (each one about the equivalent of a health level of damage), although some Gifts enable them to exceed this maximum.

Werespiders may eat normal food (for humans or spiders), but they gain their real sustenance and power from ingesting blood. Taking five blood points from an average human will hospitalize him, and more will certainly kill him. For Ananasi who are not worried about the after-effects of their meal, the average human can be siphoned for ten points of blood before he's drained completely dry. Animals provide blood in varying quantities depending on their size: a Husky may provide six or seven blood points, a Siamese, only one.

Ananasi are, of course, not limited to mammalian meals. For those who prefer discretion (or simply have no other options) cold-blooded animals — or even insects — can serve, however a vast quantity of spiders or other insects must be consumed to refresh a single blood point.

Running out of blood in her blood pool does not weaken an Ananasi, but until she has regained blood, she may not use any of the special abilities granted by her blood pool.

Ananasi can accomplish the following by using blood points:

- Spending one blood point allows a werespider to shift reflexively into a chosen form.
- Spending one blood point gives an Ananasi an extra action in a turn.
- Ananasi use blood points to power certain Gifts and rites.
- Ananasi may spend blood to heal wounds (see *Healing*, below).
- Blood points fuel an Ananasi's ability to create webs (see *Webs*, below).

Unlike vampires, werespiders cannot employ blood to boost their Physical Attributes, nor do they gain extra bonuses from the blood of Changing Breeds or other supernatural creatures (though they may enjoy the taste and potency). Unless using the Gift: Blood Pump, a werespider may spend blood for only one benefit per turn — although she may spend more than one blood point to achieve her goal. Note that spending blood on

extra actions precludes the werespider from using blood to do anything else during those actions, including using certain Gifts, healing wounds, or creating webs. Ananasi may not expend blood and Gnosis in the same turn, except when using a Gift that requires both.

Healing

Ananasi do not regenerate like most other Changing Breeds. Instead, they use the blood from their blood pool to heal both normal and aggravated wounds.

To heal bashing and lethal damage, Damhàn spend one blood point per level of damage, and the healing takes one turn. In order to heal one level of aggravated damage, an Ananasi must spend a total of five blood points, at a rate of one point per turn. The aggravated damage is healed at the end of the turn in which the last blood point is spent.

Unless a werespider uses blood to heal damage, she heals at the same rate as normal humans do. Ananasi may spend blood for healing while in any form but Crawlerling. Diseases may also be healed as if they were aggravated damage, with more serious diseases, equating to more “levels” of damage. Spending five blood points, or the equivalent of healing one level of aggravated damage, can purge common ailments such as the flu. Serious illnesses such as AIDS, lupus or Crohn's disease count as three to five levels of aggravated damage (15 to 25 blood points). Ananasi seeking to purge their systems of serious diseases must, therefore, consume blood in large quantities.

Vulnerability

Perhaps because they are not Gaian offspring, Ananasi possess no vulnerability or allergy to silver, nor to any other substance as a Breed. They often point this out as proof of their superiority to the Ovid.

Physical Peculiarities

Once they have progressed through their Metamorphosis, even human-born Ananasi share many physical traits with natural spiders. Their circulatory, digestive, and respiratory systems all shift to accommodate the processing of blood in addition to solid food. Although these changes may be difficult to notice for the casual observer, they are a physical manifestation of how decidedly different even homid Ananasi are from the humans they so deftly emulate. (See *Homid*, p. 64, for additional details.)

As well, in all forms other than Homid, Ananasi have eight eyes. This allows them greater peripheral vision (up to 240°, at the Storyteller's discretion based on specific forms and individual physiques), although they must still make a Perception + Alertness roll to notice specific details within that expanded peripheral vision.

Most of the Ananasi forms have multiple limbs, but they are bound by the same penalties for taking extra actions as any other character. However, they may use their extra hands to carry more items (including weapons) and should they lose the use of a limb in battle, they still have a spare or two in reserve.

Venom

Even if the spider species they emulate does not, Ananasi also possess venom-producing glands (and fangs capable of delivering this venom via a bite). These are present in all forms (including Homid), allowing a werespider to bite with poisonous effect regardless of his current shape.

The Damhàn's current form does, however, affect the venom's potency. Ananasi in Pithus form produce full strength venom; in Lilian form, their poison is somewhat diluted. Storytellers should determine for themselves the exact amount of damage (and any extra effects) based on the particular "spider" species, but venom always deals aggravated damage that can only be healed through medical attention or magical healing. Left unattended, the damage will never heal.

Webs

Not all natural spiders build webs. As a whole, however, the Damhàn are connected to Grandmother Spider, the greatest web-mistress of all. Thus, even if an Ananasi bears the visage of a non-spinning species, his ties to Queen Ananasa provide him with the ability to create webs.

When in Pithus form, Ananasi can spin webs that are almost as strong as steel (an effective Strength of 9) and yet as flexible as natural spider webs. Pithus webs take four health levels of damage before they break. Creating webs costs a Pithus Ananasi one blood point to create a web large enough to block an industrial sized doorway, fill a small closet, or ensnare a large human (or Crinos Garou). In Crawlerling form, all Ananasi can spin webs that have the strength of ordinary spider webs — this does not require the expenditure of blood.

Rage, Shapeshifting, and Frenzy

Unlike their more volatile Ovid cousins, the cold-hearted and emotionless Damhàn do not possess Rage, and thus do not rely upon it for shapeshifting. To move from any one form to any other, a werespider must succeed in a Stamina + Primal-Urge roll, or spend a blood point to reflexively shift to her chosen form.

Ananasi inherently experience emotions differently from most other beings. Although they are capable of feeling joy, sorrow, anger, and the like, they do so in a muted and distant fashion. This can sometimes make it

THE SYLIE

During her Umbral Instruction, each Ananasi learns to weave her own private lair amongst the Great Web. This place, called the Sylie, appears to outside eyes to be a normal residence (be that apartment, hotel room, or shadowy cellar), but connects to the Umbra in a fashion similar to the Bastet's Den-realms. It serves as a place of rest in which the Ananasi can replenish her Gnosis, and Damhàn can meditate there to attempt to learn Gifts directly from the Great Mother. It also allows the Ananasi to communicate directly with Queen Ananasa in her opal prison.

As it is a place of sanctuary for them, many Ananasi bring their prey into their Sylie to feed upon them. While Damhàn do not necessarily need to consume enough blood at each meal to kill their victim, this can lend their homes a certain macabre quality, if their predations are (accidentally or intentionally) lethal in nature.

difficult for them empathize with more emotion-driven creatures, which can be a blessing or a curse depending on the situation. However, because of this distance, and because they do not possess Rage, they do not normally frenzy. They can be induced to frenzy through supernatural means, but the difficulty to do so is raised by 2.

Entering the Umbra

The Ananasi's relationship with the Web (which other shapeshifters call the Gauntlet) is unique. In order to cross into the Umbra, werespiders must assume their Crawlerling form and make their way through the Web's strands. Once they have crawled across, they may assume any form they wish, but they may only successfully enter or leave the Umbra under their own power as Crawlerlings.

Because of their Queen's relation to Grandmother Spider, the Ananasi find it easier to cross into the Umbra where the Weaver holds firm control.

Area	Difficulty
Server Room	2
Office Building/Metro Area	4
Suburb/Small City	6
Farmland/Large Park/Rural Area	8
Untouched Wilderness	9

Where the Wyrms' taint is significant, most of the Damhàn have greater difficulty traversing the Web. Only those of the Hatar aspect can enter the Umbra in Wyrms-infested areas at no penalty; other aspects add +2 to their difficulty to crawl through.

Renown

Queen Ananasa judges each werespider according to their adherence to the ways of the Triat: resourcefulness and cleverness yields Cunning, adhering to Ananasa's laws results in Obedience, and good judgment and intuition grants Wisdom.

Backgrounds and Abilities

The Ananasi's breed determines his beginning Willpower and Gnosis, and all Ananasi have a blood pool of 10, regardless of breed, aspect, or faction.

Because Queen Ananasa does not wish for Her children to become mired in the mistakes of the past, Ananasi may not take Ancestors or Pure Breed as Backgrounds. Arachnid-born Ananasi are not limited in the Abilities they may choose. While a spider-born Ananasi would not enter their Metamorphosis with human-focused Abilities, because of the Ananasi's duties (and the pressure upon them to serve Ananasa's will), they are likely to develop them more quickly than other animal-born shapeshifters. If Storytellers desire to put logical limitations upon newly-Metamorphosed Ananasi based on their breed, they are certainly encouraged to do so.

Because of their familial connection to Her, all Damhàn automatically gain Queen Ananasa as their personal totem for free. Other shapeshifters who desire to seek Ananasa as a totem must not only pay experience points to purchase Her as their personal totem, but must eschew belonging to a pack, or else lose Her as their mentor.

Breeds

Ananasi admit to two distinct breeds: arachnid and homid. No metis Ananasi are known to exist. Whether this is because Ananasi/Ananasi pairings produce no issue or because any "child" born of such a match dies — or is killed — at birth, the Ananasi do not say.

- **Homid:** Homid Ananasi, born from human parentage, have an early life that differs little from most human children. As they near the time of their First Change, however, they notice significant differences between themselves and their human friends. By the time they fully undergo their physical transformation (see *Forms*, p. 64) they have undergone the psychological and emotional changes necessary to not only accept their true nature, but to hide it from outside eyes.

Beginning Willpower: 3

Beginning Gnosis: 1

- **Arachnid:** Arachnid Ananasi, born from a spider spawning, hatch from an egg sac. Due to spiders' short natural lifespan (and inherent fragility), they begin the Metamorphosis more quickly than their homid Kin, sometimes within hours of their hatching. Compared to their homid brethren, arachnid Ananasi also have a distinct disadvantage — their diminutive size. They must literally eat their way to a body mass that can accommodate their change in form, usually feasting on their sac-mates and any other spiders in the area before working their way up to larger prey. Arachnid Ananasi usually share breed forms with one of their dominant local spider population — tarantulas, recluses, black widows, wolf spiders, or the like — and these unique physical characteristics show up across all their non-Homid forms.

Beginning Willpower: 4

Beginning Gnosis: 5

Aspects

All Damhàn worship Queen Ananasa and serve Her (and Her ideal of Symmetry — restoring sanity, balance, and perfection to the Great Web) as their highest goal. However, each Ananasi fulfills these efforts through dedication to a facet of the Triat chosen for her by Ananasa Herself. Ananasi label these three distinct groups "aspects", based on which of the Triat they are most closely aligned with.

Shortly after an Ananasi's Metamorphosis, she manifests physical changes that denote her aspect. These markings manifest as changes in pore patterns (especially on the face and torso) in homid forms, but as overt coloration and texture changes in other forms. Tenere are branded with spider-web markings that radiate in circles or wedges. Hatar markings are sinuous and

QUEEN ANANASA

As a totem, Queen Ananasa grants three dots of Occult and two dots of Enigmas while Her child is meditating in his Sylie (or, in the case of an Ovid child, while meditating in solitude). Her ban is that Her children must follow the Laws of Ananasa, and Ovid must cooperate with Ananasi.

Those Ovid She favors must pay 8 points to purchase Her as a personal totem. She does not favor packs, and will abandon any follower who joins one (as She feels this is a violation of the penultimate tenet of Her Laws).

WEAVER, WYRM, AND WYLD

As Ananasa's progeny (and thus the progeny of Her ancestor, the Weaver, as well), all Ananasi share an affinity with Grandmother Spider to some degree. This is reflected in their physical form, their cool nature, and their dedication to Symmetry and The Great Web.

However, while many werespiders do serve their Queen through their dedication to the Weaver, Ananasa values balance above all else. Thus, an equal number are tasked with serving the other Triat aspects, although (as with the Weaver) in their primal, unsullied state rather than their modern corrupted forms.

serpentine. Kumoti patterns are jagged, like lightning bolts, zig-zagging and crossing over one another.

- **The Tenere (Weaver-dedicated):** Of all Damhàn, Tenere have the best control over their emotions and pay the most attention to order and pattern. They aim

to restore the Weaver to her original aspect, not the mad-out-of-control creature she has become. Tenere value neatness in their personal lives, order in their relationships, and pattern in their day-to-day activities. Logical, calculating, and precise, they strive to maintain stability in the Great Web, and to embody the Weaver in everything they do.

Starting Gifts: Groom, Patience of Ananasa

- **The Hatar (Worm-servants):** Like the Tenere, the Hatar are dedicated to the original aspect of their facet of the Triat — the Destroyer Wurm, rather than the Corruptor. They believe that the Wurm itself, has been corrupted by its imprisonment by the Weaver, and that in order to fulfill its true place in the Triat it must be freed and returned to its original role. Living embodiments of the tenet that the “center cannot hold,” Hatar are the Unweavers of the Ananasi. Whether physical or esoteric, their duties focus on breaking down that which stands in the way of Symmetry, under the command of the Queen Mother.

Starting Gifts: Blood of Pain, Wyrmling Kinship

- **The Kumoti (Wyld-born):** Creative and dynamic, Kumoti emulate the Wyld as it should be, rather than as it is. Through subtle changes and manipulations, they fight stagnation and entropy, encouraging growth and



development where it might not otherwise flourish. Some claim the Kumoti are more chaotic than calculating, but to the Wyld-born, any change carries with it the potential for transition in the right direction to achieve the Great Mother's goals.

Starting Gifts: Inspire, Mother's Touch

Ananasi cannot change their aspects; there is no Rite of Renunciation for the werespiders. It is both their blessing and their curse that they are what they are, from the moment of their making until they are welcomed back into the Great Mother's silken embrace.

Factions

While there are overarching goals and duties for each Ananasi aspect, even within each group, distinct roles exist. These subdivisions, known as factions, ensure that every part of an aspect's responsibility receives proper focus and attention.

For each aspect, there are three factions, defining the individual Ananasi's duties to Queen Ananasa succinctly. An Ananasi's destined faction becomes clear during her initial period of Umbral instruction.

- **Myrmidon:** Warriors. They engage in martial combat when necessary, and guerilla tactics when that suits their Queen's needs. They understand the subtleties of diplomacy and the value of shock maneuvers, alike.

Starting Gifts: Illusion of Size, Open Seal

- **Viskir:** Judges and mystics. Specializing in hidden knowledges, arcane magics, and secret mysteries, they are the most likely to seek interaction with other Changing Breeds, or at least obtain their powers to fulfill The Great Mother's goals.

Starting Gifts: Curse of the Great Web, Shroud

- **Wyrsta:** Questioners. Wyrsta look beyond

how reality presently exists and ask not only why it is so, but how it could be manipulated better to serve the Queen Mother's objective. They also test the rest of the Damhàn, personally and as a whole, to ensure they do not weaken the perfection of the Great Web through laziness, ignorance, or incompetence.

Starting Gifts: Alter Mood, Beastmind

Forms

Ananasi possess four distinct forms. Even the forms that seem most "normal" have their own oddities and unique characteristics, and each serves its own purpose in Queen Ananasa's scheme.

- **Homid:** The Ananasi's Homid form outwardly resembles the human body in size, shape and other external physical characteristics. While it does not possess extra eyes or limbs, this form still differs

from human in some distinctive ways. Its internal organs are no longer precisely human; the blood chemistry alters to accommodate both human hemoglobin (or iron-based) and spider hemocyanin (or copper-based) molecules. The Homid form also possesses venom glands, vestigial fangs, and pedipalps in its mouth (see *Venom*, p. 61).

- **Lilian:** Stronger, more enduring, and more dexterous than Homid, this form serves as the Ananasi's primary combat form. Lilian forms vary in a horrifying testimony to the infinite variety of ways that human and giant spider physiques can be combined. All, however, are terrifying to human eyes, inciting full Delirium. Ananasi can alter their Lilian form through practice (and the consumption of particular spider types



Form Statistics

Lilian	Pithus	Crawlerling
Str: +2	Str: +4	Str: 0
Dex: +3	Dex: +1	Dex: +5
Sta: +2	Sta: +3	Sta: 0
Man: -1	Man: -3	Man: 0
App: 0	App: 0	App: 0

to give them the desired appearance) or through the Gift: Alter Lilian. Bite and claw maneuvers can be used in this form.

The Lilian form increases in height and weight from the human form by about 50%, most of it in the form of elongated (and additional) limbs, exoskeleton, and abdominal mass.

- **Pithus:** The Ananasi's Pithus form is that of a giant spider. The werespider's weight doubles compared to its Lilian form, producing a spider with a body mass of between 500 and 700 pounds. Size varies drastically; a short, stout wolf-spider Pithus might be roughly the size of a small car, while a long-limbed harvestman-esque Pithus might have smaller body mass but a two-story leg span.

Pithus flesh and chitin becomes tougher and more powerful. The circulatory system becomes more hydraulic, allowing the Pithus to shift her weight about and increase her strength where it matters most. The Pithus form is ideal for producing webs with the tensile strength of steel (see *Webs*, p. 61). The Ananasi can use bite and claw maneuvers in this form, and, like the Lilian form, it invokes the full Delirium.

- **Crawlerling:** The most misunderstood of all Ananasi forms, the Crawlerling "form" involves the breakdown of the Ananasi into hundreds or thousands of normal-sized spiders equal in mass to the Ananasi's human body mass. When an Ananasi assumes this form, some of the spiders serve as leaders, others as followers. These "leaders" possess the sum of an Ananasi's memories and consciousness split between them, and direct the movement of their followers.

This form is best for escape, hiding, or infiltration. If even a few Crawlerling spiders survive, the Ananasi can eventually reconstitute herself, given time and the consumption of protein (normally other spiders) to rebuild her mass. If a "leader" dies, the portion of memories and personality contained by that individual spider dies with it. If a significant portion (1/3 or more) of the Crawlerlings perish, the reconstituted Ananasi may appear (and act) quite different from the original individual.

Crawlerlings can produce webs as normal spiders do. Although the form itself does not invoke the Delirium, any mortal who happens to see the breakdown of an

Ananasi into Crawlerling form (or its reformation from Crawlerling to another form) suffers the full effect of Delirium.

Gifts

Werespiders grant their loyalty to only one spirit: Queen Ananasa. She teaches them all of their Gifts as they meditate in their Sylies. Ananasi begin play with three Gifts: one general Gift, one Aspect Gift, and one Faction Gift.

Any 'copied' Ananasi Gift which calls for a Rage expenditure substitutes blood points instead, and any Rage rolls use Gnosis instead.

General Ananasi Gifts

- **Balance (Level One)** — As the Stargazer Gift.
- **Cling (Level One)** — As the Uktena Gift: Spirit of the Lizard.
- **Many Eyes (Level One)** — The Ananasi can see in 360 degrees around herself. Those looking directly at the werespider see nothing out of the ordinary, but if glimpsed from the corner of the eye, the Ananasi appears to have eyes all around her head.

System: The player spends one blood point. The Gift lasts for one scene.

- **Resist Pain (Level One)** — As the Philodox Gift.
- **Resist Toxin (Level One)** — As the Bone Gnawer Gift.

- **Stolen Moments (Level One)** — The Ananasi can rob a victim of the most recent few minutes of memories.

System: The werespider must touch the victim. The player spends one Gnosis point, and must succeed in a Gnosis roll (difficulty of the victim's Willpower). Success steals the last 15 minutes of the target's memories.

- **Hand Fangs (Level Two)** — The Ananasi's "hands" develop sharp, fang-like points which may be used to inject one dose of venom per hand into a victim.

System: The player spends one blood point. The "fangs" last for one scene and do aggravated damage equal to the werespider's Strength, in addition to injecting venom.

- **Man-Spider Form (Level Two)** — Through extensive refinement of her shapeshifting capabilities, the Ananasi learns to take on a "near-human" form. This Araneid form darkens the Ananasi's skin and spots it with coarse, bristly hair. Her eyes take on a reddish sheen, and her fingers terminate in small, sharp claws, while her reflexes are dramatically improved.

System: The character assumes Araneid form in the same manner a Garou assumes Glabro. Its Attribute adjustments are Strength +1, Dexterity +3, Stamina +1, Appearance -1, and its claw attacks inflict lethal damage.

• **Replenishment of the Flesh (Level Two)** — The Ananasi may summon spiders and insects to join with her flesh, healing her. She devours the insects, and assimilates the spiders.

System: The player spends one Gnosis point per non-aggravated health level healed. The Ananasi may take no other actions during a turn when she uses this Gift.

• **Spines (Level Two)** — As the metis Gift: Gift of the Porcupine.

• **Blood Pump (Level Three)** — The Ananasi may use more blood than usual to power her actions.

System: The player spends one Gnosis point. For the rest of the scene, the Ananasi has no limits on how she may spend blood during a round beyond the amount of blood she has available.

• **Jump (Level Three)** — As the Silent Strider Gift: Great Leap.

• **Spider's Grace (Level Three)** — As the lupus Gift: Catfeet.

• **Entropic Bite (Level Four)** — The Ananasi injects a powerful necrotic toxin with her bite, similar to that of a brown recluse.

System: After a successful bite, the player may spend two Gnosis points and roll Gnosis (difficulty 3 + victim's Stamina, maximum 9). The victim takes one level of unsoakable aggravated damage per turn for (successes) turns. Humans killed by this toxin are especially easy to "drink," and offer half again as many blood points as they would otherwise. Vampires must spend five blood points to expel the poison.

• **Hydraulic Strength (Level Four)** — The Ananasi can metabolize the blood she drinks to dramatically increase her strength.

System: For each blood point the werespider spends, her Strength increases by 1 for the rest of the scene. She may spend up to (her Rank) blood points in this fashion.

• **Carapace (Level Five)** — The Ananasi acquires an armored carapace over her exoskeleton that provides additional protection and can regenerate damage.

System: The player spends one Gnosis point to gain +4 dice to soak rolls and regeneration like a Garou. This Gift lasts for one scene.

• **Survivor (Level Five)** — As the Bone Gnawer Gift.

Tenere Gifts

• **Groom (Level One)** — No matter the circumstances, the Ananasi always looks her best.

System: The character is permanently immune to Appearance roll penalties, or any other penalties for looking soiled, disheveled, etc.

• **Patience of Ananasa (Level One)** — As the Nagah Kamsa (Autumn) Gift: Predator's Patience.

• **Beneath Notice (Level Two)** — The Tenere can make one object or a small group of objects blend into the surrounding area.

System: The player spends one Gnosis point. All individuals searching for the concealed objects suffer a penalty equal to the Tenere's Obedience.

• **Breath of Ananasa (Level Two)** — The werespider creates an air pocket that provides her with a few minutes of breathable air.

System: The player rolls Gnosis (difficulty 6). Success grants (Obedience) minutes of air, plus one minute per additional success.

• **Mother's Look (Level Three)** — As the Galliard Gift: Eye of the Cobra.

• **Reshape Object (Level Three)** — As the homid Gift.

• **Understanding the Tapestry (Level Four)** — The Tenere may glimpse hidden connections between apparently unrelated objects.

System: The character permanently adds three dice to Enigmas rolls.

• **Web Sheet (Level Four)** — The Tenere can create a large web very quickly.

System: The player spends two blood points, allowing the character to cover a football field-sized area with a sticky web with an effective Strength rating of 9.

• **Thieving Touch of Spiders (Level Five)** — As the Ragabash Gift: Thieving Talons of the Magpie.

Hatar Gifts

• **Blood of Pain (Level One)** — The Hatar turns her blood into debilitating poison.

System: When the werespider wills it, anyone who drinks her blood will fall helplessly ill, necessitating a Stamina roll (difficulty 6) to act each turn for the rest of the scene.

• **Wyrmling Kinship (Level One)** — The Hatar can convince Wyrmling-creatures that she is an ally or someone of no importance.

System: The difficulty of all Social rolls against Wyrmling creatures is permanently reduced by 2, and they become inclined to believe the werespider to be an ally if given the slightest justification to do so.

• **Blood of Illusion (Level Two)** — Similar to Blood of Pain, the Hatar may transform her blood into a hallucinogenic toxin at will.

System: Affected characters must roll Willpower (difficulty of the werespider's Gnosis) or suffer violent hallucinations for the rest of the scene.

• **Call of the Wyrmling (Level Two)** — As the Galliard Gift.

• **Corrupt (Level Three)** — The Hatar can weaken an object with this Gift, exaggerating its natural flaws.

System: The player rolls Gnosis. Each success causes the target inanimate object to lose one soak die.

- **Pulse of the Invisible (Level Three)** — As the Theurge Gift.

- **Ill Winds (Level Four)** — The Hatar weakens the barrier between worlds, allowing Banes to materialize in a location more easily.

System: The werespider cuts her arm and spends three blood points; the player rolls Intelligence + Occult (difficulty 5). Each success reduces the Gauntlet in the immediate area by 1 for one hour per success.

- **Still Blood (Level Four)** — The Ananasi's blood can paralyze a victim through contact.

System: A victim splashed by the werespider's fresh blood loses three points of Strength. The victim's Strength returns at a rate of one point per hour.

- **Burning Blood (Level Five)** — The Ananasi turns her blood to acid.

System: The Ananasi may activate this Gift at will. Contact with acidic blood inflicts (permanent Gnosis) dice of aggravated damage.

Kumoti Gifts

- **Inspire (Level One)** — As the Black Fury Gift: Breath of the Wyld.

- **Mother's Touch (Level One)** — As the Theurge Gift.

- **Arachnophobia (Level Two)** — The Kumoti may inflict an irrational fear of spiders on her victim.

System: The player spends a Gnosis point and rolls Manipulation + Intimidation (difficulty of the target's Willpower). The effect lasts for one day per success.

- **Insight of the Mother (Level Two)** — As the Theurge Gift: Sight From Beyond.

- **Alter Lilian (Level Three)** — The Kumoti may alter her Lilian form at will, rearranging it to suit her whim.

System: The player makes a Willpower roll (difficulty 7). The changes remain until the Gift is used again.

- **Sense Motion (Level Three)** — As the lupus Gift: Scent of Sight, but using motion-detection rather than scent.

- **Mindblock (Level Four)** — As the Silver Fang Gift.

- **Nature of the Beast (Level Four)** — As the Theurge Gift: Feral Lobotomy, save that its effects wear off at the end of the scene.

- **Assimilation (Level Five)** — As the homid Gift.

Myrmidon Gifts

- **Illusion of Size (Level One)** — As the Shadow Lord Gift: Icy Chill of Despair.

- **Open Seal (Level One)** — As the Ragabash Gift.

- **Hydraulic Strength (Level Two)** — As the Level Four general Ananasi Gift. Myrmidons *alone* may buy this Gift at Level Two.

- **True Fear (Level Two)** — As the Ahroun Gift.

- **Scorpion Tail (Level Three)** — The Ananasi generates a huge, fully functional scorpion's tail, complete with venom and stinger. This Gift may only be used in Lilian and Pithus.

System: The player spends three blood points to create the tail. It inflicts Strength + 2 aggravated damage on a strike (difficulty 7), and may inject either the Ananasi's native venom or any Gift-based venom the werespider knows how to create.

- **Weak Arm (Level Three)** — As the Philodox Gift.

- **Blood Hunt (Level Four)** — As the Ragabash Gift: Pulse of the Prey, save that the Ananasi must have encountered her mark within the last 24 hours, or fed from him at some point in the past.

- **Drying Bite (Level Four)** — As the Ragabash Gift: Whelp Body.

- **Image of the Great Mother (Level Five)** — For a short time, the Ananasi assumes the form of a massive creature with four spider-like legs, four human-like arms, eight glowing red eyes, and enormous fangs, covered over in thick, chitinous armor. The Myrmidon must remain in Crawlerling form for one week after donning the Great Mother's aspect.

System: The player spends two Gnosis points and rolls Charisma + Rituals (difficulty 9). If successful, the Great Mother form has the following Attributes: Strength + 5, Stamina + 6, Perception +2 and Appearance 0. Each arm inflicts Strength + 2 aggravated damage with its terrible claws. All that view the Great Mother form — even other shapechangers and werespiders — must roll Willpower (difficulty 7) or suffer the Delirium (reduced Delirium for shapeshifters). The transformation lasts for one scene.

Viskr Gifts

- **Curse of the Great Web (Level One)** — The Viskr makes the process of entering the Umbra more difficult for a single individual.

System: The Ananasi touches her target and the player rolls Wits + Occult (difficulty 6) in order to increase the Gauntlet by 3 for the victim. The effects last for a scene.

- **Shroud (Level One)** — As the Uktena Gift.

- **Mindspoke (Level Two)** — As the Galliard Gift.

- **Minor Unweaving (Level Two)** — The Viskr may negate a spell, Gift, or other actively-used supernatural power by Unweaving the effect.

System: Usable only on Level One or Two Gifts, Disciplines, Sphere effects, or other notably minor magical abilities (such as weak spirit Charms). The player spends one Gnosis point and rolls Dexterity + Occult (difficulty 6). One success negates the effect.

- **Calcify (Level Three)** — The Viskr may cause an area of the Great Web that he can see to become resistant to change of any sort.

System: The player rolls Gnosis (difficulty 7) and gives the targeted location or object three extra soak dice per success. The area cannot be greater than one acre and the effect lasts for (Obedience) days.

- **Cocoon (Level Three)** — As the homid Gift.

- **Attunement (Level Four)** — As the homid Gift.

- **Brethren Call (Level Four)** — The Ananasi may contact the two werespiders closest to her physically, or may summon many natural spiders to her aid. The Ananasi she contacts don't appear immediately, but are notified that their presence is needed; normal spiders appear all at once and are ready to aid the Ananasi.

System: The player spends one blood point and rolls Willpower (difficulty 7 to contact normal spiders, 8 for Ananasi). 50 spiders respond per success.

- **Shattering (Level Five)** — This powerful Gift unweaves even mighty magical effects.

System: As the Gift: Minor Unweaving, but costing three points of Gnosis and able to affect strong magic, including Disciplines/Spheres/Gifts/etc. of up to Level Five.

Wyrsta Gifts

- **Alter Mood (Level One)** — The Wyrsta can enhance or dampen the mood of a single individual, making that person elated rather than just happy, or muting utter despair into simple sadness.

System: The player spends one Gnosis point to enhance the desired emotion.

- **Beastmind (Level One)** — As the Red Talon Gift.

- **Blinding Spit (Level Two)** — If the Ananasi hits her victim's face with her venomous spittle, she blinds her target temporarily.

System: The player spends one blood point and rolls Dexterity + Melee (difficulty 8). Success blinds the victim for (Cunning) turns.

- **Visceral Agony (Level Two)** — As the Black Fury Gift.

- **Tick Body (Level Three)** — The Ananasi concentrates her blood, allowing herself to store more sustenance in the same volume.

System: The Ananasi's maximum blood pool permanently increases. At Rank Three it becomes 15, at Rank Four 20, and at Rank Five 25.

- **Blades of the Mantis (Level Four)** — The Wyrsta's arms grow to resemble those of a praying mantis, with sharp, bladed ends.

System: The player spends one blood point and her first pair of arms extends two feet in length, growing blades that inflict Strength + 4 aggravated damage (difficulty 5). The character loses three dice from all dice pools to do with fine manipulation. This transformation lasts for one scene, and functions in all forms save Crawlerling.

- **Wither Limb (Level Four)** — As the metis Gift.

- **Razor Webs (Level Five)** — If she desires, the Ananasi can spin barbed, razor-sharp webbing.

System: The werespider can choose whether she spins normal webs or razor webbing. She can spin enough razor webs with one blood point to cover a Crinos-form Garou. Razor webbing inflicts one automatic level of unsoakable aggravated damage to anything that comes into contact with it each turn, unless the victim holds perfectly still.

- **Summon Net-Spider (Level Five)** — As the Glass Walker Gift.

Rites

The Ananasi share quite a few rites with the Ovid, especially Mystic rites. The Ananasi also have a number of their own rites, taught during their time of Umbral instruction, or whispered to them by Queen Ananasi inside of their Sylie. One rite stands above all others in importance, however.

Rite of Spinning

Level One, Mystic

The first rite learned by any new Ananasi allows her to create her Sylie. Normally placed in a secure corner of her abode, the Sylie appears to be a large cobweb. From within her Sylie, the Ananasi may communicate with the two werespiders closest to her, so long as they are also within their Sylies. She may also receive messages from Queen Ananasi, learn new Gifts, and generally find respite from the world.

System: The werespider purifies herself and the chosen area for a week, then rolls Intelligence + Occult (difficulty 9, though each day of ritual fasting and meditation beyond the mandatory week reduces this difficulty by 1). After spending four Gnosis points, the Ananasi may build her Sylie, which exists in both the physical world and the Umbra. Each success lowers the difficulty to crawl sideways in the Sylie by one.

The Master's Needs

Level Four, Mystic

Many Ananasi sit at the center of webs and pull the strings of others to achieve their goals. This rite ensnares humans into the spider's (usually unwilling) service.

STEREOTYPES

Genevieve Monfort relates:

- **Garou:** You're prone to extremes. Some dance to the Weaver's tune, some lurch and stumble as pawns of the Corruptor. Many die for no reason. And yet I find you fascinating.

"What has eight legs and is the size of a small car? Nothing I ever want to see again, but if you look they're all over the webs." — Pete Quire

- **Nuwisha:** You're tricksters who do not realise that you are the punch-line. Ultimately of little consequence.

"I thought we were getting along, and this guy just dissolves into a pile of spiders! Was it something I said? Can't take a joke, that's for sure." — Laughing Okode

- **Vampires:** The Ovid talk about ties between the blood-drinkers, as if we would have anything to do with you. The Corruptor crawls in your veins and taints your every action.

"Oh, I've seen them. Creeping and crawling when they think we're not looking. As if we'd just ignore another kind of blood drinker. We will turn our attention to them soon enough." — Marcus Flavius Ocella, Priscus of the Sabbat

The Ananasi can only use this rite on a human who has been injected with her venom without her assistance. The spider then spends an hour spinning a web cocoon over the mortal and waits for him to awaken. The Ananasi must wait patiently to see if her rite succeeds. Over a number of days the victim suffers horrific nightmares as his mind fights the venom.

System: After each day the victim makes a Willpower roll (difficulty equal to the Ananasi's Gnosis). If he fails, he owes the werespider a service. Regardless of the result, his body heals one health level of the venom's damage after each roll.

When the victim has fully healed, he wakes and pushes his way through the cocoon. The werespider can call on a service by spending a Blood Point per service

owed by the victim, which cannot be refilled while services are owed. The Ananasi may call upon each service once in one of the following ways:

- She may use the servant's senses as her own for a scene.
- She may take control of the servant and direct his actions for a number of turns equal to her Gnosis. The Anansi uses her own dice pools to resolve tasks, even if they differ from the servant's pools.
- She may grant the servant the use of one Gift. He instinctively knows how the Gift works but decides when it is used (unless the Ananasi takes control of his actions, using another service). The Gift draws upon the Ananasi's Gnosis and Blood Points when used.
- She can release the servant from all remaining services.
- She may use two services give the servant one specific goal that he will try to accomplish however long it takes and regardless of the cost to himself, even if it results in his death. This must be a simple instruction such as 'kill this person', 'break into that facility', 'plant these explosives', or 'protect this person against all harm'.

Fetishes

Tracking Web

Level Three, Gnosis 6

Ananasi frequently make these fetishes for their own use, but once one is made any shapeshifter can use it, though they must expend Gnosis in place of Blood Points. The Ananasi may activate the fetish by spending a Blood Point rather than using Gnosis.

To make a Tracking Web the Ananasi excretes a pound of web (this is easiest in Pithus form) and weaves it into a tight sphere no bigger than a grape. She then teases an inch of web out of the weave, which hangs from the otherwise perfect sphere. To use the fetish the Ananasi pulls on this thread, which extends another inch before breaking off. The small piece of web is sticky to anyone but her, and she can place it on almost any surface.

At any time thereafter, she may activate the fetish. It will gently tug in the direction of the lost thread, becoming stronger as the tracking web nears the thread.

The fetish may have as many active tracking webs as the Ananasi's Gnosis. She may sever the link to any one as she desires but if she makes a new tracking web beyond her Gnosis the oldest thread crumbles to dust.



BASTET

Proud and aloof, the Bastet serve as Gaia's Eyes, hunting out secrets in the darkest and most dangerous corners of creation. As diverse as their many tribes, still there are certain elements that breed true among the great cats: beauty, grace, ferocity, cunning, and — by no means least — vanity.

History

According to Bastet legend, the cat-shifters were created after all of the rest of the Changing Breeds. When Gaia first sought companionship from among the great spirits, feline storytellers claim, She found willing suitors aplenty. Wolf and Raven, Lizard and Bear, predators great and small prostrated themselves at Gaia's feet, groveling for the chance to be her mate.

Knowing himself to be Her equal in beauty and grace, cunning and ferocity, Cat alone remained impervious to Gaia's charms. Of course, this only heightened Her understandable interest in the feline spirit, but no matter how She called him to Her, he rebuffed Her attentions, refusing to be one of Her crowd of twitter-pated suitors. Time passed, and the other Changing Breeds were born, each with their own duty to their Mother-Goddess.

But to have a duty and to fulfill it are two different things. Time after time, the shifters of every sort barked and howled and nipped at each other's heels, spending more energy securing some imagined position of prominence in each other's eyes than they did to attending to their duties.

At length, Gaia had had Her fill of offspring who squabbled amongst themselves and neglected their duties. Turning from the rabble that had fawned over Her attention earlier, She walked out into the spirit wilds, and sought the companionship of Cat alone. And he, seeing She'd come to her senses and was ready to give him the respect he knew himself worthy of, now deigned to share his time with Her and to bestow upon Her children worthy of that union.

After their time together, Gaia gave birth to nine children, all of them beautiful, strong, and proud. She

loved Her new children fiercely, for they were handsome and nimble, full of Cat's sinuous grace. Seeing in them great potential, She tasked them with aiding their elder brethren with the duties already set before them, to remind their neglectful elder cousins of the tasks they were created to fulfill.

But it was not to be.

Despite (or perhaps because of) their beauty and skill, the other Changing Breeds were offended by the Bastet's presence, taking umbrage at Gaia's belief that they needed assistance in their duties. They snubbed Gaia's youngest children, refusing their aid and their company.

For the Bastet, this was intolerable. Gaia had given them a task, and they would not accept insult in their efforts to fulfill it, certainly not from those very beings whose sloth and bickering they had been created to right. The insult to their pride was unbearable. The Bastet skulked off in disgust, vowing to ignore the other Changing Breeds until the time came when they could show the cats the appreciation they rightfully deserved.

The Garou, believing themselves Gaia's best and brightest, did not react well to this turn of events. They might have spurned the aid of Cat's children, but their own pride would not stand for the Bastet's scorn. Their response was nothing less than genocide, as they destroyed anyone who would not obey them in what would come to be known as the War of Rage. The Bastet, unwilling to bend either individual or collective knee to their lupine siblings, suffered terrible losses. Most were eradicated in the places that would become the Americas and Europe, and only escaped that fate in areas where the Garou simply did not exist. In the aftermath of the War, the Bastet's hatred and spite rose to new heights, and the bitterness born during those times remains even to this day.

Threatened on All Sides

As if their persecution by the Garou were not enough, humanity seems to have aligned itself against the Bastet — despite not knowing about them. In every corner of

BASTET LEXICON

Asura: Asura refers both to the spirits of darkness (Banes), which feed on the destruction of the world, and to their father/creator, the Corruptor Wyrms.

Cahlash, the Unmaker: The personification of Entropy. Although Cahlash is technically the entity the Garou call the Wyrms, it is the ancient embodiment of the Balance Wyrms, rather than the current, corrupted aspect. As such, the Bastet consider him the Father of Night and the Author of Mysteries. To them, he's dangerous, seductive, and ultimately essential.

Chatro: The huge sabertooth war-form that all Bastet attain between Crinos and Feline forms.

Chaya: Denizens of the Umbra, the brood of Cahlash, and the shadows at the edge of the world; spirits.

Crinos: The half-human form of Moon-Rage, when the power of Seline brings forth the strongest elements of a Bastet's nature and focuses them into a mystical killing machine.

Den-Realm: An Umbral home territory, staked out by a powerful Bastet. Creating a Den-Realm is hard work, and violating it is a deadly crime.

Folk, the: A casual term for Bastet, also applied more loosely to all the changing breeds.

Homid: The human form, or human breed, of a werecat.

Jamak: Spirit allies who aid a werecat in return for favors and friendship. Similar to the totems of the Garou, although the relationship between Bastet and Jamak is more egalitarian.

Kuasha: Literally, "mist." The mentor who takes a Bastet under his protection, teaches her what she needs to know, then drives her away (or leaves) to teach the cub self-reliance.

Nala, the First Mother: Known by the werewolves as the Wyld, Nala personifies the metaphysical state of Creation.

Nyota Jamaa: "Star Family;" those primal entities the Garou call the Triat — Nala, Rahjah and Cahlash. Also known simply as the Jamaa ("Cousins"), a name that also applies to less-powerful spirits.

Padaa: A sense that combines smell and taste from a distance. To use it, a Bastet opens his mouth, flares his nostrils, and inhales. The air passes across his tongue and an organ in the roof of his mouth, allowing him to perceive multi-sensory details about the world around him.

Pride: Technically, one's family. Usually describes a werecat's allies, dependents, or friends.

Pryio: The "Moon Favor," a personality tendency based upon the time of day a Bastet attains her First Change. The werecat's true essence, not the face she shows to others except in the most general ways. Though the concept resembles the Garou Auspices, Pryio carry no special Gifts or social requirements.

Rahjah, the Maker: Known by werewolves as the Weaver, Rahjah personifies the metaphysical state of Stasis.

Sokto: The huge proto-human form between the Homid and Crinos states.

Taghairm: A cat gathering, often called in one Bastet's Den-Realm or home, to exchange information and pleasantries. Usually performed during the height of the full moon.

Tahla: A secret disguised as a story or riddle. If you understand one, you've learned something; if not, you weren't smart enough to deserve enlightening.

Tribe: One of the nine werecat races.

Yava: A tribal secret, hidden from all outsiders, that grants another being power over you if learned. The most tightly guarded of all Bastet lore, these are exposed only under the most extreme circumstances, if even then.

the globe where they are found, the territories — and lives — of big cats are being threatened.

Throughout the world, poachers and habitat loss are the main causes of big cat endangerment. In recent decades, the wild Kin of every tribe of Bastet have made their way onto the world's vulnerable, threatened, and endangered species list in ever-increasing numbers. And, as evidenced by the Grondr, without wild Kin, no Changing Breed can hope to survive.

Historically, the independent Bastet have attempted to deal with these threats in an up-front-and-personal manner, chasing off poachers who target their Kin, sabotaging construction that infringes on their traditional territories, and — when necessary — killing humans who don't seem to get the message. But no one werecat — no matter how strong, swift, or smart — can hold back for long the overwhelming tide of humanity which threatens to drown the last vestiges of wild cat wilderness.

Rumor has it that some of the more experienced Bastet are seeking alternate methods for staving off their Kinfolk's destruction — political manipulation, bribes, and blackmail — either directly or through their human Kinfolk. Whether these efforts will prove effective — or come too late to turn the tide for the Bastet cat-Kin — remains to be seen.

Organization

With the exception of the Simba, Bastet are solitary hunters, with little motivation to form a cohesive, interactive society of their own. Werecats generally judge another of the Folk on his or her individual merits. They neither seek (nor offer) subservience to one another, save for the rightful esteem given to a teacher, mentor, or one who has earned the personal respect of an individual Bastet.

No Khan, for example, would bow down to another (let alone a Bastet outside of her tribe) just because he possessed more Renown than she did. Such deference is rarely given, and because of that, it means far more to the Folk than it would to a race that constantly scrambles over its pecking order. Bastet hold honor dear, but it is honor to one's self, one's word, one's Kin and kind, to the earth, and to one's secrets — not to a system of rank or prestige.

That being said, the relationship between a Bastet kuasha (teacher or mentor) and his student is an important and powerful one. While the exact nature of that relation-



ship varies from tribe to tribe and individual to individual, a student's relationship with their kuasha is often times the strongest they will ever have with another member of the Folk.

Yava

Traditionally, Bastet give their cubs a year's training in what it is to be Bastet and members of their particular tribe. The nature of that training differs depending on the teacher, student, tribe, and Pryio, but the symbolism of the First Year transcends boundaries. Before leaving the yearling to their own devices, a kuasha shares with her student several crucial tribal secrets — assuming they believe the cub to be ready for the burden thereof.

These secrets, known collectively as the Yava, must never be revealed to those outside of the tribe. Any outsider who learns a tribe's Yava is a threat to the entire tribe. Anyone who knows a tribe's Yava could control — or kill — a tribe with ease, as the Ajaba found out when their Yava were discovered by the Simba, Black Tooth (see *Ajaba*, p. 42 for more on the werehyena's plight). Mechanically speaking, an individual who knows all of the Yava of a particular tribe reduces his difficulties by two when he uses supernatural powers of any sort against members of that tribe. Bastet add two to the difficulties of any magical actions taken against someone who knows all of their tribe's Yava.

Fortunately for the Bastet, the nature of the Yava is such that it can only be passed on willingly (although the definition of "willing" is a broad one). No magic, no matter how strong, can pry the secret from a cat who does not wish to reveal it; no mystic power can rip the Yava from their minds.

However, as some hunters have discovered, willingness can be coerced by physical, psychological, or emotional means. Some say the early Garou resorted to such measures during the War of Rage, torturing the Yava out of their Bastet captives, and then using the knowledge to decimate the tribes.

Tribes

While both Bastet and Garou use the term "tribe" to describe an internal sub-set of their Breed, the import of the word is very different for each. While tribal pride can run fierce among werewolves, Garou tend to recognize themselves as a Nation, first and foremost, and to see their tribes as an important, but lesser identifying feature, not unlike their auspice or breed. For the Bastet, however, many identify most strongly with their tribal Kin, seeing the rest of the Bastet as loosely related cousins (and many times, drastically inferior to their "own kind").

Bagheera

Wereleopards are renowned for their mystic insights and ferocious tempers. They are a strong and sagacious folk, constantly plumbing the depths of Gaia's wisdom, even as they fight savagely to rip the talons of Asura from the Earth.

The Bagheera claim that when Gaia was creating the Bastet, She created the Bagheera to be the lawgivers of the Changing Breeds. This role never fully materialized, in no small part due to the other shapeshifters' short-sighted and selfish shunning of their cat-cousins. Still, traces of Gaia's intent linger still; Bagheera possess a keen sense of justice and a spirit of righteous wrath that is terrible to behold.

Organization

While they are not particularly social creatures, Bagheera social organization is nonetheless more highly developed than that of other Bastet tribes. Low-ranking Bagheera tend to maintain close ties with their elders, and it is not uncommon for the cats to form regional or even global chains of communication dedicated to keeping in touch and sharing information.

Bagheera are the lawgivers of the Bastet, and they take their duties very seriously. Bastet (or, indeed, any of Gaia's children) who turn against Gaia, or whose actions threaten to rend the Veil, can expect to be held accountable by any Bagheera nearby. If the foe is particularly powerful, it is not unheard of for several wereleopards to band together to take him down.

Bagheera war parties are truly fearsome entities. While not suited to long-term cooperation, they nonetheless represent a devastating short-term concentration of power. Their tactics rely on using a combination of Gifts and Rites to run a victim to ground and then crush him as quickly as possible, before disbanding to go about their individual paths once more.

Distribution and Kin

Historically, Bagheera are the most populous of the werecats. They were once found (along with their Kin) throughout the entirety of Asia, the Indian Sub-continent, and Africa.

However, in the past few decades, the habitat of their feline Kin has been fragmented, and leopards are now found mostly in the sub-Saharan region of Africa, and scattered in broken population zones in India and Asia. At the same time, cultural, political, and economic factors have pressed great hardship upon many of the Bagheera's human Kin. The plight of their Kinfolk has encouraged the Bagheera to abandon global exploration, and settle where they can do everything possible to protect their extended families, making them quite rare in places like the United States.

HUMAN KIN

Traditionally, Indian Bagheera chose human Kin from the religious caste, but with the decline of the caste system in India they have defaulted to individuals with both a scholarly bent and the wherewithal to act on their convictions.

In Africa, the wereleopards have typically chosen shamans and witch doctors as Kin, and they have never been particularly fussy about race—bushmen and pygmies are as appealing to them as Zulu warriors, and even Euro-immigrants and Arabs with an appropriate mindset find their way into Bagheera family trees.

Appearance

Bagheera are sleek and graceful in all their forms, and exude an undeniable sense of power and ferocity. Many have black fur in their feline forms, but the standard leopard coloration is more common. Rumors exist of a branch of the tribe in the Himalayas that has successfully bred with snow leopards, but many Bastet believe this to be purely wishful thinking.

Form Statistics

Sokto	Crinos	Chatro	Feline
Str: +1	Str: +3	Str: +2	Str: +1
Dex: +1	Dex: +2	Dex: +3	Dex: +3
Sta: +2	Sta: +3	Sta: +3	Sta: +2
Man: -1	Man: -3	Man: -3	Man: -3
App: -1	App: 0	App: -2	

Beginning Rage: 2

Beginning Willpower: 4

Starting Gifts: Humbaba's Escape, Treeclimber

The Yava of the Bagheera

- Bagheera sleep deeply during the New Moon. Once they slumber, nothing short of violence can awaken them.
- Make a trail of salt; a panther will follow it from beginning to end without stopping.
- Blessing a leopard's prey with Aabhaya (a hand gesture meaning "protection") will force the cat to flee unless his rage is just.

Balam

Fury given a physical form, the Balam possess an intensity unmatched by any other Changing Breed.

Antisocial to the extreme, they merely wish to be left alone to prowling the twilight depths of the Amazon. Unfortunately, Pentex and the Asura are rending the rainforests of South America limb from limb, blighting the once-pristine jungle into a scarred perversion of its former self. And so, the Balam fight ceaselessly, making their foe pay a bloody price for every inch of land they seek to defile.

Balam are the fiercest of Gaia's guardians. Before Europeans came to the Americas, the werejaguars used superstition and terror to steer humanity away from the territories under their care. Now, outnumbered and overwhelmed, they desperately strike directly at their foes to safeguard the sacred lands and forbidden lore that Gaia has given over to their keeping.

Organization

Balam are highly solitary creatures, even compared to other Bastet. Most keep territories bordering those of several jaguars, or perhaps a Kinfolk village, and encoun-

MELANISM

While big cats such as lions, tigers, jaguars, and leopards all belong to the Family Panthera (and thus could be considered panthers in a taxonomic sense), there is no individual species or sub-species of wildcat for what is commonly called a "panther". Panthers are simply black-pelted (melanistic) variations of other big cat species, most commonly the leopard (*Panthera pardus*) or jaguar (*Panthera onca*), although black pumas or even tigers are sometimes referred to as panthers as well.

Within the Bastet, melanism also exists. Some "werepanthers" consider their monochrome coloration to be a mark of particular honor, taking pride in their "panther" nature above that of whatever particular tribe they belong to. Others see it as a simple color variation, no more setting them apart from the rest of their tribe than a variant in eye color, height, or weight.

Regardless of their individual views, melanistic members of a tribe have access to the same Gifts as do the rest of their tribe. While a black jaguar-shifter might be mistaken for a Bagheera while in its feline forms, its tribe (and its personality) will be wholly Balam.

ter others of their kind only rarely. While they recognize the rank and experience of their elders, and will listen to advice when appropriate, they are unlikely to change their actions or thoughts to cater to the whims of others.

The incursion of Pentex — and their associated industries — into the Amazon is driving the Balam mad, and not only because they are destroying Balam Kinfolk and Den Realms. These companies have brought a flood of foreigners into Balam territory, packing tens of thousands of humans into land that once held only native flora and fauna. The sheer influx of outsiders is infuriating to the werejaguars, who would do anything to cleanse their land of these tainted newcomers.

Balam Magic

While no one who has faced a Balam in battle would deny their ferocity, combat is far from their solitary focus. At least as important to the werejaguars is the recovery of their lost lores — including ancient magics and rituals lost during the Second War of Rage. Balam scholars and warriors alike have fought for years to recover these ancient magics from anyone — Asura or Garou alike — who would keep their rightful heritage from them.

Storytellers running games with a focus on this aspect of the Balam are encouraged to adopt these “lost” secrets from any mystic aspect of the game that is thematically appropriate (and not normally easily accessible to the Bastet). This might include renamed versions of Garou Rites beyond those normally duplicated by the Bastet, Gifts that are listed as unique to other Changing Breeds, or abilities normally limited to those possessing a particular Fetish. Researching, searching for, discovering, and learning a “lost Balam Gift” in this way can be a sideline to an existing plot — or an intricate storyline in and of itself — depending on the characters and players involved.

Distribution

Before European Garous spread throughout the United States, Balam often ranged the southern climes of the North American continent. These days, however, Balam are found almost exclusively in still-forested areas of Central and South America, although some have been reported recently ranging up into Mexico, possibly following the northward emigration of their human Kin.

Kin and Appearance

Balam Kin are a diverse lot. While they once bred exclusively with the native tribes in Central and South America, the incredible diversity of immigrants to the area has encouraged Balam to expand their mating options. Nowadays, a Balam is as likely to be of Garifuna stock as Yanomamo, and mixed-race Kin are now more-or-less the norm.

Jaguars are solidly-built cats, and the Balam take after their feline Kin in this respect. Werejaguars tend to be short, stocky, and ferociously powerful. Like the Bagheera, many have black fur in Feline form, although the majority have a tawny pelt with arrangements of black rosettes not unlike those of their Asian and African cousins.

Form Statistics

Sokto	Crinos	Chatro	Feline
Str: +1	Str: +3	Str: +3	Str: +2
Dex: +1	Dex: +2	Dex: +2	Dex: +2
Sta: +2	Sta: +3	Sta: +3	Sta: +2
Man: -1	Man: -4	Man: -4	Man: -3
App: -1	App: 0		

Beginning Rage: 4

Beginning Willpower: 3

Starting Gifts: Hunter's Mists, Storm of Pests

The Yava of the Balam

- Demons feed the wrath of the Balam; send one against him and he will rage into madness.
- Burn the heart of the jaguar and you destroy its soul forever.
- Jaguar feathers (shed while a Balam is using the Ancestral Wings Gift) hold great power. If you find one, burn it by the great cat's face. Once it is ashes, the Balam will die.

Bubasti

The Bubasti are a puzzle, an enigma, a mystery wrapped in contradiction. The mystics of catkind, they are a shy and secretive race. They are, however, also the most social of the Bastet, and tend to work closely with one another in most of their endeavors. Inextricably tied to the past, they also cast their golden eyes toward the future — and a time when the Bastet may truly fulfill the roles set for them by Gaia.

Long ago, the Bubasti were cursed by the ancient vampire deity Set, and as a result their lives are forever rooted in the soils of Khem, their ancestral home. It is said that if all of the Bubasti of a given generation leave Egypt, that generation will be the last. It is possible that this story is simply that — folklore — but the Bubasti do not care to test it, just in case.

From their creation, the Bubasti were charged with the task of guarding human mystics against the temptations of Asura. With the growth of humanity and the advent of Set's curse, however, these werecats have had to change their tactics in order to survive. They still protect knowledge, as they always have. However, rather than bodyguards and sentries, they now fulfill the

KYPHUR CATS

It is also possible that Set's curse is the only thing keeping the Bubasti from extinction—if they desert Egypt then Cat will turn his back on them and allow the fate of their Kin to befall the Bubasti (see “Extinction and the Cunning Cat,” below). Some Bubasti know that this will not happen, for a far darker fate befell the last Kyphur cats. A group of vampires kidnapped a handful of Kyphur and feed them on blood to this day, forcing the animals into a state of immortal madness. The vampires do not know of the ties between a breed and their animal Kinfolk, or they would have killed the ghould Kyphur long ago.

roles of scholars and researchers themselves, constantly working behind the scenes in an effort to sabotage the darker forces in the world through indirect means. Many magic-workers and sages count the Bubasti as potential contacts or allies, finding their knowledge and magical affinity invaluable.

Organization

Bubasti are highly organized, at least as far as Bastet go. The tribe is ruled by six elders, known as khepur, who have an intriguing secret—they are effectively immortal. Potent gifts allow them to seize new bodies upon their deaths, giving them a level of longevity and patience that rivals that of even the eldest vampires. This means the tribe tends to be more circumspect in its activities than most other Changing Breeds, since they can afford to bide their time until circumstances favor them.

Each of the tribe's elders has his or her own projects, and each coordinates the activities of a portion of the tribe in the pursuit of those projects. Bubasti society is thus rather clannish in nature, with each faction minding its own business unless something truly momentous demands the attention of the tribe as a whole.

Distribution

Set's curse ensures that the Bubasti can never entirely flee Egypt, as doing so might destroy the tribe within a single generation. Because of this, and because of the insular organization described above, the Bubasti tend to spend most of their time in their ancestral homeland, and rarely venture forth to visit other locations.

Kin and Appearance

Bubasti Kin are almost exclusively of Egyptian descent, and it is quite rare to find even Nubians among them. This is less an issue of breeding preference and more one of dynastic succession: the khepur elders of the tribe have maintained rather rigidly controlled families for centuries, and they are loath to introduce new blood when they can avoid it. Many younger Bubasti think this absurd, but obedience to their elders has been ingrained so deeply that it is difficult for any but the most rebellious to disobey.

Long-limbed and graceful, even among the Bastet, the Bubasti are considered unusually attractive in all of their forms. Their fur is always sleek and jet-black in feline form, a legacy of the Kyphur cats that were their ancestral breeding stock. In human form they are lean and lithe, with high cheekbones and prominent noses.

BUBASTI MAGIC

Bubasti are renowned for their magical ability. Their proprietary magics resemble rites, in that they take time and preparation to perform. Like the human mystics they were originally tasked to protect, Bubasti favor summoning, cursing, herbalism, and alchemical magics.

If the Storyteller is inclined to do so, she may allow the Bubasti players to design unique spells for their character to use. These spells might mimic the other Changing Breeds' Gifts (including those from W20) or even be designed from scratch with power commiserate in level to those found in other Rites. For a more robust system, consider the Merit: Cat Magic in Chapter 3.

Bubasti magic is a wonder, even to Bastet of other tribes. On the down side, however, such arts have unpleasant side effects. Accomplished Bubasti sorcerers of Rank 2 or higher smell faintly of the Wyrms, which often hampers their relations with other Changing Breeds. Bubasti with strong magical leanings thus tend to stay in the shadows even more than their cousins, leaving relations with other shapeshifters to their less magically inclined associates.

Form Statistics

Sokto	Crinos	Chatro	Feline
Str: +0	Str: +1	Str: +2	Str: -1
Dex: +1	Dex: +3	Dex: +3	Dex: +4
Sta: +0	Sta: +1	Sta: +1	Sta: +1
Man: -1	Man: -3	Man: -2	Man: -2
App: -1	App: 0		

Beginning Rage: 1

Beginning Willpower: 5

Starting Gifts: Alms to the Poor, Scholar's Friend

The Yava of the Bubasti

- When all immortals of the tribe are slain, the tribe itself will die with them.
- The Black Soil of Khem is forever tied to the tribe; if all Bubasti in a generation flee the land, they will be the last of their kind.
- Bubasti hunger. Although their appetite is for something deeper than food, they will always eat what is put before them.

Ceilican

Legends claim that this tribe died out in the great witch-purges of the 1500-1600s. The legends lie. The Ceilican, fearing the fate which is attributed to them, simply chose to take their existence into the shadows, and let those who would have purged them from existence assume they'd been successful.

For centuries, the Ceilican have succeeded in hiding in plain sight, pretending to be members of other tribes. However, even while infiltrating, they keep in touch with other of the fae-cats through an arcane network called "the Silent Way".

While most Bastet have a Pryio that indicates their overall personality, the Ceilican mercurially shift Pryio, which makes friendships and long-term relationships difficult for them. Even the most freewheeling Ceilican have a manic, unstable air; this, combined with their secretive nature and duplicitous façade, leads to a tribe that is both enigmatic and volatile — a virtual powder-keg waiting to go off.

Organization

In part by nature, and in part to protect their secret existence, Ceilican wander the globe, rarely interacting with those of their own kind. The exception, however, is a tribe-wide revel held each Samhain eve on the Scottish moors. Some of the tribe feel this meeting is a single point of vulnerability for their kind; an enemy could literally destroy every one of the fae-cats by targeting their shindig. However, the revel speaks to their nature on such

a base and primal level that no Ceilican wishes to be the first to boycott it, no matter how high the danger.

Distribution and Kin

Originally, the Ceilican tribe hails from Northern Europe, and their feline Kin were the maneless lions that were driven to extinction early during man's occupation of the region.

Or so some claim.

Others of the tribe purport that their ancestry is actually linked to the Scottish wildcat, a small feline that hunted the forests of the British Isles throughout the Pre-Industrial Era before being driven to near-extinction through the destruction of its once-thickly-wooded territory. Still others claim that it is no mortal cat with whom the Ceilican share heritage, but instead the Cat Sí, a feline fae-spirit.

Regardless of the truth of their original lineage, the tribe's feline Kin have been lost to history, either long extinct, nearly extinct, or driven away from mortal lands by the onset of the iron-heavy Industrial Revolution. And so, to ensure their tribe's continued (albeit covert) existence, over the centuries Ceilican and their Kin have interbred with every other Bastet tribe while pretending to belong there. From amongst their "adopted" tribe, they tend to take lovers who inspire passion in them — musicians, artists, poets, and others who are led more by their heart than their head.

MERCURIAL CATS

Ceilican are a fervent tribe, ruled by their passions and their mercurial natures. At least once per year, every Ceilican shifts personalities, changing her looks, lifestyle, and name.

Before abandoning one life and taking up another, she sends out a series of clues to those closest to her. In time, those who are privy to her secret track her down again, while others are left wondering whatever happened to that individual who made such an impact in their life and then disappeared.

Ceilican sometimes return to an old persona, appearing out of nowhere to step back into a life long-abandoned. This isn't common, however, in part because their memories of previous lives are hazy at best. Until they actually take up the persona again, earlier lives feel more like a series of movies watched years ago, not real experiences from their past.

EXTINCTION AND THE CUNNING CAT

According to Bastet legend, there was once a breed of sabertooth werewcats. These ancient shifters, known as the Khara, died out not long after the advent of man, when their feline counterparts were driven to extinction. All Changing Breeds die out when their animal Kinfolk become extinct.

So, if the Ceilican draw their heritage from the now-extinct maned lions of Europe (as some claim), why are they still around?

The Ceilican are only one tribe within the Bastet Breed, and all Bastet (regardless of tribe) are children of Cat. It is possible that the presence of other Bastet-tied wild species allows the Ceilican to continue to exist, despite their own natural cat-Kin's demise.

Or perhaps their cunning Cat Incarna spirit has simply found a loophole to keep his beloved offspring alive despite the death of their native feline Kinfolk. Finding (and keeping) secrets is what Cat is best at.

It's also possible that the Ceilican who make these claims are simply wrong; perhaps it is the Scottish wildcat or the Cat Sí to whom the werewcats owe their parentage. This would explain the tribe's continued existence, at least for the moment. In the case of the wildcat, however, with less than 100 known members of the species surviving in the wild, the end of the species — and their shapeshifting brethren — might be nearer than any Bastet would care to imagine.

Form Statistics

Sokto	Crinos	Chatro	Feline
Str: +0	Str: +1	Str: +0	Str: -1
Dex: +2	Dex: +3	Dex: +4	Dex: +4
Sta: +1	Sta: +1	Sta: +1	
Man: +0	Man: -2	Man: -2	Man: -2
App: -1	App: 0	App: -2	

Beginning Rage: 3

Beginning Willpower: 3

Starting Gifts: Faerie Light, Satyr's Wisdom

Appearance

In homid form, Ceilican embrace the width and breadth of humanity's diversity, although they often appear to be of mixed racial heritage. Their feline forms tend to resemble a domesticated cat, but much larger — the size of a small panther — and can be quite fierce. Many have patterned fur — stripes and patches of coloration are common — and their interbred lineage often eases their claims to other tribes.

The Yava of the Ceilican

Legends claim that one of their number found a way to break the Yava for the Ceilican, after certain fae lords used these curses to enslave much of the fae-cat tribe. The price he paid, however, was a fourth ban — the one which forces each Ceilican to change their persona at least once a year. Whatever trade was made, however, it appears time has eroded the bargain. In modern day, the ancient Yava have begun to gradually affect the fae-cats once more.

- *Historic:* The faerie cats fear the touch of cold iron. It burns them like a brand.
- *Modern:* Pure iron makes the Ceilican uncomfortable, and affects them as silver does.
- *Historic:* Reciting a Ceilican's name backwards three times causes him discomfort; recite it six times thus, and he will die.
- *Modern:* Speaking a Ceilican's true name — the one she was born with — backwards makes her uncomfortable. As of yet, no reported causes of name-related death have been reported amongst the tribe.
- *Historic:* The sound of a silver bell or church hymn strikes a faerie cat deaf for three days after.
- *Modern:* Ceilican are entranced by the sound of silver bells; it is difficult for them to take any actions, carry on a conversation, or willingly leave the presence of pealing bells. Spiritual songs have the same effect, even for those with no religious leanings.
- *Modern:* At least once a year, every Ceilican must forget who they are and become someone else. They cannot directly tell anyone of the change.

Khan

Raw power defines a Khan. Neither subtle nor patient, they are infamous for their explosive tempers. But their strength is that of mountains, and their fury knows no bounds. Accustomed to being worshipped as gods, the Khan are the strongest of the Bastet and they are well aware of this fact.

But they know something else as well — that they are the champions of the Folk. As the greatest, their duty is to protect all who are lesser. While the Khan may be insufferable bastards, filled with arrogance and Rage, there is no one better to have at your side when the world comes apart beneath you.

Organization

In ancient times, the Khan ruled as sultans among men, with the eldest Khan holding court over the younger, as well as his tiger and human Kinfolk. That system collapsed in the 1950s, when the last sultan betrayed his Kin and in the process nearly annihilated the Khan in their entirety. These days the Khan have no overarching organization, instead carving out their territories and protecting their Kin as best they can. The Bagheera aid them in this endeavor, though never openly; Khan pride wouldn't allow overt assistance that might be seen as weakness on their part. But behind the scenes, ties between the two tribes remain strong.

Distribution

The Khan, like their tiger Kin, once roamed throughout all of Asia, as well as the islands of Malaysia and

Indonesia. Recent years have taken a catastrophic toll on the wild tiger population, however, and the Khan have pulled back into India and Nepal, hoping to protect those few tigers remaining free in the wild.

Kin and Appearance

In the past, some weretigers have allowed their human racial affiliations to color their judgments of one another, which led to horrible feuds between various families of the Khan tribe. Having seen the devastation that this in-fighting can create, modern Khan tend to be a bit more circumspect in their selection of partners, choosing mates who will put the battle against Asura above petty nationalistic concerns. A modern Khan may take her mate from any human clan or tribe, however he must be strong, powerful, and dedicated to the protection of his fellows.

Most Khan are massively built, weighing upwards of 300 lbs in human form and close to 800 lbs in Feline. When they take Chatro, they are matched in size only by the largest of the Gurahl or Mokolé. Khan exude a sense of majesty that other Bastet can only dream of; even the Simba cannot match them for sheer, feral power.



Form Statistics

Sokto	Crinos	Chatro	Feline
Str: +2	Str: +3	Str: +4	Str: +3
Dex: +1	Dex: +2	Dex: +2	Dex: +2
Sta: +2	Sta: +3	Sta: +3	Sta: +2
Man: -1	Man: -3	Man: -3	Man: -3
App: -1	App: 0		

Beginning Rage: 5

Beginning Willpower: 2

Starting Gifts: Razor Claws, Skin of Jade

The Yava of the Khan

- The Khan belong to the tribe of the sun; when he sleeps, they sleep also. During an eclipse, all Khan slumber for one day, then awaken hungry.
- Khan cannot resist the meat of an innocent child, though it violates their laws to eat it.
- A tiger cannot resist a direct challenge. To turn away costs him his rage for a fortnight.

Pumonca

The Pumonca travel a long and lonely path, wandering the wilderness of North America, in search of Asura blight or bits of forgotten wisdom. Although they walk alone, the rest of the Bastet respect them for the knowledge they bear, the tales they tell — and their single-minded dedication to their native lands.

Organization

Pumonca have no organization. They are so isolationist, in fact, that they are the only tribe whose members are more likely to encounter other Changing Breeds than their own kind. This has hurt the werecougars considerably, since cubs have no established way to learn about Gaia, advance their rank, or coordinate their efforts when a task proves too great for a single Pumonca to tackle. Some of the tribe's elders are trying to establish a rudimentary communications network with their fellows. However, as a tribe, the Pumonca are independent enough that even this vital task is in danger of failure due to lack of cooperation.

Distribution

Pumonca have traditionally been most populous in the wooded, mountainous regions of North America, although their feline Kin extend into South America as well. Even within those lands, the werecougars rarely establish set territories. Instead, they prefer to wander the continent, seeking new stories, and sniffing out new threats.

Kin and Appearance

Historically, Pumonca have chosen their human Kin from Native American racial stock. But with native

tribes being herded onto reservations and many of their members integrating with non-native populations, the Pumonca now take mates where they can find them. Werecougars take their partners from among nomads, travelers, survivalists, and those who prefer the open road — or undeveloped lands — rather than the city or suburbs. Anyone still in touch with Mother Earth and Her ways might be considered as a mate for the nature-loving Pumonca. The werecougars tend to be pickier about their feline Kin, however, recognizing how few of the North American great cats still exist. Those born from Florida panthers tend to seek other cats in that population when it comes time to mate, and the same holds true for cougar populations ranging from the Rocky mountains, the Cascades, or the Appalachians.

Pumonca are strong and lithe, and often have swarthy skin, either by virtue of Native American descent, or just extensive exposure to the elements. They are, for the most part, a quiet race, exhibiting neither the blatant power nor the raw majesty of many other Bastet tribes. However, they have stronger ties to the land than most of their Kin and this state of being “at one with their surroundings” is apparent in all of their forms.

Form Statistics

Sokto	Crinos	Chatro	Feline
Str: +1	Str: +2	Str: +3	Str: +2
Dex: +2	Dex: +3	Dex: +3	Dex: +2
Sta: +1	Sta: +3	Sta: +2	Sta: +2
Man: -1	Man: -3	Man: -3	Man: -3
App: -1	App: 0		

Beginning Rage: 4

Beginning Willpower: 4

Starting Gifts: Mockingbird's Mirror, Wanderer's Boon

The Yava of the Pumonca

- A Pumonca is one with her land; if she leaves it for more than a full moon cycle, she will die.
- The essence of the poisoned land (toxic waste, radiation, sewage) is deadly to a puma. Immerse him in its toxins and he will quickly perish.
- All beasts fear the puma. No horse will bear him, no dog will follow him. The great cats are his Kin and they befriend him, but no other animal can approach without terror.

Qualmi

Sly and witty, the Qualmi are the most introspective of the Bastet, and the most maddening to deal with. While they enjoy company (in small doses), their enigmatic ways and inscrutable attitudes ensure that few beyond close friends and family can stand to be around them

for long. But for those who can weather it, the Riddle Dancers are good friends and fierce fighters.

The Qualmi exist to remind Gaia's other children (including the rest of the Bastet) of their duties. They are not content to simply lecture, however. Rather, they pose their questions as riddles in an effort to make the other Changing Breeds (particularly Garou) actually *think*.

Organization

Because of their duty, Qualmi spend more time with other Changing Breeds than they do with one another. They are particularly close to both the Gurahl and the Wendigo, both of whom share their preferences for northern territories.

Unlike most Bastet, who receive a full year of initial training, young Qualmi are fostered for a period of roughly six months by their elders. During that time they learn about keeping in touch with other Qualmi, keeping tabs on the other Changing Breeds in the region, working with their allies to defeat the evils of Asura, and — most importantly — being cryptic. They likely spend more time on the last than any of the others, but since there tends to be great wisdom wrapped in their mysteries — for those able to unveil it — few begrudge them their eccentricities.

Distribution

Qualmi are found exclusively in the northern regions of North America; the European Qualmi were exterminated in the War of Rage. Perhaps this is why werelynxes don't travel abroad much, preferring not to leave their own territories if they can help it.

Kin and Appearance

Qualmi aren't picky about their human Kin; they simply don't have that luxury. Human populations in the far north tend to be sparse and insular; a Qualmi takes a mate where he can, or remains alone.

Qualmi are short, compact folk, well adapted for surviving cold environments. They tend to come from Native American stock, but they aren't terribly picky about their mates. In feline form they tend toward dappled grey fur, pointed ear tufts, and short, stubby tails — a particularly touchy topic for many werelynxes.

Form Statistics

Sokto	Crinos	Chatro	Feline
Str: +0	Str: +1	Str: +2	
Dex: +2	Dex: +2	Dex: +3	Dex: +3
Sta: +1	Sta: +2	Sta: +2	
Man: -1	Man: -2	Man: -2	
App: -1	App: 0		

Beginning Rage: 2

Beginning Willpower: 5

Starting Gifts: Breakfast of Stones, Turned Fur

The Yava of the Qualmi

- The power of a lynx lies in her riddles; to unravel them is to undo her magic.
- The Qualmi share a soul with the salmon; poison the salmon, and you harm the tribe.
- No lynx can speak the truth about her parents. Confront her with their names and faces, and she will be confused for days.

Simba

The Simba represent the best Gaia has to offer: they are regal, proud, and powerful beyond compare. However, they are also arrogant, domineering, and malicious — even under the best circumstances. These traits — positive and negative — are currently being displayed to their extremes, as a Simba warlord attempts to bring all of Africa under his merciless control.

Historically, Simba have been a symbol of strength, unity, and perseverance for all of Gaia's children. Alone among the Folk, they live, work, and thrive in groups of their own kind, leveraging all of their tribal strengths to a superlative degree. However, these traits — further stoked by egotism and a belief that Gaia created them to rule the Changing Breeds — mean that few Simba are content to follow the dictates of others. They must always lead, and if their fellows do not recognize their authority, they will battle for dominance until their opponents are beaten into submission. While this makes the Simba phenomenally poor team players on a larger scale, few things are more inspiring than watching a pride of Simba in action.

Organization

Simba organization is nightmarishly complex. The basic unit of Simba organization is the pride. In lions, this is straightforward; two or more males dominate a group of females, reaping the benefits of the females' hunting efforts — and breeding rights — in exchange for defending the pride's territory from predators.

Since breeding is forbidden between Simba, however, the werelions' organization is not so simple. Typically, feline Simba form a pride of mixed Simba and lion Kin, with a ratio of about one male to every three females. Homid Simba typically have several wives or husbands, with about 3-5 Kin per Simba. Some Simba prides maintain both lions and a number of human Kin, resulting in huge, convoluted Kinship networks.

Beyond the pride scale, most Simba interactions are handled via ritual. Stronger prides rule over weaker ones, and have first choice when it comes to Kin (lion or human), resources, and sacred sites, such as caerns. Pride is very important to the Simba, and social interactions

OUT OF AFRICA

Outside of Africa, wild lions can be found in only one other region in the world: a tiny outpost on the western coast of India. While there was once a sizeable Simba population on the Indian sub-continent, the War of Rage wiped out the tribe throughout most of Eurasia. Even after the War subsided, Indian members of the tribe laid low, rarely dealing with the outside world.

Things are changing, however. Rumors speak of a strangely-accented Simba female who sometimes holds secret council with Black Tooth in meetings where not even his closest pride-mates are welcome. Where this dark-eyed stranger comes from, or where her alliances lay, is a matter of great curiosity, although those who whisper about it are careful to do so well away from the warlord's ears.

Is it possible that this mysterious stranger is a representative of a long-hidden pride of Indian Simba, now hoping to ride the coat-tails of Black Tooth's success back into the limelight? Or is the Simba warlord dealing with forces even darker and more surreptitious than a lost tribal lineage?

center on rituals of respect and deference. Simba typically don't have established ranks or positions within the pride; they simply establish a pecking order and are very careful to respect it (until such time as they are willing to challenge those who are higher up the chain).

Distribution

Simba are found throughout Africa, although the decimation of wild lion territory has drawn the tribe in away from the northern and southern tips, consolidating most prides in the central region.

Kin and Appearance

Simba human Kin vary depending on the tribe; some favor accomplished hunters and killers, while others look to their human halves for wisdom and understanding — or cunning and ruthlessness.

Simba are massively built, and beautiful to behold in all of their forms. Males have manes of varying lengths in Crinos, Chatro, and Feline forms, and luxuriant long hair in Homid and Sokto forms. Females tend to be athletic and graceful, regardless of their breed form. The most

striking feature about a Simba, however, is his presence, which is never less than awe-inspiring.

Form Statistics

Sokto	Crinos	Chatro	Feline
Str: +2	Str: +3	Str: +4	Str: +2
Dex: +1	Dex: +2	Dex: +2	Dex: +3
Sta: +2	Sta: +3	Sta: +3	Sta: +2
Man: -1	Man: -2	Man: -2	Man: -1
App: -1	App: 0		

Beginning Rage: 5

Beginning Willpower: 2

Starting Gifts: Majesty, Submit

The Yava of the Simba

- A rope made of lion's mane will bind a Simba fast.
- To defeat a lion, steal his roar. In it, you may find a bit of his soul. He will not harm one who holds that soul until he finds his roar again.
- No male Simba will kill his wife, or allow another to do the same.

BLACK TOOTH'S PRIDE

While the Simba have always considered themselves the "Lords of Sunlight" and rightful rulers of all the Folk, recently one of the werelions has taken it upon himself to prove this archaic claim in the modern day. Black Tooth and his pride, the Endless Storm, ravage the land from the Sahara to South Africa, forcing others to ally with him — or die.

The majority of the Simba who have survived his onslaught have chosen to proclaim him their one and rightful ruler. Those who refuse tend not to survive long. The Bagheera and Swara of Africa have either thrown their lot in with this ferocious leader, or moved their people out of the path of his Endless Storm. The Ajaba — scruffy illegitimate cousins to the Bastet — have been decimated, destroyed almost to the point of extinction under Black Tooth's tyrannical claws.

Many grumble — albeit not within his ear-shot — about Black Tooth's reign of terror. But unless someone succeeds in rallying the rag-tag remains of the African continent's shifters against him, it appears that this ruthless war leader may soon claim all of the Dark Continent as his own.

Swara

Swara are built for speed: quick, wiry, and fast. It would be easy to think these the best of their talents, but swiftness is only part of their virtue. The world of spirit speaks to them, calling them to fight on Gaia's behalf. This they do, and gladly, making them one of the most courageous of all of the Changing Breeds.

Werecheetahs like to fix things. The nature of the "thing" does not matter — physical or spiritual, natural or mechanical, real or imagined. So long as they feel the task aids Gaia, the specifics don't concern them. They are drawn to repair what is broken and make whole what has been torn asunder.

Unfortunately, they are also plagued with a crippling xenophobia that makes interacting with other Changing Breeds difficult. They have been betrayed by others often enough that they do not give their trust easily. In a vicious cycle, their need to help Gaia often overrides their paranoia, exposing them to more harm, and thus amplify their xenophobia — sometimes to the point of madness.

During the War of Rage (and for centuries after) Swara kept to themselves to the point that many of the other shapeshifters believed them to be extinct. In recent years, they have been dragged out of hiding, and forced to play the role Gaia intended for them — in plain view of all of their peers. Whether this newfound status liberates them or destroys them remains an open question.

Organization

Like Pumonca, Swara tend to be wanderers, and rarely have established territories. Since Simba, Ajaba, or even normal lions and hyenas often terrorize them, they are shy and reclusive, and often stick together to better their odds against the world. It is not uncommon to find young Swara traveling in bands of two or three, especially if they are related individuals. Some make good use of their numbers, relying on rapid pack tactics to take down their foes. Solitary Swara, on the other hand, are more likely to flee into the Umbra than stand their ground and fight (unless, of course, the target is of the Wyrms, in which case they fight to the death unless a more sensible option presents itself).

Distribution

Swara were historically found throughout Africa, the Middle East, and southern Asia, but nowadays they are concentrated predominantly in southern Africa. Many live in Umbral realms as well, having fled the world in the manner of the Nuwisha long ago.

Kin and Appearance

Swara human Kin are, interestingly, often of European descent, since they control most of the private ranches in Namibia (which is some of the only suitable cheetah habitat

left in all of southern Africa). This is less so in the north and east, where some cheetah still roam the grasslands and Swara mate freely with any human that strikes their fancy.

Swara tend to be long-limbed and lanky, with short hair and a nervous air about them. In Chatro form their fur occasionally has the striped king cheetah morph running through it, which is considered a sign of good luck.

Form Statistics

Sokto	Crinos	Chatro	Feline
Str: +1	Str: +2	Str: +2	Str: +1
Dex: +2	Dex: +3	Dex: +4	Dex: +4
Sta: +1	Sta: +2	Sta: +2	Sta: +1
Man: -1	Man: -3	Man: -3	Man: -3
App: -1	App: 0		

Beginning Rage: 2

Beginning Willpower: 4

Starting Gifts: Diamond Claws, Impala's Flight

The Yava of the Swara

- The Swara are very protective of their mothers' good name. By insulting their mother (literal or figurative), you can reduce a cheetah to madness.
- The soil of the moon intoxicates the Swara. Mix it into his drink, and he will dance and laugh for days.
- The Unmaker has his hand deep in all Bastets' souls. A frenzy will herald his approach. A Swara fears such frenzy, and must avoid its taint at all costs.

Traits

Bastet do not have auspices. They do, however, have Pryio (see below), a designation that tends to influence or represent their dominant personality traits and world-views.

Bastet determine Gnosis based upon their breed, while their tribe determines their beginning Rage and Willpower. All Bastet regain one point of Rage each sunset.

Feline Bastet may not take the Ancestors Background and can only purchase personal totems with Background dots or freebie points. Because of their solitary ways, they also may not take the Mentor Background after their first year. Storytellers may wish to make an exception for Bagheera, who maintain loose ties with one another throughout their lives.

The restriction on the Ancestors Background may also be waived for Swara. Swara have a deep connection to the land, and as such the Storyteller may allow Swara to purchase Ancestors to represent this connection. The Swara isn't channeling an ancestor-spirit per se, but the game effects are similar enough that the mechanics used by the background represent the effects reasonably well.

Bastet cannot step sideways without a Gift.



Renown

Bastet value Ferocity above Glory, and Cunning (sometimes called Cleverness) over Wisdom. Bastet perform Rites of Recognition to gain Renown, typically in the presence of their mentor or another representative of their tribe. The exact form of the ritual varies widely, however. Simba, being the most group-focused of the werecats, often include other members of their pride in the ceremony, while a nomadic Pumonca may call spirits to act as his witness, rather than another Bastet.

Breeds

Homid is the most common Bastet breed, by a margin that widens each year as more and more of their wild-Kin are driven towards extinction. As they tend towards independence rather than social pack-groups, metis are less common than among the Garou, but not unheard of.

- **Homid:** Homid Bastet come from all walks of life. In Africa and South America, they are typically villagers or people with a strong affinity for the wilderness. In the United States and Asia, they are often naturalists and outdoorsy folk, with a recreational, educational, or vocational conservationist bent.

Beginning Gnosis: 1

Starting Gifts: Cat Claws, Sweet Hunter's Smile

- **Metis:** Metis Bastet (the offspring of two Bastet mating) are rare, more due to the werecat's scarcity than to prohibition within the Breed. Despite bearing physical (or psychological) flaws, they do not suffer persecution from amongst their own kind. After all, when you rarely see others of your kind, what time do you have for prejudice? Metis Bastet are judged by their deeds, and are valued as much as their homid and feline cousins, despite their defects.

Beginning Gnosis: 3

Starting Gifts: Create Element, Sense Primal Nature

- **Feline:** Bastet try to breed with the strongest feline Kin they can find, but due to loss of habitat and excessive poaching, their pickings are often slim. Despite the popularity of wild cat exhibits in zoos around the world, most Bastet breed only with wild Kin. Condemning another to a life behind bars is seen as a deplorable act, and should a mating with a captive-Kin breed true rescuing a newly changed Bastet cub from the public's eye could prove dangerous to everyone involved.

Beginning Gnosis: 5

Starting Gifts: Heightened Senses, Pounce

Pryio

A Pryio is a subtle indicator of a Bastet's true personality; it determines how the cat approaches life and handles the challenges thrown their way. While it is often determined by the time of day in which the Bastet achieved her First Change, Pryio can shift if the Bastet undergoes a severe life change. A Bastet regains Willpower whenever they do something particularly in keeping with her Pryio.

- **Daylight:** Bastet with the Daylight Pryio are typically open and direct in their dealings. They can be taken at their word, and prefer straightforward battles if conflict is necessary. Daylight Bastet tend to be diplomats, warriors, lawgivers, and protectors. They have an optimistic take on the world and the events therein. Those with a Daylight Pryio regain Willpower when they face serious challenges head-on, and win through courage or good nature.

- **Twilight:** Twilight cats have a penchant for mysteries and magic, and tend to see the world in shades of grey. They are questioners and questers, seeking the truth behind the scenes. They are often detectives, lawyers, spies, or mystics, searching for hidden meanings in all of their endeavors. Twilight Bastet are often driven by their emotions and are insatiably curious. They regain Willpower by solving mysteries, thinking rather than reacting, or creating puzzles or riddles that can lead others to truth.

- **Night:** Night Pryio Bastet often possess a sinister or hidden nature. Most Bastet with this Pryio withdraw from others, concentrating on their own business unless interrupted. Although they might not be actively malignant, they often have short tempers, quiet ways, and fiercely guard their privacy. Night Bastet gravitate towards occupations such as assassin, scholar, scientist, and practitioners of dark magics. In the wilderness, the Night cats are hidden hunters and man-eaters, with nasty dispositions and eerie reputations. Activities that cause others discomfort, reinforce their private space, or protect a valuable secret from outsiders can refresh their Willpower.

Forms

Bastet can change into five forms: Homid, Sokto, Crinos, Chatro, and Feline. They function in most respects like their Garou counterparts, and the difficulties associated with shifting forms for the Garou apply to the Bastet as well.

- **Homid:** Bastet in Homid form tend to be attractive, but are indistinguishable from normal humans.

- **Sokto:** The Sokto form is a hybrid of human and feline characteristics, with the emphasis on the human traits. The Bastet's limbs lengthen, claws extend from

her fingers upon command, and her facial features, eyes, and teeth become more catlike. Her body hair thickens, and she becomes disturbingly inhuman.

- **Crinos:** This form is an anthropomorphic blend of cat and human, built for battle. The Crinos form offers the Bastet the greatest protection, while still allowing him to manipulate weapons and equipment. Bastet in Crinos form invoke the Delirium, although to a lesser degree than normal (Delirium is reduced by two ranks on the Delirium Chart).

- **Chatro:** The primordial war-form, Chatro takes the feline form and super-charges it. This form is stronger than any of the other forms, massively built, and utterly terrifying. The Bastet's canines extend to a length of 3-5 inches, allowing her to inflict an extra die of damage with Bite attacks. The Bastet evokes the Delirium at full strength in this form.

- **Feline:** The Bastet's Feline form is like that of her normal feline Kin. It is more useful for movement than any of the other forms.

Gifts

Unlike Garou who learn most of their Gifts from spirits, Bastet most often learn from other werecats, or by "stealing" them from other shapeshifters. They have a much easier time instructing one another in Gift-use than do the Garou; it generally only takes a single night of instruction for one werecat to impart a Gift to another.

Bastet begin play with three Gifts: one Level One general Gift, one Level One breed Gift, and one Level One tribe Gift.

General Bastet Gifts

- **Banish Sickness (Level One)** — With a lick and a purr, the Bastet can cure minor diseases and chase venoms away.

System: The player spends a Gnosis point and rolls Manipulation + Medicine. The difficulty depends on the severity of the illness. Incurable maladies such as cancer or AIDS are beyond this Gift's power.

- **Catfeet (Level One)** — As the lupus Gift.

- **Diamond Claws (Level One)** — As the Ahroun Gift: Razor Claws.

- **Lick Wounds (Level One)** — As the Theurge Gift: Mother's Touch.

- **Open Seal (Level One)** — As the Ragabash Gift.

- **Sense Magic (Level One)** — As the Uktena Gift.

- **Sense the Truth (Level One)** — As the Philodox Gift: Truth of Gaia.

- **Sense Unmaker's Hand (Level One)** — As the metis Gift: Sense Wyrms.

- **Silent Stalking (Level One)** — The Bastet may move over any surface without making a sound for an entire scene.

System: The player rolls Dexterity + Stealth, difficulty 5. Failure renders the Gift unusable for the rest of the scene.

- **Cat Sight (Level Two)** — As the metis Gift: Eyes of the Cat.

- **Eerie Eyes (Level Two)** — As the homid Gift: Staredown.

- **First Slash (Level Two)** — As the Ahroun Gift: Spirit of the Fray.

- **Night's Passage (Level Two)** — The Bastet may walk through dim areas and be effectively invisible. This Gift even foils sudden lights, as long as some shadows still exist in which to hide.

System: The player spends a Gnosis point and rolls Dexterity + (Subterfuge or Occult), difficulty 7. The Bastet effectively “disappears” for the rest of the scene, or until he attacks someone or emerges from the shadows.

- **Pulse of the Prey (Level Two)** — As the Ragabash Gift.

- **Sense Silver (Level Two)** — As the metis Gift.

- **Shriek (Level Two)** — With an ear-splitting scream, the Bastet deafens everyone nearby.

System: The player rolls Stamina + Intimidation (difficulty 7). Everyone within 20 feet is deafened (and at +1 difficulty to all rolls) for one turn per success.

- **Swipe (Level Two)** — As the Ragabash Gift: Taking the Forgotten.

- **Caper (Level Three)** — The Bastet may charm watchers with a dance, or with the predatory grace of his feline form.

System: The player rolls Manipulation + Expression, difficulty 3 and the character dances or moves in a way designed to gain the attention of those around him. Any observer whose Willpower is equal to or less than the successes rolled falls into a genial haze for so long as the Bastet continue to perform. Violence breaks the trance, but subtle actions (such as the Bastet's allies sneaking away or walking into a secured area) remain unnoticed.

- **Farsight (Level Three)** — As the Uktena Gift: Scrying.

- **Impala's Flight (Level Three)** — The werecat doubles her running speed. **System:** This Gift lasts for twice as many turns as the player's successes on a difficulty 6 Stamina + Athletics roll.

- **Invisibility (Level Three)** — As the Uktena Gift.

- **Touch the Mind (Level Three)** — As the metis Gift: Mental Speech.

- **Clawstorm (Level Four)** — The Bastet becomes a blur of slashing claws.

System: By spending a point of Rage and Willpower, the Bastet makes four close-range attacks in a single turn.

He cannot spend Rage for any more attacks, or use this Gift more than (homid form's Stamina) times per fight.

- **Walking Between Worlds (Level Four)** — The Bastet may step sideways as Garou do.

System: This Gift's effects are permanent.

- **Wolf's Terror (Level Four)** — As the Ahroun Gift: Silver Claws.

- **Perfect Passage (Level Five)** — The Bastet may roam anywhere on the face of Gaia or beyond, passing through any material object she wishes without leaving a trace.

System: The player spends one Gnosis point and rolls Wits + Larceny (difficulty 6); the Bastet (along with her clothing and any held objects) may pass through whatever non-living objects (including bullets and melee weapons!) she wishes for five minutes per success. If she wishes to pick something up, it becomes solid to her — and intangible to other objects — the second that she picks it up. She's still visible, and is vulnerable to unarmed attacks. Attackers wishing to use bullets or knives must surprise her or she takes no damage — and the Bastet's own blows ignore any non-living armor. She still breathes but cannot be affected by gasses.

- **Withering Stare (Level Five)** — This Gift lets a werecat kill with a glance, causing victims to die in agonized convulsions.

System: The player spends a Gnosis point and rolls Rage. The difficulty is the victim's Willpower, and each success inflicts one level of aggravated damage.

Homid Gifts

- **Cat Claws (Level One)** — By calling on her heritage, a Bastet in Homid or Sokto form can unsheathe her claws and attack as if she were in Crinos.

System: The player need not spend a Willpower point to enact this particular partial transformation (see W20, p. 286), and the difficulty of the transformation is 6.

- **Sweet Hunter's Smile (Level One)** — As the homid Gift: Persuasion.

- **Urban Hunter (Level One)** — As the homid Gift: City Running.

- **Eavesdropper's Ear (Level Two)** — As the Shadow Lord Gift: Whisper Catching.

- **Jam Technology (Level Two)** — As the homid Gift.

- **Cowing the Bullet (Level Three)** — As the homid Gift

- **Craft of the Maker (Level Three)** — As the homid Gift: Reshape Object.

- **Monkey's Uncle (Level Four)** — As the Glass Walker Gift: Doppelganger, although the Bastet can only take the forms of humans, great cats or Bastet.

- **Tech Speak (Level Four)** — As the Glass Walker Gift.

- **Madness (Level Five)** — As the metis Gift.

Metis Gifts

- **Create Element (Level One)** — As the metis Gift.
- **Sense Primal Nature (Level One)** — As the metis Gift: Sense Wyrn, save that its difficulty is one higher and it can simultaneously sense and discern emanations of the Weaver, Wyrn, and Wyld.

- **Shed (Level One)** — As the metis Gift.

- **Blinding Moonbeam Gaze (Level Two)** — The werecat shoots bright beams of moonlight from her eyes. These don't inflict damage, but can blind or distract an opponent, and provide illumination as well.

System: The player rolls Gnosis (difficulty 7), and may turn her "high beams" on and off at will for the rest of the scene. The moonbeams are roughly equivalent to a high-powered flashlight.

- **Whisker Sight (Level Two)** — The Bastet gains perfect perception of everything within arm's reach of her — even if it's behind her or invisible.

System: The player rolls Perception + Primal-Urge (difficulty 7). This Gift lasts for one scene.

- **Fist of Cahlash (Level Three)** — The Bastet can destroy any material thing with a snarl.

System: The player spends a Rage point and rolls Rage against difficulty 6 (for inanimate objects) or 8 (for living and undead targets). Each success destroys 10 pounds of contiguous matter, reducing it to dust. A canny Bastet could use this Gift to weaken a building, or dispose of toxic waste. Used on a living creature, each success inflicts one level of bashing damage. The Bastet must be able to see what she intends to destroy, and it must be close enough to hear her snarl.

- **Visceral Agony (Level Three)** — As the Black Fury Gift.

- **Moon's Gateway (Level Four)** — As the Ragabash Gift: Open Moon Bridge.

- **Wrath of Nala (Level Five)** — As the Hakken Gift: Divine Wind.

Feline Gifts

- **Heightened Senses (Level One)** — As the lupus Gift.
- **Mine (Level One)** — Rubbing against an object, the Bastet magically claims it as her own.

System: The player spends one Gnosis point. Anyone attempting to steal the object at any point afterward must roll Willpower (difficulty 9) before doing so.

- **Pounce (Level One)** — As the lupus Gift: Hare's Leap.

- **Catfeet (Level Two)** — As the lupus Gift.

- **Prehensile Tail (Level Two)** — As the lupus Gift: Monkey Tail.

- **Chains of Mist (Level Three)** — As the Uktena Gift.

- **Underbelly (Level Three)** — As the Shadow Lord Gift: Fatal Flaw.

- **Beast Life (Level Four)** — As the lupus Gift.
- **Revolt of the Land (Level Five)** — As the Red Talon Gift: Gaia's Vengeance.

Bagheera Gifts

- **Humbaba's Escape (Level One)** — This Gift allows a wereleopard to dislocate her limbs and slide through small openings.

System: The difficulty of all rolls to escape bonds or slide through small gaps is permanently reduced by two.

- **Treeclimber (Level One)** — As the Stargazer Gift: Balance.

- **Lawgiver's Legacy (Level Two)** — As the Philodox Gift: Command the Gathering.

- **Ojas Surge (Level Two)** — By channeling the spiritual energy within himself, the Bagheera can boost his physical and perceptual abilities to impossible levels.

System: To perform this Gift, the Bagheera must first meditate for (6 – current Rank) minutes, then the player rolls Gnosis (difficulty 7). Each success may be used to boost one of the following Attributes by one dot for the rest of the scene: Strength, Dexterity, Stamina, Charisma, Perception or Wits. The successes may be distributed as the Bagheera wishes, and can raise Attributes beyond five dots. Multiple uses of this Gift do not stack.

- **Eye of the Cobra (Level Three)** — As the Galiard Gift.

- **Weak Arm (Level Three)** — As the philodox Gift.

- **The Paradox of Time (Level Four)** — The werecat shows her target a dizzying and nonlinear view of the vast sweep of time, producing sickness and confusion rather than enlightenment.

System: The player spends one Gnosis point and rolls Manipulation + Enigmas against a difficulty of the target's Willpower. For each success, the subject becomes disoriented for two turns, suffering a –3 penalty to all dice pools. Mages with any dots in the Time Sphere are immune to this Gift.

- **Shiva's Might (Level Five)** — The mightiest of wereleopards may change into a *Juddho* form reminiscent of Shiva the Destroyer. In a burst of holy light, the Bastet becomes a 12-foot-tall, six-armed Crinos-werecat wielding mystical flaming weapons, which lays waste to everything around it until nothing moves.

System: The player spends two Rage points and two Gnosis points. The Bagheera springs into *Juddho* form and enters an indiscriminate killing frenzy. This form persists for (Bastet's permanent Rage) turns. After the transformation ends, the Bastet loses all Rage, assumes his breed form and falls asleep for four hours. The *Juddho* form's traits are: Strength +6, Dexterity +3, Stamina +6, Appearance 0, and its weapons inflict Strength + 4 aggravated damage.

Balam Gifts

• **Hunter's Mists (Level One)** — As the Black Fury Gift: Curse of Aeolus

• **Storm of Pests (Level One)** — As the Bone Gnawer Gift: Scent of Sweet Honey.

• **Pathfinder (Level Two)** — As the Ragabash Gift.

• **Terrors (Level Two)** — As the Ahroun Gift: True Fear.

• **Ancestral Wings (Level Three)** — As the Black Fury Gift: Wings of Pegasus.

• **Wandering Forest (Level Three)** — As the Red Talon Gift: Trackless Waste.

• **Vision Cloud (Level Four)** — By calling to the spirits of the air and the plants, the Balam can conjure the Vision Cloud, a swirling fog that wraps itself through the area, bringing mystic insights to those who seek them — and those who do not.

System: The player spends a Gnosis point and makes a Manipulation + Enigmas roll (difficulty 5). An area 50 feet in diameter fills up with a misty cloud that bestows visions to those that breathe it. The content of the visions are left up to the Storyteller, but should generally foreshadow possible future events or reveal lost lore.

• **Feed the Gods (Level Five)** — The Balam can rip out the heart of an enemy from a distance, pull it to his hand, and consume it in a burst of fire.

System: The player rolls Gnosis (difficulty 7) and spends two Gnosis points. If the werejaguar's successes amount to at least twice the target's dots in Stamina, the target dies. Supernatural toughness (such as a vampire's Fortitude) subtracts two successes for every dot or level of protection.

Bubasti Gifts

• **Alms to the Poor (Level One)** — The werecat may summon up a small bit of money or food, generally to give to a beggar. If the cat uses the "alms" for himself, he's left with a bitter taste in his mouth and greasy palms.

System: The player spends one Gnosis point to create a handful of food or a few coins in the local currency (never more than a few dollars' worth by local standards).

• **Scholar's Friend (Level One)** — The Bubasti may read any scroll, tablet or book placed in front of him, no matter what language it's in. Coded messages remain written in code.

System: This Gift's effects are permanent.

• **Dreamspeak (Level Two)** — As the Galliard Gift.

• **Spirit Barrier (Level Two)** — As the homid Gift: Spirit Ward.

• **Banish Cahlash's Brood (Level Three)** — By calling upon the Father of Dark Spirits, a Bubasti may command

Wyrnish spirits to depart. Each time the Bubasti does so, his fur grows a deeper shade of black and his actions become more... erratic. Sense Wyrn detects a faint trace of Wyrn-taint on the Bastet for a week afterward.

System: The player spend a Willpower point and rolls Manipulation + Enigmas against a difficulty of the higher of the spirit's Rage or Gnosis. Each success removes three points of the spirit's Essence. Botching the roll inflicts an immediate derangement of the Storyteller's choice.

• **The Many Tongues of Ptah (Level Three)** — As the homid Gift: Speech of the World.

• **Arms of Darkness (Level Four)** — As the Uktena Gift: Coils of the Serpent.

• **Shadow Brethren (Level Five)** — As the Shadow Lord Gift: Shadow Pack.

Ceilican Gifts

• **Faerie Light (Level One)** — As the Fianna Gift.

• **Satyr's Wisdom (Level One)** — The Ceilican can play any musical instrument as if he'd been reared with it in his hands.

System: The character permanently adds three dice to all attempts to perform with a musical instrument.

• **Banish Burning (Level Two)** — As the homid Gift: Master of Fire.

• **Sorcerer's Blade (Level Two)** — The werecat may enchant an edged weapon so that it becomes supernaturally potent.

System: The player spends a point of Gnosis and rolls Manipulation + Occult (difficulty 6). Success enables the weapon to inflict aggravated damage until the next sunrise.

• **Faerie Kin (Level Three)** — As the Fianna Gift.

• **Phantasm (Level Three)** — As the Fianna Gift.

• **Gift of Dreams (Level Four)** — As the Galliard Gift.

• **Small Cousin (Level Four)** — The Ceilican gains the ability to shapeshift into a house cat. While not terribly useful physically, this form is very unobtrusive.

System: This Gift grants a permanent alternative option when shifting into feline form. Housecat form effectively has Strength and Stamina 1, and grants +2 Dexterity.

• **The Madness of Crowds (Level Five)** — As the Bone Gnawer Gift: Riot.

Khan Gifts

• **Rhino's Favor (Level One)** — By calling on the spirit of the rhino, the Khan may grow a horn on her skull. Although unsightly, this protrusion makes for a fine weapon.

System: The player spends a Rage point to grow the horn. It lasts for one scene, and may be used to gore opponents for Strength + 2 aggravated damage. The attack is difficulty 7.

- **Skin of Jade (Level One)** — Willing himself solid, the Khan's skin obtains the hardness of jade.

System: The player spends a Willpower point and gains two additional dice to his soak rolls for the rest of the scene.

- **Heart of Fury (Level Two)** — As the Ahroun Gift.

- **Ricepaper Walk (Level Two)** — By attuning his inner energies, the Khan can walk across a light or fragile surface without disturbing it, no matter what shape he wears.

System: The player rolls Gnosis, difficulty 6. For a (successes x 3) turns, the Khan exerts no more weight on the surface she stands on than a scrap of paper.

- **Asuras' Bane (Level Three)** — As the Bubasti Gift: Banish Cahlash's Brood. The weretiger's fur turns white with use, rather than black.

- **Paws of the Raging Spirit Tiger (Level Three)** — By channeling his chi through this Gift, the Khan wreaths his paws or hands in crackling spirit power. Thus fortified, the weretiger can rip through enemies in the spirit world without stepping sideways, so long as he can see them.

System: The player spends a Gnosis point, and enjoys the Gift's effects for six turns.

- **Dragonroar (Level Four)** — Bellowing like a thunderclap, the Khan breathes a ball of fire onto his foes.

System: The player spends two Gnosis points. The fireball is aimed with Dexterity + Brawl, and inflicts Ferocity levels of aggravated damage. In subsequent turns the target continues to burn for half the damage suffered the previous turn (round down), until the flames gutter out.

- **Heaven Thunder Hammer (Level Five)** — Channeling the power of Heaven itself, the Khan strikes out with a shockwave-blow that shatters walls and splinters trees.

System: The player spends three Rage and makes a Strength + Primal-Urge roll (difficulty 3) to hit everything within 10 feet directly in front of the weretiger. The attack adds the Khan's Ferocity to its damage dice.

Pumonca Gifts

- **Mockingbird's Mirror (Level One)** — As the Corax Gift: Voice of the Mimic.

- **Wanderer's Boon (Level One)** — The werecat can endure any hardship as he wanders Gaia's face.

System: The player spends a Willpower point and rolls Stamina + Survival, difficulty 6. Each success allows him one of the following benefits: ignore the worst effects of normal heat and cold for a week, go one day without water, or go three days without food. The difficulty of the Gift rises by 1 each time it is repeated in succession.

- **Speak With Wind Spirits (Level Two)** — As the Wendigo Gift.

- **Spirit of the Fish (Level Two)** — As the Uktena Gift.

- **Bayou's Embrace (Level Three)** — As the Red Talon Gift: Quicksand.

- **Thunderbolt (Level Three)** — So long as even a single cloud hangs in the sky, the werecougar may call down a lightning bolt to strike her foes.

System: The player spends one Rage point and rolls Dexterity + Survival to aim it (difficulty 8 in relatively clear conditions, difficulty 6 during a storm). The bolt inflicts (Cunning) dice of lethal damage.

- **Call Elemental (Level Four)** — As the Uktena Gift.

- **Thunderbird's Cry (Level Five)** — As the Haken Gift: Divine Wind.

Qualmi Gifts

- **Breakfast of Stones (Level One)** — As the Pumonca Gift: Wanderer's Boon.

- **Turned Fur (Level One)** — As the Wendigo Gift: Camouflage, save that the Qualmi must discard any clothing and equipment before activating the Gift.

- **No Hidden Thing (Level Two)** — By reading the riddles of the world as mystic patterns, the Qualmi can discover answers that aren't immediately obvious to lesser beings. It's hard to hide things from a lynx!

System: The character permanently adds three dice to all Enigmas rolls.

- **Wind From the West (Level Two)** — The Qualmi presents a series of high-speed riddles designed to tie a victim's mind in knots.

System: The player rolls Manipulation + Enigmas (difficulty equals the target's Willpower). Success scrambles the target's sense of direction and relationship; three or more successes send the target into a panic, forcing Changing Breeds to check for frenzy and normal humans to flee in terror. Shapeshifters who have the option succumb to fox frenzy as a result of this Gift. The Gift's effects last for 15 minutes.

- **Song of the Earth Mother (Level Three)** — As the Shadow Lord Gift.

- **Wisdom of the Ancient Ways (Level Three)** — As the Philodox Gift.

- **Chill of Early Frost (Level Four)** — As the Wendigo Gift.

- **Water's Vision (Level Five)** — The Qualmi can see through barriers to glimpse what lies beyond.

System: The player rolls Perception + Primal-Urge against a difficulty of the local Gauntlet. The Qualmi can see through all solid objects for 100 feet per success — all things seem transparent and ephemeral.

Simba Gifts

- **Majesty (Level One)** — As the Rokea Gift: King Fish.

- **Submit (Level One)** — As the Black Fury Gift: Kneel.

- **Armor of Kings (Level Two)** — As the Children of Gaia Gift: Luna's Armor.

- **Heart of Storms (Level Two)** — As the Get of Fenris Gift: Might of Thor.

- **Sun Claws (Level Two)** — The Simba's claws and fangs burn with an intense, smokeless golden flame.

System: The werelion spends a turn igniting his fury and the player spends one Rage point. For the rest of the scene, the Simba's claw and fang attacks inflict two additional points of damage; used against vampires, these attacks inflict levels rather than dice of aggravated damage. However, the difficulty to regenerate while this Gift is active is raised by 1.

- **Coup de Grace (Level Three)** — As the Black Fury Gift.

- **Wrath of Kings (Level Three)** — As the Silver Fang Gift: Wrath of Gaia.

- **King of Beasts (Level Four)** — As the Philodox Gift, save that it affects all animals within 300 feet.

- **Obedience (Level Five)** — As the Shadow Lord Gift.

Swara Gifts

- **Blissful Ignorance (Level One)** — As the Ragabash Gift.

- **Speed of Thought (Level One)** — As the Silent Strider Gift.

- **Sense the Unnatural (Level Two)** — As the lupus Gift.

- **Walking Between Worlds (Level Two)** — As the Level Four general Bastet Gift. Swara *alone* may buy this as a Level Two Gift. This is one of their most closely-guarded secrets.

- **Messenger's Fortitude (Level Three)** — As the Silent Strider Gift.

- **Speed Beyond Thought (Level Three)** — As the Silent Strider Gift.

- **Ghost Caress (Level Four)** — The Swara may use sympathetic magic to send sensations across a distance. Although the magic can't physically harm its target, it can drive him mad as phantom pains or pleasures wash over him without apparent cause.

System: The player spends a Willpower point and rolls Gnosis. At short range (within a mile) the difficulty is 7, while at maximum range (50 miles) the difficulty is 9. The Swara selects another person in her presence to act as her 'focus.' Whatever she does to the 'focus,' the target feels. This Gift's effects last for one turn per success.

- **River of Blood (Level Five)** — The soil of Africa has been bathed in blood for tens of thousands of years. With this Gift, a Swara calls that spilled blood together through the soil and gives it form, creating a pool, a river, a mass of tentacles, or a variety of other things.



System: The player spends a Rage point and rolls Manipulation + Primal-Urge (difficulty 7, or 5 for a notable site of bloodshed). It takes a three turns for the blood to coalesce; once it does, it will assume any form the Swara demands. All forms have Strength and health levels equal to twice the successes rolled. This Gift lasts for one scene.

Rites

Many Bastet rites mimic those of the Garou in effect, if not in form. As solitary creatures, Bastet are particularly fond of Mystic rites that may be performed alone.

Cat Calls

Level One, Accord

The Bastet tend to be solitary, but like to know what other werecats are up to. This rite is one way of keeping each other informed. With it a werecat enciphers his message into the seemingly random movements of nature. Other Bastet who see similar patterns will know the meaning within them. Some Bastet use this rite with non-natural movements, such as the flow of vehicles in heavy traffic or the turning of a ceiling fan.

System: The rite-master meditates, bringing the thoughts he wishes to share clearly to his mind and opens his eyes to the movements around him. For each success when activating the rite, the Bastet may place a message in a type of movement — the swirling of long grass, the swaying of tree leaves, or even the shifting shapes of clouds. The message can be anything that could be imparted in about a minute's speech.

Other Bastet around the world who see similar movements can decipher the message by making a Wits + Enigmas roll. The difficulty of the roll is based on how close the watcher is to the rite-master — difficulty 5 for within up to 100 miles, difficulty 6 for 1000 miles, difficulty 7 on the same continent, difficulty 8 for anywhere else in the world.

Fetishes

False Protection

Level Two, Gnosis 6

A Bastet's Yava are her greatest secret, and her greatest weakness. Only a few werecats dare use these fetishes, for they risk spreading that secret. Most Bastet who know of them consider False Protection to be at least slightly blasphemous, but desperate times call for desperate measures. This Fetish can help protect the werecat from knowledgeable hunters and usually takes the form of jewellery with a symbolic representation of a great cat of a different kind to her tribe.

When activated by the Bastet, the fetish swaps her Yava with those of another tribe for the rest of the scene. The werecat sets her "replacement" tribe when the fetish is made — and must know the Yava of that tribe. An observer who is aware of the Bastet's Yava can discern the purpose of this fetish by making a successful Intelligence + Occult roll (difficulty 7).

Unknown to all but the canniest Bubasti, this fetish can also be used by the Ajaba.

STEREOTYPES

Jason Shadow-Walker of the Khan takes the opportunity to say:

- **Silver Fangs:** You claim to rule by right, but too many of you fail to live up to your grand promises.

"They know pride, that's for sure. But stroke their ego, and offer them some new secret, and you can make a friend for life." — Moonshine, Queen-Among-the-Heather

- **Corax:** You do not know the true value of a secret, flapping your beak. That is why I listen to the birds, rather than telling them anything.

"The kittycats say they only want the same thing we do, so why'd they keep vital information to themselves? If it's important, tell us." — Raina Fader

- **Nagah:** I've heard that they might not be dead. But that? That is not a secret. A real secret would be finding one, and escaping with your life.

"They believe that hoarding secrets is the path to power. Normally, that's no problem, but when we find any who know the Sacred Secret, they must disappear." — Ten Steps

CORAX

Whether in the physical or Umbral realm, wereravens keep their eyes and ears open for hidden secrets and mysterious happenings to share with one another — and sometimes with their shapechanging cousins. Their fleet wings — and quick wits — can turn the tide for those who call the Corax their allies.

Seriously? Who writes this stuff? You're never going to learn the real story about who you are from that hack. The only way to really understand the Corax is to get it straight from the raven's beak...

Fortunately — for you at least — I've got some time to spare, and I like the cut of your plumage. Grab a limb, and I'll give you the real story about who we are and what we do.

History

So, ya want to know where we came from? Well, that's a long story — but an interesting one. You see, we were the last Breed Gaia made. She'd wrapped up all the rest, and there was about fifteen minutes of total chaos while they all hissed and growled and postured at each other before She scattered them around the globe. Then she realized what she'd done and decided to make us.

Why? So we could keep an eye on everyone else for Her, of course. You know how the littlest kid is always the one who runs to Mom with every little thing their siblings do wrong? That's us. We're the tattletales.

She did us up just right for the job, too. You know why we can't settle down? Cuz *they're* everywhere, so we have to be, too. I mean, I like my cozy nest as well as the next bird, so to keep us from settling in, and taking the easy way out, She put wanderlust in our veins. Gave us the itchy travelling feathers. We're built to go everywhere, see everything. No homebodies allowed. If there are secrets going on, you can bet there's one of us, listening in, poking around, getting a gander — so to speak.

And to make sure the other Changers didn't strong arm us to keep us quiet about their blunders, She slapped us with a compulsion to talk to anyone who will slow down long enough to listen. We see something going on — we gotta spread the word. That kinda comes in

handy for getting the rest of them to do their jobs, too. We notice something going on, point it out to the bears for cleanup, or the wolves for battle, and then we get to go back to doing what we do best...

And what might that be?

So, you know that "series of tubes" that most folks rely on these days for their informational access needs? No, I don't mean porn — well, not just porn, anyway. The Net's pretty much replaced newspapers, phone books, libraries — it's where folks get the stuff they need to know.

Us? We make the Net look like a buncha clay tablets with "Cleo Was Here" scrawled on them. We're bleeding edge, eyes-in-the-sky, grade A, number one know-it-alls. That's what we do, and we're the best at it. We were built to get in, see what's going on, and get the hell out so we can spread the word. Information's no good if the messenger can't deliver it.

That's one of the reasons we don't really fight, in case you were wondering. Oh, we're nasty enough in a scrap, and we've got a few tricks up our sleeves, but the truth is we're not built for going toe-to-toe. That's okay, though... Fight sneaky, the way we do everything else, and you're more likely to survive to tell a tale — or pull a prank — another day.

See, that's the other thing we're good at... Pulling pranks. Not just to be funny (although that can be fun too). Most of the time, there's a method to our madness, a lesson in the lemon-meringue. See, some folks just don't listen the easy way. They think they know it all, or try to second guess why we're sharing information with them. So, every so often, you need to set one of these bull-headed blow-hards up so he's in a position to get what you've got to give. Then, once he's wiping the banana cream pie off his face, you can tell him about the Pentex takeover that's behind his favorite restaurant chain, or the fact that the "Kinfolk" he just boffed is doing double duty for a local Hive. You know, the stuff that hits a little too close for comfort.

Oh, and speaking of close... You should know where your allegiances lie. Unlike most of the other breeds, we've got two bosses: Raven and Helios. The Sun took an interest in us after we kinda tricked him into some stuff,

back in the old days... We showed him we were worth his attention, and got all sorts of Gifts as a thank-you. Some say it's because we bring things into the light, but that's neither here nor there.

The other guy we work for, big surprise, is Raven. Gaia might have made us, but he gave us our spirit, our attitude, and our good looks. Everything we are, we got from him. So you owe it to yourself — and to him — to obey his laws. Find stuff. Tell people. Laugh, because the world ain't getting any prettier. And most of all — fly. Why? Well, because you can.

Once you figure that out, the rest is easy.

Organization

Now, I appreciate you being all patient while I rambled on. You're learning already. But, here's something you gotta know: Once I finish teaching you the basics, you're on your own. No making packs, or prides, or that kind of thing. It's every Corax for himself, and that's the way we like it.

Now, don't look like that. It's not that we don't like other raven-Kin; hell, they're the best company you can hope for. Every time you meet another one, it's a chance to swap stories, compare notes, and have one hell of a good time.

But we're no good at forming permanent arrangements. Put five Corax in a room and you'll get six opinions on what to

see next, and seven about how to get there. Sometimes, you'll find gangs of Corax flying around together, mostly youngsters, but those groups never last long. Pretty soon, you lose your fledgling feathers and start to realize that you'll cover more territory if you split up. Besides, kid — think about it. You don't want anyone looking over your wing and telling you where to fly next, right? Even if they're doing it with the best of intentions.

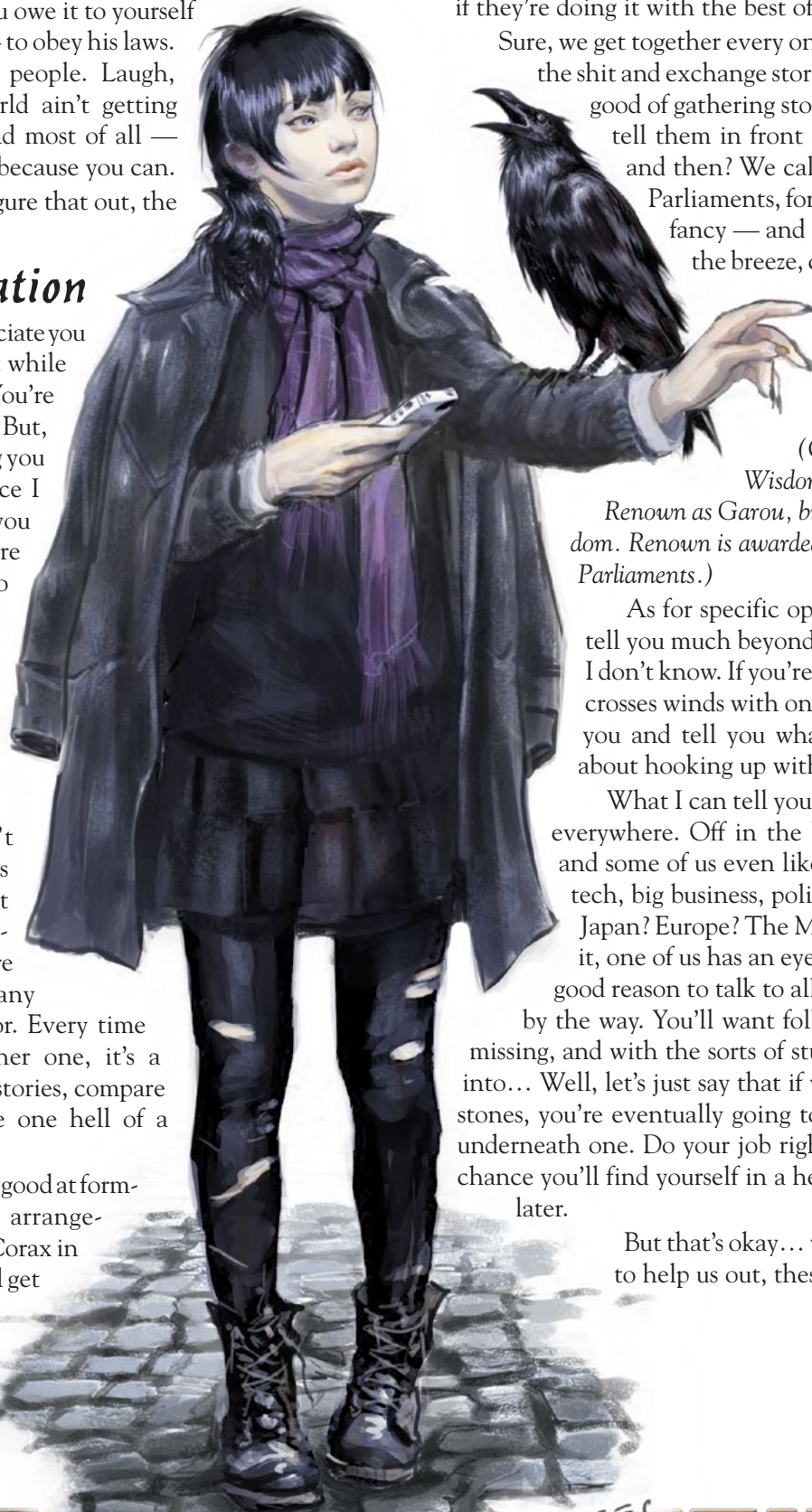
Sure, we get together every once in a while to shoot the shit and exchange stories. I mean, what's the good of gathering stories if you don't get to tell them in front of a group every now and then? We call them Gathers — or Parliaments, for those that are feeling fancy — and that's where we shoot the breeze, clap each other on the back when we've earned it by being especially smart, or upright, or brave... but mostly smart.

(Corax use the same Wisdom, Honor, and Glory Renown as Garou, but especially value Wisdom. Renown is awarded — and stripped — at Parliaments.)

As for specific operations, well, I can't tell you much beyond "they exist", because I don't know. If you're heading in a way that crosses winds with one of them, they'll find you and tell you what you need to know about hooking up with them.

What I can tell you, though, is that we're everywhere. Off in the Umbra? We're there, and some of us even like to come back. High tech, big business, politics? We're there too. Japan? Europe? The Middle East? You name it, one of us has an eye on it. That's another good reason to talk to all the Corax you meet, by the way. You'll want folks to notice if you go missing, and with the sorts of stuff we poke our beaks into... Well, let's just say that if you turn over enough stones, you're eventually going to find more than dirt underneath one. Do your job right, and there's a good chance you'll find yourself in a heap of trouble soon or later.

But that's okay... we've got a lot of tools to help us out, these days.



BRIDGE

CyberSpying

It used to be that if you needed to get a piece of information from one place to another, or to keep eyes on something from a distance, or dig up dirt on someone, spirits were the way to go. They can carry messages, listen in on conversations without getting noticed, or watch over an area without needing pit stops or sleep breaks. That made them pretty much the bees' knees for those of us in the information biz.

Things have changed, though, and technology has pretty much become the go-to tool for the bird-in-the-know. Any Corax is going to find a cell phone to be a near necessity for keeping on contact on the go, and if you can get your hands on one that works in the Umbra, better yet. I've heard there are some that go across the Gauntlet — Realm to Umbra and back — but I've never seen one first hand. If they do exist, they're crazy rare and those that have them aren't likely to give them up without complaint.

Smart phones are super handy too — they're like a phone, a mini computer, a portable camera, a GPS, a tape recorder, and a music player all rolled up into one. Yes, a music player. Quit thinking so literally! Sure, it's nice to be able to listen to your favorite tunes wherever you go, but think outside of the box a bit. A recorder app, a playback feed, and you've got anything from a white-noise generator or sound effects maker to a blackmail material storage device. The possibilities are, as they say, endless.

And speaking of endless, let's not forget the web-with-no-end — the Internet! Between Facebook, Twitter, and all that jazz, almost everyone has some sort of internet presence — and online friends — these days. A couple of dummy accounts armed with stock photos and a fake bio, and suddenly I'm "friends" with whatever patsy I'm looking for more info on. If I'm lucky, he'll keep a running dialogue with his hundred closest buddies about where he's "checking in" for the meeting I want to listen in on. If I'm really lucky, he'll jump on instant messaging and try to impress his new "follower" with some handy details that can be used against him. (Of course, if I'm unlucky, I might end up with pictures of his naked junk, but even those can be used for blackmail or sold off to the highest bidder — it's gross, but hey, them's the breaks in the info business.)

If you're not up for the eye-bleach risk, though, there's still gold to be found on the Net. Government agencies are required to make certain files accessible to the public. So, a lot of that stuff we used to have to wing it down to the archives office to get a gander at is now available on a point-and-click basis through one website or another. Add in handy-dandy search services

like WhitePages.com and you've got a one-stop shopping center for info on your target, without ever leaving the comfort of your home.

And that's just the "open to the public" info — if you can get a hacker on your side, there's almost nothing you can't find out about someone. Debit card transaction records, ISP cookie files, internet site caches, phone and text message logs? Easy breezy, lemon-squeezy, if you know what I mean.

That's not to say that spirits still aren't handy as hell; there's still a lot of things that a vapor jaggling can do that a text message can't. But these days tech is an important addition to any Corax's toolbox, and let's be honest — we can use all the help we can get to get the job done.

Traits

Don't get me wrong. We were made to do what we do — and to do it well. Like any fine piece of equipment, form follows function, and all that jazz. So when Gaia wanted a critter that could fly far, look sharp, and get the word out afterwards, She built us, and She built us right.

First of all, we're made to fly. Our bones are delicate — but dense for their size. Everyone knows birds have hollow bones, but when you go birdman and Crinos out — I'll explain that in a minute, let's stay on track now... Anyway, when you're walking around, your skeleton is still all skinny but strong. That makes it easier to, say... leap from one rooftop to another... but harder to stay upright if some clumsy mutt shoulder-checks you. [*Athletics rolls in all forms are -1 difficulty; soak rolls for bashing damage in all forms are at +2 difficulty*]

Also, since we're supposed to be spies — sorry, I mean, information gathering specialists — we also have super-sharp senses. Now, not all of them are boosted — beaks weren't really made for smelling — but we can see like we've got a sniper scope in each eye.

Oh, and we're immune to silver. I thought that might get your attention. It's one of the perks of being handed off from Luna to Helios back in the day. What? You don't know that one? I'll tell you later. But the end result is we can wear all the silver toe rings we want. Now, gold, on the other hand, is verboten, at least in feathered forms. Yeah, it kind of sucks, and we are pretty careful not to share that little tidbit with folks who might start melting down their bling into bullets, but at least anyone coming hunting for us is going to end up going broke before they outfit an arsenal, ya know?

Speaking of things we try not to talk about in public. Outsiders tend to get kinda creeped out over the whole

eye-drinking thing, so... What do you mean, what am I talking about? The thing? Where you drink the stuff from a corpse's eye, and you see the last thing it saw before it died? Oh, come on now; don't make that face. You'll take to it quick enough. It's one of the things Raven gave us, to do what we do as well as we do it. There's no better way to get information on what killed some poor schmuck, or why it was done. Just settle down on the dead guy's forehead and dig in. But, think before you drink, kid — you can only drink one eye from a corpse, and you see different things from each. The left eye shows you all the crappy repercussions of the guy's death, while the right eye shows you what's good about him buying the farm. But, like I said, folks get kinda touchy about it, so... you might want to kind of use your own discretion about that one. I mean, if you can. [*Eye-drinking requires a successful Perception + Empathy roll (difficulty 7)*]

See, that's another thing about being one of us. That whole discretion thing? Not so much. We can't shut up. Hey, don't tell me you noticed: that's disrespectful. But it's also true. It's part of what we do, but sometimes it backfires, so... don't be surprised if some time you find yourself looking down the blade of some flea-hound's Grand Klaive because you just let it slip that you saw his Kinfolk doing the nasty with his pack beta. Information wants to be free, and it's hard as hell for us to hold back when we know a juicy tidbit.

Oh, and while we're talking about weaknesses... If it sparkles, we're there. The only thing that draws a Corax more than a secret is a shiny. Just try to keep your wits about you when you come in for a landing, okay? Sparklies are bad-guys' favorite bait for us, so next time you do a power dive to scoop up a dime, take a peek around, even if it's hard [*Willpower roll, difficulty 7*] to look away.

Breeds

You probably have noticed that there's some differences between, say, me and you. I mean, you're up on that branch, for one thing, and I'm down here on the ground looking up at you and risking having folks think I'm crazy if they drive by and notice me chatting you up. You're probably more comfortable that way, cuz it's how you were born... with the feathers and all. I've been around long enough to be okay in both forms... I just happen to think this one looks better, what with my fancy lapel pin and rings. Jewelry doesn't work so much in bird-form. But I digress...

There are two breeds of Corax: homid and corvid. But honestly, it doesn't matter much to us whether you were born with arms or wings. We don't discriminate; we all pretty much start out on the same footing, regardless of what form we were born in.

[All Corax begin play with "Raven's Gifts" — an additional dot of Subterfuge, Enigmas and Dodge, representing their bond with Raven. All Corax also begin with the same Traits: Rage 1, Gnosis 6, Willpower 3.]

Okay, so, in the spirit of full disclosure, there's more than just a sense of fair play in why we don't tend to pick sides based on whether we had feathers or not at birth. Honestly, it's kind of a moot point: we're all "made" Corax more than born one. You're not one of us because a Mommy Corax loved a Daddy human — or raven — very much, or any of that cabbage patch, summoning the stork nonsense. You're a Corax because someone — another Corax — saw you and thought you would make a good wereraven yourself. Then they did the rite and awhile later — congratulations, it's a Corax! Okay, so it's a little more complicated than that, but... you get the idea.

Oh, one last thing — there's no such thing as a metis Corax. We can have kids with each other — don't look at me like that, kid, I don't mean you and me, specifically, just Corax with other Corax. Anyway, we can inter-breed and all; the kids just can't become Corax themselves. You can't tie a fetish egg to the spirit of a Corax-Corax crossbreed, because Raven's a slippery cuss and he likes us to spread the wealth. Bear that in mind when you're thinking about nesting. It can be heartbreaking: believe me, I know.

- **Corvid:** Corvids are born ravens, like you. If someone's set you up with the Spirit Egg Rite, y'all generally undergo your First Change when you're about 8 or 10 months old. The bad news is, that means you don't tend to know much about a lot of human stuff. You can fly like the dickens, though. [*Corvid Corax cannot buy Computer, Law, Linguistics, Medicine, Politics or Science at character creation, other than with freebie points. They begin play with two free dots in the Hobby Talent: Flight.*]

And the other good news is, you're not going to die of old age at fifteen or twenty. If you keep your beak out of trouble — and good luck with that — you can live as long as a normal human does, rather than as short as a bird.

Let's see, what else. Y'all are usually pretty cliquish, talkative — even by our standards — and a little fuzzy on the notion of property rights where shiny things are concerned.

[*Starting Gifts: Enemy Ways, Raven's Gleaning, Scent of the True Form, Spirit Speech, Truth of Gaia, Voice of the Mimic and Word Beyond*]

- **Homid:** As for my kind? We tend toward the twitchy loner type. Most of us are tallish, and skinny-ish, and we've got a tendency to have noses that politer folks call "sharp" or "aquiline". Honestly, we look kind

of like walking can-openers, if you ask me... but folks usually don't.

We get kind of focused — normal folks call it obsessive-compulsive, but we know it's just paying attention. And we like to move around a lot. Homids like me get screwed in the flight department but pretty much have the rest of the spectrum to play with. [*Homid Corax cannot buy the Hobby Talent: Flight at character creation, other than with freebie points.*]

[*Starting Gifts: Enemy Ways, Morse, Open Seal, Persuasion, Spirit Speech, Voice of the Mimic and Word Beyond*]

Tribes

Technically, we don't have tribes. We're generalists, built to survive anywhere, under any circumstances. It just doesn't make any sense to have one batch of us who can call down Helios and another group that can eat eyeballs to see what a dead man saw, but never the twain shall meet. Gaia needs us all to be able to do what we have to in order to bring back the stories.

And besides, we're all such blabbermouths that none of us would be able to keep from spilling the beans on our group's super-secret Gifts or Rites or whatever. Before you know it, we'd all know what the rest knew, anyway.

That being said, though, we went intercontinental back in the days when obsidian arrowheads were high-tech. That means that we've got our own little set of subcultures, if you know what I mean. Here are the big breakdowns. There's a few dozen smaller ones out there, but these are the ones you absolutely need to know if you're going to stay out of trouble.

Chasers

So, first off, we've got the Chasers — and I mention this because you kinda got that feel to you. Chasers are loose murders of young brats like yourself who get together to play X-Files. They hang out and dare each other into poking their beaks into places they really can't handle on their own — and probably shouldn't as a group either. Sure, it's fun to go poking after spooky stuff; all kinds of interesting things hiding out in the shadows. Just make sure if you join up with a band of these guys, that at least one of you has the brains to keep an eye on where the exits are. Finding a Nest O' Banes is all hunky dory; deciding to play "Clean Out the Nest" with your little buddies is a one-way ticket to the Great Deep Fryer in the Sky. Don't be dumb enough to think stumbling onto something interesting means you're tough enough to deal with it yourself... That's what the wolves are for — point-and-click furry missiles of Gaian destruction, and all that.

Anyway, running with a trouble-squad can be fun for a while, but most Chaser murders break up after a year or two. That's about how long it takes for the members to realize they cramp each other's styles, and go off their separate ways.

Leshy

Leshy are from Russia and that neck of the woods. When they're in homid, most of them are bald — not to mention missing one ear — but they do make pretty birds. They're tricksters as good as any of us: forest-critters who keep to the deep woods when they can. Lots of the Leshy are corvid — maybe three out of four? And they're more paranoid than the rest of us put together, but that just makes them really good at spying and watching each other's backs.

Oh, and once they start talking? Pack a lunch. You're gonna be there a while.

Hermetic Order of Swift Light

So, we're not all fun and games around here. The Hermetic Order is the business arm of the Breed. Basically, they do their Gaia's-gossip thing for the right price. For decades now, they've been working out of the Big Apple, where they rent this set of posh offices on Madison Avenue that could keep the rest of us in bird-feed for the rest of our lives.

The sign on the door says "Helios Overnight Services", and if you need to get something important delivered — Grand Klaives, corporate blueprints, hostages, you name it — they're the people to go to. But their big money makers aren't "things" at all — they're secrets. Passwords, bleeding-edge code, blackmail fodder, and anything else that someone doesn't want brought to light? Chances are that HOS has it available — for a price.

By tradition, there's only one actual Corax in the HOS nest, but that's just a formality. A bunch of the rest of us are involved, on a freelance basis, running packages, gathering secrets, scouting on potential clientele, and the like. And some of those "freelance" positions have pretty much become full-time, long-term gigs, if the rumors are right. Tradition is tradition, but since communication tech has gone global, things have really picked up for the Hermetic Order of Swift Light. Their CEO is riding the headwinds of technology at this point, and there are big things on the horizon for the "company". Who knows, maybe a time will come when we're all working for HOS, in one way or another.

The Gulls of Battle

On the other end of the spectrum, you've got the scrappers. A quick heads up, kid: these guys aren't weir-

does that cross-bred with seagulls or something freaky like that. The Vikings gave the Corax that name, back in the day, and some of us still claim those ties — even if they haven't ever set foot in Scandanavia.

Gulls are kind of a paradox. On one hand, they have first-hand ties to Hugin and Munin — Odin's two best birdie buddies, Thought and Memory. Gulls spend a lot of time on the wing looking for epic stories, digging up forgotten tales of old, and that kind of stuff. On the other hand, they like corpses as much as any of us (and more than some). And the one place you can find both story fodder and dead bodies is the battlefield. If you want to find a fight, follow the Gulls. I mean, the Valkyries used to ask these guys directions. Think about that.

The Morrigan

And, speaking of scrappers... The Morrigan are a trio of battle-crow biddies, old and dry and fierce as autumn leaves. They're from the Old Country... But they can show up anywhere — well, anywhere there's about to be a hella buncha blood and battle, anyway. These gals don't show up to have a little chat; if you see them, you can bet there's death and destruction on the horizon.

There are always only three members of the Morrigan, and they serve Raven's... less pleasant... aspect. They're all about endings — usually the permanent kind. In fact, whenever a Corax joins the Morrigan, she loses her old name and takes up a new one. And it's always one of the faces of the Morrigan from legend. Bebd, Nemain and Morrigu — always the same names, ever since they started writing legends down. It doesn't matter if it's your lover of 50 years who gets picked; the woman she was dies the second they settle that new name on her, and her old life is gone. All she lives for, from then on, is battle.

The legends say that Morrigan and Dagda were married once, then something happened and she all turned cold and bloody. That was, as you can imagine, the end of that happy union. The same thing happens with her namesakes. You can see the story all over again every time a new raven joins the Morrigan. One light dies in her eyes and a new, cold one starts burning. It's creepy as hell.

Word is that all three of them have the Sight, that the wind tells them when the next big battle is going to be. I'm not saying it's not true — they're always there every time the wolves take up serious arms, and goodness knows the Garou are about the biggest battle-slingers around. The Morrigan always bring eagles with them, too. Big, sharp-beaked buggers that feed on the corpses after the Morrigan drinks their eyes. You see three of our kind — all female — and a bunch of eagles showing up somewhere? You either high-tail it out of there, or

prepare to be a part of the fighting, cuz things are about to get crazy.

Murder's Daughters

Now, the Morrigan are scary because they're genuinely nasty, and because Raven's put his blessing of murder down on them. Murder's Daughters, on the other hand, are scary 'cause they're wannabes. Each and every one of them wants to be part of the Morrigan someday, and they've got this crazy notion that the way to one of the three spots is to out-nasty the rest of the gang.

It's stupid, 'cause I ain't yet seen one of the Daughters get picked for promotion, but they keep trying to prove they're the baddest of the bad, in hopes of catching someone on the nomination committee's eye. They're always picking fights, causing trouble, and generally being the biggest bitches they can get away with. A lot of the time, they end up in over their heads; they spend a lot of time after dark in the sorts of clubs where the vampires go, trying to prove they're more bad-ass than they really are.

Trying to be bad, yep, yep, yep. Pulling it off? Sometimes. But more often than not, they end up stirring up trouble for themselves and everyone around them, or worse yet — proving how rough-and-tumble they are by turning on anyone who doesn't take them as seriously as they think they deserve to be taken.

A murder of pissed-off sisters will pluck out your eyes and use 'em for marbles — and they're always looking for excuses to be pissed off.

Oh, and it's a girls' club only. No boys allowed. It's a time-honored tradition dating back all the way to at least 1952, which is the first time anyone was gutsy enough to use the name in public.

On the other hand, I'm smart enough not to argue. I like my eyes right where they are, and I never was any good at marbles.

The Sun-Lost

These guys are stuff you should know about, even though they aren't technically a group. Sun-Lost is what we call those who've turned their back on Helios and wandered off into the Umbra full time. It's crazy, I know, to cut yourself off from what amounts to half your soul, but some folks do. They just lay down their responsibilities, their messages... even their eggs in some cases... and go wandering off into the Deep Umbra to see what might be seen.

Most of the time, they're never heard from again. We figure they just see something shiny out there and... keep going. But sometimes they come back into the shallows — the Near Umbra, or even out into the "normal" world.

If you meet up with one, prepare to hear some fascinating stuff — just don't let it give you any ideas about heading out to the Great Black Beyond yourself, fluffy-feathers. There's stuff out there that would eat a little-bit like you without even needing to spit out the bones.

Most of the time, though, even if a Sun-Lost comes back, we don't hear about it first hand. We just get sigil-scratched reports of things they've seen. It's almost always something important — you don't wing your way back from the Black just to say "Hey, saw a Bane with three extra toes today". So if you find something like that — you tell folks about it.

No one really knows how many Sun-Lost there are... I mean, time works different out there, and the rules are all wonky. One thing is for sure, though — when one of them dies, we know about it. A single black feather shows up at the spot where the lost one's spirit egg hatched. No one knows how it gets there. Wind-spirits, I'm guessing, or some sort of supernatural woodgie that makes at least a part of them come full cycle back to their beginnings. But it happens.

That's why we're pretty sure that Huginn and Munin are still alive, by the way. No one's ever seen a feather for them. And yes, we know their hatching places. Stupid question. Of course, we know. We're Corax, ain't we?

Tulugaq

The Tulugaq are found in the Pure Lands — that's like Canada and the US... (Don't look at me like that. They were pure, once upon a time. That's another story, kid; can we get back to the one I was telling?)

Anyway, the word Tulugaq is actually Inuit, and some of the folk who claim it are actually from up north. But they're just as likely to be related to the Cherokee or the Miwok or the Paiute as the Inuit themselves. None of the rest seem to mind that their name is co-opted though, so who am I to raise a fuss?

The Tulugaq (you pronounce it just like it's spelled, honest) are cool customers; at least that's the impression they'll give you right before you realize they've stolen your shorts. They're the trickster's tricksters, and they take the job damn seriously, which means they're always practicing — and pissing people off.

Raven and Coyote are both big players in a lot of Amerind myths, so it's no surprise that the Tulugaq hang with the Nuwisha more than most. What is surprising is that they're still speaking to one another after all the jokes they've pulled, but I guess you get pretty forgiving when you know it's going to be your turn up to bat next, so to speak.

As for the rest of us? It takes a while for a Tulugaq to open up to outsiders, but once you establish some trust, they're as chatty as anyone else. Spend a few weeks or months following one around and learning the way they think — then zap them with a prank they can respect. One of the kind that teaches something, points out a weakness, or is just too clever to stay mad about. If you can pull that off, you'll be all right with the Tulugaq and the werecoyotes both.

Forms

Speaking of the werecoyotes... There's a whole schmear of other shifters out there, and we've got some similarities, and some differences, from all of them. Most of them have four or five forms they can change into. We only need three: Corvid, Homid, and Crinos. And, truth be told, we don't like going into Crinos much. It looks kind of goofy, and you walk funny while you're in it.

- **Homid:** Black hair, black eyes, black clothes. Most of us are thin and don't tan well, which makes us kinda look like underfed Goths. But if you want to spot a Corax in a crowd of wanna-be ghoulies, look at the fingers. No, not the jewelry — although we do have a soft spot for that as well. Check out the hands... Our ring fingers tend to be longer than our middle ones, for some reason. It's not a sure-fire giveaway, but it can be a clue.

- **Corvid:** Corvid's gonna come natural to you, cuz it's what you were born to: big freakin' raven. Hold your head high. We're not talking wimpy crow here; we're ravens, not some wussy short-tailed, blunt-winged, flat-billed corn-eater. We're big, we're smart, we're fast, we're beautiful: what's not to love?

Oh, and by the way, if you get in a fight when you're in Corvid, go for the eyes, then fly like hell. Trust me on this one. It's good advice.

- **Crinos:** Like I said, Crinos form just plain looks weird, there's no two ways about it. While we're in it, we've got feathers — sort of. And a beak — sort of. Human body and legs, but we've got wings, rather than arms, and our fingers are claws. And the feet? I don't even want to talk about the feet.

The only reason to go into Crinos form is to fight; the claws — on both hands and feet — are nasty business. [*Corax in Crinos can claw for aggravated damage*]. But unless it's life or death? Most of us don't pop Big Bird. It's hard to talk (at least to anyone who isn't one of us) and hard to walk without flapping your wings around to keep your balance. It's just... humiliating.



Form Statistics

Crinos	Corvid
Str: +1	Str: -1
Dex: +1	Dex: +1
Sta: +1	
App: 0	
Man: -2	Man: -3
Per: +3	Per: +4

General Corax Gifts

Corax possess no breed, auspice or tribe Gifts — they have only a unified Corax list. Homids may begin with three Gifts selected from among Enemy Ways, Morse, Open Seal, Persuasion, Spirit Speech, Voice of the Mimic and Word Beyond. Corvids may begin with three Gifts selected from among Enemy Ways, Raven's Gleaning, Scent of the True Form, Spirit Speech, Truth of Gaia, Voice of the Mimic and Word Beyond.

- **Enemy Ways (Level One)** — The Corax gains an acute and accurate danger sense. This Gift is taught by one of Grandfather Thunder's Stormcrows.

System: The player rolls Perception + Primal-Urge, difficulty 7. Success grants knowledge of the number and

nature of hostile entities within (Wisdom x 20) yards, with more successes granting clearer information.

- **Morse (Level One)** — By tapping out his message onto a nearby hard surface, a Corax can make sure that someone out there gets his message. This Gift is taught by a machine-spirit.

System: The player spends a Gnosis point, ensuring that the nearest Corax will hear (and understand) the message clearly. With a difficulty 8 Wits + Expression roll, the message can instead be directed to the nearest Gaian shapeshifter of any breed.

- **Open Seal (Level One)** — As the Ragabash Gift.
- **Persuasion (Level One)** — As the homid Gift.
- **Raven's Gleaning (Level One)** — The Corax may tell, at a glance, whether or not a shiny object is worth obtaining. A raven-spirit teaches this Gift.

System: The player spends a point of Gnosis, bestowing instinctive knowledge of whether or not a specific object the Corax can perceive is of value (this may indicate financial or practical value, or that it will be in some way useful in the future — the Corax doesn't know which).

- **Scent of the True Form (Level One)** — As the Philodox Gift.

- **Spirit Speech (Level One)** — As the Theurge Gift.
- **Truth of Gaia (Level One)** — As the Philodox Gift.
- **Voice of the Mimic (Level One)** — The Corax may perfectly mimic any voice or sound she has ever heard. A mynah-spirit teaches this Gift.

System: This Gift's effects are permanent.

- **Word Beyond (Level One)** — This Gift allows the Corax to create a message out of any available materials while in the Umbra, which can be instinctively understood by other wereravens. One of Coyote's brood teaches this Gift.

System: The player rolls Wits + Expression (difficulty 6) to create a marker out of nearby Umbral materials. The number of successes indicates the complexity of the message that can be encrypted into the marker; one success would suffice for simple concepts such as "danger" or "safe haven," while five successes could convey complex concepts equivalent to a short essay. Non-Corax cannot read these markers.

- **Carrion's Call (Level Two)** — This Gift helps Corax execute their duties with regard to the slain, leading them to fresh corpses. It is taught by a vulture-spirit.

System: The player may roll Perception + Empathy (difficulty 6). The Corax becomes aware of all cadavers within (successes rolled) miles.

- **Messenger's Fortitude (Level Two)** — As the Silent Strider Gift, but enabling flight rather than running.

- **Razor Feathers (Level Two)** — The Corax's wing-feathers become hard and sharp as steel. This Gift is taught by a steel-spirit, and only functions when the wereraven is in Crinos.

System: The player spends a point of Gnosis, enabling Wing Swipe maneuvers for the rest of the scene (see *Wing Swipe*, p. 214).

- **Sky's Beneficence (Level Two)** — The Corax can accurately drop a package of any sort onto a target from any altitude she can reach. Whether the package is a letter, hand grenade, or a more... natural... offering is up to the wereraven. Any aerial spirit can teach this Gift.

System: The Corax aims the dropped package with Perception + Melee (difficulty 7), regardless of inclement conditions, crosswinds, etc. The Corax must be able to see her target.

- **Speech of the World (Level Two)** — As the homid Gift.

- **Swallow's Return (Level Two)** — This Gift will safely carry a Corax home, even when she doesn't know where 'home' is. A swallow-spirit teaches it.

System: The player spends a point of Gnosis. The Corax flies to the place she truly considers 'home' on

autopilot, without any conscious awareness of the path she takes; she may even do so while healing or sleeping.

- **Taking the Forgotten (Level Two)** — As the Ragabash Gift.

- **Whisper Catching (Level Two)** — As the Shadow Lord Gift.

- **Wire Sitter (Level Two)** — As the Ragabash Gift: Spider's Song.

- **Dead Talk (Level Three)** — Sometimes a dead man's last vision just isn't enough. This Gift allows the Corax to interrogate a recently-deceased (no more than 24 hours dead) corpse. It is taught by a vulture-spirit.

System: The player spends a Gnosis point and rolls Perception + Occult (difficulty 8). The number of successes determines how talkative the corpse is willing to be.

- **Eyes of the Eagle (Level Three)** — The Corax's keen eyes easily pierce fog, smoke, clouds, darkness — anything short of a solid object. Eagle-spirits teach this Gift.

System: The player spends one Gnosis point to enjoy this Gift's benefits for a scene. Adding a Willpower point extends the duration until the sun next rises.

- **Hummingbird Dart (Level Three)** — The Corax plucks one of her own feathers and hurls it like a dart. A hummingbird-spirit teaches this Gift.

System: The player spends one point of Rage. For the rest of the scene, she may make Dexterity + Melee (difficulty 5) attacks out to 50 feet away, with (Dexterity + 3) base lethal damage. With Razor Feathers active, this damage is aggravated. This Gift can only be used in Corvid and Crinos form.

- **Mynah's Touch (Level Three)** — The Corax "borrows" knowledge of a single Garou Gift. Mynah-spirits teach this Gift.

System: The player spends two Gnosis points, gaining knowledge of any Garou Gift of lower rank than the Corax. The Gift may then be used at any point afterward — once. Mynah's Touch can only 'store' one Gift at a time. In the case of permanent Gifts, the Corax may enjoy the Gift's benefits for one scene before it vanishes.

- **Scrying (Level Three)** — As the Uktena Gift

- **Sense the Unnatural (Level Three)** — As the lupus Gift.

- **Sun's Guard (Level Three)** — Given to his children by Raven after their great misadventure with Helios, this Gift protects Corax from heat and flames. An avatar of Raven teaches it.

System: The player spends two points of Rage and rolls Stamina + Primal-Urge (difficulty 6). The Corax is

completely immune to flames and heat, no matter their source or intensity, for one turn per success. She remains vulnerable to balefire.

- **Attunement (Level Four)** — As the Silent Strider Gift.

- **Airt Sense (Level Four)** — As the spirit Charm.

- **Bloody Feather Storm (Level Four)** — Particularly favored by the Tengu of Asia, this Gift causes the wereraven's feathers to rain down on everyone beneath him in a deadly razor-storm. This Gift is taught by a monsoon- or hurricane-spirit.

System: The Tengu must be in the air when using this Gift. The player spends three Gnosis and two Rage as his action for the turn. The feather storm causes Dexterity + 4 dice of lethal damage to everything beneath the Tengu within a 15 foot radius. Those caught in the storm must roll three successes on a Dexterity + Athletics roll (difficulty 8) to avoid this damage. If Razor Feathers is active, this damage is aggravated.

- **Flight of Separation (Level Four)** — When the Corax can't outrun an enemy, confusion is the best stratagem. The Corax explodes into an entire murder of ravens, which take off in all directions — but only one is the true wereraven. An avatar of Raven teaches this Gift.

System: The player spends two Gnosis points. Enemies must make a Perception + Enigmas roll (difficulty 3 + wereraven's Honor, maximum 9) to determine which bird is the original. The fake Ravens created by this Gift vanish when the sun next rises; until then, they continue to fly as far and as fast as the Corax could.

- **Gauntlet Runner (Level Four)** — The Corax may pass quickly and easily through the Gauntlet. Any Wyld-spirit can teach this Gift.

System: A roll of Wits + Enigmas (difficulty 8) lowers the Gauntlet within 20 yards by one point for every 2 successes for the rest of the scene.

- **Kiss of Helios (Level Four)** — As the Ahroun Gift.

- **Deceptive Demise (Level Five)** — The Corax uses this Gift to fake her death and distract her enemies. She disappears in a feathery cloud, leaving behind only a bit of blood and ash — but no body. This Gift is taught by a fox-spirit.

System: The player spends one Gnosis point and one lethal health level. The character immediately steps sideways when this Gift is used.

- **Portents (Level Five)** — The wereraven may look into the future. A wind-spirit teaches this Gift.

System: The player spends two Gnosis points and rolls Intelligence + Enigmas (difficulty 8), then asks for a vision of the future with regard to a certain subject. More successes grant greater clarity.

- **Theft of Stars (Level Five)** — This Gift renders its target completely unable to see any light derived from a natural source (the sun, moon, or stars, as well as any manner of bioluminescence). Victims are reduced to stumbling about in a bizarre twilight, if not absolute darkness. Helios's avatar teaches this Gift.

System: The player spends a point of Willpower and Rage, then makes a contested Willpower roll against the victim. If the Corax wins the roll, her victim is immediately plunged into darkness, capable of seeing only artificial light. The effects of Theft of Stars last for the Corax's Glory in hours.

- **Thieving Talons of the Magpie (Level Five)** — As the Ragabash Gift, which the Corax originally taught to the Garou.

Rites

Eyes of the Flock

Level Two, Mystic

The Corax using this rite can use the eyes of other corvids to see everything.

System: When the rite is successfully performed, the rite-master and any other participants can see through the eyes of every raven, crow, rook, and other corvid within (Gnosis) miles. The sensory load is enormous but can be shared among the participants. The Corax leading the rite rolls Perception + Enigmas (difficulty 9, -1 for every two additional participants) to sift through the overwhelming visual input to find what she is looking for.

Rite of the Sun's Bright Ray

Level Two, Mystic

After twenty minutes of somber dancing and chanting prayers to Helios, the Corax brings the light of the sun into the world. Helios's warm radiance blooms into life around the Corax — even in the dead of night, deep underground, or in the middle of a vampire-owned nightclub.

System: This rite has no cost. The player makes a standard Wits + Rituals roll (difficulty 7). The borrowed sunlight shines out from the point where the Corax stands at the conclusion of the rite, illuminating everything within a 20 yard (20 meter) radius. It lasts for one hour per success on the activation roll, and persists even if the Corax leaves the area.

Rite of the Fetish Egg

Level Two, Mystic

The most important of all Corax rites, the Rite of the Fetish Egg births a new wereraven into the world. The binding requires a feather or hair from the "parent"

STEREOTYPES

Raina Fader goes on at length:

- **Garou:** You're big, you're violent, and Raven's beak it's fun to point you in the right direction and watch the blood fly. We look out for you, and you look out for us. Capische?

"They talk too much, but if you know what to listen for and what to ignore, you can learn a lot. Assuming you don't kill them first." — William Furhie

- **Kitsune:** Gotta love a whole Breed named after a Hendrix riff. But I got a feeling that you're up to something, and even the Tengu I speak to don't know the whole of it.

"Nobody hates the Tengu or their kind, not even the Garou. They irritate without making enemies. Perhaps that is the ravens' true strength." — Moonlight-Over-River

- **Rokea:** And I thought the Garou were dumb and violent, you guys take the biscuit. But I can't help imagining everything you know about the world under the waves. If you'd only tell us.

"Shut up! Shut up! Shut up!" — Bleeds-Night

with which to bind the spirit egg to the Corax-to-be. If anything happens to the egg or the binding before the First Change, the results are spiritually and psychologically devastating.

System: This rite can only be performed in the Umbra, and requires a witness of the breed opposite that of the Corax "parent." The Corax spends three hours and three *permanent* Gnosis creating the spirit egg, then another hour binding it to the soul for which it is intended. If the rite is interrupted at any point, the Gnosis is lost and the rite fails.

Rite of Memory Theft

Level Four, Punishment

This rite is reserved for only the greatest of all Corax screw-ups. It requires a small, empty wooden box, preferably painted with scenes from the target's life. At least three Corax, including the one performing the rite, must surround the target (who is generally bound or subdued). The box is then opened and a litany of the victim's deeds is sung. As each event is named, the memories of that moment fly from the victim into the box, along with all associated memories, until the victim's mind is emptied of everything beyond his First Change. The rite is all-or-nothing — it cannot be used to excise only specific memories.

The ritemaster must then seal and crush the box, at which point all of the memories contained within become his.

System: This rite costs a point each of Gnosis, Willpower, and Rage, and lasts for as long as it takes to sing away the deeds of the victim. It also requires a contested Willpower roll (difficulty 8) between the ritemaster and the victim, though each additional Corax present lowers the ritemaster's difficulty by 1, to a minimum of 3. This rite may only be used on other Corax.

Of all Gaia's children, none are more attuned to the cycle of life, death, and rebirth than her ursine brood, and they alone were trusted with Her greatest gift — the power over life and death itself.

Fetishes

uPhone

Level Three, Gnosis 8

The Corax claim to have invented this fetish — in truth, they stole a prototype from a Glass Walker and they quickly improved upon the design. The fetish is made from a normal smartphone with a Chimerling bound within. The uPhone works as a normal smartphone anywhere on earth, without charging the wereraven for calls or data use. When activated it can call other uPhones regardless of distance, even between Umbral realms or across the Gauntlet.

GURAHL

History

In the earliest of days, there was nothing — only the potential for everything that would ever come to be. Gaia dug deep into that potential and brought forth Her three eldest children — the Yarn Spinner, the Tapestry Maker, and the Pattern Breaker, called by others the Wyld, the Weaver, and the Wyrn. She tasked these three with creating the rest of reality, and together they fashioned the Great Tapestry of existence, in which everything had a purpose, and a place, and a time in which it was right for them exist. Had the balance between these first three of Gaia's offspring been maintained as it was meant to, the pattern would still exist to this day, and there would have been no need for any of the Changing Breeds to come into being. But alas, that was not to be.

Somewhere, sometime in the darkness of the past, Gaia's first children stopped cooperating at their sacred tasks. Tapestry Maker trapped Pattern Breaker in a web of threads and drove it to madness and destruction. Rather than following the great design to create a work of beauty and balance, Yarn Spinner, Tapestry Maker, and Pattern Breaker went to war, each struggling to force its desire on the Great Tapestry.

To try to restore the lost balance, Gaia once again dug deep into the potential of the universe and created Her Changing children. Each of them she built specifically to serve the duty she put before them — the wolves to war, the ravens to uncover secrets, the lizards to remember.

And, to ensure that the rest of her children would have someone to look to for guidance, Gaia made the Gurahl. She gave them an innate understanding of Her design: not only the creating of new life and the weaving of that which exists, but also that most difficult knowing for mortal beings — the import of endings, each in its well and true time.

She gave them the ability to alter not only their bodies, but also their natures, as their duty would require — not mercurially, but slowly and with great deliberation. She made them curious and playful, to fill them with the joy of potential. She made them protective and nurturing, parental figures to those who would have need of

their strength. And, knowing that Winter would come to all in time, she made them stoic and strong of both heart and body, that they might do what needed to be done to protect the Tapestry and all who were a part of it, when the time came.

Knowing she had made them worthy of the responsibility, she also granted them her most sacred of gifts: the ability to wrest one of the slain back from the lands of the dead.

For a time, it appeared that Gaia's newest children would accomplish the task put before them. Their strengths and weaknesses complemented one another, just as the cold of winter and the heat of summer are both vital to the turning of the seasons, and they worked closely together to serve Her purpose.

In time, as had happened before, things began to fall out of synch. The Garou grew jealous of the trust Gaia had placed in her other children, and coveted the secrets and Gifts of the rest of the Changing Breeds. When the Garou discovered that the Gurahl knew the secret of bringing life back to the dead, they demanded that the Gurahl teach them this magic.

The Gurahl, in their wisdom, decided not to share the secret of restoring life with any other Changing Breed, particularly to the warlike and razor-edged Garou. They realized that Wolf's Children would want to bring back every warrior slain in battle in order to continue the fight against the Pattern Breaker and that this desire went against the cycle of life and death.

When the Garou found that the Gurahl would not teach them our most closely guarded Gift, they spread the word to the other Fera that the werebears were hoarding Gaia's gifts. And, as rumors do, the tales grew ever darker with the retelling...

The Gurahl refused to teach the Garou their most secret Gift so that they might raise their warriors from the dead.

The Gurahl refused to raise Garou who had been killed in battles with the Wyrn.

The Gurahl turned their back on injured Garou so as to make the wolf-warriors weaker.

The Gurahl sympathized with the Wyrn, and refused to aid Garou in fighting it.

The Gurahl had turned to the Wyrms.

When the War of Rage finally broke out, the Gurahl gave way to their Rage and fought long and hard against the Garou and any others who tried to de-

stroy them. But the Garou fought in packs and could take down even the fiercest bear-shifter. The wolven-warriors obliterated entire tribes of Gurahl, torturing those who were captured in attempts to force them to give up the Gift of rebirth.

Not one Gurahl did so.

The Gurahl saw that the Garou were bent on destroying all other Shifters. In order to save their Breed and protect the secrets Gaia had entrusted to them, the werebears withdrew from the world. Some ancient ones left their bodies and moved into the Umbra, seeking the Summer Lands. Others went to their Umbral Glades and fell into a deep sleep. The

Garou believed they were all gone.

The centuries went on without the Gurahl. Only the Great Grandfather or Great Grandmother remained present and awake to monitor the changes in the world and wait for the time was right for their return. When the Storm Eater — a massive Bane that seemed capable of destroying all of North America — emerged and threatened the Gurahl's remaining Kin, the Gurahl awoke en masse and offered their services to the Garou to help fight it. The Garou reluctantly agreed, and Gaia's Healers returned to their sacred duties.

Today, the Gurahl fight a desperate battle to increase their numbers before the Final Battles begin. The Children of Bear know that their talents — both for battle as well as for healing and cleansing — will be vital in those last days.

Organization

For the most part, Gurahl do not travel in packs. Their healing and protection is needed almost everywhere in the



GURahl LEXICON

Arcas (ARE-kus): The stage of a Gurahl's life governed by the New Moon.

Arthren (ARE-thrun): The near-human form of the Gurahl.

Bhernocht (BEAR-noct): A state of near-despair and sorrow experienced by some Gurahl.

Bjornen (Bee-YORE-nen): The cave-bear or near-bear form of the Gurahl.

Buri-Jaan (BOO-ree-ZHAWN): A Gurahl mentor; the period of a Gurahl's time as a student.

Gallivant: The first part of a Gurahl's life; a period of wandering and discovery.

Hibernation: The deep sleep of some Gurahl, attained by a Gift or rite, which resembles the winter slumber of normal bears.

Kieh (KEE-yuh): The stage of a Gurahl's life governed by the Crescent Moon.

Kojubat (KOY-yu-baht): The stage of a Gurahl's life governed by the Gibbous Moon.

Kovi (KO-vee): "Child"; a Rank One Gurahl.

Mangi (MAN-GEE): The aspect of Bear corresponding to the Death Bear.

Matae (MUH-tay): "Grandmother/Grandfather"; a Rank Five Gurahl

Pattern Breaker: The Wyrn.

Rishi (REE-SHEE): The stage of a Gurahl's life governed by the Half-Moon.

Sorna (SOR-na): "Aunt/Uncle"; a Rank Three Gurahl

Talchwi (TALLCH-we): "Mother/Father"; a Rank Four Gurahl

Tapestry Maker: The Weaver.

Ursa Major: The aspect of Bear corresponding to the Great She-Bear.

Ursa Minor: The aspect of Bear corresponding to the Little Bear or First Cub.

Ursus: A Gurahl born from to a bear parent; the bear-form of the Gurahl.

Uzmati: The stage of a Gurahl's life governed by the Full Moon.

Verden: "Brother/Sister"; a Rank Two Gurahl

Yarn Spinner: The Wyld.

world, and they exist in such small numbers that they usually live and travel alone in order to cover as much of Gaia's land as possible. This dispersal of the Breed across a vast range of territories also minimizes the chances of a concerted attack destroying most or all of the Gurahl.

This is not to say that Gurahl never travel in groups. One tribe of werebear, the Ice Stalkers, habitually gathers in small units similar to packs. Their native territory — the frozen north — is vast and harsh enough to make pack-life preferable to a solitary existence. Group hunts allow them to travel further and take down larger prey than any one Gurahl could on their own. And for those

Arctic nights that last for months at a time, companionship is preferable to sullen silence.

In areas where the Pattern Breaker's forces are numerous, several Uzmati may band together to accomplish what a single Gurahl cannot. A group of werebears rallied together for a mass rite of cleansing — or a battle, if there are no other options — is enough to tackle almost anything the Wyrn can throw at it. While such temporary packs are exceedingly effective, they usually disband when their mission is accomplished, so that the individuals can spread out and share their healing and protection with a larger range than if they'd stayed together.

Gallivant and Buri-Jaan

An exception to the Gurahl's solitary ways comes soon after their First Change, when a new werebear receives a mystical "call" in the form of dreams and visions. This mystic summoning leads her to a more experienced Gurahl, who becomes the fledgling's "Buri-Jaan," or teacher. Together, teacher and pupil embark on a journey of travel and experience, called a Gallivant. During this time, the young Gurahl is encouraged to explore her nature, ask questions, and enjoy the natural beauty she must later protect.

The Gallivant is traditionally a year-long excursion, but occasionally, it takes an additional year, particularly if the cub is destined to perform some important task for Gaia or the Gurahl.

After spending years in the pursuit of their duties, many Gurahl feel inspired to become teachers themselves. Through the use of the ritual, Dreams of the Buri-Jaan, a Gurahl sends forth dreams and visions that will call a newly-Changed werebear cub to her side. The two then set off on another Gallivant, where the experienced Gurahl can pass along the same kind of attention and teaching that she received during her formative period as a werebear. This period of mentoring not only ensures that the knowledge and history of the Breed are passed

along to the new generation, it also allows the Buri-Jaan to recover some of the wonder of youth they left behind after their own Gallivant. This is vital, particularly if the Buri-Jaan has spent time fighting the Pattern-Breaker's forces — a soul-destroying task at best.

The would-be Buri-Jaan most often performs this ritual when she is made aware of a newly changed cub, either by the spirits or through first-hand knowledge. Sometimes, however, the aspiring teacher performs it without knowing whether there is a prospective student in the area, just on the chance that it will call an undiscovered cub who might otherwise have gone without training. When necessary, a Buri-Jaan can accept two students in areas where Gurahl are so few in number that teachers are hard to find.

Gatherings

Despite the lonely path they walk, Gurahl are still very social creatures. Their solitary wanderings are usually more a symptom of their duty — and their scarcity — than of a desire to be alone, and most look forward to the times when they do gather together.

Werebears have several levels of gatherings ranging from chance meetings to formalized events.

- **Fest:** When two or more Gurahl meet one another in their wanderings, if circumstances allow, they will take advantage of the situation to hold a fest. Such spontaneous meetings may simply involve exchanging news and sharing artwork around a fire, or they may involve commemorating a mutually celebrated occasion, such as the salmon run or the peak of the berry harvest. When several Gurahl hold a fest together, the occasion can be quite jubilant, with feasting, song, and stories.

- **Regalia:** At the beginning of spring each year, each of the Gurahl tribes hosts a regalia to bring together as many members of the tribe as possible and to discuss matters of tribal import. To protect the tribe, such meetings are held in isolated places as far from intrusions by outsiders — and hopefully attack from enemies — as possible. Regalias combine formal ceremonies, debates about tribal policies, and the exchange of information about local concerns, with more personal matters. Often this is the only time of the year when extended families gather to share news, celebrate new births, mourn fallen relatives, and match-make with Kin from distant areas to ensure the tribal lineage continues strong and healthy.

Often the highlight of these gatherings is a performance of the Dance of Creation featuring elaborate costumes, face- and bodypaint, and primal drumming to tell the oldest stories known to the Breed, and remind every tribe member of their sacred duty. Despite the serious overtones, regalias celebrate tribal unity and the creative and nurturing spirit central to the Gurahl.

THE CODE OF URSA

Cherish the Cubs

Protect the Land

Heal the Sick

Nurture the Needy

Teach the Supplicant

Breed Wisely

Cleanse the Tainted

Guard the Secrets

Rights of the Elder

Remember Your History

Punish the Guilty

Avenge Wrongful Slaying

• **Powwow:** During the summer, the Gurahl participate in intertribal gatherings, called powwows, which last for several days. Gurahl from different tribes gather together to share information, display their artwork or crafts, and strengthen the ties among the tribes. While no werebear can afford to take too much time off from the work of guarding her protected lands, these powwows are a vital part of the information system of the Breed, and all Gurahl try to participate in at least one per year.

Powwows are a vital learning experience for cubs still on their Gallivant. They give new Gurahl a chance to introduce themselves to others of their Breed and learn more about what it means to be Gurahl.

Unlike at the tribally-focused regalia, no dancing occurs during the powwows. Only at the Council of Autumn do the Gurahl dance before members of tribes other than their own.

• **Council of Autumn (The Great Council):** The Council of Autumn, held during the fall of each year, is by far the most elaborate and serious gathering of Gurahl. Not all Gurahl attend, but many feel this council is the most important meeting of the year. While the less formal powwows, regalia, and fests may involve minor acts of ceremony, formal rites dominate the Council of Autumn.

All attendees undergo a ritual cleansing before they attend the Council. Each tribe approaches the Council site from the direction associated with it: Ice Stalkers from the north, Forest Keepers from the east, River Keepers from the south, and Mountain Guardians from the west. The Great Council, composed of Matae from all four tribes, uses this meeting to rule on matters that affect the Gurahl as a whole, to hear any grievances that span tribal boundaries, and to welcome new cubs. The new cubs from all the tribes perform the ancient Dance of the Centuries, an event that marks the only time in which all the tribes dance together.

During the days of this gathering, the Great Council meets, making decisions by consensus. As Gurahl are not known for making snap decisions, the Council traditionally gives dissenters one year to come up with an alternative to their decisions. Attendees who are not a part of the Council either listen to the Mataes' discussions or else occupy themselves during the day by working on their particular arts or crafts, sharing stories and engaging in their own discussions, or by cooking for the feast, which is hosted each night by a different tribe.

The Council of Autumn is also a traditional time for ranking ceremonies, as it is sometimes the only time in the year that Gurahl will meet with elders capable of conferring a new rank upon them.

• **Meeting the Great One:** The rarest Gurahl meeting occurs in times of dire need, when one of the four current Ancient Ones decides some disaster looms over

GREAT GRANDMOTHER, GREAT GRANDFATHER

Gurahl use a Renown system for rank, similar to other Changing Breeds. However, for the werebears, it is possible to exceed the relative rank of elder or Matae. Only one individual of each Gurahl tribe holds this title — Great Grandmother, Great Grandfather, or just Ancient One — at a time.

There is no particular Renown Cost for achieving this rank — it is not something achieved by acquiring a certain number of tales, but by earning the respect and veneration of the entire tribe (though always after having achieved Rank Five).

Any Gurahl who meets one of the Ancient Ones knows immediately that they are in the presence of a greatly honored individual, and will be expected to behave accordingly. To do otherwise is to face the Breed's harshest disapproval.

the Gurahl. This venerable werebear sends out a mystical summons that draws all Gurahl, including those in hibernation, to a site where they can unite to defend their Breed or some part of Gaia's creation. These meetings have only been held a few times throughout the tribe's history, and are never called lightly.

Traits

Gurahl share many Traits in common with the Garou, including their reactions to silver and their ability to invoke the Delirium in Crinos form. Differences are explained below.

Gurahl use Gnosis in the same fashion as Garou do. They refresh their Gnosis through meditation or by using the Rite of Replenishment (see below). Umbral Glades provide a regular source of fresh Gnosis for those werebears who have access to one.

All Gurahl begin play with Willpower 6.

Rage and Frenzy

Although Gurahl are generally slow to anger, when they do so, they exhibit a nearly-unequalled intensity. Gurahl can use Rage to enhance their Strength, Stamina, or to gain additional health levels.

A Gurahl may also increase her Strength or Stamina by spending Rage on a one-for-one basis. She can raise her Strength to a maximum of twice her current form's Strength, and her Stamina to up to twice her current form's Stamina. Gurahl may combine increases in both Strength and Stamina by dividing up her expended Rage points between the two Attributes. Such increases in Strength and Stamina last for one turn per dot of Rage.

Gurahl may use Rage to gain additional health levels, though any levels gained do not heal prior damage. For example, a Hurt Gurahl may spend two points of Rage to gain an additional two "Hurt" levels. An attacker must fill in these additional "Hurt" levels before the werebear becomes "Wounded". If a Gurahl does this before engaging in battle, the levels gained count as additional "Bruised" levels. This effect lasts for a scene or until they are lost through taking damage.

Because they can channel their Rage in combat in several ways, Gurahl retain a more deliberate attitude in the midst of Rage (though they are still deadly). Werebears regain spent Rage more slowly than Garou, since they must work harder to get uncontrollably angry. Direct threats to lands or protected creatures restore a Gurahl's Rage; angry words or insults do not.

Gurahl must score five or more successes on a Rage roll (difficulty 8) in order to succumb to frenzy. A frenzied Gurahl never flees, but instead stands and fights, refusing to retreat no matter what the circumstances, sometimes even charging their enemies. A Gurahl may spend a point of Willpower to offset the frenzy, though she may only move or speak during the same turn in which she does so, not take other actions.

To fall prey to "the Thrall of the Wyrn," a Gurahl must roll eight successes on a Rage roll. In this unhappy event, no Willpower expenditure can stave off the effects of the Beast-of-War or the Eater-of-Souls.

Renown

Werebears value Honor, Succor, and Wisdom Renown. Honor comes from showing respect, acting selflessly, and adhering to the Code of Ursa. Succor — which many Gurahl consider the most important kind of Renown results from acts that heal the world, including cleansing taint and saving lives. Wisdom is awarded when the werebear discovers or preserves ancient knowledge.

Advantages and Vulnerabilities

The Gurahl receive several advantages from Bear that help them fulfill their purpose. To balance these enhancements, however, they have an equal number of relevant disadvantages that also stem from being Bear's children.

- **Adamant Will:** Gurahl gain one automatic success in any opposed Willpower roll involving their need

to protect and defend. Attempts by vampires or other supernatural creatures to affect the mind or will, or to possess the body, of a Gurahl are made at +2 difficulty. In most other cases where Gurahl engage in a contest of wills over their duty to Gaia, they receive a boost to their roll (or their opponent suffers a penalty, at the Storyteller's discretion). There is a drawback to having will this strong, however. Getting a werebear to change her mind is nigh impossible once she has decided on a course of action.

- **Keen Smell:** A Gurahl's sense of smell is highly developed. Perception rolls involving odors are made at a -2 difficulty, except when the Gurahl is in Homid form. This sensory acuteness includes enabling the Gurahl to identify individuals by their perfume or natural body scent, sniffing out taint or toxins in food or water, and performing other tasks involving smell.

- **Poor Eyesight:** While in Homid form, Gurahl have normal eyesight (subject to individual variations) but in every other form, werebears have relatively poor vision. They are not blind, but they do not rely primarily on their sight and tend not to notice visual cues as rapidly as other Breeds. Perception rolls based on sight alone are made at a +2 difficulty unless the Gurahl is in Homid form.

- **Seasonal Lethargy:** A Gurahl's body is attuned to seasonal changes. In wintertime, most werebears grow sluggish and experience a psychological need to tuck themselves in for the winter. Though Gurahl do not have to hibernate, they do become more lethargic during the winter months. This manifests in small ways, such as habitual lateness. Gurahl subtract two from their initiative score during the winter months.

Backgrounds and Abilities

Gurahl have the same Backgrounds and Abilities as Garou with the following differences. All Gurahl must begin with at least one purchased dot in Mentor. Ursine Gurahl have the same starting Background and Ability restrictions as lupus Garou.

As well, the Kinfolk Background represents fewer individuals for Gurahl:

- 2 Kinfolk
- 4 Kinfolk
- 6 Kinfolk
- 10 Kinfolk
- 15 Kinfolk

Tribes

Although their population was culled to a terrible degree during the War of Rage, four major tribes of Gurahl still exist. Their Kin, scattered across the globe, encompass the majority of true bear breeds in the world. A few smaller

BHERNOCHT

A Gurahl who willingly (i.e., not under duress) fails in his duties or abandons his responsibilities suffers a one-point loss of Willpower and loses the advantages gained from Adamant Will. His Willpower decreases by one point per day (not including deliberate expenditures of Willpower) until he resumes his responsibilities. Whether the responsibility is protecting a person, guarding an area, or accomplishing an appointed task, the loss continues until the Gurahl either resumes his duty or finds an appropriate replacement. If the Gurahl's Willpower reaches zero before he has stopped the process, he enters Bhernoct.

Similar to a Garou who has fallen into Harano, a Gurahl in Bhernoct experiences a profound depression, becoming fixated on his own worthlessness and feeling unwilling (or unable) to do anything about it. Unless the Gurahl finds some way to overcome this state, either by himself or through the assistance of others, he eventually enters a state of deep hibernation and can only be awakened through sustained force or by the Gift: Waken. If awakened, he must still find a way out of Bhernoct. This process should involve role-playing rather than dice rolls.

groups exist in limited numbers, although the Okuma — the werebears of Japan and lower Asia — were entirely annihilated during the Eastern lands' War of Shame.

Because they are so few, Gurahl recognize that limiting their breeding based on racial backgrounds or Kinfolk species is an impractical impediment to one of the Breeds most pressing goals: increasing their numbers. While some werebears still carry a great deal of pride related to their ancestral ties, nowadays a Gurahl is likely to take a mate wherever he or she finds an appropriate partner, rather than limiting themselves to an also-dwindling population with historic ties. Thus, a modern Gurahl's tribe is as likely to relate to the geographic region to which they feel the strongest affinity and dedication as it is to the particular breed of bear their family line is connected with. Still, each tribe has peoples and species it traditionally calls its own. These are generally considered to be its native Kinfolk, regardless of how diverse populations may become.

Forest Walkers

Some of the earliest Gurahl to inhabit the Pure Lands, the Forest Walkers migrated across the North American continent, settling mainly in the eastern and southern woodlands of what is now the United States. Many withdrew from the world as Europeans ravaged the continent's wilderness, although some remained hidden and slumbering in what habitat was left to their ursine

BEARS OF MANY NAMES

The bear family tree has many diverse (and sometimes convoluted) branches. Modern scientists have identified many sub-families, genus, species, and sub-species in attempts to specifically label exactly where each individual and group belongs in the viney forest that is bear taxonomy. These attempts are only further muddled by the common vernacular for each species, often based on visual cues that can overlap broadly — or vary widely — between species.

Gaia, on the other hand, has no such confusion. Supernaturally speaking, each Gurahl is the embodiment of Bear and is equally blessed by their Mother, regardless of whether that manifests as a massive Arctic white or a diminutive Asian sunbear.

While certain tribal associations have evolved in the Breed over time, these separations are more a product of regional species associating predominantly with their own kind than of any supernatural differentiation. This can be evidenced by the presence of the River Guardians, whose members traditionally span a vast variety of bear species, due to the global focus of their sacred duties.

Thus, while it is tempting to label the Forest Walkers simply as "black bears", or the Ice Stalkers as solely "ursus maritimus", these are generalizations at best.

Those who would truly understand the Gurahl would do well to avoid following too closely in human taxonomer's footsteps, and focus on what is important to the werebears — their roles and responsibilities within the spirit and mortal worlds — rather than their genetic makeup and scientific designations.

Kin. When those who left for the Umbra returned in the late 20th century, they found that the vast majority of the great forests destroyed, and their Kinfolk had followed their shapeshifting relatives' example, retreating into what wildernesses remained. Although the most populous of any Gurahl tribe, the Forest Walkers still work hard to increase their numbers, and to preserve the lore of their Kinfolk as well as their own sacred history.

Home Territories

Though they range across the breadth of the North American continent and even into Mexico, Forest Walkers are most plentiful in the woodlands of the eastern United States. Many stay in protected habitats such as national parks and wilderness preserves. They have also made inroads into the South American rainforests and African jungle in search of new Kinfolk — both human and ursine. Now and then, they attempt to cross into Asia, but so far have met with little acceptance among the native bear populations — and strange shifters — they have found there.

Kinfolk

Bear Kinfolk among the Forest Walkers consist mainly of black bears with a smattering of other bear species, including the spectacled bears of South America. Homid Kinfolk used to come solely from Native American stock, predominantly of the southern and eastern tribes. As with all of the Gurahl, Forest Walkers have begun to take their human mates where they can, often choosing those who are actively working in forest conservation, animal preservation, or other outdoor career paths.

Tribal Culture

Forest Walkers tend to form small groups for mutual support. They regularly attend powwows and gatherings, eager to learn and share new tales. Although independent, they treat their elders with great respect, and cooperate with one another, regardless of rank.

Appearance

Ursine Forest Walkers usually resemble black bears, the smallest of North American bear species. Black bears tend towards broad skulls, narrow muzzles, and coats that are smooth and dense. Despite the name, fur color varies widely, ranging from a true blue-black to warm browns and almost blonde cinnamon tones. One sub-species is known for giving birth fairly often to non-albino white-coated young. These "spirit bears" are prized by the Forest Walkers as ursine Kinfolk mates, as they give birth to a higher-than-normal ratio of Gurahl offspring.

Human-born members of the tribe resemble the ethnic type of their human parent. Traditionally this

has included Native American tribes throughout most of the continent, as well as the tribal peoples of Asia, where there was some overlap with the now-extinct Okuma Gurahl.

Ice Stalkers

The Ice Stalkers were once accused by the Garou of bringing about the Ice Age to serve the Wyrms' purposes. Most modern Garou have never heard — or have chosen to forget — the accusations their ancestors slung against the Gurahl. But these rumors and lies came near to bringing about the destruction of an entire Changing Breed, so the point is still a sore one.

Ice Stalkers maintain a keen interest in polar bears as well as the native peoples of Alaska and Northern Canada, watching the Wendigo Garou carefully (while staying out of their way). Human exploitation of the northern icelands for fossil fuels and other natural resources has hurt both the human and bear populations tied to this tribe, as have the climate changes which are slowly but surely melting away their territories. The Ice Stalkers now labor furiously to protect what remains of their lands and Kin, before both are lost forever.

Home Territories

Ice Stalkers inhabit Alaska, northern Canada, Russia, and the circumpolar regions of the globe. Some have moved further south in Canada and into Scandinavia in search of potential Kinfolk, although they are wary of coming into closer proximity to the Garou populations that call those lands home.

Kinfolk

Most bear Kinfolk are polar bears (with the occasional grizzly bear). Human-born Kinfolk traditionally come from the native Aleut and Inuit peoples, as well as other northern peoples like the Saami.

Tribal Culture

Although many see only the fierce and intimidating aspects of their nature, Ice Stalkers are also highly inquisitive, impulsive, and curious, with a keen sense of humor and playfulness.

Gregarious by nature, Ice Stalkers congregate in semi-permanent "family groups." Buri-Jaan and cub often remain together for several years. They attend and hold more powwows and fests than any other tribe.

Subjected to extensive periods of seclusion due to adverse climate conditions, the Stalkers zealously cultivate a wide variety of art forms. They excel at crafting jewelry and other items from the bones and hide of animals they kill for food, as well as sculpting ice — where it still remains to be crafted — into intricate shapes.

Appearance

Most Stalkers come from polar bear stock and resemble their bear-parent in human form. Homid Ice Stalkers resemble their human parentage, whether Aleut, Inuit, Scandinavian, or other ethnic type.

Mountain Guardians

The Mountain Guardians are the youngest of the Gurahl tribes, coming into being after the werebears crossed into the Pure Lands. They learned to coexist with the Wendigo, Uktena, and even the local Bastet. They served as shamans for the native northern tribes, and sometimes lived openly with the American Indians of the southwest. Risking annihilation to cooperate with those who had hunted them in the past, they worked with the Garou to cleanse the Pure Lands of the taint of the Pattern Breaker. They withdrew en masse when the European Garou arrived, leaving nothing but legends to tell of their presence there.

Their return to fight the Soul Eater signaled their re-entry into the world. Upon their return, however, they discovered that during their absence, their grizzly bear Kin became almost extinct. Unwilling to leave their Kinfolk's fate in the hands of those who had harmed them already, the Mountain Guardians vowed to remain, and today they fight to preserve their existing grizzly bear Kinfolk, while preparing themselves to stand with the Garou on the front lines of the Last Battles.

Home Territories

Once, Mountain Guardians occupied the majority of central and western North America, including Canada and Mexico. Now, most Guardians dwell in national parks and preserves, particularly in the Northern Rockies of North America. Some travel to the rest of the continent to make contact with other Gurahl, but they are loathe to be parted from their ursine Kin for long, and many make their permanent homes in Western Canada or Alaska.

Kinfolk

After the decimation of their traditional Kinfolk — the Native American tribes of western North America — the Guardians have begun to expand their human Kinfolk to include any who are strong enough of body and mind to brave the few-remaining wildernesses of the continent. Their new Kin are often chosen from among those who are still capable of living a hardy, outdoors life, despite the encroachment of civilization: remote northern villagers, homestead ranchers or farmers far from urban crawl, survivalists, and those who choose to live “off the grid” for one reason or another.

The endangered grizzly bears form their primary ursine breeding stock, although interbreeding with the

Ice Stalker tribe's Kin is not unheard of — sometimes with and sometimes without the permission of that tribe's Changers. Those who are attempting to reclaim former grizzly territory sometimes seek Kinfolk among the brown or black bears that are found there now.

Tribal Culture

The Guardians tend toward solitary travel, coming together mostly at powwows and gatherings. They value independence, self-sufficiency, and privacy. The most competitive of the Gurahl, the Guardians' culture revolves around challenges and competitions, emphasizing ritual combat more than any other tribe.

Appearance

Human-born Guardians exhibit the appearance of their human ethnic heritage, though they tend toward the high end in both height and musculature. Most ursine Guardians resemble grizzly bears (or their bear-parent, in the case of cross-tribal breeding). Whether due to genetic predisposition or selective breeding, Guardian Kinfolk are rarely petite individuals; big bones and bigger attitudes tend to run strongly within the tribe.

River Keepers

River Keepers once dwelt along all the major rivers of the world, including (but certainly not limited to) the Nile, Amazon, and Mississippi. During the War of Rage, their roles as shamans and weather-workers to the native populations in these areas made them easy targets for the rampaging Garou, and the River Keepers died in disproportionately high numbers.

Those who survived went into hiding or hibernation, coming out only when the need was great enough to risk the Garou completing their attempt at ursine genocide. Along the Nile and the Amazon, the River Keepers were utterly annihilated, and their duties — and lands — were taken over by the Bastet of the area. In North America, the River Keepers remained active longer, assisting the Garou of the Pure Lands in their fight against the Wyrms, though they kept a low profile lest they draw the attention of their European counterparts.

The coming of the Storm Eater brought the River Keepers out in force. When they returned from the deep wilderness and Umbral dens that had hidden them, the tribe saw that their Kin — ursine and human alike — had been abused, slaughtered, and driven from their native territories. Today, they work to bolster the existing bear population wherever they can. As a tribe, they are dedicated to renewing their ancient ties with the world's waterways in order to give the armies of Gaia some unexpected resources against in the Final Battles against the Pattern Breaker.

Home Territories

Once common to all riverlands of the world, the Keepers were largely driven out of Europe, Asia, Africa, and South America, leaving the majority of the tribe along the more remote rivers of Alaska, Russia, and the Pacific Northwest. A brave few, however, have sought out the rivers of other parts of the world to make their homes, taking up their guardianship of those long-abandoned waterways in hopes of healing the damage done through centuries of neglect and misuse.

Kinfolk

Human Kinfolk of the Keepers are perhaps the most diverse of all of the Gurahl, crossing many ethnic and cultural backgrounds. From Egypt and Africa to the Americas and beyond, human civilizations have always thrived along strong, clean sources of water, and the Keepers were there to make certain the resource was not being abused.

Human-born Keepers resemble their human parent, which could mean heritage from virtually any ethnic group. Many Ursine Keepers come primarily from black or brown bear stock but also the sloth bear of India, the Himalayan or moon bear, the Malayan sun bear, and South America's spectacled bear. In northern climes, there is also significant crossover between Keeper Kinfolk and those of the Ice Stalker tribe.

Tribal Culture

Keepers have no formal organization, though they do manage to meet informally to exchange information and gifts. They have at least one large gathering a year. Though they usually travel alone, they sometimes work in small groups.

Much of the Keepers' culture revolves around the giving and receiving of gifts, whether material items, such as food or artwork, or less tangible things, like stories, poetry, and songs. They also share Gifts and rites as part of the gifting. River Keepers also consider hosting gatherings a sacred duty.

Appearance

Homid River Keepers have the same phenotype as their human parent and exhibit the most variations among the Gurahl. Ursine Keepers resemble their bear parent, resulting in just as great diversity within the tribe's bear-born members.

Breeds

Gurahl have only two breeds — homid and ursine. Because werebears choose their mates carefully through the use of a special ritual, metis Gurahl are unheard of.

Gurahl consider this a special boon from Gaia as a result of their generally solitary lifestyle. A deformed or otherwise flawed Gurahl would seldom survive the rigors of wilderness life on her own. Should two Gurahl mate, the union results in no pregnancy, or else a stillbirth. As the Gurahl are under great pressure to repopulate their Breed after the decimation of the War of Rage, Gurahl who choose to involve themselves in such a fruitless pairing are viewed with great sadness by the rest of their kind.

- **Homid:** For hundreds of years after the War of Rage, the Gurahl removed themselves from the world — including human society — to protect themselves from the Garou's predation. This meant that there were extensive periods — entire generations — where there were no homid werebears born at all.

Gurahl born from humans are beginning to make a comeback, though they are still sparse in number. Traditionally, human-born Gurahl were born into tribal societies that were somewhat apart from mainstream urban civilization, or among cultures with strong traditions and connections to the natural world. However, many of these families have integrated with urban culture, bringing forth a generation of homid Gurahl who are comfortable with high-tech gadgets, cars, computers, and the like.

To make up for past losses in Kinfolk, Gurahl have tried to select new groups of humans as breeding stock. While these may be from any culture, werebears are very careful in choosing their mates, and many have taken partners from among those involved in medical careers, peace-keeping duties, environmental activism, or wilderness protection.

Beginning Rage: 3

Beginning Gnosis: 4

Starting Gifts: Persuasion, Ursa's Light

- **Ursine:** For centuries after the War of Rage, the Gurahl were an almost exclusively ursine Breed. Mating with, and raising young among, their bear-Kin was seen as safer than among homids with whom the Garou might also be interacting. Even today, many Gurahl active in the modern world come from bear-parents, although hunting and territory devastation have taken a toll on the were-bear's ursine Kin.

Where bears are endangered, ursine Gurahl are rare. Most modern bear-born Gurahl grow up within protected places such as restricted wilderness areas and national parks, retaining bear form until some crisis forces the First Change — and hopefully alerts a teacher to their presence.

Once they have taken on human form, ursine Gurahl often remain in that form out of curiosity about human affairs, learning as much as their human born cousins (though usually later in life). Gurahl born in captivity

usually escape (or are “liberated” by other Gurahl) soon after their First Change.

Beginning Rage: 4

Beginning Gnosis: 5

Starting Gifts: Heightened Senses, Voice of Woe

Auspices

Instead of having one “birth” auspice that governs an individual throughout his lifetime, Gurahl migrate through five different auspices in the course of their lives. There is a natural progression of auspices, and the vast majority of Gurahl transition through them in that order. In more peaceful times, a Gurahl would take an entire lifetime to experience all five auspices. In modern times, however, many Gurahl rush through all the auspices in a few years, finally settling on the one most suitable to their temperament — or most necessary to the responsibilities they’ve taken on — as a long-term auspice. This sometimes means going back to a previous auspice, or remaining in one for an extended time period, if duty requires it.

Each Gurahl auspice has Gifts specifically related to it. When a Gurahl enters a particular auspice, he may learn Gifts peculiar to that auspice, although he does not lose the ability to learn Gifts from auspices he has traveled through in the past. A Kieh may pick up a heretofore unlearned Arcas, Uzmati, or Kojubat Gift to round out her knowledge (assuming she has already experienced those auspices). However, learning too many Gifts outside one’s current auspice is sometimes seen as evidence of poor judgment — and a possible cause for loss of Wisdom Renown for dependence on hindsight.

Auspice Gifts

The starting Gifts available to a Rank One Arcas Gurahl are Open Seal or Walk Like a Man, and all Gurahl should begin play with one or the other.

However, as Gurahl transition through both their auspices and ranks at a variety of paces, some werebears may be eligible to learn Level Two (or higher) Gifts by the time they transition into the Uzmati auspice. Others may transition quickly through auspices without significant jumps in rank, and thus may be restricted to learning Level One Gifts from each auspice Gift list, regardless of having changed auspices several times.

Storytellers are welcome to allow their players to purchase whatever combination of Gifts their characters’ rank and auspice history justify. This can be a motivation for players to create compelling back-stories to explain their characters’ pre-game experiences, and thus their particular selection of auspice Gifts.

• **Arcas — the New Moon:** This auspice governs a Gurahl from her First Change through her Gallivant and the time with her Buri-Jaan, ending when she experiences her first full battle after leaving her mentor. It is a time period of exploration, of learning, and of questioning.

• **Uzmati — the Full Moon:** This auspice governs a Gurahl’s solitary travels and introduces him to his place as a warrior of Gaia. Uzmati Gurahl feel the music of battle in their spirit, preparing them to fight off any threats to their protected lands or creatures. Gurahl who dwell in areas where they must continually fight the Wyrn’s minions sometimes remain in this auspice for years, while others visit it only briefly. At some point, usually after taking a mate or feeling the need for a more settled life, they progress to the next auspice.

• **Kojubat — the Gibbous Moon:** This auspice guides Gurahl through a period of remembering and learning. In this phase, Gurahl study the lore of the werebear, including history, songs, and stories. Most Gurahl begin their Lifework during this phase of their lives, if they have not already done so. Kojubat Gurahl receive great respect from other Gurahl because they embody the knowledge imparted to the Breed by Gaia Herself.

• **Kieh — the Crescent Moon:** After learning comes reflection and a turning inward, hallmarks of the Kieh auspice. This is a time of peaking mysticism and Gurahl in this auspice spend the majority of their time learning and performing rites, and expanding their knowledge of Gifts. Many Kieh become Buri-Jaan to fledgling werebears.

• **Rishi — the Half Moon:** This phase of the moon is the last in the Gurahl’s natural progression. Rishi Gurahl have usually built up a font of knowledge and experience, and other werebears look to them for guidance. Rishi judge disputes, keep the peace, and mediate between quarreling factions. Those who are called to the Council of Autumn are often members of the Rishi auspice.

Forms

Gurahl possess five forms ranging from those that would pass for normal humans and animals to those which are likely to have sparked wilderness legends of monstrous beasts of the forest.

• **Homid:** Gurahl in human form are indistinguishable from normal humans, though many tend to be above average in height and musculature. Werebears with human parents resemble the ethnic heritage of their family, while Gurahl with a bear parent tend to retain the general pigmentation of their bear-form. A Gurahl’s human voice has a rich timbre; they tend to speak slowly and thoughtfully, although this is as much a manifestation of their nature as of their form.

FOLLOWING THE GREAT BEAR

All Gurahl have Bear as their personal totem, but each Gurahl acknowledges one of Bear's three faces according to their auspice or temperament. All aspects of Bear give +1 Survival, as well as the additional benefits associated with that particular face of the totem. (Unlike Garou who follow Bear, Gurahl face no Honor loss from their association with their patron spirit.)

The First Cub, Ursa Minor, is the discoverer and questioner, and is most often the patron of Arcas Gurahl. Those who follow Ursa Minor are the most playful and curious of the werebears, with outgoing and engaging personalities. Gurahl who follow Ursa Minor receive +1 Expression and +1 Larceny, in addition to the Survival granted to all.

The Great She-Bear, Ursa Major, is the healing and nurturing aspect of the totem, and most often appeals to Kojubat and Rishi Gurahl. Those who follow Ursa Major are fiercely protective of those they consider their own, rivaling Mangi's followers in lethality when their wards are threatened. Gurahl who follow Ursa Major receive +1 Empathy and +1 Medicine, in addition to their Survival bonus.

Mangi, the Death Bear, is both warrior and mystic, drawing Uzmati and Kieh to him. Those who are entrusted with the Gifts to bring the dead back to life often follow Mangi, as he is the aspect with whom they must wrestle in order to retrieve the slain from his realm. Those who follow Mangi receive +1 Brawl and +1 Enigmas, along with their additional Survival.

Just as their auspices change throughout their lives, Gurahl often shift which aspect of Bear they follow as age, rank, and life experiences alter their outlook on the world. As they do so, they lose the benefits given by their former patron, and gain the ones associated with their new totem aspect.

- **Arthren:** The “near-man” form of the Gurahl resembles the stereotypical wild man of the mountains: humanoid, but hairy and unkempt, with brutish features. Arthren Gurahl are tall and burly, often approaching

(or exceeding) the human extreme for both height and weight. This form does not invoke the Delirium but does tend to intimidate most humans. Their voices are often guttural and harsh, but they are capable of human language in this form.

- **Crinos:** The Gurahl's fighting form inspires nightmares in humans even when they are awake (invoking the Delirium). Standing upright at between 14 and 16 feet in height, the Crinos Gurahl may weigh well more than a ton. The Crinos face becomes bearlike with huge canines capable of biting small trees (or other limbs) in two. Non-retractable claws extend to nine inches on both front and hind paws, perfect for burrowing through stone — or flesh. The Gurahl's fur is thick and shaggy in Crinos form, providing natural armor for battle. Gurahl can speak only in harsh monosyllables in this form.

- **Bjornen:** The cave-bear form. Gurahl in Bjornen are most comfortable on four feet, although they are capable of walking upright for short distances. Much taller and more massive than contemporary bears, Gurahl in Bjornen have elongated claws on all four paws, and sharp teeth. In this form, a Gurahl reverts to instinctual “thinking” and loses the ability to converse in human languages altogether, although it may still communicate roughly in the Gurahl tongue.

- **Ursus:** Gurahl in Ursus form look like normal bears of whatever species they are most closely related to by birth or tribe. They can speak the language of bears and a limited version of the Gurahl tongue. When in this form, Gurahl tend to think like the bears they resemble.

Form Statistics

Arthren	Crinos	Bjornen	Ursus
Str: +3	Str: +5	Str: +4	Str: +3
Dex: +0	Dex: -1	Dex: -2	
Sta: +3	Sta: +5	Sta: +4	Sta: +3
Man: -2	Man: -3	Man: -3	Man: -3
App: -2	App: 0		

Gifts

Gurahl begin play with three Gifts, one each from breed, auspice (Arcas, usually) and the general Gurahl Gift list.

General Gurahl Gifts

- **Desperate Strength (Level One)** — As the Bone Gnawer Gift.
- **Healing Tongue (Level One)** — As the Theurge Gift: Mother's Touch.
- **Ignore Wounds (Level One)** — As the Philodox Gift: Resist Pain.

- **Nature's Plenty (Level One)** — This Gift allows the Gurahl to always locate sufficient food and medicinal herbs to tend to an individual in need of his ministrations. Regardless of the season, enough of the required plants or herbs may be found, even if they are buried under deep snow or growing in the most unlikely of places. A raven-spirit teaches this Gift.

System: The player spends a Gnosis point and rolls Perception + Survival, difficulty 7.

- **Sense Pattern Breaker (Level One)** — As the metis Gift: Sense Wyrn.

- **Sentinel's Warning (Level One)** — As the Ratkin Tunnel Runner Gift: Danger Sense

- **Ursa's Cleansing (Level One)** — As the Bone Gnawer Gift: Resist Toxin.

- **Wyld Resurgence (Level One)** — As the Black Fury Gift.

- **Calm (Level Two)** — As the Children of Gaia Gift.

- **Grisly Aspect (Level Two)** — As the Ahroun Gift: True Fear.

- **Roused to Fury (Level Two)** — As the Children of Gaia Gift: Para Bellum.

- **Treeshake (Level Two)** — By simply shaking a tree, the Gurahl may procure enough fruits and nuts to feed several people — regardless of what sort of tree is selected, or whether it is in season. A bear-spirit teaches this Gift.

System: The player spends one Gnosis point, and produces enough food to sate (Succor) individuals.

- **Calm the Savage Beast (Level Three)** — As the homid Gift.

- **Dreams of the Buri-Jaan (Level Three)** — The Gurahl sends dream messages to a known cub she has chosen to mentor. These dreams and visions act as both a summons and a directional guide. An ancestor-spirit teaches this Gift.

System: The player spends a Gnosis point and rolls Wits + Occult (difficulty determined by the distance between the two — difficulty 4 if the cub is within a mile, up to difficulty 9 for a cub over a thousand miles away). Alternately, spending two Gnosis points allows the character to send dreams and visions to an unknown cub actively seeking guidance.

- **Ease the Fevered Mind (Level Three)** — As the Children of Gaia Gift: Lover's Touch.

- **Survival of the Bear (Level Three)** — As the Silent Strider Gift: Adaptation.

- **Heart of the Mountain (Level Four)** — As the Get of Fenris Gift.

- **Hide the Bear (Level Four)** — As the Homid Gift: Bury the Wolf.

- **Masking the Hunted (Level Four)** — The Gurahl may use terrain to conceal up to 12 human or bear-sized individuals from pursuers. A bear-spirit teaches this Gift.



System: The player spends a point of Gnosis and rolls Manipulation + Stealth (difficulty 7). The Gurahl may hide up to 12 targets, including himself, for one hour per success.

- **Gaia's Breath (Level Five)** — With this legendary Gift, the Gurahl may return a deceased shapeshifter to life. Bear herself teaches this Gift.

System: The player spends one point each of *permanent* Gnosis and Willpower, then rolls Charisma + Occult (difficulty 6 + the number of hours since death). Success restores life to the target with one health level restored per success. A botch opens the corpse to possession by a powerful Bane. This Gift may be attempted once and only once on a single creature.

- **Gentle Soul (Level Five)** — The werebear's nature as a bringer of comfort and release from pain finally overwhelms the Rage simmering within. A servant of Gaia Herself teaches this Gift.

System: The character is no longer subject to the Curse (see W20, p. 262); her Rage never leaks out to alienate those around her.

Homid Gifts

- **Master of Fire (Level One)** — As the homid Gift.
- **Persuasion (Level One)** — As the homid Gift.
- **Ursa's Light (Level One)** — The Gurahl may draw down the light of the stars for illumination or a directional beacon. An ancestor-spirit teaches this Gift.

System: The Gurahl reaches toward the sky while the player makes a Charisma + Occult roll (difficulty 6). Success produces a soft light that illuminates a 100' square area, or sends a directional beacon 100 yards. If he can see either of the constellations Ursa Major or Ursa Minor, the double the affected area.

- **Climate Control (Level Two)** — The Gurahl can raise or lower the temperature around her. A migratory bird-spirit teaches this Gift.

System: The player rolls Manipulation + Primal-Urge, difficulty 6. Each success allows the player to raise or lower the temperature in the area by 5 degrees.

- **Dolorous Countenance (Level Two)** — As the homid Gift: Staredown.

- **Shape Matter (Level Three)** — As the homid Gift: Reshape Object.

- **Sense Need (Level Three)** — The Gurahl can open her senses to discover someone in need or rescue or succor. An ancestor-spirit teaches this Gift.

System: The player rolls Perception + Empathy. The number of successes rolled determines how the clarity of the pull she feels toward an individual in need within (Succor) miles, if one exists.

- **Spirit Shield (Level Four)** — As the homid Gift: Spirit Ward.

- **Ursa's Coat (Level Four)** — As the homid Gift: Cocoon.

- **Fearless Unveiling (Level Five)** — As the homid Gift: Part the Veil.

Ursine Gifts

- **Create Element (Level One)** — As the metis Gift.
- **Heightened Senses (Level One)** — As the lupus Gift.

- **Voice of Woe (Level One)** — The Gurahl sends out a call of distress. A bear-spirit teaches this Gift.

System: The player spends a point of Gnosis and rolls Charisma + Primal-Urge (difficulty 6). All Gaian shapeshifters within (successes x 5) miles hear the call and know precisely what sort of creature is in trouble, how far away he is, and what direction to head in to get there.

- **Burrow (Level Two)** — As the metis Gift.
- **Weather Watch (Level Two)** — The Gurahl can accurately predict the weather without any prior knowledge. A bear-spirit teaches this Gift.

System: The Gurahl permanently gains five extra dice on Survival rolls to predict the weather.

- **Pull of the Chosen Land (Level Three)** — The Gurahl can find the shortest, fastest route to his protectorate, regardless of where he is and how he got there.

System: The player spends a point of Gnosis and rolls Perception + Primal-Urge (difficulty 7).

- **Shelter of the Earth (Level Three)** — The Gurahl uses the local landscape as a secure hiding place. So long as the Gurahl doesn't move more than a few feet per turn and takes no sudden actions, he remains concealed. This Gift is taught by many prey animal spirits that rely on camouflage.

System: The player spends a Gnosis point and rolls Dexterity + Stealth (difficulty 4). The Gift doesn't function if no cover is available.

- **Gnaw (Level Four)** — As the lupus Gift.
- **Sweet Swarm of Vengeance (Level Four)** — As the Bone Gnawer Gift: Scent of Sweet Honey.
- **Bear's Bounty (Level Five)** — As the metis Gift: Totem Gift.
- **Call of the Cave Bear (Level Five)** — As the lupus Gift: Song of the Great Beast.

Arcas Gifts

- **Open Seal (Level One)** — As the Ragabash Gift.
- **Walk Like a Man (Level One)** — The Gurahl may leave human footprints or bear prints behind in any form, at his discretion. A fox-spirit teaches this Gift.

System: The player rolls Dexterity + Larceny, difficulty 7. This Gift's effects lasts for one scene.

• **Cajole (Level Two)** — The character uses this Gift to coax another individual into giving her something, such as food, an item, or a service. Bear- or dog-spirits teach this Gift.

System: The player spends a Gnosis point and rolls Charisma + Empathy against a difficulty of the target's Willpower. The larger the gift or service requested, the more successes needed; five successes will cajole a human into giving up house and home.

• **Pulse of the Prey (Level Two)** — As the Ragabash Gift.

• **Safe Passage (Level Three)** — The Gurahl and those traveling with him may journey without leaving any trace of their passage. A fox-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Dexterity + Primal-Urge. Each success beyond the first allows the werebear to include another person in the Gift's effects. It lasts for one scene.

• **Trackless Waste (Level Three)** — As the Red Talon Gift.

• **Favor of Ursa Minor (Level Four)** — As the Ragabash Gift: Luna's Blessing.

• **Rejuvenate (Level Four)** — As the Black Fury Gift: Breath of the Wyld, save that its effects last for (Succor) days.

• **Natural State (Level Five)** — The Gurahl may cause a portion of the land to revert to its original wild state: fields reject planted crops, clear-cut areas regain their trees, buildings and their contents lapse into ruin and disappear. This can be used both to restore once-tainted land after cleansing it and to cause chaos directed against despoilers of the wilderness. A glade child teaches this Gift.

System: The player spends a Gnosis point and rolls Manipulation + Primal-Urge (difficulty 8). The number of successes determines the degree of reversion the land undergoes in an (Honor x 20) yard radius.

Uzmati Gifts

• **Slash of the Death Bear (Level One)** — As the Ahroun Gift: Razor Claws.

• **Ultimatum (Level One)** — By pitting his will against his opponent's, the Gurahl may reduce his enemy's choices down to two options. ("Fight me now or flee like a rabbit!") A rattlesnake-spirit teaches this Gift.

System: The player spends a Gnosis point and makes a contested Willpower roll (difficulty 6). Success allows the Gurahl to present an enemy with two choices, and the opponent must follow one or the other. The Gurahl cannot make either of these commands suicidal or directly harmful to the opponent, nor may they both amount to slight rewordings of the same action.

• **Mangi's Strong Arms (Level Two)** — The Gurahl squeezes the life from her opponent with this Gift. A bear-spirit or death-spirit teaches it.

System: The Gurahl spends an action in concentration. Then the player spends a Rage point and rolls Strength + Primal-Urge. Each success adds one die to the Gurahl's damage on his next successful grappling attack.

• **Threaten (Level Two)** — The Gurahl stands upright and roars, causing her opponents to flee in terror. A bear-spirit teaches this Gift.

System: The player spends one Rage point and rolls Charisma + Intimidation (difficulty of the victim's Willpower + 2, maximum 9). Three or more successes cause the victim to flee in terror for (Honor) turns; fewer simply induce fear, producing a -1 penalty to all actions for the same duration.

• **Crush (Level Three)** — This Gift delivers a "bear-hug" from a distance, dispatching enemies without touching them. A bear-spirit teaches this Gift.

System: The player may make grapple attacks out to a distance of (Honor) yards, as a permanent capability.

• **Silver Claws (Level Three)** — As the Ahroun Gift.

• **Delay the Death Bear's Coming (Level Four)** — The Gurahl or a chosen ward may suffer a heroic amount of damage without dying. A cockroach-spirit teaches this Gift.

System: The player spends a Gnosis point and rolls Wits + (Occult or Medicine), difficulty 6. Each success grants the target one additional Incapacitated health level for the rest of the scene. The Gurahl may not use this Gift on herself if she is already Incapacitated.

• **Strength of the Earth (Level Four)** — As the Get of Fenris Gift: Hero's Stand.

• **Rage of the Mother Bear (Level Five)** — The anger of Mother Bear transforms the Gurahl into a whirlwind of furious motion. Ursa Major herself teaches this Gift.

System: The player spends a Gnosis point and rolls Dexterity + Rituals, difficulty 6. Each success grants the Gurahl one extra action in the next turn, at her full dice pool.

Kojubat Gifts

• **Beast Speech (Level One)** — As the Galliard Gift.

• **Stonesight (Level One)** — The Gurahl may look through a piece of stone or rock to see its potential or composition. Aside from the obvious benefits for sculptors and builders, the Gift is also useful for uncovering hidden minerals or fossils, as well as identifying stones of mystic significance. An earth elemental teaches this Gift.

System: The player rolls Perception + Enigmas (difficulty 5) to learn about the stone. The more successes gained, the more in-depth the knowledge.

• **Eyes of the Soul (Level Two)** — As the Philodox Gift: Scent of the True Form.

• **Song of Terra (Level Two)** — The Gurahl may touch the earth and hear what occurred in that spot in the recent past. A hare-spirit teaches this Gift.

System: The player rolls Perception + Primal-Urge (difficulty 6) and spends a Gnosis point. The Gurahl hears the most significant event to occur on that spot during the last (successes rolled) days.

• **Mind Sight (Level Three)** — The Gurahl may read the surface thoughts of a sentient being. Air-spirits teach this Gift.

System: The player spends a Gnosis point and rolls Wits + Empathy (difficulty of the subject's Willpower). This mind-reading lasts for (successes rolled) turns.

• **Mind to Mind (Level Three)** — As the Galliard Gift: Mindspeak.

• **Probe Thoughts (Level Four)** — This Gift enables the Gurahl to acquire hidden thoughts from an individual. A snake-spirit teaches this Gift.

System: The player spends a Gnosis point (and a Willpower point if the target is supernatural) and rolls Wits + Empathy (difficulty of the subject's Willpower). Each success reveals one piece of information the subject is actively attempting to conceal.

• **Shadows by the Firelight (Level Four)** — As the Galliard Gift.

• **Aversion Therapy (Level Five)** — The Gurahl may attach negative emotions to a particular desire, as a form of mental conditioning. A thief, for example, may experience terror when he contemplates theft. The effect lasts for a year and a day. A servant of Coyote teaches this Gift.

System: The player spends a Gnosis point (and a Willpower point, if the target is supernatural) and rolls Wits + Empathy (difficulty of the target's Willpower).

Kieh Gifts

• **Diagnose (Level One)** — The Gurahl can determine anyone's general health with little more than a glance. A bear-spirit teaches this Gift.

System: The character can take Medicine actions to diagnose patients in only a single turn of inspection. This Gift's effects are permanent.

• **Spirit Speech (Level One)** — As the Theurge Gift.

• **Refresh (Level Two)** — The Gurahl's blessing helps a target ignore pain until the end of battle. A bear-spirit teaches this Gift.

System: The Gurahl must touch her target. The player spends a Gnosis point; the target suffers no wound penalties until the end of the combat.

• **Sense the Unnatural (Level Two)** — As the lupus Gift.

• **Exorcism (Level Three)** — As the Theurge Gift.

• **Name the Spirit (Level Three)** — As the lupus Gift.

• **Spirit Healing (Level Four)** — The Gurahl may replenish the Essence of a wounded spirit in the Umbra. A bear-spirit teaches this Gift.

System: The player rolls Charisma + Occult (difficulty of the spirit's Willpower). Success allows the Gurahl to spend Gnosis to restore the spirit's Essence, at a rate of two Essence per Gnosis spent.

• **Spirit Shape (Level Four)** — The Gurahl may assume the countenance and form of a creature native to the Umbra, appearing to other spirits as one of their own kind. A coyote-spirit teaches this Gift.

System: This Gift only functions in the Umbra. The player spends a Gnosis point and rolls Appearance + Enigmas (difficulty 7). The Gurahl's body then assumes the desired appearance for (Wisdom) days. The Gurahl can will the Gift to end earlier if he requires.

• **Image of the Sky Bear (Level Five)** — The Great She-Bear grants the Gurahl a body that glows with seven pinpoints of light similar to the seven stars of Ursa Major's constellation, allowing the Gurahl to perform additional acts of healing or protection. Ursa Major teaches this Gift herself.

System: The player spends a Gnosis point and rolls Wits + Rituals. The Gurahl may then touch targets and instantly heal five lethal or bashing damage, heal three aggravated damage, or grant the target mystic armor (equivalent to Kevlar body armor) for the rest of the scene. One of the points of light on the Gurahl's body goes out each time he uses this Gift's benefits; when all the lights are extinguished, so is the Gift.

Rishi Gifts

• **Befriend (Level One)** — The Gurahl seems as a friend to all she meets. A dog-spirit teaches this Gift.

System: The character adds one automatic success to all attempts to make a good first impression. This Gift's effects are permanent.

• **Truth of Gaia (Level One)** — As the Philodox Gift.

• **Compel Truth (Level Two)** — The Gurahl compels an individual to speak the truth. A falcon-spirit teaches this Gift.

System: The player rolls Wits + Empathy (difficulty of the target's Willpower) and spends a point of Gnosis. Each success renders the target incapable of deliberate falsehood for one minute.

• **Presence of the Great Bear (Level Two)** — As the Philodox Gift: King of Beasts.

• **Waken (Level Three)** — The Gurahl may rouse an individual from supernatural sleep or unnatural slumber, including comas, vampires in torpor, Gurahl in hibernation caused by Bhernocht, and even triggering resurrection in mummies. A thunder-spirit teaches this Gift.

System: The player spends a point of Gnosis and rolls Wits + Rituals (difficulty 7).

• **Ways of the Tapestry (Level Three)** — The Gurahl gains insight into a mystery or puzzle, seeing how an event fits into the larger scheme of things. A cloud-spirit teaches this Gift.

System: The player rolls Wits + Enigmas (difficulty 8). Each success provides one oblique but helpful clue about a particular problem or dilemma.

• **Bestow Ursa's Blessing (Level Four)** — The Gurahl may call down the blessing of the Great Bear on another individual, granting that individual the favor of a mighty spirit. A servant of Ursa Major teaches this Gift.

System: The player spends a Gnosis point and rolls Wits + Occult (difficulty 7) while describing the blessing she wishes to bestow. This may be an automatic success when attempting a particular endeavor, or a one-point bonus to an Attribute. The blessing lasts for (Wisdom) hours.

• **Quell Mob Rage (Level Four)** — The Gurahl can diffuse the anger of a crowd, even lynch mobs and riots. A manatee-spirit teaches this Gift.

System: The player rolls Charisma + Leadership (difficulty of the highest Willpower rating in the crowd). The degree by which (Succor x 30) individuals reduce their hostile mood depends on the successes rolled.

• **Oath of the Great Bear (Level Five)** — As the Philodox Gift: Geas.

Rites

Gurahl place great emphasis on rites and ceremonies. The following are some of the more important Gurahl rites. The werebears also know most of the rites common to Garou, having taught many of them to the werewolves to begin with.

Dreams of Winter

Level One, Mystic

Although Gurahl do not have to hibernate, those who do are often confused about what occurred while they slept. People she regarded as allies may have changed their attitudes, enemies may have repented, the bear's territory will have changed around her. This rite is widely known to the Gurahl and is often taught to young bears shortly after their first change.

System: The Gurahl enacts this rite before hibernating, or before a normal night's sleep. While she sleeps, she dreams of the world around her. These dream sequences usually show events within the werebear's territory, but may depict scenes from anywhere in the world if they are relevant to the dreamer. The Gurahl's player can roll Intelligence + Occult to determine if she knows of an event that occurred while he slept. The difficulty of this roll depends on the personal relevance of the event to the Gurahl.

Rite of Rending the Gauntlet

Level One, Mystic

With this rite, the Gurahl takes on his Bjornen form and tears a hole in the Gauntlet to enter the Umbra. The hole closes immediately after the Gurahl steps through. In the meantime, only other werebears can use the rift to enter the Umbra. Witnessing this rite causes the Delirium in humans.

System: The player spends a Gnosis point and rolls Charisma + Rituals (difficulty of the local Gauntlet). One success means the Gurahl takes five minutes to claw through the Gauntlet. Two successes reduce the time to 30 seconds, while three or more successes allow the Gurahl to rend the Gauntlet immediately. The Gurahl need not roll to return from the Umbra.

Rite of Replenishment

Level Two

This simple rite enables participating Gurahl to replace lost Gnosis from places sacred to Gaia. The Gurahl involved in the rite must find a suitable place — either in the Umbra or in the physical world — in which to conduct the rite, and cannot draw from the same place more than once in the same month.

System: The player rolls Wits + Rituals (difficulty 8, -1 per 15 minutes spent dancing and chanting to Gaia). The Gurahl gains one point of temporary Gnosis per success, which she may distribute among participants in the rite.

Rite of the River-Portent

Level Two

Gurahl use this rite as a means of foretelling the future. The werebear snags a fish with his claw from a stream, splits open the fish's belly and reads the omens contained within. The information gained from this rite usually pertains to the immediate future of the Gurahl who reads the omens.

System: After catching the fish, the player rolls Intelligence + Enigmas (difficulty 8). The number of successes determines how clear and intelligible the omens and portents are.

Rite of True Mating

Level Two

This rite allows the Gurahl to find a suitable mate from among her Kinfolk. Only Gurahl who have reached full adulthood (i.e., are no longer considered Arcas) may learn this rite, since the werebears don't believe in casual acts of procreation. To enact the rite, the Gurahl fashions a small bag, into which she places a drop of her blood and a cutting of her hair. She wears this bag around her neck for three days and nights, after which the empowered bag acts as a homing beacon, pulling the Gurahl in the direction of a suitable Kinfolk mate. Convincing the Kinfolk in question of their compatibility remains up to the Gurahl, of course.



System: The player spends a point of Gnosis and rolls Charisma + Empathy (difficulty 7). One success is enough to ensure success.

Rite of Fighting the Death Bear

Level Five

Gurahl use this sacred rite to restore life to an individual too long deceased for Gaia's Breath (or, sometimes, when the only Gurahl to hand is of insufficient rank to have learned Gaia's Breath — but this is considered particularly dangerous and foolhardy).

The Gurahl enters the Umbra, calls upon Mangi, makes suitable offerings to the Death Bear, and then issues a challenge for the departed's spirit. The Gurahl and Mangi engage in Umbral combat. If the Gurahl defeats Mangi, he may enter the realm of the Death Bear and reclaim the spirit he seeks, returning it to its body. If the Gurahl fails, he is ejected from the Umbra and the rite fails. Occasionally, even if the Gurahl fails, Mangi returns the fallen one's soul — and claims the rite-performing werebear's life in exchange. Because of this, and out of respect for the natural cycle of life, werebears rarely use this rite.

System: This rite fails automatically if the individual has already failed to respond to Gaia's Breath. Mangi's

traits are left up to the Storyteller; while it is a ferocious spirit indeed, Mangi *can be* and *has been* defeated by mid-ranked Gurahl on rare occasions.

Fetishes

Rattle-trap

Level Three, Gnosis 7

These fetishes were first made for the great hibernations of the Gurahl. These periods are a dangerous time for werebears, as they are helpless if enemies find their hiding place. The rattle-trap helps balance the odds by giving a hibernating werebear a chance to defend herself. A Gurahl can also use the rattle-trap during normal sleep.

System: The Gurahl activates the fetish prior to sleep; it remains active until she wakes. If a person or spirit intending harm comes within (Gnosis) yards of the Gurahl, the fetish rattles, passing the bear's slumber to the intruder. The Gurahl may function without penalty while the intruder must make a Willpower roll (difficulty 7) to remain active or she succumbs to the Gurahl's sleep. If the intrusion occurs in winter the intruder will suffer the Gurahl's sluggish reactions even if she succeeds at her Willpower tests.

Canny enemies who know of the Gurahl's magic will attack in numbers. The fetish will only affect one of

their number, but the rattle-trap still brings the Gurahl to full awareness.

STEREOTYPES

Orphea Lightwalker shares her wisdom:

- **Red Talons:** You style yourselves protectors of the wild places? It is to laugh. You cannot protect anything when all you do is destroy.

"The bears died, but they did not really, and they hid, and now they seek to lecture us? Sanctimonious creatures who do not deserve our support." — Night-Talon

- **Bastet:** You know much, but you value secrets for the sake of secrets. Though you too suffered the wrath of the Garou, so we will listen and offer aid.

"Born of earth, the bears are solid and strong. They do everything with such immense gravitas. In anyone else it would be tiresome, but they have such wonderful secrets." — Jason Shadow-Walker

- **Mokolé:** We each fought our wars against the Garou. If we had stood together, we might have saved the others. But they divided us, and we each stood alone.

"Oh, the bear-men. They could heal anything, even death. We thought that they lived only in our memories. I'm glad that I was wrong." — Radiant Tsanga

KITSUNE

Tricksters, assassins, magicians, and holy warriors, the Kitsune do Gaia's will where others cannot or will not. Bound by the Laws of Heaven, the fox-shifters pull strings behind the scenes, while putting forth a perfect outward-countenance for the rest of the world to see.

History

This is the story of the Kitsune's creation as handed down from one Fox to the next. Kitsune are the youngest of the Changing children, having first arisen during the Fourth Age — that time which others might know as the early history of mankind. Before this time, in the Ages of Dawning and of Legends and of Ten Thousand Things, the Kitsune's ancestors were carefree, cavorting as they chose without thought for the consequences.

During the War of Shame, when Gaia's Eastern children fought and killed one another much in the way they did during the Western War of Rage, The First Goddess knew great despair. And as She looked around Her, seeking a solution for Her woes, Her eyes fell upon Bai Mianxi.

Bai Mianxi, the White-Faced One, was born like any other fox: she played and hunted and learned to hide from her enemies, just as the rest of her kind. But Bai Mianxi was smarter and faster and more nimble than any of her Kin, and her destiny would be far greater than any fox had achieved before.

As Bai Mianxi moved through the world, she heard the voices of the spirits. And being both curious and wise, she soon discovered how to speak with the spirit world as well, learning their secrets and mystic ways. From the spirits she learned many things: magic and illusion, trickery and prophecy, and — perhaps most importantly — the changing of her form.

Meeting other clever foxes, she banded together with them and taught them the things she had learned, that they might benefit from interacting with the spirits as well. She and her people cavorted and danced and played tricks on animal and human alike, while all around them, the world fell further into chaos, and other Changing children fought and died. But, it was of no concern to the Kitsune, for despite their



cleverness, the foxes were a self-centered people and cared little for the burdens of any other than themselves.

Then one night, everything changed. The first Kitsune, Bai Mianxi, the White-Faced One, was led away from her consort, Prince Inari. Luna, the Silver Lady, took her to the court of The First Goddess, Gaia. There, Bai Mianxi was told of her people's true destiny: to grow up and serve Gaia and the sacred Laws of Heaven, rather than playing their way through existence and making humans miserable with their tricks.

THE LAWS OF HEAVEN

I command you to destroy that which harms Gaia.

I command you to aid your brothers, your sisters, and that which serves Gaia.

I command you to revere Your Mother, Myself, your Aunts, your Uncles, and Our Favored Servants.

I command you to keep your duty first in your heart, and to listen for my teachings

I forbid you to exterminate the humans.

I forbid you to make war on your brothers and sisters

I forbid you to break your word.

I forbid you to commit suicide for reasons of honor.

I free you to do anything else necessary to achieve our goals.

In Gaia's court, The Silver Lady told Bai Mianxi not to raise her eyes to Gaia and to kowtow before Her. But even knowing she was meeting a great personage, the little fox could not resist attempting trickery. With bowed head and averted eyes, Bai Mianxi wheedled and argued, attempting to bargain with The First Goddess for her people's freedom from the duties asked of them. Using every ounce of her cleverness, the fox-woman tried to barter with Gaia, offering to give Her information the Mother had never heard. The First Goddess refused, saying the raven-shifters and cat-people already told Her any news the Kitsune could offer.

Head lowered respectfully, Bai Mianxi then attempted to arrange a bet (at which she intended to cheat), but Gaia just shook Her head and smiled. The tricksters were Her children too, She explained, and between the Coyotes and the Ravens, there was no cheat that had not already been tried upon Her and failed.

With polite words and greatest supplications, the Kitsune desperately offered to fight a champion in order to avoid servitude. But The First Goddess motioned to Her children born of Wolf and Bear and all the other great predators, and refused. Bai Mianxi was of no use to Her rent into pieces, Gaia explained.

Knowing that all her best tricks had failed, the White Faced One raised her head and looked Gaia straight in the eyes. If The Mother's other children were already better than the Foxes at everything, the insolent fox exclaimed, then Gaia did not need them and they should be free to go about their business as they pleased.

Gaia's anger at the Kitsune's impudence shook the great hall wherein they had gathered, threatening to collapse the ceiling in on the entire assembly. Quickly, before disaster could strike, the Silver Lady interceded on the Kitsune's behalf. She persuaded The First Goddess to look into Bai Mianxi's heart and see her true worth, and to know that these qualities which infuriated Her now were the self same ones that would serve Her best when the Kitsune were won to Her service.

Gaia's eyes fell upon Bai Mianxi and looked deep into her heart, and the White Faced One fainted from the intensity of Her gaze. When Bai Mianxi recovered from her swoon, The Mother promised her three things. First, that in return for obedience, service, and their best effort to fight for The First Goddess' cause, the fox-people would be best at something some day. Second, that She would help the Kitsune to survive — even through the Sixth Age. And finally, that in the last Ages of the world, She would give the Kitsune back their freedom.

Bai Mianxi, knowing that she had garnered a better bargain for her people than any of the rest of Gaia's children had struck, reluctantly agreed.

As often happens in the Spirit World, time moved differently for Bai Mianxi while she had audience with the Great Ladies. Although it seemed but minutes, she had unknowingly spent a year in The First Goddess' court. When she returned to the mortal realm, she found her own court scattered and Prince Inari gone.

Heartbroken, she went in search of her love, crisscrossing Asia in her attempts to find her missing consort. But it was not to be. After searching fruitlessly for many years through lands torn apart by the selfishness and fury of the shen, she finally stopped and looked around her. Although her pain at the loss of her consort was great, she recognized now that the agony and devastation dealt by the other supernaturals she saw around her was far, far worse.

Changing children were maimed, separated, prevented from performing their duties — and some had even been slaughtered to extinction — all while she selfishly searched for her love. Even self-centered Bai

KITSUNE LEXICON

Kitsune have their own language, called Kitsune-go, which combines elegant body language, subtle auditory clues, and proto-Japonic verbal elements. Although communication in fox form is instinctive, young werefoxes learn Kitsune-go during their Nogitsune time. This costs no points to learn. While it shares some verbal elements with the Japanese language, the logic behind the sentence constructions is fox, not human, making it confusing for anyone but the Kitsune.

Bakemono: A fomor; fomori

Batsu: A Kitsune's closest friends and allies.

Beast Courts: A formal term for hengeyokai society; all Eastern shapechangers who follow Gaia are honorary members, while some pledge themselves entirely to the Courts' law.

Byakko: A white-colored fox; usually a servant of Inari.

Centipede: The Wyrn

Court: A hengeyokai sept.

Doshi: One of the Four Paths; Kitsune Sorcerer.

Eji: One of the Four Paths; Kitsune Warrior.

First Goddess, The: The Mother, The High Blue Empress of the River of Stars, the Emerald Mother, the true Queen before Na Kua, Gaia

Go-en: Kitsune-go for contact and favor networks.

Gukutsushi: One of the Four Paths; Kitsune Dream-weaver or Illusionist.

Hengeyokai: "Changing Phantom". Any shape-shifter of the East; in particular, those bound to the Beast Courts.

Hitogata: Homid form for Kitsune.

Juko: Form of a wolf-sized fox, the equivalent of the Garou Hispo form.

Jyu-ho: All Fox magic.

Kataribe: One of the Four Paths; Kitsune Poet.

Kiko: Spirit Fox; a second rank Kitsune.

Kojin: Human breed Kitsune.

Koryo: "Haunting Fox"; a third rank Kitsune.

Kuei-jin: Undead ghouls; vampires

Kuko: "Air Fox"; A Kitsune who serves the Wyrn.

Kyubi: A Kitsune's vulpine form.

Laws of Heaven: Rules given to the Kitsune by Gaia at the inception of their Breed. Almost all Kitsune recognize their authority, even if they are not bound by the Mandates of the Beast Courts.

Mandates, the: Similar to the Garou Litany, a series of laws handed down to the Beast Courts from Gaia.

Nine-tails: Another term for Kitsune.

Nogitsune: A Kitsune without rank, usually a Kit.

Reiko: "Ghost Fox"; a fourth rank Kitsune.

Roko: Fox breed Kitsune.

Sambuhenge: The rarely-used Glabro form of Kitsune.

Sempai: Mentor; teacher or organization of teachers.

Sentai: Kitsune version of a pack; usually four werefoxes, sometimes with a fifth non-Kitsune.

Shen: Supernatural beings, specifically those of Asian origin.

Shakko: A red-colored Fox.

Shijin: "Poet"; Follower of the Kataribe Path.

Shinju: Pure breed Fox; offspring of two Kitsune.

Silver Lady, the: Luna

Sunset People: Westerners, including the non-Haaken Garou

Tamamono: Gifts

Tenko: "Celestial Fox"; a fifth rank Kitsune.

Ways of Emerald Virtue: A communal Renown system upheld by those sworn to the Beast Courts.

Yakan: "Fox"; a first rank Kitsune.

Yojutsu: Hedge magic.

Yomi: Power of the Wyrn. Yomi spirits of Yin are Spectres; Yomi spirits of Yang are Banes.

Zhong Lung: Lizard-shifters, known to the Western Changing Breeds as the Mokolé.

Mianxi could not help but see that there were others who were far worse off than she.

Realizing that the time had come for her to accept her duties, Bai Mianxi approached Luna.

"The world is in a terrible state," she said. "But, what am I to do?"

The Silver Lady tasked her with a heavy burden, one that she and her people alone were capable of. She

commanded the Kitsune to take up the assassination of any nations that no longer held the Mandate of Heaven, for it was through their break with this sacred writ that such devastation had come about. Only by purging those who refused to abide by the holy Laws, could the right path be regained once more.

Bai Mianxi agreed, and with Gaia's blessing, the First Kitsune was reunited with her lover and her Kin. And from that time to this, most werefoxes have served Gaia faithfully, though not always in a way that The Mother's other children would think honorable. Throughout the ages, the Kitsune have used their wits, nimbleness, humor, and magic to undermine Gaia's enemies. Through manipulation, assassination, and possession of key personnel, they molded the politics of the Middle Kingdom during the early parts of the Fifth Age. With nothing more than a whisper here or a clever ruse there, the Nine-tails could topple a kingdom or raise up a new ruler, all to further Gaia's will and in accordance with the Laws of Heaven.

Present Day

To this day, Kitsune continue to serve the Mother — and further their own goals. Of all The First Goddess' children, they face the Sixth Age with the least dread, secure in the knowledge that Gaia pledged not to help them survive it, but to free them of their obligations to Her afterward.

They struggle, as do most of the Changers, with the loss of ever more of their fox Kin throughout Asia as they are hunted for their beautiful pelts and the magical properties of their bones. Likewise, their human Kinfolk suffer under harsh political regimes and oppressive economic mandates.

Even in present day, the Asian world both fears and reveres the legends of magical foxes, with temples to Inari and the other Kitsune fox gods and goddesses still in active use. So long as that is the case, they will probably remain much as they have been for centuries, behind the scenes manipulating the world around them for The First Goddess' benefit.

Kitsune and the Emerald Courts

While other Changing Breeds may have representatives in both Western Culture and the Emerald Courts, Kitsune think of themselves always as *hengeyokai*. They began in China, Japan, and Korea, and (minor forays across the Pacific notwithstanding) that's where they still live today. They took on the communal rites and court structures of Asian shapeshifters because those were what was there. They count the Ages of the World the way all shen do, because that's who they grew up spying on. They call the Celestines and Incarna by a thousand names the Children of Gaia, Corax, and Qualmi wouldn't recognize — because

that's what the gods go by in their corner of the world.

All Kitsune are *hengeyokai*, however, not all are sworn to the Beast Courts. Most Kitsune serve the Kitsune first and the Courts second, if at all. Perhaps one in every four follows the *hengeyokai* Way of Emerald Virtue and the Mandates, while nearly all follow the Laws of Heaven given to their Breed directly from Gaia. Among those who do swear to the Courts, many serve for a limited time period, but while under pledge, they are as courtly and as perfect as possible.

Kitsune make good ambassadors to others, and often serve as such for the Beast Courts. Kitsune also make admirable regents and seers, playing advisor to those upon the throne. Those who are not sworn to the court may fulfill similar roles to other powerful figures while still serving Gaia and Luna (and their own whims, in varying proportions).

Organization

When gathered in anything other than a proper court or moot, Kitsune form groups of auspicious numbers: one, two, and four. One Kitsune can do things on her own without a great deal of help from others. Two Nine-tails function well together: one awake while the other rests. This duality — like Yin and Yang — brings them into balance. And then, there is four... Of all peoples of the Middle Kingdom, the Kitsune alone see the number four as auspicious. But four Kitsune — one of each Path — creates a perfect *sentai*. Together, four foxes may use strength and force, cleverness and magic, to succeed where others fail. Add a non-Fox to contribute the beauty of imperfection, and a *sentai* embodies true excellence in a way no other group may — at least according to the Kitsune.

It is rare for Kitsune to meet together in larger numbers; as individuals, they are quite busy with little time for grand moots or endless meetings among their own kind. As well, Foxes have many enemies and large gatherings would make it far too easy for those who would do the fox-shifters ill to find them. And, since Kitsune honor spirits as individuals rather than groups, so there is little need for large gatherings to perform group rites. However, as they will not attend to Fox-business at gatherings containing non-Kitsune, sometimes meetings among the higher-ranking members of the Breed are necessary.

When Foxes do gather, their assemblies are brief meetings wherein highly important topics are quickly heard and resolved. Even in the direst of circumstances, these are rare. Usually, it is thought sufficient to simply pass the word along from Fox to Fox as time and place permit. Being quite well connected, news can pass across the entire Middle Kingdom in less than a week this way.

KINFOLK AND THE CURSE

Whenever a Kit is born to the full powers of a Kitsune, the taking of a life pays for that birth. Both parents may die or one may live, depending on the vagaries of fate (see *Birthing Pains*, p. below). Most often, it is the Kinfolk parent, rather than the Kitsune, who passes. Some might believe the Kitsune incapable of loving those almost certainly doomed to die early, but such is not the case. Many love deeply and feel great sorrow when the coming of the next generation takes its toll upon their partners. Others remain aloof, but yearn for a love they are not capable of committing to in light of the high mortality rate of their mates.

Traits

Kitsune receive the same amount of points to spend on attributes and abilities as other hengeyokai. Their Path determines their beginning Rage, while their Initial Gnosis score comes from their Breed. All Kitsune begin with a Willpower of 5.

The Foxes were created just after the Fourth Age. Thus, they were never part of controlling humanity by force as other shifters were. Because of this, their Koto (Crinos) form does not invoke the Delirium, leading werefoxes to be very careful to hide this form from mortals. Accidents do happen, though, and slips throughout the ages have led to the legends of terrifying, magical foxes prevalent throughout Asia.

The Nine-tails enter the Umbra as easily as Garou.

Kitsune rely heavily upon their magical strength and versatility. Not only are they able to learn potent Gifts of their own, but can easily learn the Gifts of other Changing Breeds as well, as long as they have a teacher for the Gift. The experience cost is the same as for a non-breed/auspice/tribal Gift.

Kitsune frenzy, but always as a fox frenzy: they were never meant to be berserkers.

Healing and Combat

Kitsune lack the regenerative abilities of the Garou. Without healing Gifts they heal damage just like ordinary mortals. In effect, all non-bashing damage is counted as lethal damage, making the Nine-tails likely to avoid combat whenever possible, but also making it easier to

heal them with healing Gifts. They may still soak damage at the usual difficulty rate from many aggravated sources — such as a Kuei-jin's claws and teeth — in the same manner as Garou.

As children of Bai Mianxi, who received her calling from Luna, werefoxes may attempt to soak damage from silver (difficulty 8). Any damage not soaked is lethal. Otherwise, silver affects them just as it does Garou.

Because they lack regenerative abilities, avoiding being damaged is a high Kitsune priority. Kitsune receive one extra dot in Dexterity for free during character creation. Further, Kitsune cannot botch Athletics rolls to dodge in combat.

When in Koto or Yuko form, Kitsune's teeth do aggravated damage.

Tails of Longevity

Werefoxes have the advantage of a long lifespan. Whenever a Kitsune goes up in rank (except when advancing to Yakan), her potential lifespan doubles. This leads to Kitsune elders being quite venerable, even though the Breed as a whole is a young one.

With each rise in rank Kitsune also gain another tail. A Fox with nine tails (of whom there has been only one — Bai Mianxi) is, for all intents and purposes, immortal. Kitsune gain a new tail only when they acquire new rank, though the lack of tails may be hidden or covered up with lies. Most of the time, the tails are not visible. A Kitsune may hide or reveal his tails by making a Gnosis roll versus the local Gauntlet.

Renown

Foxes that do not subscribe to the hengeyokai Way of Emerald Virtue value Chie (Cunning), Toku (Honor), and Kagayaki (akin to Glory) Renown.

Backgrounds and Abilities

Kitsune have no new Abilities essential to creating characters, but for a Kitsune-oriented game, Storytellers may choose to introduce Calligraphy and Origami as Hobby Abilities. These abilities are respected as art forms throughout the Eastern world, and can make life far easier for Fox sorcerers (see *Ju-Fu*, p. 135).

Werefoxes may purchase the Backgrounds of Ancestors, Fetish, Resources, and Rites without any modifications. They may buy Totem if they are a part of a sentai or wish a personal totem. The Kitsune are (literally) a Breed unto themselves — regardless of whether they are part of the Emerald Court or not, they are different enough that Garou and other Changing Breeds cannot recognize the superlative heritage of each and every member of the Breed. Thus, Pure Breed is both redundant and useless Background for Kitsune; they cannot take it.

Additionally, they have a somewhat unique take on Allies, Contacts, Kinfolk, and Mentor as described below:

- **Batsu:** Batsu are the Kitsune's allies, his friends and cohorts who stand by him and assist him when needed. To a werefox, his Batsu defines who he is and what he stands for. This takes the place of the Allies Background, and most Kitsune will have at least three dots in Batsu.

- **Clan:** Rather than having a Kinfolk Background, the Nine-tails have Clan: a group of family, Kin, and friends who know the truth about the werefoxes and their grand purpose. While many members of a Kitsune's Clan are likely to be Kinfolk, others are chosen with great care from outside of direct family lines.

- **Go-en:** This is a network of minor contacts the Kitsune maintains. Rather than relying on one important contact for information, the werefoxes prefer to have several possible sources handy for a variety of situations. Kitsune may make Contacts rolls to find someone to aid them in any given endeavor at a Difficulty of 5, rather than 7.

- **Sempai:** This is the equivalent of Mentor, but a Kitsune is just as likely to have a group of hengeyokai as patrons, as he is to have a single individual. A Sempai can be an aunt or uncle (or both), a Kitsune parent, court sentai (group) who adopt the Kit as a mascot, or a Gai'nan (a ranking court official in the hengeyokai courts). A Sempai may simply assist the Kitsune in reaching her potential or may be grooming her for a specific task or duty.

- Kiko or Iron Rank official; an inexperienced or very distant sentai
- Koryo or Steel Rank official; a moderately accessible, experienced sentai.
- Reiko or Gold Rank hengeyokai; an influential courtier, accessible and quite capable.
- A Five-tailed Fox; a Gai'nan; a powerful, friendly sentai.
- A Fox with Six or more tails; Gai'nan to an important court; a legendary sentai.

Breeds

Kitsune have three breeds: the human-born (kojin), the animal-born (roko), and the metis (shinju).

- **Kojin:** Kojin are human-born Kitsune. Although they may be of mixed blood, they always possess at least some Asian ancestry. Most are raised by extended family members, due to the loss of one or both parents at birth. Hyperactive as children, kojins grow into slender, clever, and manipulative adults, as might be expected of Foxes.

While most shifters remain unaware of their destiny until their First Change, kojins know that they are different before they are even able to speak. Even as children most are aloof and self-absorbed, certain that they are more than they appear to be and equally certain that

BIRTHING PAINS

Giving birth to a Kitsune is a supernaturally painful process, and the otherworldly labor pains are shared empathically by both parents, no matter how much distance may separate them.

So great is the suffering, a kojins or rook kits' non-Kitsune parent has only a one-in-ten chance of surviving the experience. There is also a one-in-ten chance that the Kitsune parent may die, either instead of, or along with, their mate. Roll the percentages separately for each parent. If both parents beat the odds, death instead strikes a close friend or family member of the parents, or someone otherwise related to the household.

Shinju births are even more dangerous. There is an equal chance of each parent dying, with the possibility of both paying the price for the birth. Each parent has only a 50% chance of surviving the birth. Again, roll the percentages separately. If both Kitsune win, the death will strike a close associate, friend, or family member.

If a Kitsune has deigned to mate with another shapeshifter and a child comes from the union, the offspring may favor either of the parent's "normal" lineage (human or animal) but will never be a shifter. There is a fifty percent chance that the Kitsune parent will die from the birthing, and a thirty percent chance that death will strike the non-Kitsune parent. (Roll separately for each parent.)

this is a grand mystery they are meant to uncover. This leads to a great curiosity about the world around them and the secrets it might contain.

A kojins' First Change is often traumatic, but the Kitsune usually bounces back very quickly. After all, she has always known she was somehow special and now has the proof to justify her arrogance.

Beginning Gnosis: 3

Starting Gifts: Persuasion, Seduction, Smell of Man

- **Roko:** Roko are fox-born Kitsune. Often, the parent (assuming both do not die when the kit is born) places their vulpine offspring with normal foxes so the kit can be raised in a more natural environment.

Many roko experience difficult childhoods either due to having only one parent to care for them (if one dies when they are born) or because numerous predators hunt foxes (if they are raised by normal foxes).

Nonetheless, they are usually insatiably curious and show great glee when they undergo their First Change. The discovery of hands and a two-legged form is often a delight. Human form gives them even more opportunities to undergo new experiences and allows them to get into more trouble than ever before.

Inveterate wanderers, roko love to see new places and discover novel things.

Beginning Gnosis: 5

Starting Gifts: Burrow, Cricket Leap, Heightened Senses

- **Shinju:** The shinju are metis Kitsune. Among the Kitsune, metis birth is not considered a curse. They do not have deformities, but if a Fox-Fox pairing produces a child there is only a ten percent chance they will produce a shinju shifter; most such offspring are normal foxes or humans.

Shinju children are born at a higher cost than non-shinju: one (or both) of the Fox parents is very likely to die (see Birthing Pains sidebar).

Raised in the court of their parents, shinju kits learn their grand destiny early. Their heads swelled by tales of the greatness that is theirs, many become insufferably arrogant and absolute perfectionists — even more so than their kojins or roko relations.

Beginning Gnosis: 4

Starting Gifts: Scent of the True Form, Sense Wyrms, Truth of Gaia

Paths

The Paths of the Kitsune constitute both a profession and something of a sacred calling. They are not determined by the sun, moon, or the Kitsune's time of birth, but are chosen by each Fox as she gains her first rank. When a young Kitsune reaches her Nogitsune-time, she is given the Rite of the Crossroads by a more experienced Nine-tails. The element the young werefox chooses at this time determines what Path she will follow. Unlike other hengeyokai, Kitsune cannot undergo the Rite of the Second Face, since the Rite of the Crossroads (if performed correctly) reveals her true essence and thus her life-choice.

- **Kataribe (kah-tah-ree-bay):** Corresponding to clay, this Path is made up of builders and doers. Like a potter, the Kataribe make many things that aid the other Nine-tails. They are in contrast to the Doshi and Eji, who practice selective destruction as parts of their Paths.

Along with a love of crafted goods, the Kataribe particularly love knowledge, thus earning them the moniker of shijin, or poet. They spend much time collecting lore from around the world, learning stories, songs and poetry and weaving them together into a tapestry of information. The shijin spend time with court historians as well as the Zhong Lung to avail themselves of the ancient history

known to these shen. These Kitsune are in particular accord with the Beast Courts and most Kitsune on the Way of Emerald Virtue are Kataribe. They get along well with both other shen and with humans.

Initial Rage: 2

Starting Gifts: Beast Speech, Fable, Truth of Gaia

- **Gukutsushi (goo-koots-shee):** The dreamweavers correspond to the element of Kiri, fog. This is a difficult Path for outsiders to understand, combining the way of the trickster — with their mastery of the mind and illusion — and the role of a physician or healer. They bring solace to the suffering and take delight in deceiving those who prove needful of such tricks. Their skills are less physical than the other Paths, but Gukutsushi can use their mind-bending skills to devastating effect against foes. The illusions they cast, and the tricks they play on their enemies' minds can be devastating in or out of battle. Their knowledge of both human and shen psychology is unsurpassed and they have honed their own minds into both keen weapons and tools for insightful analysis.

Initial Rage: 2

Starting Gifts: Clear the Mind, Mother's Touch, Open Seal

- **Doshi (doh-shee):** The sorcerers' element is Inazuma: lightning. Masters of magic and spirit communication, their path is one of shadow, as is evidenced by the betraying hint of Yomi within them. On a successful use of Sense Wyrms at difficulty 9, the Doshi detect as slightly Wyrms-tainted.

ELEGANT ELEMENTS

Rather than the singular elements common in the spirit world (fire, earth, water, or air), the Nine-tails accept a blending of two of the primary elements as a singular element in and of itself. Each of the four blended elements recognized by Kitsune corresponds to a particular Path.

- **Nendo (Clay):** Combines the elements of earth and water. Corresponds to Path of Kataribe.

- **Kiri (Fog):** Combines the elements of water and air. Corresponds to Path of Gukutsushi.

- **Inazuma (Lightning):** Combines the elements of air and fire. Corresponds to Path of Doshi.

- **Yogan (Lava):** Combines the elements of fire and earth. Corresponds to Path of Eji.

Doshi believe that evil itself can be a powerful weapon against evil and will enslave Banes or use magic thought of as tainted, if they believe it necessary for a greater good. Their knowledge of the Centipede and its minions is vast and they utilize this advantage to great effect. Their dark Path forces the Doshi to distance themselves from other Kitsune and shen; many live alone in abandoned areas such as old monasteries, temples, and the like. This solitude, along with the fact that they are sometimes looked down on by the rest of their kind, often leads the sorcerers toward cynicism and inhumanity. Of all the Kitsune, they are the most likely to fall to the Centipede's clutches. However, as they will explain to any who will listen, there is no success without risk and no victory without the possibility of defeat.

Initial Rage: 3

Starting Gifts: Blessing the Blade, Sense Magic, Spirit Speech

- **Eji (ay-jee):** The warrior Kitsune are those associated with Yogan: the element of lava. They are the holy warriors — or sōhei — of the Nine-tails, as strong as the earth and as ferocious as fire. Eji consider themselves surgeons cutting away any “cancers” that threaten the Emerald Mother. They are not ravaging beasts; Eji display great respect for life, even as they take it. They will go out of their way to protect the innocent and to right wrongs done against the just and good, but when someone pollutes the world, the Eji find no difficulty in performing a neat and swift execution. They will battle and kill bakemono, crazed Kuei-jin, or Banes, almost without thought or emotion.

In human guise, they often appear as adventurers, daredevils, or religious figures who encourage others to strive for the best — even as they secretly remove those who infecting the Emerald Mother with impurity, weakness, or depravity.

Initial Rage: 4

Starting Gifts: Razor Claws, Resist Pain, Sense Hostility

Forms

Kitsune have five forms, although their human and near-human forms differ only slightly, as do their fox and near-fox manifestations. Regardless, Foxes take immense pride in being elegant and beautifully shaped, regardless of the form they take. All forms other than Hitogata naturally show one tail. In any of his forms, a Kitsune may manifest any number of additional tails (up to the maximum he possesses) by making a Gnosis roll against the local Gauntlet. Once manifested, he may hide them in the same fashion.

- **Hitogata:** The Kitsune's human form. Other than a universally mischievous look, they are indistinguish-

able from any other person. In general, they like to keep in shape and pride themselves on being good-looking.

- **Sambuhenge:** Foxes rarely take this form other than when the situation calls for humor, as it is somewhat comical in appearance. They are slightly more athletic and a bit nimbler than in their Hitogata form, but for most, the difference is not significant enough to risk being laughed at by those who find their near-human form amusing.

Some use this form to play jokes on other Foxes, however, and roko kits may assume the form as they begin learning to walk in human form, relying on the added dexterity to aid their efforts.

The Kitsune's Sambuhenge body mass is similar to their Hitogata form, but there are some cosmetic changes. The ears point upward and the eyes become slanted and thin — more fox than human. The werefox's nose lengthens and whiskers appear on both sexes. This form also naturally sports a fox tail.

- **Koto:** Standing only an inch or two taller than the Hitogata and Sambuhenge forms, Koto adds no real bulk to the Kitsune, but other physical changes are quite noticeable.

The Koto head becomes fully that of a fox, though still retaining unmistakable human intelligence in the eyes. The body is completely covered with fox-fur. It possesses vulpine, digitigrade knees, and an obvious foxtail. The feet are paw-like and the hands are tipped with claws, although they retain fingers and opposable thumbs.

Knowing that they are not protected by Delirium, Kitsune do not assume the Koto form unless they are certain of their privacy. Kitsune usually only assume this form for courtly affairs, to impress visitors, or for the comfort of having fur.

Koto may bite for Strength +1 aggravated damage, but the form is otherwise ill-suited for battle, so few Kitsune engage in brawling matches unless they have exhausted all other options first.

- **Juko:** This is a wolf-sized fox form, and well suited for travel, as it possesses greater endurance than the Kyubi form. The Kitsune has a great amount of “manual” dexterity with his mouth. Some have learned to hold daggers in their mouths with which to fight, when there are no other options.

- **Kyubi:** In this form, the average Kitsune appears as an ordinary fox. The vast majority of Kitsune have standard red pelts, with a few resembling gray foxes in coloration. Legends speak of arctic and sand werefoxes, although none have been present in the Emerald Court in centuries. If such Kitsune do exist, they would surely be looked upon with wonder — and suspicion — by their Eastern cousins.



Form Statistics

Sambuhenge	Koto	Juko	Kyubi
Str: +0	Str: +1		
Dex: +1	Dex: +2	Dex: +3	Dex: +4
Sta: +1	Sta: +2	Sta: +3	Sta: +2
Man: -1	Man: -1	Man: -2	Man: -1
Per: +0	Per: +1	Per: +1	Per: +2

Difficulty for hearing Perception rolls is reduced by 2 in all forms except Hitogata.

Gifts

Kitsune love magic. Advancing in rank and gaining new tails is a great honor, to be sure, but what Kitsune truly treasure is the new powers that come with accomplishment and experience. A Kitsune character begins play with one general Kitsune Gift, one breed Gift, and one Path Gift.

General Kitsune Gifts

- **Chi Sense (Level One)** — The Kitsune may sense the ebb and flow of Yin and Yang through the world around her. This Gift is taught by any spirit of the Middle Kingdom.

System: The player permanently adds one die to any Gift or Rite which inspects or alters the environment around the Kitsune.

- **Ishin Deshin (Level One)** — As the Galliard Gift: Mindspeak.

- **Scent of Running Water (Level One)** — As the Ragabash Gift.

- **Moon Dance (Level Two)** — The Kitsune becomes completely invisible so long as no moonlight touches her. She may step in and out of moonlight, appearing and vanishing as she does. Lunes teach this Gift, which cannot be used during the daytime.

System: The player spends one Gnosis point. The effect lasts the entire night. The Gift doesn't mask the Kitsune from any sense save sight.

- **Sense Magic (Level Two)** — As the Uktena Gift.

- **Spirit Speech (Level Two)** — As the Theurge Gift.

- **Ghost Speech (Level Three)** — This Gift allows Kitsune to speak with inhabitants of the Yin Realm — the Dark Umbra. It is taught by ancestor-spirits and spirits associated with death.

System: The Kitsune may speak in a tone that carries across into the Yin Realm, and hear any responses to her words.

- **Puppeteer's Secret (Level Three)** — The Fox fades into the crowd; everyone assumes she belongs, and that her familiar face has been there for quite some time. Deer-spirits teach this Gift.

System: The player rolls Charisma + Subterfuge, difficulty 6. If the Kitsune begins to act suspiciously given her attire and the situation, or otherwise draws attention to herself, the Storyteller may demand a fresh roll to keep the Gift from breaking.

- **Shadow-Fan-Flowers (Level Four)** — One creature within the Kitsune's line of sight sees a vision and believes. The illusion is perfectly detailed with color, light, and motion. Chimerlings teach this Gift.

System: The player spends a point of Gnosis and rolls Manipulation + Enigmas (difficulty of the victim's Willpower). Supernatural targets may roll Willpower (difficulty 9) to realize the illusion is false *only* if given compelling reason to suspect its falsity.

- **Possession (Level Five)** — The Kitsune abandons her body to take over another's. This Gift is taught by one of Fox's brood.

System: The Kitsune must be in contact with the victim, the victim's hair or nail cuttings, or an extremely important personal token of the victim. The player spends a point of Gnosis and Willpower, then rolls Manipulation + Occult (difficulty of the victim's Willpower). If successful, the Fox becomes a spirit and possesses her victim; supernatural targets may roll Stamina + Occult (difficulty of Kitsune's Willpower) each day at sunrise to attempt to exorcise the Fox. The Kitsune returns to her own body when she is cast out or ends the possession.

Kojin Gifts

- **Persuasion (Level One)** — As the homid Gift.
- **Seduction (Level One)** — A Fox with this Gift can cause humans to fall in love with her. A cloud- or rain-spirit teaches it.

System: The player spends one Gnosis point and rolls Charisma + Subterfuge (difficulty 6) in a contested roll against the victim's Willpower (difficulty 7). The more successes the Kitsune wins by, the deeper the target's infatuation.

- **Smell of Man (Level One)** — As the homid Gift.
- **Jam Technology (Level Two)** — As the homid Gift.
- **Silver Tongue (Level Two)** — As the Fianna Gift: Glib Tongue.
- **Staredown (Level Two)** — As the homid Gift.
- **Disquiet (Level Three)** — As the homid Gift.
- **Reshape Object (Level Three)** — As the homid Gift.
- **Speech of the World (Level Three)** — As the homid Gift.

- **Forgetfulness (Level Four)** — The Kitsune can erase an individual's memories of a specific event. Fog-spirits teach this Gift.

System: The player spends one Gnosis and Willpower point, then makes a contested Manipulation + Subter-

fuge (difficulty 6) roll against the victim's Willpower (difficulty 3 + Kitsune's number of tails).

- **Spirit Ward (Level Four)** — As the homid Gift.
- **Assimilation (Level Five)** — As the homid Gift.
- **Call to Allies (Level Five)** — This Gift is the Kitsune's ultimate distress call. Her Batsu, clan, and sentai will hear it, along with all other friendly neutrals and unknown allies in the area, as well as local spirits and spiritually sensitive mortals. The Fox's fear or rage acts as a beacon unerringly guiding any that answer the cry to her. This Gift is taught by an ancestor-spirit.

System: The Kitsune must simply call out in need.

Roko Gifts

- **Burrow (Level One)** — As the metis Gift.
- **Cricket Leap (Level One)** — As the lupus Gift: Hare's Leap.
- **Heightened Senses (Level One)** — As the lupus Gift.
- **Name the Spirit (Level Two)** — As the lupus Gift.
- **Scent of Sight (Level Two)** — As the lupus Gift.
- **Sense Imbalance (Level Two)** — The Kitsune can sense if any one of the Triat has upset the balance in the area. She knows if the Weaver is too strong, or if the Wyld is lacking. A servant of the Emerald Mother teaches this Gift.

System: The player rolls Perception + Occult (difficulty 6) to evaluate the area's spiritual balance.

- **Blind (Level Three)** — The Kitsune can blind an enemy for one day. This Gift is taught by a porcupine-spirit.

System: The player spends one Gnosis point and rolls Manipulation + Medicine (difficulty 7) resisted by the Stamina (also difficulty 7) of a target within 10 feet.

- **Catfeet (Level Three)** — As the lupus Gift.
- **Ten Chi (Level Three)** — The Kitsune always knows where he is, in whatever Realm he occupies, by feeling his relationship to Gaia. Additionally, wherever he stands becomes his territory; natural animals sense this and allow the werefox to pass without challenge. Migratory bird-spirits teach this Gift.

System: The Kitsune may spend one Gnosis to know what Realm he stands in, where the cardinal directions are, and in which direction his home lies.

- **Carrion Clothes (Level Four)** — Wild foxes catch birds by pretending to be dead; werefoxes aspire to bigger game. This Gift causes the Kitsune to appear to all natural and supernatural examination to be dead. This Gift is taught by fly-spirits.

System: The player spends a Gnosis point and makes a Stamina + Larceny roll (difficulty 7). The Gift hides only small motions, such as breathing or cracking an eyelid to look about; any greater movement breaks the spell.

- **Forest Lord (Level Four)** — As the lupus Gift: Beast Life.

- **Elemental Gift (Level Five)** — As the lupus Gift.

- **Song of the Great Beast (Level Five)** — As the lupus Gift.

Shinju Gifts

- **Flow of Aura (Level One)** — The Kitsune feels the emotional aura of a place — the imprint left behind by events of great sorrow, joy, aggression, and the like. Wood- and stone-spirits teach this Gift.

System: The player rolls Perception + Empathy (difficulty 6). The more successes gained, the more the Fox picks up about the nature of the area's aura and what caused it. One success might reveal that a building has a foreboding atmosphere; five might reveal that it is actively haunted by the ghost of a traveling student who took his own life there.

- **Scent of the True Form (Level One)** — As the Philodox Gift.

- **Sense Wurm (Level One)** — As the metis Gift.

- **Call to Duty (Level Two)** — As the Philodox Gift.

- **Imperial Authority (Level Two)** — Shinju can assert their superiority by staring into another's eyes. Animals fawn, while humans and *shen* assume the Nine-tails is of superior social standing. This Gift is taught by dragon- or phoenix-spirits.

System: The player rolls Charisma + Intimidation (difficulty 6, or 9 against other *shen*).

- **Past Whispers (Level Two)** — The Kitsune can learn the thoughts impressed upon a place. Intense thought fragments (especially those spoken aloud) may linger for years. Wind-spirits teach this Gift.

System: The player rolls Perception + Occult (difficulty 7). The more successes gained, the more detail is revealed.

- **Distant Whispers (Level Three)** — As the metis Gift: Mental Speech, but the Fox speaks into a river, ground, fire, or other element and the target hears her voice coming from a similar source nearby. Storms are popular vehicles for this Gift.

- **Eyes of the Cat (Level Three)** — As the metis Gift.

- **Wisdom of the Ancient Ways (Level Three)** — As the Philodox Gift.

- **Roll Over (Level Four)** — As the Philodox Gift.

- **Scent of Beyond (Level Four)** — As the Philodox Gift.

- **Imperial Obligation (Level Five)** — As the Philodox Gift: Geas.

- **Marionette (Level Five)** — The Kitsune can make the target move in whatever fashion she wishes by mimicking the desired action. Snake-spirits teach this Gift.

System: The player spends a Willpower point and rolls Manipulation + Subterfuge, resisted by the victim's Willpower (both difficulty 7); the Kitsune controls her victim for one turn per success.

Doshi Gifts

- **Blessing the Blade (Level One)** — The sorcerer calls on a local spirit to inhabit a blade for a finite time to enhance it with supernatural power. If prepared in advance, special wrappings restrain the spirit until the bearer speaks an enemy's name. Only one such weapon may be carried at a time. This Gift is taught by a fire-spirit.

System: The player spends one Gnosis point. The weapon does aggravated damage for one scene only.

- **Breath of Yu-Chiang (Level One)** — As the Black Fury Gift: Curse of Aeolus.

- **Sense Wurm (Level One)** — As the metis Gift.

- **Shroud (Level One)** — As the Uktena Gift.

- **Spirit Snare (Level One)** — As the Theurge Gift.

- **Blood Omen (Level Two)** — The Fox reads the future through blood sacrifice. The actual divination is performed by reading entrails, interpreting the smoke of a burnt offering, casting bones, or in some other way using the resulting body as an oracular tool. Doshi are careful to dedicate the sacrifice to spirits opposed to the Wurm. Predator-spirits teach this Gift.

System: The player rolls Intelligence + Enigmas (difficulty 9, or 7 for human or *shen* sacrifices!) and spends one Gnosis point. The more successes, the more accurate and detailed the information gained.

- **Command Spirit (Level Two)** — As the Theurge Gift.

- **Name the Spirit (Level Two)** — As the lupus Gift.

- **Shadows at Dawn (Level Two)** — As the Uktena Gift.

- **Sight from Beyond (Level Two)** — As the Theurge Gift.

- **By the Light of the Moon (Level Three)** — The Kitsune can see any creature touched by moonlight, no matter what mundane skill or magic they use to hide. Bat-spirits teach this Gift.

System: The player spends one Gnosis point and rolls Perception + Alertness (difficulty 6). All moon-touched beings within (successes x 20) feet are revealed to the Kitsune.

- **Exorcism (Level Three)** — As the Theurge Gift.

- **Pulse of the Invisible (Level Three)** — As the Theurge Gift.

- **Swarm of Servants (Level Three)** — From the fur of his tail the Doshi can summon tiny vermin — mice, lice, beetles, frogs, and so forth — to serve him. Vermin-spirits teach this Gift.

System: The player spends one Willpower point and rolls Stamina + Occult (difficulty 8). Each success calls 25 vermin that the Doshi controls. The swarm must stay within 20 feet, and can harass foes (-1 to victim's dice pools per 25 vermin) and perform simple tasks (at Strength 1).

- **Grasp the Beyond (Level Four)** — As the Theurge Gift.

- **Spirit Drain (Level Four)** — As the Theurge Gift.

- **Spirit Ward (Level Four)** — As the homid Gift.

- **Feral Lobotomy (Level Five)** — As the Theurge Gift.

- **Malleable Spirit (Level Five)** — As the Theurge Gift.

- **Seal of Inari (Level Five)** — The sorcerer can secretly “brand” anyone he encounters with sigils only Kitsune can see. These may be warnings, death marks, requests for help, etc. These ghostly marks shine through all concealment so long as the bearer's head is visible. Chimerlings teach this Gift.

System: The player rolls Manipulation + Occult (difficulty 8). For each success, he may inscribe one message of his choice on the recipient.

Eji Gifts

- **Falling Touch (Level One)** — As the Ahroun Gift.

- **Razor Claws (Level One)** — As the Ahroun Gift.

- **Resist Pain (Level One)** — As the Philodox Gift.

- **Sense Hostility (Level One)** — The Eji can sense hostile beings within 100 feet. A fox-spirit teaches this Gift.

System: The player rolls Perception + Alertness (difficulty 6).

- **Bolt (Level Two)** — The Kitsune calls a bolt of raw elemental force to strike his foe — fire, lightning, and freezing wind are all possibilities. Elementals teach this Gift.

System: The player spends one Rage point and rolls Dexterity + Occult, difficulty 6. The target suffers aggravated damage equal to the successes rolled; the range is 50 yards.

- **Enduring Warrior (Level Two)** — Eji using this Gift heal just like their hengeyokai cousins. A bear-spirit teaches it.

System: The player spends one point of Rage to regenerate like a Garou for the rest of the scene.

- **Pulse of the Prey (Level Two)** — As the Raga-bash Gift.



- **Spirit of the Fray (Level Two)** — As the Ahroun Gift.

- **Call of the Dead (Level Three)** — The Kitsune uses Yin energies to disrupt the vital energies of the living with just a touch. Ice-spirits teach this Gift.

System: The player spends one Rage point and rolls Stamina + Occult (difficulty 8). Living creatures, spirits, vampires with Humanity 6+, and Yang-aspected Kuei-jin suffer lethal damage equal to the successes rolled. Five or more successes instantly kills human targets.

- **Song of Fear (Level Three)** — The Kitsune may cast her fox frenzy into another. This Gift is taught by hare-spirits.

System: The player rolls Manipulation + Intimidation (difficulty of the target's Willpower). Each success sends the target into flight for one turn.

- **Weak Arm (Level Three)** — As the Philodox Gift.

- **Elemental Meld (Level Four)** — The Eji may transform into any physical element (earth, water, fire or air), allowing her to merge with and move through that element. On attaining rank five, the Kitsune can change into secondary elements (mist, electricity, moonlight, etc.) as well. Elementals teach this Gift.

System: The player spends a Gnosis point and rolls Manipulation + Gnosis (difficulty 8). She must be in contact with the desired element to change, and changes on contact (taking no harm from fire, for example). She reverts to her natural form upon leaving the element. Her body remains the same size and in one piece but can distort to avoid obstacles. Silver, radioactivity, and toxic waste harm her as normal and will bar her progress. While merged, detecting the Kitsune requires a Perception + Alertness roll (difficulty 9).

- **Sorcerous Bite (Level Four)** — The Kitsune can transform her teeth into any substance she wills, most commonly silver or jade. They are uncommonly strong, regardless of the substance chosen. Elementals teach this Gift.

System: The player spends a Gnosis point and rolls Stamina + Primal-Urge. Silver teeth don't harm the Fox by their mere presence.

- **Dragon Ally (Level Five)** — As the lupus Gift: Song of the Great Beast, save that it summons forth a dragon made of one of the elements.

- **Fire Immunity (Level Five)** — As the Ahroun Gift: Kiss of Helios.

Gukutsushi Gifts

- **Blur of the Milky Eye (Level One)** — As the Ragabash Gift.

- **Clear the Mind (Level One)** — As the Children of Gaia Gift: Calm.

- **Mother's Touch (Level One)** — As the Theurge Gift.

- **Open Seal (Level One)** — As the Ragabash Gift.

- **Dreamspeak (Level Two)** — As the Galliard Gift.

- **Fan-Shadow-Robe (Level Two)** — The Kitsune can change her appearance. She can't precisely duplicate the appearance of another, however, or perfectly replicate complex patterns or garments (such as military uniforms). Chimerlings teach this Gift.

System: The player rolls Manipulation + Empathy, with the difficulty depending on how radical the Kitsune wishes the change to be (6 to change hair and eye color, 8 to appear as a different build and ethnicity entirely). The alterations last for one scene.

- **Silver Tongue (Level Two)** — As the Fianna Gift: Glib Tongue.

- **Taking the Forgotten (Level Two)** — As the Ragabash Gift.

- **Distant Whispers (Level Three)** — As the Kitsune Shinju Gift.

- **Ebisu's Fingers (Level Three)** — As the Ragabash Gift: Gremlins.

- **Liar's Craft (Level Three)** — As the Ragabash Gift.

- **Moon-Fan-Face-Shadow (Level Four)** — As the Glass Walker Gift: Doppelganger.

- **Whelp Body (Level Four)** — As the Ragabash Gift.

- **Madness (Level Five)** — As the metis Gift.

- **Mist on the Water (Level Five)** — As the Fianna Gift: Fog on the Moor.

Kataribe Gifts

- **Beast Speech (Level One)** — As the Galliard Gift.

- **Fable (Level One)** — The Kataribe uses her expression and will to sway onlookers. By telling a tale or singing a song, she can plant a suggestion in the minds and hearts of listeners. Nightingale-spirits teach this Gift.

System: The player spends a Willpower point and rolls Manipulation + Empathy (difficulty 7) to plant a faint compulsion in the listener's head, which lingers for the Kitsune's Chie in days. Recordings and broadcasts cannot carry this Gift's magic.

- **Perfect Recall (Level One)** — As the Galliard Gift.

- **Truth of Gaia (Level One)** — As the Philodox Gift.

- **Centipede's Beckoning (Level Two)** — As the Galliard Gift: Call of the Wurm.

- **Distractions (Level Two)** — As the Galliard Gift.

- **Silence (Level Two)** — The werefox blankets the area in an eerie silence. Lake- and mountain-spirits teach this Gift.

System: The player spends two Gnosis points and rolls Manipulation + Stealth, difficulty 8. The area affected is 5 yards in radius per success. The Gift lasts for one scene.

- **Speech of the World (Level Two)** — As the homid Gift.

- **Seek (Level Three)** — The Kitsune asks the local spirits for a single individual's location. The spirits answer correctly if they can; should the individual be beyond their territory, they say as much. The spirits of predatory animals teach this Gift.

System: The player spends a Gnosis point to contact an appropriate spirit, and rolls Wits + Occult, difficulty 6, to beseech its help.

- **Uzume Sings (Level Three)** — The Kataribe's voice becomes achingly beautiful, paralyzing an enemy or luring him forward to his doom. Nightingale- and snake-spirits teach this Gift.

System: The player spends one Gnosis point and rolls Charisma + Performance (difficulty of the target's Willpower). For every success, the target is under the Fox's power for one turn.

- **Wisdom of the Ancient Ways (Level Three)** — As the Philodox Gift: Wisdom of the Ancient Ways.

- **Kuei Dance (Level Four)** — This Gift calls on the dead to bear witness. There is no compulsion, but the dead are eager to be remembered, so rarely refuse. The spell may take any form, from story to song to dance, with the ghost acting out her part as appropriate. This Gift is taught by ancestor-spirits.

System: The player spends a Willpower point and rolls Gnosis + Empathy, difficulty 8, to establish contact. This Gift works only if the deceased lingers in some spiritual form, such as a ghost or ancestor-spirit. The more successes rolled, the more coherent the ghost's performance.

- **Shadows by the Firelight (Level Four)** — As the Galliard Gift.

- **Assimilation (Level Five)** — As the homid Gift.

- **Fabric of the Mind (Level Five)** — As the Galliard Gift.

Ju-Fu

Perhaps the most distinct Kitsune trick is the art of Ju-Fu — paper magic. Ju-Fu Gifts are purchased at a cost of (level x 7) experience points; unlike traditional Gifts, they are not bestowed by spirits, but must be learned from another Fox. The *kami* (folded-paper spells) used to cast them may be prepared in advance, but each costs at least one Gnosis point to make, limiting the potential for stockpiling. Where a Ju-Fu Gift lists no other cost, it only costs the Gnosis point necessary to make the *kami*.

- **Lantern (Level One)** — By crafting a paper lantern or similar *kami*, the Kitsune can infuse it with an eerie light.

System: The light is as bright as that of a mundane paper lantern, and lasts for one scene.

- **Umekochi's Mouth (Level One)** — The Kitsune crafts a small paper cup, dish, or other container, which can hold four times as much as it should.

System: The player rolls Gnosis (difficulty 6).

- **Attraction (Level Two)** — The Kitsune attracts or repels a certain type of animal by crafting an appropriate *kami*. She might repel tigers to travel safely through the jungle, or fashion a paper firefly to summon enough fireflies to eerily light a graveyard.

System: The player rolls Manipulation + Animal Ken, difficulty 7. The more successes, the stronger the *kami*'s effects.

- **Silver Sigil (Level Two)** — The Kitsune can write "badge" on a piece of paper — people will see a badge. She can write "passport" on a bit of bark, and breeze through customs.

System: The player rolls Gnosis, difficulty 7. The *kami* remains effective for one scene.

- **Paper Beast (Level Three)** — The Kitsune fashions a *kami* in the shape of a mundane animal, with the animal's pictogram written on it. When the Kitsune spits on the *kami*, the paper beast immediately grows to full size and obeys the Fox's commands.

System: The player spends two Gnosis and rolls Gnosis, difficulty 7. The resulting creature has all the traits of its likeness, but only one health level.

- **Beast Shape (Level Four)** — As the Ragabash Gift: Thousand Forms. The Kitsune may take the form of the animal depicted by this *kami*.

- **Paper Flesh (Level Five)** — As the Gift: Paper Beast, save that it requires three Gnosis points, and the beast is fully flesh and blood (though it reverts to paper at the end of the scene or when slain).

Rites

Few Kitsune-created rites exist. The Foxes are more than happy to borrow rites from their fellow Changing Breeds and adapt them to their own needs.

Proprieties of Conduct

Level Two, Accord

The Kitsune serve a central role within the Beast Courts, smoothing tensions between the different Breeds and ensuring visitors to the Courts follow behavioral expectations. This simple rite helps the foxes smooth things over.

System: The rite-master addresses a gathering and announces the expected standards of behavior. Among a group of familiar acquaintances this can be as simple as declaring that everyone must observe 'standard norms;' she has to give more detail if guests are present. The rite

STEREOTYPES

Moonlight-Over-River has a few words:

- **Stargazers:** Our brothers and sisters outside of the Emerald Courts, striving so hard to master your Rage and learn so much. When you grow tired of the Western Garou, we will be there for you.

“They think nobody knows that they kill some leaders to promote their favorites. We will not be so easily swayed.” — Joseph Calms-in-the-Storm

- **Nezumi:** You do what must be done, and bear your burden with grace. Would that I could say that about your cousins, but something dangerous lurks beneath their surface.

“They think they’re so clever, working behind the scenes and playing at being heroes with the others. When the time comes, they’ll fall like the others.” — Kray Meren

- **Same-Bito:** You’re single-minded and incredibly powerful, but you also have your negative aspects. Like how the other weresharks hate and fear you. We should do something about that.

“They help the betweeners in the Beast Courts. Maybe they would help me.” — Bleeds-Night

does not have to be repeated if attendees arrive late; any latecomers remain bound by the rules as long as they remain among the gathering.

Anyone attempting to breach the agreed etiquette must make a Willpower roll (difficulty 6). At the point that she would make the roll, the transgressor well aware that she is about to break the rules, and she may choose not to break the accepted etiquette. The rules of polite society also sooth the tempers of everyone — all Rage rolls are made at +2 difficulty.

Rite of the Crossroads

Level Three, Renown

The Rite of the Crossroads serves much the same purpose for Kitsune as the Beast Courts’ Rite of the Opened Way. In it, the Foxes use the power of the four directions to celebrate a kit’s first — and only — choice of path.

The rite is always performed in a transitional place; crossroads are both traditional and particularly auspicious, but bridges and even doorways will also do. The ritemaster purifies the young kit, then brings her to the site of the rite. After proper obeisance is made to the Emerald Mother, the Silver Lady, Bai-Mianxi, and Prince Inari, the ritemaster asks all four to bless their newest child’s arrival into adulthood. The ritemaster then lays out four empty bowls before the kit, one at each direction. The kit, however, sees each bowl as filled with one of the four Paths’ elements — clay, lightning, lava, mist. The kit must then reach into the proper bowl, thus choosing her path. Rather than burning

young Eji or Doshi, the contents of the bowl fill them with a rush of power and confidence. Once the choice has been made, all can see the Kitsune’s paw drip with the symbol of her path. The ritemaster then ends the rite, and the new Yakan begins her training.

System: No rolls are necessary. The kit is officially Rank One at the rite’s end. It is a great honor to perform this rite, and successfully sponsoring a new Kitsune grants the ritemaster two points of temporary Toku Renown.

Fetishes

Plenipotentiary

Level One, Gnosis 5

Those who know the ways of the Beast Courts say the Kitsune work as their diplomats and spies, and should be treated with suspicion. For those not familiar with their ways the werefoxes are just another unwanted shapeshifter intruding upon territory. In any case the Kitsune know that they can defray suspicions if given the opportunity to speak. Plenipotentiaries look like discreet jewellery, often rings, bearing fox images stylized with icons representing the Kitsune’s Court.

System: The Kitsune activates the fetish and rolls Charisma + Expression (difficulty 6). Each success gives the werefox one turn during which she is safe from attack. The Kitsune cannot start a fight during the Plenipotentiary’s protection.

MOKOLÉ

Modern descendants of the prehistoric Lizard Kings, Mokolé share a collective Dream of everything that has come before. They are the Earth Mother's memory, blessed and burdened with ensuring the past is not forgotten.

History

Before Man walked, Things roamed the Earth. Slithering, stalking, stomping Things. Lazy, slow Things, too massive to be bothered by anything smaller. Flickering, darting Things, fast enough to attack and be gone before the wound began to bleed. Sharp-toothed, tearing Things, and Things that soared overhead. Things in the depths of the blackest waters, and Things in the tops of the trees.

Things hunted. Things killed. And now... Things remember.

Man's history. Wolves' history. The history of all who walk in fur and fang. This time and place and all that exists here is but a flicker in the bonfire of what has come before. Before humanity, before science, before this mammal-led heartbeat.

In a past far older than any but They-Who-Remember can recall, life thrived. Countless creatures lived, evolved — and eventually died. All with no more fanfare or legacy than humanity will leave behind when it is gone.

Man is not the first. He is not the only. He is not even the best. Time passes, and in time this cacophony of human "civilization" will exist no more. There will be no record left behind of this self-important sour note in the symphony of time.

It will become — as have all the epochs before — a half-slumbering Dream in the memory of those who remain.

The Mokolé look forward to that time.

Their numbers have dwindled for centuries, as they hid in the darkest corners of the wilderness, hunted by those who misunderstood their Dreaming. But now, in the Final Days, their numbers have increased, and their territories have been secured. As man's world dies — as it was always destined to do — the Mokolé



are preparing for whatever comes next. Because they know, no matter how many times the cycle turns, they will be there to witness it.

To witness. And to remember.

The Age of Kings

When dinosaurs walked the Earth in great numbers, the greatest among the reptiles were the Lizard Kings. They were the emperors of lands that time forgot. The first great saurian kings. Shapeshifters blessed by the Earth Mother.

No one Mokolé remembers this era perfectly. Their collective memories of the Age of Kings are reflections of a thousand Things that thrived, Things that died, and Things that became something more. Dreaming as dragons do, Those-Who-Remember recall creatures that walked on two legs, or four, or six. Beings that fashioned objects with dexterous claws, feathered paws, prehensile tails, and scaled appendages. Sun-worshippers who reverently raised towers of mud and stone — or meat and bone — to the golden sky. Monsters in the night, enacting strange, shamanistic rites round unlit menhirs, to appease an inconstant moon.

Like the Mokolé's true forms, these memories are patchwork abominations, blending things that were, things that could not be, and things that never should have been. What truly *was* is uncertain, and each Mokolé believes differently about where the lines of Dream-memory and Dream-illusion lie. Still, some Dreams occur so often that they have become accepted more than others as possible — if not probable — truth. These Dreams make up the legendary tales of past Ages.

According to these legends, Gaia created each of the first Mokolé with Her own hands, fashioning them from the Dreams of her lover, Helios, and the soft, wet, earthy flesh of her own body. She gave them each three forms, mirroring those of the Triat: the Suchid Devisor shape, the Archid Dissolver shape, and the Drachid shape of the Designer.

They did not have a Homid form — humans did not yet exist. But in her infinite creativity, She created a thousand thousand different shapes: some with no legs, some with many, some with wings or tails or articulate talons. Great and small, lumbering and lightning-quick, as Gaia created them, so they grew until they covered the world with their diversity and their splendor.

For millennia, Gaia's first and favored children ruled the earth, the seas, the air, and all of existence. Following in their Creator's footsteps, the Mokolé took the clay of the earth and the heat of the sun, and from it they fashioned the first tools, the first weapons, the first villages, the first civilizations — and the first war. Kingdoms grew up and went to battle to prove their superiority. Each faction

struggled to destroy all of its evolutionary rivals, until the Lizard Kings arose from the wastelands of carrion that was all that was left of their enemies. They ruled the earth mercilessly, with wit and wrath, with spear and razor-sharp tooth. It was the time of the Mokolé, the Age of Kings, and none dared challenge their superiority.

But nothing lasts forever, and with the changing of ages, even the greatest empires can crumble.

The Age of Sleep

No one knows exactly *why* the Mokolé's civilization fell. Perhaps the tyrannical Lizard Kings grew too proud, and were cut down for their hubris. Possibly, as is happening in current days, the Dissolver grew strong enough to strike low those who opposed it. Maybe Gaia's attention (and protection) was drawn away by more warm-blooded worshippers. It's even possible (albeit unlikely, in a reality full of near-omnipotent spirits and supernatural beings) that the end of this era was nothing more than a twist of fate — the unforeseen and unavoidable collision of a celestial body and a piece of space effluvia. But whether the *why* was ill fortune or the hand of fate, the *how* is clear. The end came in the form of a global-level disaster, and it struck down the Lizard Kings in all their terrible glory.

A few young Mokolé have dreamed Mnesis-visions of a time before the Wonder-Work. Late in the Lizard Kings' reign, however, early man evolved from his ape-progenitors and gained enough sentience to serve and worship the Lizard Kings as his lords and masters. Early humans were used as slave labor, as servants — and as breeding stock.

By integrating human genetics with their own, Mokolé eventually developed a human form to complement their three original ones. But, Homid was viewed as less useful (and attractive) than Drachid, and their human Kinfolk were never seen as equals. Half-breed offspring from both humans and reptiles did serve as their Kinfolk, however, and when the End came, these Kin preserved the legacy of the Mokolé — somehow escaping the destruction that befell the Lizard Kings themselves. The vast majority of Mokolé know that man appeared millions of years after the Wonder-Work. They wonder what force has tainted the Mnesis of their young — whether it is the Dissolver, or one too many fantasy novels.

Generations after the Wonder-Work destroyed their civilization, new Mokolé began to be born (and hatched). The Lizard Kings' fall had cost the Breed, however. None of the new generation could take the Drachid form that had allowed their ancestors to build their empire and dominate the pre-Event earth. Limited to three forms (Homid, Suchid, and Archid) these new Mokolé had to forge a different path than their progenitors had used — and they faced a challenge the Lizard Kings never had to contend with.

THE END

The Cretaceous-Paleogene extinction event. The Cretaceous-Tertiary extinction event. K-T extinction event. K-Pg. Scientists call the event by many names. The Mokolé have but one. The Wonder Work.

65 million years in the past, an asteroid six miles wide struck the Yucatan Peninsula in Mexico, leaving a crater more than 100 miles across. The impact — 2 million times more powerful than the biggest bomb mankind has ever ignited — created a storm of hellish proportions that blanketed the atmosphere with super-heated dust, ash, and steam. Bits of the asteroid and the impact crater ricocheted out into space, and were pulled back to earth in a rain of molten burning stone that baked the land and started wildfires across the globe. The sky filled with toxic fumes. Acid rain fell around the world. The dense particulate cover kept sunlight from reaching the earth's surface.

In an instant, the entire face of the planet changed. Millions of species died out in the aftermath, including the vast majority of the reptile population... and Lizard Kings themselves.

The Age of Beasts

After her first children had been destroyed in the Wonder-Work, Gaia created the rest of the Changing Breeds from the mammals and birds who thrived in the same conditions that had destroyed her eldest children. In the Lizard King's absence (while the Mokolé Kin were still attempting to repopulate the Breed), these new shifters rose to dominate the Earth.

The many Changing Breeds could have shared the Earth, but they warred for petty and primal reasons, contesting for territory, herds of breeding stock, or foolish pride. The most territorial shapeshifters were the Garou, werewolves who waged war against all the other Breeds. The still-recovering Mokolé were among their favorite targets. Those weresaurians who took huge and monstrous forms were easy targets for wolf packs, as were those who moved slowly, or bore bright colors rather than camouflage. Many varna recovered from the Wonder-Work only to fall to the claws and mindless fury of their

wolven cousins. Those that took the form of lesser saurians and reptiles, however, fled to the shadowy places of the Earth, lurked beneath the surface of swamp and sea, and some — although not all — escaped the Garou's wrath.

If the Fera had allied against the Garou, these "Wars of Rage" could have been averted, but they did not. Instead, the Garou's War cleared the way for the rise of the werewolf tribes, and the further decline of the weresaurians. By the time mankind waged war against the Garou, the Mokolé had become relics of an older time, their greatest history left only as memories and dreams — Dragon's Dreams.

The Age of Man

Man rules now where Beasts once did. For the saurians, however, man and Bête are little more than dangerous children playing at being sovereigns. For the descendants of the Lizard Kings, the only *true* civilizations died out millennia ago.

Most Changing Breeds fear the Apocalypse, and believe it represents the end of the world. But the Mokolé know an older truth: this time is but a poor reflection of a time when the Old Ones ruled, and when the cities of Men have been laid low, the Old Ones will rule again.

The weresaurians have no need to bring about the end of the human world; they have only to wait patiently for human civilization to fall to its inevitable demise. Until then, they breed new young in record numbers, preparing their population for its return to power. They endure the Wyrms' depredations, the Weaver's encroachment, and the Wyld's madness, looking forward to the time they know must come. The Dragon's Dream speaks of what was, and what will be again: the Lizard Kings' return.

The Mokolé Today

As the current End Times loom large, Mokolé young have felt an increased internal pressure to claim new breeding grounds, despite their elders' protestations. The drive is two-fold: expanded territory (and new mates) to increase their numbers, and additional information about the progress of the final days.

Some cautiously venture into the human world in search of clues as to when the Dragon's Dream will become real. Others slink around the campfires and caerns of other Shifters looking for word about how the War against the Wyrms is faring. While subterfuge and subtlety are key components in the Mokolé arsenal, with increased numbers comes increased risk of detection.

For millennia, Mokolé have survived by hiding from the Garou and other enemies. Many elders of the streams believe their race's survival depends on continuing to hide and breed until their numbers are so great that no one can stand against them. Younger weresaurians defy

MOKOLÉ LEXICON

Age of Kings: The era when the Lizard Kings ruled the earth.

Apocalypse: A time when one civilization falls, leaving room for another to rise and take its place. For instance, the Mokolé survived an Apocalypse when the dinosaurs became extinct (see Wonder-Work).

Archid: The “battle-form” of a Mokolé. Unlike most Changing Breeds, this form varies drastically from Mokolé to Mokolé.

Bête: Non-Mokolé shapeshifters.

Champsas: A varna associated with Nile crocodiles (*Crocodylus niloticus*).

Clutch: A social grouping of Mokolé, usually a family. Most guard and defend breeding grounds.

Designer: The shaper of Life (known to Garou as the Weaver).

Devisor: The source of all creative power (known to Garou as the Wylde).

Dissolver: The Unmaker of Life (known to Garou as the Wyrn).

Drachid: The “lost” toolmaker form of the Mokolé; the shape of the Lizard Kings. Since the end of the Age of Kings, no Mokolé has been able to assume this form.

Dragon’s Dream: A half-remembered Dream of the Age of Kings. Also a future-Dream about a time when mankind’s civilization will fall and the lost races of the weresaurian will return to the world.

Gharial: A varna associated with gavials (*Gavialis gangeticus*).

Grisma: Summer auspice of the Makara; judges and law enforcers.

Gumagan: The Stream of Forerunners. Traditionally from Australia and Oceania.

Halpatee: A varna associated with American alligators (*Alligator mississippiensis*).

Hemanta: Winter auspice of the Makara; tricksters and rogues.

Innocents, the: The ghosts of the deformed and still-born children created when two Mokolé mate.

Karna: A varna associated with saltwater crocodiles (*Crocodylus porosus*).

Lizard Kings: The Mokolé who ruled the earth before their civilization was destroyed by the Wonder-Work.

Makara: The Stream of the Folk. Traditionally from the Indian sub-continent. Also a varna associated with mugger crocodiles (*Crocodylus palustris*).

Mnesis: The ancestral memories of the Mokolé. Each stream (see below) usually has related Dreams, but all of them include children who share the Dragon’s Dream (see above).

Mokolé-mbembe: The Stream of Fighters. Traditionally from Africa and the Americas.

Old Ones: Mokolé, especially the pre-Wonder-Work Lizard Kings.

Ora: A varna associated with some of the more than 70 species of monitor lizards.

Paissa: A varna associated with American crocodiles (*Crocodylus acutus*).

Stream: An interwoven group of related Mnesis bloodlines native to a specific area. Not “tribes” as such; more relatives that have grown apart.

Suchid: When capitalized, the reptilian form of a Mokolé. When not capitalized, a Mokolé born from two reptilian parents.

Syrta: A varna associated with caimans (*Caimaninae* sp.).

Unktehi: A varna associated with Gila monsters (*Heloderma suspectum*).

Varna: The species of reptile into which an individual Mokolé can transform.

Vasanta: Spring auspice of the Makara; warriors.

Wallow: A home for suchid breed Mokolé and other crocodilians or reptiles.

Wonder-Work (of the Wyrn): The Apocalypse that ended the civilization of the Lizard Kings; known to human scientists as the “Cretaceous–Paleogene extinction event,” which occurred 65.5 million years ago. Mnesis dreams of the event vary greatly, and many of these dreams may be false or distorted, but most attribute the event to the work of the Dissolver.

Zarad: Autumn auspice of the Makara; mystics and spiritualists.

Zhong Lung: The Stream of Philosophers. Traditionally from Asia and a part of the Emerald Courts of the Hengeyokai.

such reason, forming “imperfect clutches” to venture away from their wallows and sway destiny in their Breed’s favor. The latest generation of Mokolé wants to do more than witness and remember history; they want to create it.

Organization

The Lizard King’s Kin still walk the earth. But don’t bother looking for some Lost World where thunder lizards and T-rexes have survived extinction. That’s a myth distorting the real truth. The Mokolé are lurking, just below the surface, in swamps, seas, and rivers all over the world.

Streams

Weresaurians have survived as alligators and crocodiles, monitor lizards and Gila monsters, gavials, caimans, perenties — and stranger things that furtively spawn in the shadowy murk. Too few to form tribes, the survivors of this evolutionary pageant have gathered in four major “streams” based around four of the primeval rivers of the world.

The **Mokolé-mbembe**, the Stream of the Fighters, traditionally have stalked the swamps and waterways of Africa and the Americas. They are by far the largest of the four streams, and as the current End Times approach, their numbers are steadily growing. Decades ago, the Mokolé-mbembe were rarely sighted outside the depths of the Amazon Rainforest. Now, a more diverse variety of humans have awakened to the Dragon’s Dream, and their human and reptilian Kin are growing ever more diverse. The stream’s most common varna are alligators and crocodilians (including the American crocodile and Nile crocodile), but a few take the shapes of caimans or Gila monsters.

Australia and Oceania are home to the **Gumagan**, a stream represented primarily by Aborigines and Melanesians. Known as the Stream of the Forerunners, they are well-respected by other Mokolé for their insights into the spirit world, particularly the Dreamtime. Unlike other streams, all Gumagan are capable of entering the Umbra. They are known for their extensive and primeval Mnesis: their memories of the earliest days of the Earth. Most Gumagan varna are saltwater crocodiles or perentie monitors.

The Indian subcontinent serves as the spawning grounds of the **Makara**, the Stream of the Folk. The human politics, religion, and mysticism of the Indian sub-continent have heavily influenced this stream. The Makara consider themselves diplomats to the other Changing Breeds. Their four auspices are determined by the seasons, and are further subdivided by the caste systems of their homelands, to such a great extent that outsiders rarely understand the finer distinctions between them.

Makara varna are typically gavials, mugger crocodiles, and saltwater crocodiles.

Working with the other Asian Changing Breeds, the **Zhong Lung** are known as the Stream of the Philosophers. Although they have inherited the millennial Mnesis of countless scholars and teachers, because of their association with the Emerald Courts, they have the fewest memories of conflict with other shapechangers. Throughout the Middle Kingdoms of China, Korea, Japan, and Vietnam, they have endured as the stream least harmed by the Garou. Known for their epic patience, their aspects are measured by the season in which they are born. Their varna are most often Chinese alligators, saltwater crocodiles, and monitor lizards.

Wallows

Mokolé live much humbler lives than they did millennia ago. Their Dreams speak to them of past eons of saurian supremacy where their ancestors dwelled in herpetological luxury. But in the modern world, they maintain modest places where they can hide from those who would do them harm, spawning enough hatchlings to perpetuate their race. These breeding grounds are known as wallows, homes for the human and reptilian shapes they take.

Most wallows evolve in places where humans and reptiles can live side by side without raising overt suspicion: alligator farms in Florida, ruined temples to forgotten gods in India and along the Nile, riverside fishing communities in China, isolated hot springs in the Australian outback, and similar locales. Such places are few and far between; the human dislike of all things slithery and scaled is as deeply imprinted and ancient as the saurian’s own Dreams, and many humans look askance at those who interact with reptiles on a frequent and voluntary basis.

Clutches

Wherever intelligent living things gather, communities emerge. Weresaurians form small, moderately social clans called clutches. Two clutches may harbor grudges and petty rivalries for generations, sometimes warring over misperceived slights, but ultimately, survival is their chief concern. When two clutches fight, they do not kill each other, but act to injure and shame their enemies enough to temporarily delay further conflict. This preserves their numbers, but (unfortunately) does little to quell rivalries between clutches.

A healthy, functional clutch depends on the relationships between the different aspects (the weresaurian version of auspices) of Mokolé society. In the West, a grouping that contains representatives of all seven aspects is known as a “perfect clutch” — an extremely

rare occurrence. Some young weresaurians venture into the world specifically to form a perfect clutch, for there are legends and prophecies of what such groups can accomplish. A group that includes five auspices is known as an “imperfect clutch”. These are becoming increasingly more common as more young heroes leave isolated wallows to seek their way in the world.

Traits

A Mokolé’s breed determines his Gnosis. Mokolé may not recover Gnosis if cut off from the sun. The less the Sun is visible, the more time Mokolé must spend meditating in his Light in order to regain Gnosis.

Mokolé regenerate wounds at the same rate as Garou, following the standard rules for healing and regeneration. However, Mokolé, as creatures of both Sun and Moon,

are harmed by gold and silver in the same way that Garou are harmed by silver.

All Mokolé instinctively share a common language, the Dragon’s Tongue spoken by all Lizard Kings in the time before time. Mnesis memories reveal the simplest parts of this language when a Mokolé undergoes its First Change.

Other than the Gumagan, Mokolé cannot enter the spirit worlds of the Umbra without specific Gifts that allow them to cross the Gauntlet. Once in the spirit world, a few saurian spirit-paths lead to the High Umbra, a realm of abstractions and high ideals. There, mystics may contemplate places that never were, but could have been — imaginary realms where the Tyrant Kings continued to evolve. In recent years, the Pangaea Realm and Legendary Realm have become gathering places for Mokolé seeking insight about the potential

THE INNOCENTS

Metis Mokolé can be conceived but they die before birth, often immediately after conception. Those who develop further are stillborn and manifest as either horribly deformed fetuses or a clutch of eggs within which lurks foul embryos too misshapen to live.

The strongest stillborn souls, called “the Innocents” by those who would appease them, linger on in the spirit world where they torment any Mokolé foolish enough to enter the Umbra. With motivations both reptilian and infantile, these Innocents are sufficient motivation for Mokolé to seek outside their own kind for breeding purposes.

Generally, the Innocents are treated as spirits, with statistics of the Storyteller’s discretion; some are little more than Gaffling-level, while others have transcended the upper limits of a Jaggling’s power. In addition to the usual Charms, the Innocents have dark powers of their own. These can include:

- **Dark Whispers:** The Innocent can speak to the living, even through the Gauntlet.
- **Umbra Passage:** The Innocent can leave the Dark Umbra and enter the Middle or Deep Umbra, in pursuit of prey.
- **Mnesis Travel:** The Innocent can enter the Dreams of other Mokolé to haunt them.
- **Take Homid Form:** The Innocent can take Homid shape, effectively passing as an ordinary ghost.
- **Take Suchid Form:** The Innocent can appear as the ghost of a crocodile, alligator, or other appropriate reptile.
- **Give Power:** The Innocent can give Gnosis to another spirit.
- **Take Power:** The Innocent can steal the power of another spirit. The difficulty is the target’s Willpower.
- **Steal Mnesis:** The Innocent can take Mnesis away from its owner. She comes into contact with the target’s mind and rolls Power vs. a difficult of the target’s Willpower. The effect depends on the number of successes.
 - One success:** A memory within Mnesis becomes confused.
 - Three successes:** A minor memory is gone.
 - Five successes:** An ordinary memory is gone, or a great memory is blurred.
 - Seven+ successes:** A great memory is destroyed.
- **Corrupt Mnesis:** The Innocent can change Mnesis into Bad Mnesis, warping the dreams of the Mokolé. The system is as above, save that instead of being gone, the memories are altered — a kind friend becomes an enemy, or a skill learned is guaranteed to backfire. The damage done can be healed by Gifts, by a Mnesis quest, or by pilgrimage to the Deep Umbra.

ramifications of the coming End Times, and the future-Dream of a new Lizard Empire.

Renown

Mokolé come together in Gathers before wars, at the summer and winter solstices, when a Crowning takes office, and at other momentous times. These gatherings are solemn and slowly-paced affairs, full of somber ritual and storytelling, law-making and judgment, each in its own time. During these Gathers, tales of Renown are spoken, and new ranks distributed as appropriate.

Breeds

Mokolé only have two breeds: homid and suchid (reptilian).

- **Homid:** A homid Mokolé's ethnicity usually depends on its stream. Mokolé-mbembe walk among humans in the Americas and Africa, from the streets of the first world to the rainforests and jungles of the third world. The other streams of Mokolé — Indian Makara, Aboriginal Gumagan, and Asian Zhong Lung — contain many of the stereotypical populations associated with those regions. However, just as nations are culturally diverse, a stream is not limited to any one ethnic group. As the End Times approach, unexpected individuals are awakening to the Dragon's Dream, rediscovering their reptilian heritage.

Beginning Gnosis: 2

- **Suchid:** A suchid Mokolé is hatched from a reptile egg. Civilized homids often consider the suchids' views on the world to be blatant, brutal, and crudely laced with self-interest. In actuality, suchid are capable of subtler thoughts than "slaying and breeding" (or "fighting and fucking"). When in throes of reptilian Frenzy, however, immediate gratification of the id and ego are a suchid's primary concerns, confirming the breed's base reputation.

Beginning Gnosis: 4

Auspices

Dragon-Dreams regarding the auspice factions of the original Lizard Kings are a source of great controversy among the Mokolé. Each stream's Dreamers have Mnesis that supports their own group's auspice patterning, leading some saurian sages to believe that the Lizard King kingdoms may have had diverse factions as well.

In modern times, two of the four Mokolé streams use solar auspices, while the other two use seasonal ones. Mokolé-mbembe and Gumagan recognize seven solar auspices, determined by position and/or condition of the sun when a Mokolé is born.

Solar Auspices

- **Rising Sun, Striking:** Between the reddening of the eastern sky and noon, sunlight strikes at the heavens.

Mokolé born at this time of day excel as soldiers, hunters, explorers, and seekers. They are fascinated by the present, especially in times of danger, when they must live for the moment. In Dreams of such times, the sky reddens with the blood of their foes, usually the same hue as the light of the rising sun.

Beginning Willpower: 3

Auspice Benefit: A Striking Mokolé has the option of rerolling his initiative once per scene. The character must use the second result, regardless of whether it's higher or lower than the first result.

- **Noonday Sun, Unshading:** At high noon, the sun reigns supreme over the Earth, seeing all. Mokolé born within an hour of noon may inherit this aspect. (It is just as likely, however, that one born slightly before noon will be Striking, or one born slightly after will be Warding.) Most either become judges, enforcers of law (in its many forms), or guards who patrol the areas surrounding wallows. They are also known as the Laws of the Sun, or the Will of the Crowned.

Beginning Willpower: 5

Auspice Benefit: Once per scene, the Unshading can subtract one die from the dice pool of one of the following "creatures of darkness": vampires, fomori, demons, Black Spirals, Spectres, Nephandi, or Banes.

- **Setting Sun, Warding:** As the sun sets, the wise ward against evil hidden in the growing darkness. Mokolé born between noon and sunset inherit this aspect, dreaming of dangers hidden in shadows. Many become guards, nurses, healers, or caretakers. They are usually better at taking defensive measures than the more aggressive Rising and Noonday Suns. When on the attack, they usually support and heal their comrades.

Beginning Willpower: 3

Auspice Benefit: A Warding gains an extra die to one dice pool while defending others, retreating, or following specific orders. This benefit may be used once per scene.

- **Shrouded Sun, Concealing:** When the sun is obscured, unseen forces scheme against those who live in the light. Shrouded Suns are born during the day, but only at times when the sun is hidden. Most become mystics, teachers of spirit lore, or scholars of secret knowledge. They are usually the most skilled at magic and supernatural Gifts, relying on subtle methods of hunting and exploration. Their shamanistic powers allow them to channel spirits, and some interact with human shamans to learn powerful lore.

Beginning Willpower: 4

Auspice Benefit: The Concealing gain an extra die on Stealth rolls used to hide themselves, or other objects or persons. This extra die may be used once per scene.

- **Midnight Sun, Shining:** When creatures of the sun are born at night, strange and contradictory events

occur. Drawn to darkness, they still burn with Helios' light. Midnight Suns are born between sunset and sunrise. They tend to love puzzles and paradoxes. Many act as poets, jokers, artists, mythmakers, or guides to the dead.

Without the sun to guide them, they follow other sources of light, and other philosophies. All share the same Benefit and begin play with the same beginning Willpower, but they are the most diverse of the seven "solar" aspects. In fact, they are so diverse that they have their own three "midnight" aspects.

- **Night-Suns** are born by moonlight, under Luna's glow. They seek Gifts from the moon, calling her the "Sun of the Night." At the Storyteller's discretion, they may learn Garou Gifts taught by Lunes.

- **Many-Suns** are born under the stars (before the moon has risen or after it has set). They often claim that "every star is a sun," and thus insist that they are a thousand times more blessed than their brethren. They follow as many paths to truths as the stars themselves, falling in love with wild ideas.

- **No-Suns** are born under the lightless sky, during nighttime storms or other dark celestial events. The most mysterious aspect of all, they draw wisdom from the empty spaces between stars, claiming that "light is sometimes darkness."

Beginning Willpower: 4

Auspice Benefit: When all is hopeless, a Midnight Sun shines with courage. When a Shining Mokolé brings humor or courage in the midst of a hopeless situation,

the Storyteller may bestow an extra die to be used on any one dice pool. The Storyteller should not grant this benefit more than once per scene.

- **Decorated Suns, Gathering:** When light gathers, the sun is encircled by a halo. Decorated Suns are born when the sun is surrounded by rings, rays, or flares of light (sometimes called "sundogs"); thus, they are among the rarest of the Mokolé. Other aspects consider them list-makers or busybodies, but they see themselves as hardworking organizers, coordinators, or matchmakers.

Younger Decorated Suns love to either draw a clutch together or attach themselves to a successful clutch (which would no doubt benefit from the expertise of a Gathering Mokolé). The Crowning may reign, the Decorated Suns claim, but the Gathering actually get things done.

Beginning Willpower: 5

Auspice Benefit: A Gathering may gain an extra die to one dice pool when acting in a collective effort. The Storyteller may bestow this die once per scene.

- **Solar Eclipse, Crowning:** In moments of astronomical wonder, fantastic events can occur. The rarest of all Mokolé are born during a solar eclipse. They are the ruler-priests of Mokolé society; all weresaurians defer to a Crowning Mokolé. This respect is not without a cost, however. Crowning Mokole are expected to aid those in need, and to put the greater good of their Breed, stream,



ZHONG LUNG AUSPICES

Name	Solar Equivalent	Season	Wind	Color
Tung Chun	Warding	Spring	East	Blue/Green
Nam Hsai	Unshaded	Summer	South	Yellow
Sai Chau	Crowning	Autumn	West	White
Pei Tung	Shining	Winter	North	Black

and clutch before their own personal desires. Those who do not quickly lose the respect normally afforded to their auspice. The Crowning solicit advice from the Concealing, while depending on the Gathering for their practical knowledge.

Beginning Willpower: 5

Auspice Benefits: A Crowning born during a total eclipse becomes **Jewel-Crowned**, a high priest leading ceremonies of worship to the sun. When the sun is shining, the character gains one extra die once per scene to apply to any one die roll.

A Mokolé born during a partial eclipse is **Crescent-Crowned**, a warrior king destined to lead loyal followers into battle. During a scene when a battle occurs, the character gains one extra die to apply to any one die roll.

If an annular eclipse occurs during a Mokolé's birth, the child is considered **Unity-Crowned**, forging alliances between disparate clutches, inspiring great deeds, and amassing great wealth. Once per scene, the character gains one extra die to add to any one Social dice pool.

A child born during the night of a lunar eclipse is called **Moon-Crowned**. Such legendary and reckless heroes are known for ridiculous whims, deadly practical jokes, and highly inspired ideas that may "save the day." Once per scene, the Storyteller may choose to award an extra die to a dice pool related to an act of inspired lunacy.

Seasonal Auspices

While the Mokolé-mbembe and the Gumagan both use solar auspices, their cousin streams to the east prefer a more seasonal system. Even between the Zhong Lung and the Makara, however, there is dispute about how exactly to accurately represent the seasons.

Zhong Lung

The Zhong Lung have four auspices each corresponding to a season, a color, and a wind. Each also has a rough correspondence with a Solar Auspice, for the

purpose of learning Gifts. Zhong Lung who are a part of the Emerald Court may also choose from the general hengeyokai Gifts. All Zhong Lung begin game with 4 Willpower.

Makara

While closer to the Zhong Lung than to either of the other two streams, the Makara auspice system is unique unto itself and — in part because of the complexity of the related caste system — almost incomprehensible to outsiders.

The role of the Makara within Mokolé society is determined by this seasonal auspice, though all Makara are expected to try to aid Gaia's other children in order to carry out their duties as the stream of diplomats.

The **Hemanta**, or winter auspice, are tricksters and rogues. They are expected to be crafty, but are often attributed with frivolous behavior. The Hemanta have a beginning Willpower of 2 and the same auspice benefit as the Shining solar auspice.

The **Zarad**, or autumn auspice, are thought of as mystics and spiritualists. Those of backgrounds that preclude priestly duties often become bhagats ("godly ones"), who try to blend their daily life with the rituals of religion. The Zarad have a beginning Willpower of 3 and share the auspice benefits of the Concealing solar auspice.

The **Grisma**, or summer auspice, are the judges and police of the Makara. They are expected to seek truth and justice. This can be a rigorous duty in a society born of strong beliefs in duty according to caste and karma. The Grisma have a beginning Willpower of 4 and share the auspice benefit of the Gathering solar auspice.

The **Vasanta** are the spring auspice and are the warriors of the Mokolé of India. They are also travelers and are the most ready to hear of new things. The Vasanta have a beginning Willpower of 5 and the same auspice benefit as the Striking solar auspice.



Forms

Mokolé have three forms: Homid (human), Archid (draconic), and Suchid (reptilian). Their legendary Dra-chid form was lost in the Wonder-Work and no Mokolé since has been able to achieve it.

Shapechanging requires a Stamina + Primal-Urge roll, difficulty 6 (regardless of form). Changing from Homid to Suchid (or back) requires two successes. Changing to Archid (or back) requires one. As usual, the shapeshifter can assume any form instantly by spending one Rage.

- **Homid:** This form is indistinguishable from an ordinary human. The ethnicity in Homid form usually depends on the creature's stream, although it is almost always from a warm climate. As the End Times advance, the streams are slowly becoming more culturally diverse.

- **Archid:** This draconic form is an amalgam of the Mokolé's genetic legacy. It may (but does not always) resemble a monstrous version of their varna. Aspects of modern-day reptilian creatures blend with attributes from prehistoric behemoths that have been all-but forgotten, or draconic monsters that never were. The form first appears to a potential Mokolé in his nightmares, but during the First Change, it becomes real in the waking world.

During character creation, a player can choose "enhancements" to the creature's Archid form. When the player knows his character's final starting Gnosis Trait, he can purchase a number of Archid Characteristics (see below) equal to the character's Gnosis. (Thus, a character with Gnosis 3 can choose 3 points of Archid Characteristics.) Some (where specifically listed) may be purchased multiple times.

If the character's base Gnosis increases during play, he may add corresponding points of Archid Characteristics at the same time, essentially evolving the Archid Form as the Mokolé's Gnosis grows. Approving the details of this form is left purely to the discretion of the Storyteller.

Each Mokolé's Archid form has the following trait modifiers in addition to any bonuses given via Archid Characteristics: Strength +4, Dexterity -1, Stamina +4, Manipulation -3, Appearance 0; causes Delirium, may bite and claw for aggravated damage (both at Strength +2).

- **Suchid:** This is the reptilian form of the Mokolé. Each stream contains specific suchid forms, called "varna" which are most commonly associated with that stream. Because of vastly different sizes and body shapes, a Mokolé's Rage and statistics for its suchid form are both determined by its varna.

Champsas (Nile crocodile): Str +3, Dex -2, Sta +3, Man -4, Rage 3

Gharial (Gavails): Str +1, Dex -1, Sta +3, Man -4, Rage 4

Halpatee (American alligator): Str +2, Dex -1, Sta +3, Man -2, Rage 4

Note: Running speed is halved; swimming speed equals Homid form's land speed.

Karna (Saltwater Crocodile): Str +3, Dex -2, Sta +3, Man -4, Rage 3

Makara (Mugger crocodile, Chinese alligator): Str +1, Dex +0, Sta +2, Man -3, Rage 3

Ora (Monitor lizards): Str +0, Dex +0, Sta +2, Man -4, Rage 5

Note: Running speed same as Homid form; sprints are possible; limited swimming. Poison Sacs, per the Archid Characteristic above.

Paiza (American crocodile): Str +2, Dex -1, Sta +3, Man -2, Rage 4

Note: Running speed is halved; swimming speed equals Homid form's land speed.

Syrta (Caimans): Str +1, Dex -1, Sta +3, Man -4, Rage 4

Unktehi (Gila monster): Str -1, Dex +0, Sta +1, Man -3, Rage 5

Note: Half human running speed, cannot swim. Bite inflicts Strength -1 damage. Poison Sacs, per the Archid Characteristic above.

Archid Characteristics

The following characteristics are appropriate for a Mokolé's Archid form. All bonuses and penalties are effective only while in Archid form. Starred characteristics may be purchased more than once, the bonuses from each stack.

Armored Scales*: +2 Soak.

Behemoth*: Body mass doubles, height remains same. Stamina +1, +2 damage to Body Slam or Tackle attempts.

Binocular Vision: +2 on all visual-based Perception rolls. -2 to opponents attempts to surprise.

Bladed Tail: Gains a tail lash maneuver (Str +2 aggravated damage, difficulty 7).

Color Change: +1 difficulty to spot the Mokolé while hiding.

Constricting Coils: +3 dice to attempts to immobilize target.

Deep Lung: Can swim underwater for up to an hour or hold breath up to 5 minutes in combat.

Fiery Pearl: +3 to Intimidate versus vampires and wyrm creatures.

Fins: Double swimming speed.

Fire Breath*: Can breathe fire (or a corrosive aerosol) once per day for each time this trait is taken. The cloud is a fire with soak difficulty 7, damage per turn 2, and extends out to (Rage) yards in front of the character. The attack lasts only one turn but may ignite flammable objects for continued damage.

Gills: Fully amphibious.

Grasping Hands: Normal manual dexterity in Archid form.

Hinged Jaw: May unhinge jaw to swallow (non-resisting) objects up to equal its Size.

Hollow Bones: Bones are hollow, but strong. +3 to Dexterity for purposes of movement, and may soar effortlessly for hours if also has **Wings** Characteristic.

Horn: Gains a gore maneuver (Str +2 aggravated damage, difficulty 7).

Long Neck: Can attack targets up to 10 feet away with Bite attack.

Long Teeth: Bite damage is increased to Strength +3.

Long Tongue: Tongue is as long as Archid body, has Strength 1 and Dexterity equal to Mokolé's Dexterity in Archid form.

Poison Sacs*: May inject poison once per day for each time this trait is taken. On a successful bite attack, the victim must soak four additional dice of poison damage.

Predator's Roar: Gains roar attack usable once per scene. All characters (including allies) within close combat range roll Willpower (difficulty equal to Mokolé's Rage). Anyone who fails the roll must flee as though in a fox frenzy.

Prehensile Tail: May use as if it was a hand, including wielding a weapon. Normal attack limits apply.

Resplendent Crest: +3 to Appearance and +1 to Charisma.

Royal Crest: +2 to Social rolls involving Nagah or any Mokolé stream.

Sickening Slime: Any opponent that bites you loses their next full turn retching. -2 to non-Mokolé Social interactions.

Tall*: Body mass and height doubles, +1 Stamina. Can reach/see over obstacles more easily. +2 to Perception when Storyteller deems appropriate due to height.

Terrible Claws: Claw damage increases to Strength +3.

Tongue Flick: +2 to tracking rolls involving scent

Upright Walking: Frees up forelimbs when walking.

Webbed Feet: May swim at 150% speed and walk without trouble on soft surfaces.

Wings: Can fly at 20mph for 1 hour per point of Stamina, then must rest for 8 hours. Can be combined with Hollow Bones for longer flight.

Gifts

Mokolé begin with one aspect Gift and one general Mokolé Gift.

General Mokolé Gifts

- **Falling Touch (Level One)** — As the Ahroun Gift.
- **Fatal Flaw (Level One)** — As the Shadow Lord Gift.
- **Inspiration (Level One)** — As the Ahroun Gift.
- **Razor Claws (Level One)** — As the Ahroun Gift; only usable in Archid.
- **Sense Dissolver (Level One)** — As the metis Gift: Sense Wyrms.
- **Shed (Level One)** — As the metis Gift.
- **Sight of the True Form (Level One)** — As the Philodox Gift: Scent of the True Form.
- **Speed of Thought (Level One)** — As the Silent Strider Gift, but costing 2 Gnosis rather than 1.
- **Blessings of the Nest (Level Two)** — Hissing a blessing in the Dragon Tongue, the Mokolé bestows a gift of fertility. In addition to ensuring conception on most recipients, the Gift also removes impotence from those who suffer from it and grants fertility to the normally barren. A rooster-spirit teaches it.

System: The player spends one Gnosis point. This Gift's power is insufficient to make metis fertile.

- **Reptoid Form (Level Two)** — Through careful refinement of her shapeshifting capabilities, the Mokolé learns to assume a form between Homid and Archid. This "near-man" form, roughly equivalent to the Garou Glabro form, lacks hair, has tough, lightly scaled skin, and sports small but sharp claws. It can only pass for human at a distance, under heavy clothing, or in poor light, but still avoids the size and subtlety issues associated with Archid. This Gift is taught by memory-spirits.

System: The character assumes her new form in the same manner as a Garou assuming Glabro. Its traits are: Strength +2, Stamina +2, Appearance -2, and it can make claw attacks for lethal damage.

- **Sense Gold (Level Two)** — As the Ahroun Gift: Sense Silver, save that it detects gold.
- **Silver Claws (Level Two)** — As the Ahroun Gift.
- **Stinking Breath (Level Two)** — As the Bone Gnawer Gift: Odious Aroma.
- **Dragonfear (Level Three)** — As the Ahroun Gift: True Fear.
- **Dragon's Breath (Level Three)** — The Mokolé can spit fire. This Gift is taught by Dragon himself.

System: The player spends one Rage point and rolls Dexterity + Brawl (difficulty 8) to aim the attack (range

30 feet). It inflicts two automatic levels of aggravated damage, plus two additional levels per extra point of Rage spent after the attack is rolled.

- **Walking Between Worlds (Level Three)** — The Mokolé can breach the Gauntlet and enter the Umbra in the same manner as Garou. Lunes teach this Gift.

System: This Gift's effects are permanent

- **Attunement (Level Four)** — As the Silent Strider Gift.
- **Cocoon (Level Four)** — As the homid Gift.
- **Serenity (Level Four)** — As the Children of Gaia Gift.
- **Grasp the Beyond (Level Five)** — As the Theurge Gift.
- **Song of the Great Beast (Level Five)** — As the lupus Gift.

Rising Sun Gifts

- **Bellow (Level One)** — The Mokolé releases a powerful and terrifying reptilian roar. This Gift is taught by a crocodile-spirit.

System: The player spends one Rage point and rolls permanent Rage (difficulty of the target's Willpower). If successful, the target reacts as though afflicted by the Delirium. Subtract the Mokolé's Glory from the target's Willpower before consulting the Delirium chart. Other shapeshifters can spend one Willpower point to resist the Gift's effects for the rest of the scene.

- **Eye of the Raptor (Level One)** — The Mokolé can see clearly for miles. A raptor-spirit teaches this Gift.

System: The player rolls Perception + Alertness (difficulty 8). The number of successes equals the number of miles the character can see clearly.

- **Master of Fire (Level One)** — As the homid Gift.
- **Paint the Meadows (Level Two)** — The Mokolé may utter pitiable moans and groans to draw prey closer. Margay-spirits teach this Gift.

System: The player rolls Wits + Expression (difficulty of the target's Willpower). The victim moves closer for one turn per success; if the victim is harmed, the Gift's effects end.

- **Sense Silver (Level Two)** — As the Ahroun Gift.
- **Combat Healing (Level Three)** — As the Ahroun Gift.
- **Dragon's Tongue (Level Three)** — As the Bastet Pumonca Gift: Thunderbolt.

- **Hot Ichor (Level Three)** — The Mokolé may use her Rage to heat her blood, enhancing her prowess in battle or on the hunt. A raptor-spirit teaches this Gift.

System: The player may spend Rage to increase her physical Attributes at a rate of one point of Rage per Attribute dot gained. This enhancement lasts for a

number of turns equal to the Mokolé's lowest permanent Renown category.

- **Lash of Ages (Level Three)** — As the Red Talon Gift: Render Down.

- **Anger of the Wani (Level Four)** — As the Wendigo Gift: Invoke the Spirits of the Storm.

- **Scream of Gaia (Level Four)** — As the lupus Gift.

- **Jointsake's Mojo (Level Five)** — The Mokolé may rejoin severed body parts without even touching them; they simply wriggle back to the stump, reattaching themselves. This Gift is taught by jointsake-spirits.

System: The player need only spend one Gnosis to call back and reattach a severed body part, so long as that body part is within (Glory x 2) yards.

- **Wall of Granite (Level Five)** — As the Philodox Gift.

Noonday Sun Gifts

- **Fangs of Judgment (Level One)** — As the Philodox Gift.

- **Persuasion (Level One)** — As the homid Gift.

- **Truth of Olodumare (Level One)** — As the Philodox Gift: Truth of Gaia.

- **Calm (Level Two)** — As the Children of Gaia Gift.

- **Strength of Purpose (Level Two)** — As the Philodox Gift.

- **Tame Sunbeam (Level Two)** — The sun has long been the staunchest ally of the Mokolé, and sends his light when they need it most. A servant of Helios teaches this Gift.

System: The player spends a Gnosis point and rolls Intelligence + Occult, difficulty 6. An aura of bright sunlight surrounds the Mokolé for the rest of the scene, illuminating everything out to (successes x 2) yards.

- **Clear Mind (Level Three)** — This Gift encourages clarity of thought, no matter the distractions; it is taught by a crow-spirit.

System: The player spends one or more Willpower points, then chooses a Mental dice pool (such as Intelligence + Enigmas); each Willpower point spent adds one die to that pool until the sun next rises.

- **Weak Arm (Level Three)** — As the Philodox Gift.

- **Raptor's Gaze (Level Four)** — As the Fianna Gift: Balor's Gaze.

- **Strength of the Dominator (Level Four)** — As the Shadow Lord Gift.

- **Geas (Level Five)** — As the Philodox Gift.

- **Wisdom of the Sun (Level Five)** — As the Stargazer Gift: Wisdom of the Seer, save that the Mokolé must meditate beneath Lord Sun's face.

Setting Sun Gifts

- **Burrow (Level One)** — As the metis Gift.

- **Mother's Touch (Level One)** — As the Theurge Gift.

- **Resist Pain (Level One)** — As the Philodox Gift.

- **Clap of Thunder (Level Two)** — As the Shadow Lord Gift.

- **Paint the Meadows (Level Two)** — As the Mokolé Rising Sun Gift.

- **Rage of the Nest Mother (Level Two)** — As the Boli Zousizhe Gift: Fu Xi's Honor.

- **Warding Dance (Level Two)** — As the Fianna Gift: Flame Dance.

- **Armor of the Tortoise (Level Three)** — The Mokolé may form a hard shell around his skin, protecting himself from harm. This Gift is taught by a turtle-spirit.

System: The player rolls Stamina + Primal-Urge, difficulty 6, and the weresaurian spends a turn in concentration. Add the number of successes rolled to the Mokolé's soak rolls. The Gift lasts for (permanent Honor) turns, and may be used only once per scene.

- **Clarity (Level Three)** — As the Stargazers Gift.

- **Combat Healing (Level Three)** — As the Ahroun Gift.

- **Might of the Kings (Level Three)** — As the Get of Fenris Gift: Might of Thor

- **Clenched Jaw (Level Four)** — As the Ahroun Gift.

- **Hand of the Earth Lords (Level Four)** — As the Uktena Gift.

- **Halo of the Sun (Level Five)** — As the Children of Gaia Gift.

Midnight Sun Gifts

- **Darksight (Level One)** — The ambient light of the Penumbra illuminates the physical world, even when darkness surrounds the Mokolé. A Lune teaches this Gift.

System: The player spends one Willpower point, and suffers no penalties for lack of light for the rest of the scene.

- **Brother's Scent (Level One)** — As the Children of Gaia Gift.

- **Spirits of Laughter (Level One)** — The Midnight Sun invokes spirits of good humor, lightening everyone's mood. A mockingbird-spirit teaches this Gift.

System: The player spends one Gnosis point. For the rest of the scene, all Rage rolls are made at +2 difficulty, and everyone finds it very difficult to become upset or out-of-sorts about anything.

- **Breaking the Tomorrow Wall (Level Two)** — The Mokolé swims upstream through the river of Mnesis, catching vague glimpses of the future. A crane-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Perception + Enigmas, difficulty 6. The Mokolé gains one vague insight of the Storyteller's choice per success.

- **Dreamspeak (Level Two)** — As the Galliard Gift.
- **Glib Tongue (Level Two)** — As the Fianna Gift.
- **Become Log (Level Three)** — As the Ragabash Gift: Blissful Ignorance, save that the Mokolé must be in a natural environment, or one comfortable to his varna (such as a golf course's pond for an alligator varna).

- **Invisibility (Level Three)** — As the Uktena Gift.
- **Open Moon Bridge (Level Three)** — As the Ragabash Gift.

- **Fool's Luck (Level Four)** — This Gift grants temporary immunity to bad luck. A rabbit-spirit teaches it.

System: The player spends one Gnosis point. The character cannot botch any rolls until the sun next rises; treat any botches as normal failures.

- **Shadows by the Firelight (Level Four)** — As the Galliard Gift.
- **Take the True Form (Level Five)** — As the Philodox Gift.
- **Thousand Forms (Level Five)** — As the Ragabash Gift.

Shrouded Sun Gifts

- **Call the Rain (Level One)** — As the Ajaba Midnight Gift: Tears of the Heavens.

- **Mother's Touch (Level One)** — As the Theurge Gift.

- **Sense Designer (Level One)** — As the metis Gift: Sense Wyrm, save that it detects the presence of the Weaver.

- **Sense Magic (Level One)** — As the Uktena Gift.
- **Spirit Speech (Level One)** — As the Theurge Gift.
- **Breaking the Tomorrow Wall (Level Two)** — As the Mokolé Midnight Sun Gift.

- **Command Spirit (Level Two)** — As the Theurge Gift.
- **Send the Dream (Level Two)** — As the metis Gift: Mental Speech.

- **Walking Between Worlds (Level Two)** — As the Mokolé general Gift. Shrouded, Decorated, and Eclipsed Suns *alone* may buy this as a Level Two Gift.

- **Deeper Lungs (Level Three)** — The Mokolé may reserve air within herself, allowing her to live for a period of time without breathing. This Gift is taught by a turtle-spirit.

System: The Mokolé may hold her breath for (Stamina) hours. This Gift's effects are permanent.

- **Exorcism (Level Three)** — As the Theurge Gift.
- **Shadow Wings (Level Three)** — As the Uktena Gift: Spirit of the Bird.

- **Living Treasure (Level Four)** — As the Hakken Gift.

- **Recapitulate (Level Four)** — The Mokolé can attack enemies with their own evolutionary heritage, forcing them to retreat back down the tree of life toward a clump of cells. The foe is transformed into a lower form of life. A lungfish-spirit teaches this Gift.

System: The Mokolé shouts the enemy's name and certain Words out of time. The player spends two Gnosis points, then rolls Mnesis + Intimidation, difficulty 7. The player splits her successes between the effects of devolution and the duration. For each success spent on effect, the victim devolves through one stage of existence: for humans or Garou, one success makes him a primitive rat-like mammal, two make him a synapsid, and so on. The effect lasts for ten minutes per success spent on duration.

- **Gorgon's Gaze (Level Five)** — As the Black Fury Gift.

- **Malleable Spirit (Level Five)** — As the Theurge Gift.

Decorated Sun Gifts

- **Mercy (Level One)** — As the Children of Gaia Gift.

- **Pack Tactics (Level One)** — As the Ahroun Gift.
- **Persuasion (Level One)** — As the homid Gift.
- **Call to Duty (Level Two)** — As the Philodox Gift.
- **Command the Gathering (Level Two)** — As the Philodox Gift.

- **Dragon Drill (Level Two)** — The Mokolé may organize her allies into a potent workforce, sharing any Ability known to a single member of the group with *all* members. This Gift can empower Mokolé, Kin, and any character with whom the Mokolé shares a totem. Ant-spirits teach this gift.

System: The player spends a Gnosis point and rolls Manipulation + the appropriate Skill or Knowledge (difficulty 7). The number of successes is the number of individuals who gain the targeted Ability at the rating of the highest-rated member of the group. This Gift's effects last for one scene.

- **Walking Between Worlds (Level Two)** — As the Mokolé general Gift. Shrouded, Decorated, and Eclipsed Suns *alone* may buy this as a Level Two Gift.

- **Long Running (Level Three)** — The Mokolé can make long trips far more quickly than should be possible. An air-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Dexterity + (Athletics or Drive) against a difficulty of the local Gauntlet. Each success reduces the overall travel time to reach the Mokolé's current destination by 5%.

- **Reshape Object (Level Three)** — As the homid Gift.

- **Infest (Level Four)** — As the Bone Gnawer Gift.

- **Shadows by the Firelight (Level Four)** — As the Galliard Gift.
- **Chaos Mechanics (Level Five)** — As the Glass Walker Gift.
- **Obedience (Level Five)** — As the Shadow Lord Gift.

Eclipsed Sun Gifts

- **Aura of Confidence (Level One)** — As the Shadow Lord Gift.
- **Heightened Senses (Level One)** — As the lupus Gift.
- **Lambent Flame (Level One)** — As the Silver Fang Gift.
- **Awe (Level Two)** — The Mokolé becomes an unmistakable avatar of primal glory and majesty, crowned by the sun and cloaked in years. An avatar of Helios teaches this Gift.

System: The character permanently adds one die to all Charisma rolls.

- **Dazzle (Level Two)** — As the Children of Gaia Gift.
- **Walking Between Worlds (Level Two)** — As the Mokolé general Gift. Shrouded, Decorated, and Eclipsed Suns *alone* may buy this as a Level Two Gift.
- **Dragon-King's Majesty (Level Three)** — As the Shadow Lord Gift: Icy Chill of Despair.
- **Eye of the Cobra (Level Three)** — As the Galliard Gift.
- **Wrath of the Dragon (Level Three)** — As the Silver Fang Gift: Wrath of Gaia.
- **Mastery (Level Four)** — As the Silver Fang Gift.
- **Sun Enfleshed (Level Four)** — The Mokolé becomes a living embodiment of the sun's holy fire. She bursts into silent, solar flames, burning her opponents with a touch. This Gift is taught by an avatar of Helios.

System: The player spends three Gnosis points to activate this Gift. Any vampires looking upon the Mokolé must roll to resist fear frenzy as though they beheld the sun at full noon, and the Mokolé's natural weapons inflict two additional dice of aggravated damage, as well as being treated as weapons made of gold.

- **Halo of the Sun (Level Five)** — As the Children of Gaia Gift.
- **Stop Continental Drift (Level Five)** — The Crowned with this powerful Gift can travel the world as though it were still the dawn of time. A journey from the shores of Africa to South America, for example, may take only a matter of days. Crocodile-spirits teach this gift.

System: Once the character begins her journey, the player rolls Stamina + Rituals, difficulty 7. The Crowning leads any companions traveling with her in a song of the oldest times, of smoking mountains and gods that walk in thunder. The group passes in and out of the world as

in a dream, bypassing oceans as though the land were connected as it was in the days of Pangaea.

Rites

As the oldest members of the Pact with the spirit world, the Mokolé employ ancient, traditional variations of many Garou rites, although notably they use few rites dealing with the Umbra.

Burning the Library

Level One, Mystic

This rite is named for the day when fire destroyed the Library of Alexandria. It can erase a memory from someone who has witnessed (or perpetrated) an event; if the rite is performed communally, remove all of the participants' memories of the event.

System: The ritemaster rolls Charisma + Rituals, difficulty 7, while describing the memories that must be destroyed. She then intones the Words of Unmaking, which seek out and destroy the offending memories. For each success, one memory (up to a scene long) can be destroyed. This rite can be performed on either the ritualist herself, or others; unwilling targets must be restrained or otherwise subdued.

Silence of the Oracles

Level Two, Mystic

The Mokolé's control of memories allows them to heal minds and well as preserving the past. This rite allows the weresaurians to protect a person from memories that cause pain or madness. The Mokolé draws the damaging aspects of a memory away, quarantining them safely within her Mnesis. No memory should be lost, especially those cataloguing the evils of an Age.

System: The ritemaster takes one memory (up to a scene in length) from the target per success, storing it in her Mnesis, removing the parts that cause him pain and suffering. The victim does not fully forget the events but has a level of detachment that locks away the pain and harm of the memory. This rite may also be used on a character suffering a Derangement or similar state. In such cases the individual acts free of the Derangement for one scene per success.

Rock Art

Level Three, Caern

The Mokolé dream memories of ages long past, but they know that weresaurians are not the only ones who might have need of what they have learned. This rite enriches Mokolé artwork with the memories she would share with future generations. Despite the name, she can infuse any form of visual art with her memories.

System: The artist rolls Wits + Expression (difficulty 6) with the number of successes indicating the clarity of the

memory stored within the art. Any character with a Gnosis trait can experience the memory by spending a point of Gnosis. The Storyteller decides how much information he gains, but even one success is sufficient to communicate the Mokolé's basic message.

In modern times nomadic Mokolé have used this rite to share current events and warnings with other shapeshifters who pass through an area.

STEREOTYPES

Radiant Tsanga remembers the Bête:

- **Garou:** Some of you talk of forgiveness, of sorrow. I remember you showing neither when you slaughtered my people.

"I do not care if the dragons forgive us or hate us to their graves. I care that they realise that we are not their greatest enemies." — Caspar Van Lutyens

- **Ananasi:** We remember what happened. The others do not. For now, I will remain quiet. But remember this: you will aid us now, or the world will know of your treachery.

"They did what we needed of them once. They will do it again. The lizards make excellent pawns, so easy to goad." — Genevieve Monfort

- **Corax:** Our cousins. You learn so much, but you gave up the Memory to do so. If you talk, we will listen, but do not expect much in return.

"They hang out in lots of places that don't suit our temperament— ever seen a goth in a rainforest? Yeah. But if you can catch one in a talkative mood, it's so worth it." —Raina Fader

NAGAH

Deadly assassins, the Nagah survive to ply their trade in Gaia's service only because they faked their own extinction thousands of years ago. Now they sit in judgment of human and Changing Breed alike, executing those who turn their back on Gaia's purpose.

History

Before the War of Rage, the Nagah played the role of Gaia's mystics — an individual weresnake might present herself as a scholar, a sacred dancer, or an ascetic monk. They held territory throughout what is now north Africa, the Middle East, and Asia, with a few clutches venturing further, ostensibly to share their knowledge. Other shapeshifters who valued esoteric lore would travel far to learn their secrets, though few could bear to be around the wereserpents for any length of time due to the Nagah's emotionless nature and serpentine demeanor. This suited the Nagah well, as it kept other Breeds from discovering the truth: that they were actually Gaia's executioners, merciless killers charged with secretly eliminating anyone — human or shapeshifter — who posed a threat to Gaia. While the Garou hunted down obvious enemies and openly killed them, the Nagah dealt with the secret dangers — including corrupt or traitorous Garou. In that role, the wereserpents travelled across the world in service to the Mother, though they took great care that other Changing Breeds did not divine their true purpose.

Some of the most observant shapeshifters didn't trust the Nagah, but very few ever learned their true purpose — and fewer still survived to tell others. The oldest and most powerful weresnakes whisper stories of how, in ancient times, their kind killed several prominent Garou in an attempt to curb the werewolves' drive to dominate the Fera. Unfortunately, their plan backfired — the Garou blamed these murders on other shapeshifters. The anger of the Garou at these murders was the spark that ignited the war of Rage.

Very few Nagah actually died in the War of Rage. When their mistake became clear, and the early battles began, they retreated en masse into the Umbra. There, away from the fighting, the wereserpents faked their extinction — not just in the eyes of other shapeshifters, but to the Umbra itself, severing their ties with the spirits they once served and

been mentored by. Without spiritual allies, and outside of the pact of kinship between Gaia's children and the spirit world, the Nagah prepared for the future.

When they finally returned to the physical realm, the weresnakes concealed their presence and activities even more carefully than before. In order to maintain their charade, nobody could know of their existence. Since then, the Nagah have been sufficiently careful that almost every other shifter still believes that they became extinct during the War of Rage. Even in the Beast Courts of Asia — where a small group of wereserpents revealed their existence in the belief that the Hengeyokai would make strong allies — most shifters remain unaware of their existence. The few Hengeyokai who do know of the Nagah are bound by honor not to tell of the Nagah's existence to those outside of the Courts.

Kinfolk Cults

Because they hide their true natures from almost everyone else, most Nagah become quite close to their human Kinfolk — often a wereserpent's Kin are the only people who know that she truly exists. A few maintain ties to their old human lives, but even then they need a tight network of allies to maintain an illusion of normalcy. Because of that, and to keep their existence a closely guarded secret, weresnakes keep careful track of their Kinfolk. The Nagah have an ulterior motive to their careful records — they can also make certain that none of their kind undergoes their First Change someplace where one of the other Changing Breeds might notice them.

For thousands of years the Nagah have used their Kinfolk to create secret serpent-worshipping cults and carefully hidden clans of assassins. When a wereserpent discovers new Kin — either through Samskara or tracing families thought lost to the records — she attempts to recruit any of them into a local Kinfolk cult. She can arrange offers of lucrative work, while existing sect members act as mysterious patrons and new friends who gradually bring the new Kinfolk into their social and spiritual circle. To preserve secrecy, the cult reveals only a few hints about their existence before the outsider formally agrees to join. The weresnakes watch from the shadows and protect those who seem like they would refuse if they knew the truth. Despite being pitiless

assassins, they never kill their Kinfolk, unless that particular Kinfolk has betrayed them — not out of an emotional sense of loyalty, but because Kinfolk are a valuable commodity.

A Kinfolk cult or criminal organization can aid their shapeshifting relatives in a more direct fashion. They guard nests of Nagah, especially young weresnakes who may not be able to defend themselves. The most skilled and reliable help with assassinations, cleaning up evidence of the Nagah's presence or collecting data on targets. Others perform more mundane feats: managing the cult's finances, gathering necessary resources, or working as drivers and personal assistants. Their elders teach young Kinfolk that weresnakes are sacred beings who receive divine commandments to slay wrongdoers. Despite being relatively solitary creatures, Nagah often grow up surrounded by dedicated relatives. This upbringing also helps to insure that both weresnakes and Kinfolk alike understand the importance of secrecy.

Paranoia

Being a Nagah means living with secrets, including the most important and sacred secrets of all — their duties and the fact of their continued existence. The Beast Courts of Asia know that the weresnakes exist and have some understanding of what they do, but even then the Nagah limit what outsiders know. The Hengeyokai significantly underestimate the numbers of wereserpents, and know little of their methods, tactics or goals. Even one of the few Nagah to join a sentai will only go so far as to discuss her own life, never revealing her people's secrets.

In the rest of the world, the Nagah must be far more secretive, preserving the myth of their extinction. While most shapeshifters only worry about protecting the Veil, the Nagah go much further. They must minimize all evidence of their presence — calling on Kinfolk to help sanitize a crime scene, disposing of bodies in hidden spaces where neither Garou nor mortal authorities can find them, and silencing or killing witnesses. Doing any less would endanger the Sacred Secret.

The level of paranoia necessary for a Nagah to live her life would overwhelm most people, but not the wereserpents. A young Nagah manifests serpentine personality traits long before her First Change: she's hyper-vigilant to her surroundings and doesn't care who knows that she's watching



NAGAH LEXICON

Ananta: A secret realm in the Umbra. It's portable if dedicated to a specific Nagah.

Crown: A regional council of wereserpents.

Devi: An aspect of the Earth Mother or "Emerald Mother." Where Gaia is an aspect of the Earth Mother known for Her love, Devi is known for Her wrath.

Khurah: The Nagah's term for other shapeshifters.

Nandana: The Ananta of the Sesha, the spiritual realm where the nine elders of the wereserpents meet in secret.

Nemontana: A Crown of Nagah that judges the shapeshifters of Europe.

Nest: A nomadic group, usually two or three Nagah, linked by bonds closer than family or lovers; akin to a pack of Garou.

Sacred Secret: The ultimate secret: that the Nagah still exist. Kept from the Garou at all costs. Some of the Hengeyokai know the secret, and the Mokolé suspect it (as they do not remember the Nagah's extinction).

Samskara: Nagah rites, often performed in a river or in a place sacred to their serpentine Kin because Nagah do not hold Caerns.

Sannyasin: A Nagah who does not belong to a Nest. Nagah custom forbids a wereserpent from hunting alone, so to be a Sannyasin is to become a hermit or ascetic, retired from a life of sitting in judgment on others. Some Nagah choose to become Sannysain to atone for losing their Nests.

Serpent Waters: Aquatic Glens, purified areas of the Umbra claimed by the Nagah, sometimes called "Jeweled Pools" by young Nagah. Wereserpents can step sideways in Serpent Waters, at least until the Wyrms corrupts them or another Changing Breed rededicates them.

Sesha: The ruling council of the Nagah, nine wereserpents who are the highest governing body of their kind.

Vrita: A Crown of Nagah judging the shapeshifters of India and Asia.

Wani: The great dragon-spirits that act as patrons to the Nagah, the only spirits who know the Sacred Secret. Also known as "Dragon Kings" or "Lu Lung." These spirits are distant relatives to the ancestor spirits of ancient Mokolé. Nagah serve the Wani in lieu of totems or patron spirits.

Yamilka: The Crown that judges the shapeshifters of the Middle East

Xi Wang Chi: The spiritual realm of the Wani, the spirit-gods of the Nagah. Only Nagah and Mokolé can reach this Umbral realm, and even then only briefly.

Zuzeka: A Crown of Nagah sitting in judgment of the shapeshifters of the Americas.

them. She's usually quiet and reserved even when emotion would overcome most people, and she's always planning. When she does act, she's swift and decisive, executing what she believes is the most efficient plan based on the information available to her. Outside observers see a neat, fastidious person who acts with an economy of motion, never seeming to put in more effort than is necessary for any given task. That's not to say that a Nagah is utterly devoid of emotions — some fall in love and even have children with humans or Kinfolk. However, their spouses will never know the truth of what the wereserpent is up to, only the information that she believes they need to know to help her plans and keep her secret safe.

Organization

The weresnakes adhere to a stricter hierarchy than most other Changing Breeds, observing stations and roles that go beyond mere rank and Renown. Their true leaders are the

Wani, the Dragon Kings who dwell in Xi Wang Chi. The Nagah's bond with the Wani is especially important to the Breed, for they lack pacts with other spirits as a result of their Sacred Secret. Instead, they must rely upon the servants of the Wani to summon other spirits and learn their Gifts.

Sitting beneath the Wani are the Sesha, the nine highest-ranking Nagah who dwell Nandana, their vast and opulent Ananta. The Sesha oversee the affairs of all weresnakes and by law must dispense justice to any who betray their breed. They also regularly review the behavior and success of each nest, awarding increased rank to deserving weresnakes, and answering petitions from Nests to summon spirits that the Nagah may learn new Gifts.

Beneath the nine Sesha are the Crowns, the wereserpents' regional councils. Each Crown oversees a specific region, and is composed of three high-ranking weresnakes, who administer the various nests within their region. Each Crown works with nests of Nagah and Kinfolk cults in their region to

monitor threats to Gaia, and pass on suitable targets to other nests. A Crown must use the resources available to them — the Zuzeka sit in judgment over the Americas, but most of their nests spend their time in the rainforests of South and Central America. When they decide to act against a threat in North America, the Crown may only have one or two nests capable of reaching their target in time. The Crown will hear about any Nagah who betray their Breed — unless, of course, the traitor is part of the Crown — but must pass the matter to the Sesha. Traitors are poison to the wereserpents as a whole, not just one region, and thus are a matter for higher sanction than any individual Crown can muster.

At the lowest level of the hierarchy is the nest, a small group of Nagah who work together when the situation requires it. Members of a nest may be as close to one another as beloved siblings, or exhibit a friendly rivalry. Although the Nagah are more solitary than the Garou and members of a nest may spend periods away from their fellows, the nest is a sacred bond. Even the most paranoid weresnake shares almost all of his secrets with his nestmates.

While the Nagah are most populous in South and Southeast Asia, some nomadic nests go wherever the Sesha or Crown sends them. Others make their home in a specific region, including South and Central America, Africa, and parts of Australia. A few nests make their base in the cities of Europe and North America, but the Nagah remain rare in places that are too cold for their serpent Kin to thrive,

The Hunt

A Nagah's most sacred task is to hunt down and assassinate the enemies of Gaia. A nest may receive missions from their region's Crown, based on a wide net of information that points to a single target. A few nests receive their sacred duties directly from the Sesha, tasked to kill those seen as a threat to all Nagah. More often, a nest Nagah uncovers their targets using Samskara. They combine this with information from Kinfolk cults and detailed research to identify their targets and obtain justification for killing them. With this obtained, the weresnake's hunt is on. She studies her victim, learning his habits, weaknesses and flaws. How long she takes depends on her victim's importance, and whether he possesses any supernatural defenses. She may only spend a day observing a low-level corporate functionary, but a well-protected CEO — or a high-ranking Garou — could take weeks or even months to analyze. Once the weresnake sufficiently knows her target, she can use what she has learned to come up with a plan to execute him. Aside from planning a successful strike, her main concern is how to avoid leaving any evidence of her presence. Especially when hunting other Changing Breeds, the latter is just as important as the former.

Many Nagah decide on both the method of the kill and how they frame the death based upon their victim's crimes. A wereserpent will likely make some kills look like

THE SACRED LAWS

Preserve the Sacred Secret at All Costs

*Honor The Three Mothers —
Earth, Moon, and River*

Punish Those Who Betray Their Duties

Never Hunt Alone

Remain Humble

Abhor Imbalance

*Strike Against the Corruptor
if the Opportunity is True*

accidents, especially if a murder might draw suspicion to the involvement of the Nagah. More often, the assassin makes obvious kills, framing the victim as a warning to others who commit similar crimes. Whenever possible, she arranges her kill so that another enemy of the Nagah or threat to Gaia appears to be the perpetrator, focusing the enemy's allies' urge for vengeance to take down another victim.

Some Nagah specialize in hunting down targets, like Black Spiral Dancers, fomori, and other powerful Wyrmspawn, although such creatures often draw the ire of less subtle killers, like the Garou, as well. The wereserpents only involve themselves with such victims when other Changing Breeds do not have a presence in the area, or when the victim is so well-hidden that only the Nagah have uncovered his crimes. Other daring weresnakes hunt traitorous shapeshifters — especially the Garou — or those whose incompetence or blindness aids the Wyrms while a few of the Nagah's most skilled assassins hunt vampires, mages, and other supernatural threats.

Traits

As non-mammalian shapeshifters, Nagah have significant physical (and spiritual) differences from many of the other Changing Breeds.

Nagah are partly amphibious and can hold their breath twice as long as Garou. Nagah in Kali Dahaka form (see below) possess gills and can breathe water as easily as air.

In all forms, a Nagah has keen eyesight and color vision. Their senses of taste and smell become increasingly acute as they shift from Balaram to Vasuki form. For each form removed from Balaram, reduce the difficulty of Perception rolls involving taste and smell by -1 (to a

minimum difficulty of 3). In Kali Dahaka form, the Nagah also gains the benefits of the lupus Gift: Scent of Sight.

Wereserpents also have somewhat poor hearing. In Kali Dahaka form, Nagah gain a +3 difficulty to all hearing-based Perception rolls. In Vasuki form, Nagah are deaf to all airborne sounds.

All Nagah begin with Willpower 4.

Rage

Nagah regain one point of Rage for each hour spent underwater or partially submerged. However, their cold-blooded nature means that their capacity for Rage increases slowly. Nagah pay double the freebie point cost (2 per point) and experience point cost (current rating \times 2) to increase their Rage.

For each point a Nagah's Rage exceeds his Willpower, he loses one die on all Social dice pools. Humans can feel the presence of this cruel and ruthless creature, and avoid prolonged contact. Nagah are subject to frenzy (but not the Thrall of the Wyrms), but require six successes on a Rage roll to lose control.

Umbra and Totems

Weresnakes do not have easy access to the Umbra. A Nagah can only step sideways in the immediate presence of the Ananta to which it and its nest-mates are dedicated. If a Nagah carries the Ananta within himself (see *Ananta*, p. 211) he can attempt to step sideways anywhere, leading his other nest-mates across the Gauntlet with him. Any Nagah can step sideways in the Serpent Waters — aquatic Glens where the Umbra bleeds into the physical world.

Nagah have neither individual nor pack Totems. However, Nagah who belong to the same nest share a powerful spiritual bond. Nagah can lead their nest-mates into the Umbra as though they were a pack. This bond also allows them to use Pack Tactics (W20, p. 300) as though they had a totem.

Venom

In any form other than Balaram, a Nagah can inject a chosen victim with supernaturally potent venom. A Nagah can deliver this poison when her bite inflicts at least one health level of damage. Her poison causes an additional seven health levels of aggravated damage that the victim soaks separately from the bite. Her venom cannot affect spirits (even materialized spirits) or other Nagah. A Nagah can store three doses of venom in her poison glands, and each dose takes 24 hours to replenish itself.

In Azhi Dahaka form, Nagah can attempt to spit venom into a target, poisoning and perhaps blinding him. Spitting venom uses up the equivalent of two doses of poison. Roll Dexterity + Athletics, difficulty 7 (difficulty 9 when targeting the eyes). If the attack hits, the victim has until the Nagah's next turn to wash it off. If

he cannot, the venom inflicts seven levels of aggravated damage as normal. If the attack hits the eyes, the venom also blinds the victim for a number of rounds equal to (10 – victim's Stamina; minimum 3 rounds).

Renown

Unlike other Changing Breeds, Nagah do not use a system of publicly sung tales for their Renown. As they never gather or organize themselves in groups larger than three (other than the Sessa) and prize anonymity as key to the success of their sacred duties, public Renown is counter to everything the Nagah stand for. Nor do they rely upon the spirit hosts to hear their tales and judge their worth; their relationship with the Wani take place of connections to myriad spirits that other shapeshifters rely upon. A Nagah's rank is determined solely by the judgment of the Sessa (which is to say, the Storyteller). When the time comes for a nest to be considered for advancement in rank, they are summoned before the Sessa. There, they are taken into audience one at a time to recount the details of their deeds, to report any information gleaned for the good of the Breed, and finally, to evaluate each other's performances since the last such audience. Later, they are each called into the Hall of the Wani, where they are informed if they have achieved a new rank, and the Wani summon spirits to teach any new Gifts earned by their deeds.

Breeds

Nagah have three breeds: balaram (a weresnake born as a human), ahi (a Nagah "metis"), and vasuki (born as one of a clutch of young serpents). Female Nagah always know if they are carrying a wereserpent or one of the Kinfolk. If she is bearing Kinfolk, a pregnant Nagah can choose to give birth to a human child or a clutch of snakes using the Rite of Bearing — a choice she must make if the father is also Nagah. If she does not use the Rite, her offspring share the breed of their Nagah parent.

- **Balaram:** Human relations are important to the Nagah; without information networks and clean-up crews, the assassins would be much less effective as a whole. Those Nagah born into a Nagah cult or crime family are often considered specially blessed, as they begin learning their nature very early; weresnakes who grow up knowing nothing about their heritage are often horrified to suddenly become a monstrous serpent. Long ago, most balaram were the children of human nobles, but for the last few centuries Nagah have bred predominantly with humans they admire, regardless of their paramours' mortal standing.

Beginning Gnosis: 1

Beginning Gifts: Persuasion, Prehensile Body

- **Ahi:** Ahi are not deformed or stigmatized. Instead, Nagah particularly prize and cherish the children of two

of their breed, seeing them as creatures born to maintain harmony — only one in every ten children born to two Nagah parents is ahi. The parents of an ahi almost always belong to the same nest. A female Nagah can only bear a single ahi at a time, and must give birth in an Ananta or in Serpent Waters. As the child is born in Ahzi Dahaka and cannot shapeshift for the first few years of life, the parents raise ahi in the Umbra away from prying eyes. The child must enter the physical world at least once every three months or else he becomes a spirit. Because of their upbringing, ahi Nagah are the most dedicated to their nests, and the most familiar with the spirit world.

Beginning Gnosis: 3

Beginning Gifts: Weaver Sense, Wyld Sense, Wyrn Sense

- **Vasuki:** Born as part of a clutch of a dozen or more eggs, vasuki grow up living as snakes. Only a single member of a clutch ever becomes a weresnake; the rest are Kinfolk. Both the human world and the spirit world can be very strange for newly changed vasuki. Seemingly simple tasks like walking or holding a weapon can be a challenge to a creature born with no limbs or appendages, and teaching a vasuki to integrate can require considerable time and effort. However, vasuki are also by far the most comfortable with wild areas and the natural world, and thus an important part of the Breed.

Beginning Gnosis: 5

Beginning Gifts: River's Gift, Treesnake's Blessing

Auspices

A Nagah's role and temperament depends upon the season of the year they were born in. Moon phase has no relation to this, nor does where the Nagah was born. Each season is also associated with one of the four classical elements.

- **Kamakshi (Spring):** In the spring, serpents wake and leave hibernation. This is also the breeding season for many snakes. Many Kamakshi excel in medicine, teaching and raising children, and helping others. They tend to be active, but somewhat less inclined to violence than most other Nagah — though still merciless killers, a Spring Nagah is more likely to regret a needless death. Their elemental association is to Earth.

Beginning Rage: 3

Beginning Gifts: Ganga's Caress, Resist Pain

- **Kartikeya (Summer):** Snakes are most active and aggressive in the summer. Many Kartikeya are warriors who love battle, allowing their Rage to change them into bloodthirsty monsters. They are more impulsive and inclined to acts of extreme violence than other Nagah. Their elemental association is to Fire.

Beginning Rage: 4

Beginning Gifts: Eyes of the War God, Scent of the True Form

BREEDS OF SNAKES

Nagah always transform into large and deadly poisonous snakes. However, the exact type of snake differs. When a homid weresnake undergoes their first change, she usually transform into a snake native to her local area. Nagah are most commonly associated with cobras, but this is largely because cobras are large deadly snakes found all across Africa and Asia. In other parts of the world, homid Nagah can become vipers like the fer-de-lance or the bushmaster, cottonmouth moccasins, or even rattlesnakes. However, once a Nagah has undergone their First Change, they always become the same type of snake.

- **Kamsa (Autumn):** Snakes prepare for hibernation in autumn. Kamsa reflect that, being careful planners and exceptionally devious. They are more inclined than other Nagah to indulge in complex machinations, both in the course of their lives and when hunting targets to assassinate. Most are intellectuals who love riddles and mysteries, and many are extremely introspective. Their elemental association is to Air.

Beginning Rage: 3

Beginning Gifts: Executioner's Edge, Slayer's Eye

- **Kali (Winter):** Winter is a difficult time for snakes and the Kali use difficulty to motivate them to do their best. They are the most ruthless and persistent of the four types of Nagah, preferring simple and direct action to complex schemes or impulsive violence. Their elemental association is to Water.

Beginning Rage: 4

Beginning Gifts: Guided Strike, Iron Coils

Forms

Nagah can assume five different forms.

- **Balaram:** In human form, the Nagah tend towards lithe forms of sinuous grace and wiry muscle. Many are of East Indian or Asian descent, but as the Breed has expanded across the globe, it has assimilated new humans into the family, and now contains members of all races.

- **Silkaram:** In Silkaram, the Nagah becomes a scaled humanoid with serpent eyes, and claws that do Strength + 0 lethal damage. Silkaram Nagah are slightly taller than in their Balaram form, and increase in mass between 10% and 30%.

- **Azhi Dahaka:** Like a cobra poised to strike, this hideous, serpentine battle form can stretch to 25 feet,

but is capable of upright posture and movement. While otherwise snake-like, to better serve their holy directive Naga in the Azhi Dahaka form also have flexible, muscular arms that end in viciously clawed hands (Strength +1 aggravated damage). All Nagah can manifest hoods like cobras in Azhi Dahaka, regardless of the species of their natural snake form.

- **Kali Dahaka:** In Kali Dahaka, the Nagah becomes a huge snake, stretching up to 30 feet long and as thick around as a strong man's leg. Unlike Azhi Dahaka, a Nagah in this form moves like a natural serpent, and appears to be an unnaturally large version of the breed of snake the Nagah assumes in his Vasuki form.

- **Vasuki:** While in Vasuki form, a Nagah looks like a large, poisonous snake. While most Nagah were originally cobras, the wereserpents can breed with any large, poisonous serpent, including mambas, rattlesnakes, cottonmouths and vipers. The patterning and look of her Vasuki form carries through to her other forms except Balaram, influencing the look of her scales and coloration.

Form Statistics

Silkaram	Azhi Dahaka	Kali Dahaka	Vasuki
Str: +2	Str: +3	Str: +2	Str: -1
Dex: +0	Dex: +2	Dex: +2	Dex: +2
Sta: +2	Sta: +3	Sta: +2	Sta: +1
App: -2	App: 0	App: 0	
Man: -2	Man: -3	Man: -3	Man: 0

Gifts

Wereserpents exist outside of the Pact that allows other Changing Breeds to receive the blessings of the spirit world. Instead, Nagah receive nearly all of their Gifts from the serpent-spirit servants of the Wani. Nagah usually learn new Gifts between missions, during "review" sessions with the Sesha, although on some occasions they may venture to Xi Wang Chi in search of a Gift for which they find particular need.

Wereserpents begin play with three Gifts: one general Nagah Gift, one breed Gift, and one auspice Gift.



General Nagah Gifts

- **Eyes of the Dragon Kings (Level One)** — The Nagah gains perfect clarity of vision in any circumstances — fog, smoke, murky water, even total darkness fail to impede her. It takes a solid object to block her line of sight.

System: The player makes a Gnosis roll, difficulty 6. For the rest of the scene, the character is immune to penalties to visual Perception rolls from any source.

- **Lizard's Favor (Level One)** — The Nagah gains the ability to masquerade as a Mokolé by adding lizard-like characteristics to her body.

System: The player spends a Willpower point and rolls Stamina + Primal-Urge. Each success allows the character to add one trait — legs, a royal crest, a frilled neck, fins, a back sail, etc. — to any forms she desires. Only legs are fully functional; features such as wings or horns are vestigial and have no mechanical impact.

- **Scent of Running Water (Level One)** — As the Ragabash Gift.

- **Sense Wurm (Level One)** — As the Theurge Gift.

- **Slayer's Eye (Level One)** — As the Shadow Lord Gift: Fatal Flaw.

- **Snake's Skin (Level One)** — As the metis Gift: Shed.

- **Burrow (Level Two)** — As the metis Gift.

- **Night Whispers (Level Two)** — As the Galliard Gift: Mindspeak.

- **Pulse of the Prey (Level Two)** — As the Ragabash Gift.

- **Veil of the Wani (Level Two)** — This Gift allows the Nagah to erase the memory of her existence from the minds of others.

System: The player spends two Gnosis points and rolls Manipulation + Subterfuge against a difficulty of the target's (Perception + 2). The more successes rolled, the more the target's memories of the Nagah are clouded and distorted — one success might cause a Garou to remember encountering some serpentine Wurm-beast rather than the Nagah, for example, while three successes erase memories of the wereserpent completely.

- **Blessings of Kali (Level Three)** — The wereserpent develops barbed, scaly armor across her entire body, protecting her and making her hand-to-hand combat even more deadly.

System: The player spends one point of Willpower and Rage. The armor adds two to all soak rolls, and increases the damage done by the Nagah's claw attacks by one die. This armor lasts for one scene.

- **Combat Healing (Level Three)** — As the Ahroun Gift.

- **Pure Venom (Level Three)** — The Nagah may distill her spiritual energy into her venom, rendering it supernaturally potent.

System: The player spends a Gnosis point. Her next venomous attack (bite or spit) bypasses all resistances, including Resist Toxin, and increases the roll to soak the poison's damage by 2.

- **Darting Fangs (Level Four)** — The Nagah grows venomous barbs on her forearms, which she may fire at her opponents.

System: As per the Black Furies Gift: Wasp Talons, save that the barbs carry the Nagah's standard venom.

- **Swimming the Spirit River (Level Four)** — The Nagah may enter the Umbra in the same manner as Garou; she no longer requires an Ananta to do so.

System: This Gift's effects are permanent.

- **Breath of the Dragon Lords (Level Five)** — The wereserpent exhales huge goutts of scalding gases; these can wound opponents, but can't cause materials to combust.

System: The player rolls Dexterity + Firearms to aim this attack, which has a range of 20 feet and a base (aggravated) damage of the wereserpent's Gnosis rating.

Balaram Gifts

- **Cold Blood (Level One)** — The Nagah may make her Balaram form cold-blooded, rendering it invisible to infrared scanners, increasing the ease of passing as a vampire, and reducing the chance of heat stroke in unusually hot environments.

System: The player rolls Stamina + Primal-Urge. The change lasts for one hour per success.

- **Persuasion (Level One)** — As the homid Gift.

- **Prehensile Body (Level One)** — In forms other than Balaram, the Nagah can grasp and manipulate objects with her tail (or coils) as easily and deftly as she can with her hands in human form.

System: This Gift's effects are permanent.

- **Subtle Serpent (Level Two)** — The balaram's voice becomes beautiful, easy to listen to, and strangely compelling.

System: The player spends a Gnosis point and rolls Manipulation + Expression, difficulty of the target's Willpower. For the rest of the scene, the Nagah may ask "favors" of the target ("Cover your eyes," "Try a bite of this apple," "May I see your gun?" etc). So long as the request can be completed within one minute and presents no obvious danger to the target, the target will grant it.

- **Unexpected Venom (Level Two)** — The Nagah can easily use fangs in his human form.

System: The character may reflexively grow fangs without need of a partial transformation shapeshifting action or a dice roll, at any time she wishes.

• **Fluid Grace (Level Three)** — As the lupus Gift: Catfeet.

• **Pierce Illusion (Level Three)** — The Nagah's keen eyes easily pierce the illusions of the world.

System: The player spends a Gnosis point. For the rest of the scene, the character automatically sees through all illusions, such as the Gift: Phantasm, or the vampire magic, Chimerstry.

• **Being One (Level Four)** — The Nagah may become as one with one of her nestmates, sharing aptitudes and perceptions.

System: The player spends one Gnosis point to establish telepathic rapport with one of her nestmates within one mile. The two may reflexively share their thoughts and perceptions with one another, and may also lend, at will, up to one dot of any Mental or Physical Attribute or Knowledge. This Gift's effects last for one scene.

• **Spirit Ward (Level Four)** — As the homid Gift.

• **There Is No Body (Level Five)** — The balaram can free himself from the limitations of flesh, becoming incorporeal while remaining in the physical world. For the duration of the Gift, the Nagah is immune to any undesired physical contact, even from sources such as fire and silver.

System: The player spends three Gnosis points and rolls Perception + Enigmas, difficulty 7. The Nagah may remain immaterial for two turns per success.

Ahi Gifts

• **Bones as Coils (Level One)** — As the metis Gift: Rat Head.

• **Weaver Sense (Level One)** — The ahi is sensitive to the works and emanations of the Weaver and her minions. He may also be able to notice patterns when there should be randomness, order where there should be chaos, and times and places where these forces are out of balance. From the physical world, he can behold Weaver-spirits and the Pattern Web in the Penumbra.

System: The player rolls Perception + Enigmas (difficulty of the local Gauntlet). In addition to sensing Weaver influence, the character can also "peek" into the Penumbra, but may only see Weaver-spirits and constructs. This Gift lasts for one scene.

• **Wyld Sense (Level One)** — As Naga Ahi Gift: Weaver Sense, but detecting Wyld-spirits and energies, as well as chaos, creation, and primordial forces (raw Gnosis, etc.) It also reveals powerful passions like love, anger, and hatred in mortals.

• **Wurm Sense (Level One)** — As Naga Ahi Gift: Weaver Sense, but detecting Wurm-spirits and energies, as well as mortal forces of corruption, destruction, death, and decay.

• **Indra's Cloak (Level Two)** — As the Black Fury Gift: Curse of Aeolus.

• **Venom Blood (Level Two)** — As the Get of Fenris Gift.

• **Command Water Spirit (Level Three)** — As the Uktena Gift: Call Elemental, but only water-spirits can be called.

• **Rapture of the Deep (Level Three)** — The Nagah can instill a strong desire in a target to enter any large body of water nearby and swim as far out and down as possible.

System: The player spends a Gnosis point and makes a contested Willpower roll (difficulty 6) with the target. If the Nagah wins, the target runs to the nearest large body of water (at least the size of a small pond) and tries to swim to the bottom. Should he reach his goal before drowning, he returns to his senses. The effect lasts for 10 turns plus one turn for every net success on the contested Willpower roll.

• **Whirlpool (Level Four)** — The Nagah can create a whirlpool in any body of water larger than a swimming pool.

System: The player spends one Gnosis point and rolls Gnosis (difficulty 7) to create a whirlpool at some point within (Survival x 100) yards. The whirlpool persists for one scene; the successes determine what it is strong enough to pull down. A single success would be sufficient to drag a human under, three successes would manage a Garou in Crinos, five a small fishing boat, and six or more would be necessary to pull down larger ships.

• **Child of Storms (Level Five)** — Through this mighty Gift, the Nagah surrenders his physical form and becomes the storm itself, directing the wind and waters where he chooses.

System: As the Hakken Gift: Divine Wind, save that the Nagah is the storm. For the duration, he has no physical body, and can only be affected by weather-controlling powers (which may, at the Storyteller's discretion, do him harm.)

Dasuki Gifts

• **River's Gift (Level One)** — Normally, a Nagah is amphibious only in Kali Dahaka form, breathing water as easily as air. With this Gift, the Nagah may perform the same feat in any form.

System: This Gift's effects are permanent.

• **Treesnake's Blessing (Level One)** — The Nagah with this Gift is unusually swift and sure when climbing trees, mountains, cliffs, and even rough walls.

System: The character permanently adds three dice to climbing rolls, and may climb at her full ground movement speed.

• **Sense Vibration (Level One)** — As the lupus Gift: Scent of Sight.

• **Form Mastery (Level Two)** — As the metis Gift.

• **Lightning Strike (Level Two)** — As the Ahroun Gift: Spirit of the Fray.

• **Eye of the Cobra (Level Three)** — As the Galiard Gift.

• **Long Strike (Level Three)** — Venomous snakes can typically strike from a distance of half their body length away; a Nagah with this Gift can strike from much farther.

System: The player may spend a Rage point to attack from up to (Rank x 10) feet away in any form other than Balaram.

• **Sidewind (Level Three)** — The vasuki can move with an amazing burst of sinuous agility.

System: The player spends one Gnosis point, then rolls Stamina + Athletics (difficulty 7). For up to eight hours, the Nagah moves at (successes + 1) times its normal land speed. If the character stops moving, the Gift's effects end.

• **Belly Ride (Level Four)** — While in Vasuki form, the Nagah can enter an unconscious human's stomach by wriggling down her throat. The human will be oblivious to the serpent being there, even using rationalization to deny its presence.

System: The player spends one Gnosis point, then rolls Dexterity + Stealth (difficulty 6). The serpent can remain in the victim's stomach for one day per success; after that, he is vomited out. The Nagah can emerge from the victim's throat at any prior point she desires,

as well. The Nagah is unaffected by anything unpleasant or harmful in the stomach while using this Gift.

• **Assassin's Well (Level Five)** — The vasuki becomes supernaturally adept at manufacturing venom.

System: The player spends one Gnosis point. For the rest of the scene, the vasuki has effectively unlimited doses of venom.

Kamakshi (Spring) Gifts

• **Ganga's Caress (Level One)** — As the Theurge Gift: Mother's Touch.

• **Resist Pain (Level One)** — As the Philodox Gift.

• **Welcome Assassin (Level One)** — As the Children of Gaia Gift: Brother's Scent.

• **Bask (Level Two)** — The heat and warmth of the sun are deeply soothing to the Nagah, and this Gift allows the wereserpent to transform that warmth into confidence and a powerful sense of purpose.

System: The player spends a Gnosis point. For the rest of the day, the Nagah regains one Willpower point for every uninterrupted hour he spends relaxing quietly in the sun.

• **Calm (Level Two)** — As the Children of Gaia Gift.

• **Assassin's Insistence (Level Three)** — This Gift denies a healer's ability to save a condemned victim.

System: The Nagah touches the target; the player spends one Gnosis point and rolls Intelligence + Medicine (difficulty 6). Each success cancels one success on the next roll to heal the target (including Stamina rolls



made to regenerate damage in combat). If the Nagah's roll scores more successes than the healer does, the healer's target suffers the difference in bashing damage. This effect lasts until evoked by a healing attempt.

- **Dazzle (Level Three)** — As the Children of Gaia Gift.

- **Denial of Wellbeing (Level Four)** — As the Black Fury Gift: Kali's Tongue, but lasting for one scene.

- **Surya's Radiance (Level Five)** — As the Children of Gaia Gift: Halo of the Sun.

Kartikeya (Summer) Gifts

- **Brief Sensation (Level One)** — The Kartikeya may project a brief, illusory sensation into a target's mind — the scent of baking bread, a lover's voice heard in a crowd, a flash of sun on metal from a window. Such simple tricks are generally all a truly skilled assassin needs.

System: The player spends one Gnosis point and rolls Wits + Subterfuge (difficulty 6). The Nagah may induce one phantom sensation per success in her target over the course of the next scene.

- **Eyes of the War God (Level One)** — Like their divine namesake, the Nagah watches the world as though he had six faces, and can never be surprised.

System: The player rolls Wits + Alertness (difficulty 6). For the rest of the scene, the Nagah gains full 360-degree vision, and adds one die per success to all rolls to notice enemies and attacks.

- **Scent of the True Form (Level One)** — As the Philodox Gift.

- **Forked Tongue (Level Two)** — As the Ragabash Gift: Liar's Craft.

- **Secret Serpent (Level Two)** — As the Ragabash Gift: Blissful Ignorance.

- **Serpent's Voice (Level Two)** — As the Corax Gift: Voice of the Mimic.

- **Lance of the Summer Sun (Level Three)** — The Nagah projects a brilliant and searing bolt of concentrated sunlight from his palm, hot enough to burn through fabric, sheetrock, and wood.

System: The player spends one Gnosis point and rolls Charisma + Leadership, difficulty 7, inflicting (successes) levels of lethal (or aggravated, to vampires) damage to a target within 100 feet.

- **Might of the Mountain (Level Three)** — As the Get of Fenris Gift: Might of Thor.

- **Blood Running Hot (Level Four)** — As the Ahroun Gift: Stoking Fury's Furnace.

- **Veil of Maya (Level Four)** — As the Fianna Gift: Phantasm.

- **Jungle Snake Visions (Level Five)** — As the metis Gift: Madness.

Kamsa (Autumn) Gifts

- **Executioner's Edge (Level One)** — As the Shadow Lord Gift: Seizing the Edge

- **Lightning Reflexes (Level One)** — As the Get of Fenris Gift.

- **Predator's Patience (Level One)** — The Nagah may remain absolutely motionless for endless hours when waiting for her prey, without cramping or growing tired.

System: The Nagah permanently adds one automatic success to Stealth rolls that rely on absolute stillness.

- **Forked Tongue (Level Two)** — As the Ragabash Gift: Liar's Craft.

- **Staredown (Level Two)** — As the homid Gift.

- **Eye of the Cobra (Level Three)** — As the Galliard Gift.

- **Smothering Question (Level Three)** — Cutting through all layers of resistance, the Nagah poses a single question which her target must answer with utmost honesty and thoroughness.

System: The player spends a Willpower point and rolls Manipulation + Intimidation in a contested roll against the target's Willpower (difficulty 6 for both), then asks the question. If the player succeeds, the target *must* answer truthfully and completely, to the best of his ability.

- **Doppelganger (Level Four)** — As the Glass Walker Gift.

- **Open Wounds (Level Four)** — As the Shadow Lord Gift.

- **Heartstrings (Level Five)** — As the Galliard Gift: Head Games.

Kali (Winter) Gifts

- **Guided Strike (Level One)** — The Nagah strikes with deadly and unerring accuracy.

System: The player rolls Rage (difficulty 5) and spends one Willpower point. Each success adds one die to the next roll to hit a target.

- **Iron Coils (Level One)** — As the Silver Fang Gift: Falcon's Grasp, save that it increases the Nagah's coil strength, not that of his hands or jaws.

- **Wyrmsense (Level One)** — As the ahi Gift.

- **Discern Weakness (Level Two)** — As the Philodox Gift: Weak Arm.

- **Executioner's Privilege (Level Two)** — As the Get of Fenris Gift: Halt the Coward's Flight.

- **Assassin's Strike (Level Three)** — As the Ratkin Gift: Backbite.

- **Destroying Blow (Level Three)** — As the Black Fury Gift: Coup de Grace.

- **Mindblock (Level Four)** — As the Silver Fang Gift.

• **Song of Winter (Level Four)** — As the Wendigo Gift: Chill of Early Frost.

• **Magistrate's Icy Judgment (Level Five)** — As the Wendigo Gift: Heart of Ice.

• **Mahanaga (Level Five)** — In order to eliminate the most powerful of targets, the Wani teach the greatest Kali assassins to assume the Mahanaga form, a battle-shape even more terrible than Azhi Dahaka. The Mahanaga's hood becomes wider, its natural armor harder and its scales take on the appearance of highly burnished copper, gold, and obsidian.

System: The character must be in war form. The player spends one point of Gnosis and Rage and rolls Stamina + Primal-Urge (difficulty 7). Rage or Willpower may be spent on a one-for-one basis to raise the Mahanaga's Strength, Stamina, and Dexterity by up to four points each for the rest of the scene.

Samskara: Nagah Rites

Existing as they do outside of the Pact, Nagah are limited to rites which call upon spirits that directly serve the Wani. Being less social creatures than Garou, Nagah make use of few social rites; their intimacy with their nestmates is generally already so intense that rites could do nothing to cement it further.

Forked Tongue

Level One, Mystic

The ritemaster enacts the rite while licking an item representative of the target — a photograph, or a sample of hair, skin, or blood. If successful the victim cannot help but lie about even the most trivial things. Nagah use this rite to help distance their intended victims from their social supporters.

System: If this rite is successful, the victim must succeed on a Willpower roll (difficulty equal to the Gnosis of the ritemaster) in order to tell a single truth. Every other word out of her mouth is a falsehood, no matter how innocuous or simple the truth. The rite's effects last a day per success rolled when enacting the rite.

Rite of Bearing

Level One, Mystic

When a Nagah becomes pregnant, she instinctively knows whether or not her child will be a wereserpent. If the father is also Nagah and her child is not ahi, then she must use the Rite of Bearing to determine which form she will take for the pregnancy, and thus whether she will birth a human child or a clutch of snake eggs. Nagah egg clutches tend to be smaller than is the norm for cobras, and for Nagah human births often produce

twins. If this rite isn't performed within a week of conception, her inchoate pregnancy is reabsorbed back into her body and terminated.

The Nagah's nestmates are the ones that actually perform this ritual, invoking Lunes and river-spirits to bless the new life growing within her while she chants a mantra that lists all the strengths of the breed form she has chosen. Once the words no longer make sense, the Nagah slips into a river while taking the form in which she intends to remain for the duration of her pregnancy.

System: Those enacting the rite must roll Charisma + Rituals, difficulty 6 (7 if only one nestmate performs the ritual, 8 if the mother must perform it alone).

Nagah who take human or cobra mates bear children according to their breed form as usual, but may also use this rite within a week of conception to change their Kinfolk children's nature as if the father were also Nagah. The difficulty, however, rises by one in addition to any other modifiers.

Naming the Target

Level Three, Mystic

A nest performs this rite when it is ready to conduct an assassination. When their last mission has been concluded with the Votive for the Dead (see below), they gather in a dark room or near a river, join hands or coils, and chant a mantra to invoke the Wani. If the rite succeeds, the Wani grant flashes of insight about the nest's next target, as well as some clues to the nature of the target's offenses against Gaia, his current location, and other facts relevant to the hunt.

System: The ritemaster rolls Perception + Rituals (difficulty 7). The more successes rolled, the more information is gained about the target and the nature of his transgressions.

Votive for the Dead

Level Four, Death

After completing an assassination, the nest must ritually review why the victim's death was justified, reaffirming their actions. The ritualist chants the victim's crimes against Gaia, gradually repeating them until they become a simple mantra. This rite must be performed before the nest can begin another hunt or enact the Naming the Target rite.

System: The ritemaster must score at least one success; failure necessitates that the nest spend at least a week in meditative insight, reviewing their mission in greater detail, which is likely to slow the nest's advancement in rank.



Fetishes

Poisoned Chalice

Level Three, Gnosis 7

Some Nagah like to put their target at ease in a social situation before killing him, a setting accommodated by this fetish. Despite the name, in modern times most Poisoned Chalices take the form of decanters or punch bowls. When activated, the Chalice turns any liquid placed into it a deadly poison without altering the taste, look or scent of the drink. The Nagah activating the fetish and her nestmates are immune to the poison. The spirit of a pufferfish must be bound into this fetish.

System: The Nagah fills the Chalice and activates the fetish. The Chalice may make one of two kinds of poison. Its simplest use is to convert the liquid into a poison that affects everyone but the Nagah's nest. The second use requires a few drops of blood from the intended victim. If these are mixed with the drink before it is converted it can make a poison that only affects the target. The poison deals two levels of aggravated damage per turn for five turns.

STEREOTYPES

Ten Steps offers his opinions:

- **Garou:** You build your empires on the bones of dead shapeshifters. Each of your tribes are weak in their own way. And yet, you are simple creatures, the Storms of the Apocalypse, and you play your role.

"Yes, we killed them. Another casualty of our past. I wonder what the world would be like had we not been so stupid." — Jono Steel-Trap-Mind

- **Ratkin:** You are entirely repugnant, awful, scurrilous creatures. And yet you remain well within the role the Mother gave you. We watch when you enjoy your work, in case you do so too much.

"Dancers and mystics? What use were they? They died when the Garou got too big for themselves, and good riddance to them." — Kray Meren

- **Rokea:** You forget that others swim, down deeper than even you go. We know what you do to one another when you think nobody else can see.

"Weak and useless. How would a dancer help me survive?" — Bleeds-Night

Nuwisha

The Nuwisha may appear to be little more than aimless tricksters, but hiding behind that façade is a clear and direct purpose handed down from Coyote himself. While some use their talent for violent slapstick to educate the other Changing Breeds, others use deadly tricks and pranks to strike at the Wyrms.

History

The history of the Nuwisha is the history of trickery. This was true long before the War of Rage and it remains equally so today — though a canny observer must question the “truth” of any claims made regarding Coyote’s favored children.

Since the earliest days, the Nuwisha have played the role of cosmic jester among the Changing Breeds, pointing out folly and uncovering weaknesses in the other shapeshifters through clever tricks. Some outsiders claim that the werecoyotes’ constant tricks and attempts to play Devil’s Advocate drove the Garou to such Rage that they took it out on all of the Changing Breeds, sparking the War of Rage. Whether this is true or not, when the War began, the Nuwisha fled to the Umbral rather than staying to fight and die at a werewolf’s claws.

Although most of their Breed do not accept the blame for having instigated the War of Rage, the werecoyotes proudly take credit for ending it. Then again, the same Nuwisha claim to understand the Triat better than anyone else, that Coyote is the real face of the Wyld, and that he created the entire universe as a cosmic joke. No one — including the Nuwisha themselves — can pare back these lies to find the unvarnished truth, if such a thing even exists. Since their exodus, only a hundred Nuwisha can remain in the physical world at any one time, making any facts even harder for outsiders to find.

For the longest time, the Nuwisha stayed close to their animal Kin, dwelling entirely in North America. Some avoided the Three Brothers, the tribes of Garou native to the continent. Others infiltrated packs, masquerading as scrawny werewolves in order to prank Gaia’s warriors out of their hubris. Still others used the Garou as violent punch-lines to a vicious series of jokes, turning them against Wyrmspawn without target or tool knowing of the Nuwisha’s involvement.

The second War of Rage — when European Garou turned on native werewolves and Changing Breeds alike — changed that. Werewolf fighting werewolf threatened to bring about an endless war. The Nuwisha did what they could to redirect the violent urges on both sides against the Wyrms, but the inter-tribal battles raged on and on. Only when the behemoth Bane called the Storm Eater, threatened to destroy North America was the joint peril enough to finally unite the Garou and end the War between them. Most Nuwisha are far too canny to actually claim their ancestors had involvement in unleashing Storm Eater on the world... but it wouldn’t have been the first time a Nuwisha prank risked grave consequences for the purposes of bringing about a lesson they felt needed to be learned.

In modern times, most Nuwisha still consider North America home, many travel the world looking for the chance to bestow “learning opportunities” on others, before joining the Umbral Danse. While some work openly with the Uktena and Wendigo, most prefer not to reveal their true nature until it’s too late for their victims to avoid the lessons being taught. Most shapeshifters will never know that the strange outsider asking lots of questions — or leaving just before the explosion — was one of Coyote’s children.

Tricksters & Teachers

Calling the Nuwisha “tricksters” often makes people imagine them setting up pratfalls, whoopee cushions or similar juvenile pranks that might at worst cause a few bruises. Werecoyotes occasionally use such tricks to teach people they like a gentle lesson, but most Nuwisha pranks are not remotely funny — at least not to those targeted by them — and many are quite deadly.

Some of the best of these “pranks” are like the slapstick gags in old cartoons, crushing people under heavy objects or leaving the Nuwisha’s victim holding a lit stick of dynamite. Unlike in a cartoon, the victim doesn’t get up sporting a bandage or some torn clothing. A werecoyote’s victims suffer the very real consequences of gravity or explosives, leaving behind a mess of blood and bone — and a Nuwisha with a self-satisfied grin.



one, although some (like the Corax) would never admit it. Nuwisha know more about the Umbra and travel through it than any other Breed, with the possible exception of the wereravens. They know swift routes and shortcuts through the Umbra from anyplace in the world to any other location. They can find hidden paths that link one portion of the spirit world to another, crossing between realms with ease — and luring hostile pursuers into the maw of powerful spirits.

Once she joins the Umbral Dansers, a Nuwisha spends the majority of her life exploring the spirit world's mysteries. Burning with curiosity mirroring that of Raven's children, she hunts out secret paths and hidden lore with equal fervor, passing on what she knows to other Nuwisha when it will help them most — or when she remembers that the physical world exists.

Organization

Organization doesn't come naturally to the Nuwisha, and hierarchy is an even more alien concept. While a clever werecoyote with significant Renown has clearly earned the respect of her fellows, they won't obey her without question — if she's lucky, other Nuwisha will listen to her suggestions. That's about it for any Nuwisha rank structure. This fierce individual streak even extends to mentoring young Nuwisha. Werecoyotes give newly changed members of their Breed a few weeks of training in their abilities, stories and traditions before turning the pup loose to fare as they will.

Festival

While fierce individualists, the Nuwisha do gather as a group one time per year, in a highly secret tradition called the Festival. Near the winter solstice, the entire Breed gathers together — and woe be unto outsiders who learn of the gathering and think to infiltrate it.

COYOTE'S RULES FOR LIFE

Let a Fool Die a Fool's Death.

Teach Those Who Need Teaching a Proper Lesson

Always Prank the Wyrms

Be Subtle

Respect Luna

Think, Then act

Werecoyotes do not make mischief just for the fun in seeing someone crushed beneath a heavy object.

Coyote teaches through trickery, setting up pranks to highlight his victim's flaws, and showing limitations in their thinking — as well as possible solutions. Most Nuwisha see themselves as wise but strict teachers. They hope to someday teach the Wyrms a path to becoming whole, or at least less dangerous. In the meantime, they teach other Changing Breeds how to behave — regardless of whether those shapeshifters want to learn the lesson.

While some shapeshifters think the Nuwisha cowards for their methods, Coyote's children are nothing if not pragmatic. They do not have the raw strength of the Gurahl or Mokole, nor the Garou's dedication to violence or the Ratkin's determined insanity. To win their battles, most werecoyotes avoid single combat and direct confrontation because they would often lose. Instead, they rely on what they do best: ambushes, trickery and deception.

Umbral Lessons

The Nuwisha claim to have been the first shapeshifters to learn to traverse the Gauntlet, and to have taught Gaia's other children this trick. While many stories about the Nuwisha are little more than boasts, many other Breeds do believe this

Both to accommodate the Umbral Dansers and to ensure the Breed's privacy, Festival is held in one of the werecoyotes' most carefully hidden Penumbral hidey-holes, and the Nuwisha keep the gathering's exact time and location secret from everyone outside of the Breed. Working together, the werecoyotes chase away outsiders who attempt to spy on the Festival, and hunt down and kill anyone who tries to infiltrate it.

The first portion of the Festival is a time for news and planning. Werecoyotes share any dangers or wonders they have discovered, ask for help with schemes and tricks, and tell stories of events that other Nuwisha might care about. Once the tales have been told, the bulk of the Festival is a joyous and drunken celebration. The Festival's rules prohibit Nuwisha from harming one another, and for the duration werecoyotes suspend any feuds or grudges they may have with their own kind. Instead, it is a time for coming together as a Breed and as a giant, rowdy, bawdy, boastful, and entirely irreverent family.

Hiding in Plain Sight

The Nuwisha are by far the most similar to the Garou of any of the Changing Breeds. Many Nuwisha use their physical resemblance to small, scrawny werewolves to pass themselves off as Garou — a trick that puts them in the right place to educate both the Garou *and* their enemies. Nothing says "education" like five pissed-off werewolves tearing some sap limb from limb. Sure, the victim won't feel the benefit of the lesson for long, but his friends might learn as they wonder how they can avoid the same grisly fate.

When they infiltrate Garou packs, werecoyotes can often pass as Ragabash, though with a particularly cruel and unusual sense of humor. Only a werewolf who is exceedingly familiar with the Nuwisha can tell the difference without using supernatural means. Most Nuwisha can't endure the Garou hierarchy and insistence on social structure for very long, but for as long as they can put up with the werewolves' attitude, masquerading Nuwisha attend moots, befriend Garou, learn secrets, and occasionally lend their aid, all while maintaining cover as scrawny werewolves. In addition to the practical value of these interactions, many werecoyotes enjoy this deception simply for the thrill of putting one over on the foolish Garou.

The Umbral Dansers

Nobody knows exactly how many Nuwisha exist today. The only chance to take a census would be at a Festival, and that event is far too chaotic for anyone to perform a headcount. Because of ancient pacts sworn to spirits and Coyote himself at the end of the War of Rage, only a hundred werecoyotes can be on Earth at any one time. Thus, the vast majority of the Breed dwell in the Umbra. A werecoyote in the Umbra can only return to the physical world when less than one hundred other Nuwisha are currently there.

Those Nuwisha who live permanently in the spirit world have performed the Rite of Dancing to become Umbral Dansers. The Umbral Dansers care for and study the Umbra, can learn a variety of special Gifts that allow them to better understand and manipulate the spirit realm, as well as having the ability to communicate with other werecoyotes even through the Gauntlet. Umbral Dansers do not share these Gifts with Nuwisha who haven't performed the Rite of Dancing. Some keep their secrets because they don't believe that werecoyotes are worthy of Danser secrets before performing the Rite themselves. Others simply believe that the secrets of the Umbra are for the Umbral Dansers alone. Let the Nuwisha on Earth focus their attention there and leave the Umbra to the Dansers.

Umbral Dansers hold the fragile and often contentious fabric of Nuwisha society (such as it is) together, relaying information and requests for help between werecoyotes. They also guide those they approve of to useful places in the Umbra, while leading agents of the Wyrms astray and concealing powerful or sacred places within the spirit world from those who would do them harm. Like all Nuwisha, the Umbral Dansers fight with cunning and guile rather than brute force, but they are first and foremost the guardians of the Umbra and will do whatever it takes to protect it.

Self-Centered Heroes

Nuwisha have nothing against working with others, but the vast majority of werecoyotes won't put the good of the group before their own needs. In fact, the entire concept is alien to them. Instead, every Nuwisha has his own agenda and goals, reflected in his personal totem — the aspect of Coyote that he chooses to exemplify. This doesn't mean that Nuwisha aren't willing to risk death or even sacrifice their life for something they believe in, but they'll only do so if it is their choice, not because someone else asked or ordered them to. Many Garou say the Nuwisha have no respect for authority, and the werecoyotes agree wholeheartedly.

Although many coyotes never form packs, even when they do, the bonds between members are less strongly tied than those of their lupine cousins. Nuwisha relationships reflect this, with individual werecoyotes preferring to work and live alone rather than cooperating in a pack. Their largely solitary nature, combined with their limited number on Earth at any given time, means that most Nuwisha are more likely to spend time with other Changing Breeds or even Garou as they are with others of their kind. Like their natural animal Kin, however, Nuwisha often form strong bonds with particular individuals. Though werecoyotes can wander off on their own for weeks or months, they always return to friends and companions. A Nuwisha can vanish for months then appear at a friend's door ready to party, restart a shared project, or fight side-by-side as if they had never been gone.

Traits

Nuwisha regenerate and soak damage as werewolves do, but do not suffer aggravated damage or Gnosis loss from silver.

Nuwisha do not normally possess Rage, and cannot frenzy.

All Nuwisha begin with 4 Willpower.

Nuwisha gain Renown for Glory and Wisdom much like Garou. However, they gain no Renown for Honor and use Humor instead. They base Humor Renown upon originality and ingenuity, as well as how appropriate a prank was for the lesson being taught to the victim. Nuwisha gain rank in the same manner as Ragabash.

Totems

While all Nuwisha are children of Coyote, they also know that there's more than one way to be a trickster. Every werecoyote takes a personal totem that defines their life and their relation to Coyote. Players can use freebie points to buy the required Totem Background for those that cost more than five dots. Nuwisha who change Totem, whether through choosing a different face of Coyote or because Oghma chooses them during the story, must pay for any required increase in Totem dots with experience points.

Nuwisha use the name of their totem when speaking with other Nuwisha; a werecoyote named Steps-Lightly who follows Raven would be called Raven Steps-Lightly among her own kind and Steps-Lightly by other shape-shifters. The following nine are the most common aspects of Coyote that Nuwisha take as totems.

Chung Kuel

Background Cost: 6

A spirit of luck, and particularly of bad luck. Nuwisha that follow Chung Kuel fight the Wyrms by causing a host of small and large problems (that all seem like chance) to befall their enemies.

Individual Traits: Chung Kuel's followers can cast bad luck on targets that deserve to suffer. Once per story (not necessarily at the player's request), the Storyteller rolls a single die. On a 1, nothing happens. On a 2-9, something minor inconveniences the target of the Chung Kuel's attention. Rolling a 10 means almost certain disaster for Nuwisha's focus as chance turns against him. The Storyteller and the Nuwisha's player should work together to determine the exact results. Followers also add two dice to all Stealth and Subterfuge dice pools.

Ban: Followers can only use their abilities against those who knowingly follow the Wyrms.

Kishijoten

Background Cost: 4

A spirit of gentleness and healing, Kishijoten's Nuwisha use humor to bring comfort to their allies, while

listening and offering quiet advice. Many Nuwisha consider this the most difficult face of Coyote to follow because doing so demands great patience and kindness.

Individual Traits: Followers gain one extra Bruised Health Level and add two dice to Medicine dice pools.

Ban: Followers must always stop to help the injured, but need not aid followers of the Wyrms.

Kokopelli

Background Cost: 4

A spirit of celebration, joy, and fertility, Nuwisha who follow Kokopelli enjoy themselves to their utmost and encourage their fellows and allies to do the same.

Individual Traits: Followers gain a dot of Stamina and add two dice to Performance rolls when playing musical instruments.

Ban: Nuwisha who follow this totem can never strike anyone in anger.

Loki

Background Cost: 7

The Liesmith is a spirit of war who believes the best lessons are written in blood. While most Nuwisha prefer to hang back when others charge into battle, followers of Loki leap to the forefront of combat, taking as much joy in bloodshed and mayhem as a Get of Fenris.

Individual Traits: Loki grants his followers one additional Bruised Health Level and an extra dot of any one Physical Attribute, which can increase the Attribute above 5.

Ban: Followers must always accept formal challenges to combat, even from the Wyrms. They must also offer their kills as sacrifices to Loki.

Oghma

Background Cost: 8 (not available during character creation)

A bard and scholar, Nuwisha who follow this face of Coyote carry the memories and stories of their Breed with them, and teach by gently humiliating those who refuse to learn by other means. Nuwisha cannot choose to follow Oghma — he chooses them when he deems them worthy.

Individual Traits: Followers can use an additional 5 points of Willpower every story. When in a formal contest to teach another individual humility, they can gain either five temporary dots spread amongst their Mental Attributes or four temporary dots spread amongst their Physical Attributes. The distribution of those dots can change in each contest.

Ban: Followers of Oghma can never strike another in anger.

Ptah

Background Cost: 5

A spirit of wisdom, mysteries, and mystical travel. All Umbral Dansers follow Ptah (save those few chosen by Oghma), and so he is by far the most popular of the faces of Coyote.

Individual Traits: Followers reduce the difficulty of passing through the Gauntlet by 3 (to a minimum of 3). Only Nuwisha who follow Ptah are capable of performing the Rite of Dansing. Followers may use the Gift: Sense Wyrms freely while in the Umbra, and, while there, age at a fraction of their normal rate.

Ban: Ptah asks that his followers defend the stars from all that would cause them harm.

Raven

Background Cost: 5

A knowledgeable and watchful spirit, Raven's followers are careful observers who spend much time with the Garou, frequently walking among them as one of their own. They council and guide Gaia's warriors, often without the werewolves knowing where the wisdom truly comes from.

Individual Traits: Followers gain two dots of Enigmas and dot of Subterfuge. The Corax offer welcome and hospitality to Raven's children.

Ban: Raven asks that his children never carry wealth; they must trust that Raven will provide for them.

Ti Malice

Background Cost: 4

A spirit of lying, theft, and treachery. Many of Ti Malice's followers go into business to wreck harmful corporations, and ensure that making a living in ways that serve the Wyrms becomes increasingly difficult.

Individual Traits: Ti Malice adds two dice to all Manipulation and Enigmas dice pools.

Ban: Followers must show no mercy to the weak, especially in business deals.

Xochipilli

Background Cost: 5

A spirit of chance and especially of risk, Nuwisha who follow this totem take great joy in risking almost certain death and living to tell the tale. Even many werecoyotes consider those who follow Xochipilli to be insane.

Individual Traits: Followers gain three dots of Survival. Xochipilli also grants five soak dice when performing outrageous and exceedingly dangerous stunts. This special ability only works when the odds are very much against the Nuwisha surviving the encounter. Optionally, Storytellers may simply state the follower survived, but was badly injured by an event that would have obviously killed anyone else.

Ban: Followers can never turn away from a dare, even one that seems suicidal.

Breeds

The Nuwisha have two breeds, homid and latrani (coyote-born).

- **Homid:** While growing up, most homid werecoyotes were clowns, show-offs, or eccentrics. Instead of trauma and bloodshed, their First Change often involves a sudden understanding of how much more fun they can now have. Thankfully, this is quickly followed by the realization that their fun with comes a responsibility to teach and to make their pranks meaningful.

Beginning Gnosis: 1

Starting Gifts: Persuasion, Master of Fire, Smell of Man

- **Latrani:** Just as coyotes are far more common than wolves in North America, latrani are considerably more common than lupus Garou. Like all of their species, latrani grow up curious and playful. Often their First Change occurs just as the consequences of their curiosity is about to catch up with them.

Beginning Gnosis: 5

Starting Gifts: Hare's Leap, Heightened Senses, Prey Mind

Auspices

Due to an ancient trick that Coyote played on Luna, she sees all werecoyotes as though they were Ragabash Garou. As such, they can learn Ragabash Gifts, and increase in rank as though they were Ragabash Garou, with Humor replacing Honor.

Forms

Like the Garou, Nuwisha have five forms.

- **Homid:** For a long time, the vast majority of Nuwisha came from Native American stock, but these days Coyote's blood has spread to every ethnicity. Most Nuwisha tend to look scrawny and rather trail-worn in Homid form.

- **Tsitsu:** Nuwisha gain several inches in height in their near-man form, along with ten to twenty pounds of muscle. This form is considerably less hairy than a Garou's Glabro form, and werecoyotes in this form look fairly human and have little difficulty speaking.

- **Manabozho:** In this form, Nuwisha stand almost eight feet tall and gain two and a half times their Homid mass. They can still speak human languages in Manabozho, but in a voice that is deep and gravelly. This form inflicts reduced Delirium as though the victim's Willpower were two points higher.

- **Sendeh:** Resembling the nearly extinct red wolf, the Sendeh form is larger than a coyote (and stronger than the Latrani form), but smaller than a grey wolf. Nuwisha can-

Form Statistics

Tsitsu	Manabozho	Sendeh	Latrani
Str: +1	Str: +2	Str: +2	
Dex: +1	Dex: +3	Dex: +3	Dex: +3
Sta: +2	Sta: +3	Sta: +3	Sta: +3
Man: -1	Man: -2	Man: -3	Man: -3
App: +0	App: 0		

not speak in this form but they can mimic other sounds, including laughter, screams, and the cries of other animals.

- **Latrani:** The Latrani form appears to be an ordinary coyote, and is the natural form of the latrani breed.

Gifts

Homid Nuwisha can learn homid Garou Gifts, and latrani Nuwisha can learn lupus Gifts. Any Nuwisha can learn Ragabash Gifts. Players choose three Gifts when making Nuwisha: one breed Gift, and two general Nuwisha Gifts from the list below. Gifts listed as **Umbral Danse** are only available to Umbral Dansers and will not be taught to those outside of that group.

- **Camouflage (Level One)** — As the Wendigo Gift.
- **Coyote's Intuition (Level One)** — By taking time to look over an individual, the Nuwisha receives a powerful gut intuition of what subject the target *least* wants to talk about at that moment. A coyote-spirit teaches this Gift.

System: After a few moments of scrutiny, the player rolls Perception + Subterfuge (difficulty of the target's Willpower).

- **Earworm (Level One)** — Catchy tunes often run through people's minds and disappear as soon as they hear

the next song. A Nuwisha using this Gift can make a simple tune drive the victim to despair. Some Nuwisha use this Gift constructively, singing a code-phrase or a sequence of numbers to guarantee that the listener will be able to remember them for days to come — though the coyote's victim remains distracted all the same. A mosquito-spirit teaches this Gift.

System: The Nuwisha hums, sings a tune or jingle while looking at his target, and rolls Wits + Expression (difficulty equal to the target's Willpower). Success makes the sound play endlessly in the victim's mind for one day per success. The victim can still sleep, but increases the difficulty all rolls requiring concentration and any extended action by +2.

- **Emperor's Clothes (Level One)** — Even the noblest individuals can be brought low by public embarrassment. A Nuwisha with this Gift can whisk an item of clothing off a person with a simple grab — no matter how difficult it should normally be to remove. A magpie-spirit teaches this Gift.

System: The Nuwisha rolls Dexterity + Larceny (difficulty of the target's Dexterity + Athletics) and pulls at the item of clothing. On a success, she grabs the garment from the target. The Gift offers no protection from an enraged, pants-less Ahroun, so the trickster had better start running. Coyote doesn't appreciate the same joke told over and over again, so this Gift can only be used on an individual once per night.

- **Finders Keepers (Level One)** — The Nuwisha whispers her victim's name, and claims Coyote's favor to teach him a lesson. She leaves a spiritual mark on the victim that other Nuwisha and spirits can see. Nuwisha may choose to ignore the mark and interact with the victim, but risk a loss of Renown if other Nuwisha find out. The mark compels spirits to avoid the victim until



the werecoyote has taught him the error of his ways. A cat-spirit teaches this Gift.

System: The Nuwisha spends a Gnosis point and touches the victim. Nuwisha and spirits automatically see the spirit mark, but do not know who has placed it. A spirit must roll Gnosis (difficulty equal to the Nuwisha's Willpower) to be able to approach or communicate with the victim.

- **Laugh of the Vagabond (Level One)** — As the Bone Gnawer Gift: Laugh of the Hyena.

- **Rabbit Run (Level One)** — As the Silent Strider Gift: Speed of Thought.

- **Salaryman (Level One)** — The Nuwisha is at home in any crowd, just another forgettable face — even if she's bleeding from the gut and wearing a clown mask. As long as she's in a group of humans, almost nobody can recognize her or pick her out. This Gift is taught by a City Father or Mother.

System: The difficulties to spot the Nuwisha in any group of three or more humans (or human-like supernatural creatures such as shapeshifters or vampires) increase by three, to a maximum of difficulty 9. This Gift is always active.

- **Scent of Sweet Honey (Level One)** — As the Bone Gnawer Gift.

- **Secret Question (Level One)** — Asked a question intended to verify someone's identity, this Gift provides the correct answer. The Nuwisha may say anything in response and the targets hear the correct answer, be that the password to a secret society meeting or a telephone-banking password. The werecoyote does not know what the victim heard. A fly-spirit teaches this Gift.

System: The player spends a point of Gnosis and rolls Manipulation + Subterfuge, difficulty 7. A single success is all that is required, but each question requires another use of the Gift — even if someone new asks a question that the Nuwisha has already answered. This Gift may also be used on websites by pranking the pattern-spider within a computer. Each field that the Nuwisha doesn't know is a separate use of the Gift.

- **Sleep of the Ages (Level One)** — Sometimes the best tricks need the target to sleep through anything. This Gift ensures that nothing short of physical contact will wake the sleeper. A sloth-spirit teaches this Gift.

System: The Nuwisha must touch an already-sleeping target, and roll Gnosis (difficulty of the target's Willpower). Each success gives one hour during which nothing except direct physical contact will wake the victim.

- **Snake's Skin (Level One)** — As the metis Gift: Shed.

- **Spirit Speech (Level One)** — As the Theurge Gift

- **Swollen Tongue (Level One)** — The Nuwisha can cause a target's tongue to swell with a touch, preventing speech for the rest of the scene. A spider-spirit teaches this Gift.

System: The character touches her target, and the player rolls Gnosis (difficulty of the victim's Willpower). Three or more successes also cause the target's hands to fumble when she attempts to sign or write.

- **Twin-Faced Trickster (Level One)** — As the Black Fury Gift: Man's Skin.

- **Two Tongues (Level One)** — As the Fianna Gift.

- **Beneath the Electron Bridge (Level Two)** — After spending a few minutes in conversation with her mark, the Nuwisha may intuitively grasp the exact, precise thing to say to send the target into a frothing rage. This Gift makes humans furious and provokes frenzy checks in creatures capable of them (such as Garou and vampires). Once obscure (due to the hazards of deploying it face-to-face), this Gift has experienced a recent resurgence in popularity after the discovery that it works just fine through text messages or across the internet. A flea-spirit teaches it.

System: The player spends one Gnosis point and rolls Wits + Empathy (difficulty 8) to come up with the perfect worst-thing-to-say.

- **Command Spirit (Level Two, Umbral Danse)** — As the Theurge Gift.

- **Curse of Tiresias (Level Two)** — The Nuwisha may force an individual to see how the other side lives, rapping them smartly over the head and transforming them into a member of the opposite sex. A seahorse-spirit teaches this Gift.

System: The player spends a Gnosis point (and must roll Dexterity + Brawl or Melee, difficulty 6, to strike an unwilling target; this inflicts no damage). The transformed individual bears a close resemblance to their original appearance — they appear to be an opposite-sex sibling, rather than a wholly different person. This Gift's effects last for (Nuwisha's Humor) days.

- **Distractions (Level Two)** — As the Galliard Gift.

- **Gift of the Termite (Level Two)** — As the Bone Gnawer Gift.

- **New Face (Level Two)** — The Nuwisha may completely change her appearance, seeming to be of any race, gender, and canid species she desires. However, this transformation only affects her Homid and Latrani forms. A spirit servant of Kishijoten teaches this Gift.

System: The player rolls Manipulation + Expression, difficulty 6, and spends a Gnosis point. This Gift lasts for (Cunning) days.

- **Odious Aroma (Level Two)** — As the Bone Gnawer Gift

- **Otter's Breath (Level Two)** — As the Uktena Gift: Spirit of the Fish.

- **Sheep's Clothing (Level Two)** — The Nuwisha may perfectly mimic the forms, scent, and outer markings of another breed of shapeshifter (though not of a specific individual). A cuckoo-spirit teaches this Gift.

System: The player spends one Gnosis point and selects a shapeshifter to impersonate. The Nuwisha gains no mechanical benefits or special powers from her disguise — for example, she could appear to be a Corax in Corvid form, but could not fly, nor spin webs as an Ananasi, nor enjoy the incredible Strength of a Gurahl in Crinos. The disguise lasts for (Humor) days.

- **Suspicious Glance (Level Two)** — The Nuwisha using this Gift spreads the seeds of doubt between trusted allies. After all, close friends and lovers know just where to stick a dagger to make sure it really hurts. A snake-spirit teaches this Gift.

System: The player names a victim and rolls Manipulation + Subterfuge (difficulty 6). At some point in the next 24 hours the victim will suddenly suspect betrayal by one of his closest allies. While the Gift provides no rational reason, most people don't have to look far to find a reason to fear their allies. The Nuwisha may spend a point of Gnosis when making the roll, and name two victims. Over the next 24 hours one of them will suspect betrayal by the other. The Nuwisha has no control over which will become suspicious, but he may use this Gift twice and name the two victims in reverse order to ensure they will each start to distrust the other.

- **Tiny Coyote (Level Two)** — Sometimes a prank goes awry and a Nuwisha just needs to get the hell out of Dodge, but the only way out is a tiny hole. With this Gift the Nuwisha can crawl through the smallest spaces. This Gift is taught by a mouse-spirit.

System: The Nuwisha spends one Gnosis and instantly shrinks to whatever size is appropriate to fit into an available space, down to the size of a mouse. She cannot change forms while shrunk; in doing so she reverts to her normal size with painful consequences. If the Nuwisha enters a larger space, she automatically expands to match the space as she encounters it. She returns to normal when she first enters a space large enough to fit her usual size. She cannot shrink again without reactivating the Gift.

- **Voice Bank (Level Two)** — This Gift allows the Nuwisha to imitate people's voices perfectly, building up a 'bank' of voices that he can impersonate. A parrot-spirit teaches this Gift.

System: The Nuwisha must listen intently while a person speaks, then rolls Perception + Expression. The difficulty depends on how much of the speaker's voice he can sample: a few words is difficulty 8, a full minute is difficulty 7 and over half an hour is difficulty 6. Success adds that voice to the werecoyote's collection of voices. He can perfectly imitate a voice for a scene by spending a point of Gnosis. A Nuwisha may keep as many voices as he has dots of Expression. He chooses which voice is discarded when he adds another beyond his limit.

- **Blisters (Level Three)** — With a touch, the Nuwisha covers her target in hideous blisters, causing a loss of fur and general appearance. A toad-spirit teaches this Gift.

System: The Nuwisha touches her target and her player rolls Manipulation + Primal-Urge. The blisters last for (successes gained x Humor) days, causing the target to lose three dice from all social dice pools.

- **False Spoor (Level Three)** — The Nuwisha may change her scent to exactly match someone else's for a scene. A dog-spirit teaches this Gift.

System: The Nuwisha spends one Gnosis point and rolls Perception + Primal Urge (difficulty 6, or difficulty 8 if the Nuwisha has not sampled the target's scent while in Latrani, Sendeh or Manabozho form). The deception lasts (Humor) days, unless she ends it earlier. A Garou or other character using Scent of the True Form (or similar ability) adds the Nuwisha's successes to the difficulty of his roll to smell through the deception.

- **Fool's Luck (Level Three)** — With this Gift the Nuwisha plays games with fate itself. With the cackling of laughter she can swap good fortune for bad, twisting the strings of probability and fate between her fingers — though she has no control over the outcome. An avatar of Chung Kuel teaches this Gift.

System: When the target makes a roll, the werecoyote's player can spend a Gnosis point and roll Wits + Enigmas (difficulty 7). If the Nuwisha rolls at least as many successes as her victim, his action fails as if he had rolled no successes. Set the victim's dice aside, or make a note of the victim's roll. The next time in the scene that the victim is called upon to make a roll, use the results of the dice roll (the numbers on the dice) that the Nuwisha interrupted. If the victim's next action would have used a smaller dice pool or had a lower difficulty, he has a chance of great success — but if he must now use three dice showing "1, 2, 2" in place of his normal eight-dice pool, his future is very unlucky. A Nuwisha may not use this Gift on himself.

- **Forbidden Words (Level Three)** — The Nuwisha may forbid another from speaking of a certain topic. The werecoyote need only stand in one of the target's footprints and pronounce her ban; the target need not hear her pronouncement. Should the unlucky target of this Gift attempt to speak of the forbidden topic, he will find himself unable to speak, vomiting up vermin (flies, worms, toads, etc.) instead. A cat-spirit teaches this Gift.

System: The player spends a Gnosis point and rolls the Nuwisha's permanent Humor as a dice pool (difficulty 6). The Gift's effects last for one day per success.

- **Gift of Rage (Level Three)** — With this Gift, the werecoyote gains Rage for a short time, with all its benefits and drawbacks. A servant of Loki teaches this Gift.

System: The player spends one Willpower point to gain 5 Rage points, which may be used as Garou do. This Gift may be used once per scene, and the Nuwisha may never have more than 5 Rage. While the Nuwisha has Rage, he is vulnerable to silver as Garou are, and susceptible to frenzy.

- **Happy Thoughts (Level Three)** — With a touch, the Nuwisha takes away another's Rage. An avatar of Coyote teaches this Gift.

System: The Nuwisha touches his target and the player spends one Gnosis point. The target cannot frenzy or spend Rage for the rest of the scene.

- **Now You Don't (Level Three)** — The Nuwisha may veil one fairly distinct category of objects from another's sight, such as cars, doors, trees, fences, food, or baggies of drugs. A bat-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Wits + Larceny (difficulty of the target's Willpower). The objects don't necessarily become invisible — the target sees what most logically would be there if the named object wasn't. For example, a door would be replaced by a section of blank wall rather than a rectangular hole, while cars and fences would be replaced by nothing at all. The obscured objects remain apparent to all senses other than sight. This Gift lasts for (Humor) hours.

- **Pain Remains (Level Three)** — Pain usually means little to the Changing Breeds, as their regenerative powers soon heal most injuries. With this Gift the Nuwisha ensures that the discomfort endures long after the injury is gone. A pain-spirit teaches this Gift.

System: The player selects an injured target, spends one Gnosis point and rolls Perception + Medicine (difficulty of the target's Stamina + Survival). The victim suffers an injury penalty equal to the number of successes (up to his current injury penalty) until the next sunset.

- **Raven's Feather (Level Three)** — As the Uktena Gift: Spirit of the Bird.

- **Shadow Walk (Level Three)** — The Nuwisha may pass through the Gauntlet into any aspect of the Umbra, even the Dark Umbra of the dead or the Horizon where mages gather. An avatar of Coyote teaches this Gift.

System: The Gift's effects are permanent.

- **Umbral Camouflage (Level Three, Umbral Danse)** — As the Theurge Gift.

- **Umbral Sight (Level Three, Umbral Danse)** — As the Theurge Gift: Pulse of the Invisible.

- **Bridge Walker (Level Four)** — As the Galliard Gift.

- **Disappearing Act (Level Four)** — So long as the Nuwisha remains absolutely still, he cannot be detected by any means — not even by touch or mystic senses. Cat-spirits teach this Gift.

System: The player spends one Willpower and one Gnosis point. The Gift's effects last so long as the character does not willingly move. Being unwillingly moved, such as being knocked over by someone walking into the werecoyote, does not break the Gift.

- **Grasp the Beyond (Level Four, Umbral Danse)** — As the Theurge Gift.

- **Locked Door (Level Four, Umbral Danse)** — As the Theurge Gift: Blurring the Mirror.

- **Phantasm (Level Four)** — As the Fianna Gift.

- **Trickster's Skin (Level Four)** — The werecoyote may "trade skins" for a scene with a target he can perceive, taking on his victim's voice, appearance, and scent while the victim appears to be the Nuwisha. An avatar of Coyote teaches this Gift.

System: The player spends one Gnosis point and rolls Wits + Subterfuge (difficulty of target's Primal-Urge + 3).

- **Assimilation (Level Five)** — As the homid Gift.

- **Cartoon Physics (Level Four)** — The Nuwisha may briefly trick the laws of gravity into forgetting that they apply to her, allowing her to run and even jump across the air — as long as she doesn't acknowledge that she's doing the impossible. Some tricky werecoyotes use this Gift in conjunction with Phantasm to trick a victim into stepping out onto an illusory floor that the werecoyote is comfortably 'standing' on. Any spirit of the air may teach this Gift.

System: The player spends one Gnosis point and rolls Wits + Science (difficulty 5). The Nuwisha can "stand" on nothing for one turn per success, as long as she remains broadly level with where she left solid ground — she can keep running, and even jump along where the "floor" should be. This Gift's effects end immediately if she looks straight down.

- **Fetish Doll (Level Five)** — As the Uktena Gift.

- **Ghost Danse (Level Five, Umbral Danse)** — This Gift allows the Nuwisha to exist in both the Gaia Realm and in the Umbra simultaneously. She may perceive and attack beings on either side of the Gauntlet, and may selectively avoid their attacks. An avatar of Coyote teaches this Gift.

System: The player spends two Willpower points to activate this Gift for the rest of the scene. While Ghost Dansing, the Nuwisha may perfectly avoid any attack that does not strike beings in both the Umbra and the Gaia Realm simultaneously by spending one Gnosis point per attack so dodged.

- **Playing the Heart-Strings (Level Four)** — True love comes in many forms. Sometimes it runs smoothly, from a first meeting to first kiss to a lifetime together. Such simple relationships aren't for this Gift. It is the first step in a chain of unlikely events that bring two

people together. Often wildly improbable, this Gift results in relationships that work, having come through weird coincidences and bizarre misunderstandings. A Nuwisha who possesses this Gift will never know its benefits — she becomes unable to use it as soon as she enters an ongoing relationship. A bird-spirit teaches this Gift.

System: The Nuwisha touches her target. Her player spends a point of Gnosis and a point of Willpower, then rolls Wits + Subterfuge (difficulty of the target's Willpower). The target will meet someone suitable in the next scene — who he meets is outside of the Nuwisha's control — and keep meeting them in strange circumstances over the course of the next (12 – successes) months. Each meeting is a bizarre co-incidence in an otherwise improbable situation — the star-crossed lovers don't meet in a bar, but end up in hospital beds next to one another after a car crashes into a shopping mall, or meet when they both beat the same casino for millions of dollars. They have plentiful chances to talk and get to know one another, and at the end of the chance meetings they are able to start a surprisingly stable relationship.

This Gift doesn't directly affect either of the lovers. Instead, it warps and twists chance, fate, and destiny to ensure the star-crossed lovers meet. While the target may feel like his life has turned into a romantic comedy, everyone around them gets caught up in events that could ruin their lives. One use of this Gift can skew the laws of chance throughout Vegas, bringing two people together but utterly ruining thousands more.

- **Friend and Foe (Level Five)** — The Nuwisha's talent for infiltration is remarkable, but this Gift truly makes the trickster one with any crowd. One use of this Gift will ensure that a group will trust the werecoyote, and no member of a group would ever consider the Nuwisha to be anything other than on the level. He could walk in carrying a bloody hatchet while the police were questioning the group over a series of hatchet-killings, and everyone would leap to the Nuwisha's defense. Any one of the Trickster aspects of Coyote may teach this Gift.

System: The Nuwisha first identifies a group that he wants to be a part of — anything from a pack of Garou to the United States Senate. His player spends one Willpower and one Gnosis point and rolls Manipulation + Subterfuge (difficulty of the highest Willpower in the group). Each success affects up to five individuals who will claim the Nuwisha is a legitimate member of their group and will deny any evidence to the contrary — even responding with violence if provoked. The effect lasts for (Humor) days. If the player spends one dot each of Willpower and Gnosis, the effect becomes permanent.

The Nuwisha has to make a token effort to fit in with the group, to avoid being kicked out. Even if she does find herself expelled the Gift does not end. The group's

members will still insist she was a legitimate member and may give her the opportunity to regain their favor.

- **Stop Hitting Yourself (Level Five)** — Often, a Nuwisha's educational tricks and pranks will have the unfortunate side effect of enraging her victims, making the werecoyote the targets of extreme and bloody violence. With this Gift, she can turn the situation on its head — attackers who try to hurt the Nuwisha just end up hurting themselves. A porcupine-spirit teaches this Gift.

System: When the Nuwisha would be wounded by an attack that she failed to soak, she may instead activate this Gift by spending one Willpower point and rolling Gnosis (difficulty equal to the attacker's Rage, or 4 for attackers who do not have Rage). On a success, the attacker takes the damage that she would have suffered. As the Nuwisha has already soaked the damage, these transferred wounds ignore armor and soak.

- **Ultimate Argument of Logic (Level Five)** — As the Theurge Gift.

- **Umbral Gateway (Level Five, Umbral Danse)** — The Nuwisha can open a portal directly into the Umbra, through which may pass only those things the werecoyote wishes. This Gift is taught by a servant of the Trickster.

System: The player spends three Gnosis points and rolls Wits + Occult (difficulty 8). The portal stays open as long as the werecoyote desires, to a maximum of one scene.

Rites

Nuwisha make use of most Garou rites. They also know a few rites that they have never shared with the Garou, the most important of which are detailed below.

Rite of Dancing

Level Two, Renown

This Rite is the first step on the path of the Umbral Danser. The Nuwisha must fast for three full days after devouring peyote. During this time the Nuwisha must recite all past experiences in battling the Wyrms, traveling the Umbra, and teaching other Changing Breeds the error of their ways.

System: One Gnosis is spent per day; at the end of the three days, the Nuwisha rolls Manipulation + Enigmas, difficulty 7. A success indicates the Nuwisha has been accepted by the Trickster and can purchase Umbral Danser Gifts. Failure means the Nuwisha has not suitably impressed the Trickster yet and must wait a full year before trying again.

Sing Back the Dead

Level Five, Mystic

Only one Nuwisha on Earth knows this rite at any given time. With it, the dead can be called back to life

with a song. Just as Coyote is the only being who can teach this rite, only he can authorize its use — and the consequences for defying his judgment on the matter are invariably lethal.

System: The player spends one point of *permanent* Gnosis to resurrect an individual.

Fetishes

Bad Medicine Bag

Level Two, Gnosis 6

This fetish is a small bag containing the bones of a small creature that died of disease and bound with a Rat-spirit. The Nuwisha use it to teach the strongest individuals lessons about the pain and torment of severe illness.

System: The Bag must be activated and hidden somewhere within the victim's bed or sleeping clothes. Once he has slept a full night with the Bag, he will start to display the symptoms of a debilitating disease. He will not die from the illness and does not actually grow weaker, but he feels wracked with the disease. The dif-

ficulties of all rolls increase by 2 until the false disease runs its course.

It is difficult to convince the victim the disease is not real, even with medica evidence. The fastest way to remove the curse is to find the Bad Medicine Bag and burn it. Otherwise the false sickness lasts for one lunar month after which it disappears with no lasting physical effects.

Portable Door

Level Four, Gnosis 7

Made by binding an Epiphling into a simple piece of chalk, a magic marker or some other writing implement that can mark any surface, a Portable Door offers a trapped Nuwisha the chance to make a few new exits of her own.

System: The trickster activates the fetish and traces a circle or rectangle on a solid surface. The shape transforms into a door that the Nuwisha can open and use. The Nuwisha has no control on what is on the other side — which can range from inconvenient to dangerous. The door lasts for (Gnosis) turns or until the Nuwisha steps through.

STEREOTYPES

Laughing Okode has some words on the other Changing Breeds:

Silver Fangs: You came over here all high and mighty and now you're sorry? Great. Say you're sorry by doing something useful, maybe?

"I cannot help but have a modicum of respect for someone who laughs in the face of certain death, even though I would be the agent of that death." — Anton Sky-Chaser

Gurahl: C'mon, Yogi. Yes, you got fucked. Yes, it was worse than nearly anyone else. But it's time to wake up, now.

"They are incorrigible tricksters. Let them test every rule, as long as they do not test my patience." — Orpheus Lightwalker

Kitsune: You've got a real joie de vivre that other shapeshifters don't. You laugh at everything. Marry me.

"I've heard of the tricksters. They remember how important it is to laugh, but I wonder if they take anything seriously." — Moonlight Over River



RATKIN

Not only are Ratkin the most numerous Changing Breed, they're also arguably the most dangerous. Plagued with madness, they turn their Rage on any enemy of chaos, not just the Weaver and Wyrms, but also humans and any signs of progress or structure.

History

Before the War of Rage, Gaia made the Ratkin responsible for culling the human population with famine and disease, crippling the hairless monkeys before they became a threat. Seeing themselves as the planet's last line of defense against human excess, the wererats performed their job zealously. Eventually, the Garou became jealous of their successes, coming to see each Ratkin success as their own failure to keep Gaia safe. Resentment festered, poisoning relations between rat and wolf.

After centuries of growing tension, the Garou took great pleasure in slaughtering the Ratkin during the War of Rage. The Garou killed hundreds of Ratkin in the first days of the war but, as with their rodent Kin, exterminating Ratkin is far from easy. Most fled deep into Umbral boltholes, while others went to ground in human settlements, living as either humans or rats.

From then until fairly recent times, the Ratkin living among humanity kept their numbers small. They watched and waited for their chance to regain their lost power and numbers without risking bringing the Garou's wrath down upon them again. Seeing minions of the Weaver and Wyrms calcifying the world over thousands of years fired their Rage, but self-preservation won out — keeping their numbers small was the key to survival, but in doing so, the wererats were too few to do anything about what they saw.

Several decades ago, however, watching how sick and broken the world had become fired the madness of the Ratkin, and the wererats began making their move. They issued a call to arms, urging those who had fled to the Umbra so long ago to return, and for the Ratkin of every kind to breed, breed, breed and renew their numbers.

The Ratkin believe human civilization is beyond

salvation. Their goal is to kill off humanity before it calcifies the world in the Weaver's webs, and to tear down everything obstructing the Wyld's glorious chaos.

As rats' breeding cycles are shorter, and litter sizes are larger than their human counterparts, the Ratkin's massive breeding program has created tens of thousands of new rodents Kinfolk, most of which have been exposed to the Birthing Plague. The result was a massive population explosion among rodents Ratkin, tipping of the formerly balanced scales between homid and rodent wererats. Most of these new generations of wererats live in vast nests, hidden from the prying eyes of other shapeshifters. Because the vast majority of new Ratkin are rodents, the other Changing Breeds who watch homid Ratkin don't know how much the Breed's numbers have increased in the past 30 years.



THE NEZUMI

The Ratkin who belong to the Beast Courts call themselves the Nezumi. The Nezumi recovered from the War of Shame relatively rapidly, but restrained their growth so as not to draw too much human attention. That left them better organized than the Western wererats when the bulk of the Breed returned from the Umbra. The traditional Nezumi still belong to the Beast Courts, but most of the returned Ratkin want nothing to do with the other Changing Breeds — and they are breeding more rapidly than the Nezumi. Relations between the returned Ratkin and the Nezumi remain close, but the independent wererats have asked that the Nezumi do not share how rapidly the Ratkin population is growing with the Beast Courts. So far, the Nezumi have agreed — but only as long as the returned Ratkin don't interfere with the Nezumi's plans.

An Urge to Violence

More than any of the other Changing Breeds, Ratkin feel the touch of the Wyld. They believe the Weaver is just as insane (and as intent on destroying the world) as the Wurm. Because of this, wererats are as likely to strike out against manifestations of the Weaver as at the Wurm. They sabotage third-world factories and construction projects that threaten to bring humanity's static form of growth to otherwise unstable areas. They set fire to laboratories that experiment on their rat Kinfolk, or where the plodding grind of scientific and technological advances strengthen the human's choke-hold on the world. They sabotage infrastructure projects, booby-trap new municipal developments, and generally cause large-scale urban destruction.

The Ratkin also believe that the Weaver has seduced the other shapeshifters (along with the entire human race). They see the mission of some Garou to live with and guide humanity as a horrible failure. To them, the Garou have fallen into the Weaver's thrall and become far too human. Other than in the Beast Courts, where the Nezumi still cooperate with the other Changing Breeds, it is almost unheard of for a Ratkin to work with the Garou or to cooperate in anything other than a "for the moment, the enemy of my enemy is my ally" effort with any other Changing Breed. In the rare instances where such a thing occurs, such efforts

are often orchestrated by the cunning wererats to achieve goals, learn weaknesses, or manipulate events in ways that their "allies" never expected or intended.

Some Ratkin similarly use humanity as a tool against itself, whipping already unstable humans into a rabid lather, and then pointing them in the direction that will do the most "good" (harm). From bombings to cult shootouts with law enforcement agencies, Ratkin have been behind many of the "unthinkable" tragedies that have befallen humankind in recent years.

Kith and Kin

The Ratkin have given up on humanity. To them, everyone and everything associated with humans is fit only for destruction, to a certain extent even including their own homid Kin. To end the human race, the destruction of every homid Ratkin Kinfolk would be an acceptable price by most Ratkin (and viewed as an added bonus by some of their more strident members.)

Most Ratkin are determined to keep their breed pure and focused. Their breeding program focuses on creating large numbers of rodens Ratkin, both because rats breed so rapidly and because the leaders of the Breed believe that homid wererats — and homid shapeshifters in general — are less ideologically pure than those born to animals. By concentrating on their rat-Kin, the wererats are constantly widening the gap between themselves and the human race they've come to abhor.

Disease Experts

The Ratkin have not lost their Gaia-given expertise in spreading pestilence. Humanity may have spent the last several centuries gaining an actual understanding of diseases, but the wererats don't need to know genetics and germ theory to create horrific plagues. By working with both the actual diseases and with plague-spirits, the wererats have learned to refine and enhance diseases in ways well beyond the most dangerous human biological warfare laboratory.



CHANGING BREEDS

TERROR AND TACTICS

Because they are small, and cannot rely upon brute strength, Ratkin don't thrive in open combat. They cannot stand toe-to-toe with their foes and expect to survive the encounter. Fortunately (for the wererats, at least), they're well suited for asymmetric warfare — what humans call "terrorism."

Some Ratkin are skilled assassins, but on the whole, the Breed usually has no time for subtlety. When a wererat needs someone dead, the victim usually turns up gutted in a locked room or blown to bits by an amateurish — but enormous — bomb.

Ratkin excel at sabotage, and count both demolitions experts and self-taught chemists among their number. The Breed puts great stock in homemade bombs and chemical weapons, with collateral damage being seen as a bonus.

Some Ratkin weaponize ancient terrors like pneumonic plague, influenza, and smallpox, but others are working on more supernatural attacks, counting on humanity's lack of experience with spirits to leave them vulnerable. A small group of the most extreme wererats is even attempting to create an airborne and highly contagious version of the Birthing Plague. Their goal is to create a malady that would infect all of humanity, killing all but a small percentage of them — and transforming the survivors into wererats. In one terrible blow, they would end human civilization and fill the world with several million new Ratkin, living in the ruins left behind by the now-extinct humanity.

Other Ratkin make certain that humanity could not respond to such plagues in time by using homid Ratkin Kinfolk to infiltrate in national disease control and emergency response agencies like the CDC and FEMA. They try to place their Kinfolk in key positions and kill, harass, and attempt to discredit non-Kinfolk who apply for or currently hold these jobs. Once they have a critical mass of Kinfolk in place, they plan to infect them with the Birthing Plague. After these new wererats have come through the plague's madness, they will fall into line with other Ratkin, sabotaging efforts to discover cures or vaccines for epidemic diseases.

Urban Survivors

Ratkin are by far the most urban of the Changing Breeds, but that does not mean that they like humans.

THE LITANY OF SURVIVAL

Let the other Changing Breeds have their laws. The Ratkin embrace justice — which includes the freedom to interpret their Litany of Survival as the situation demands. The Knife-Skulkers interpret these edicts and enforce them with great fervor.

Preserve the Veil, which ensures your survival.

Shred the Wyrms' tentacles when they constrict you.

Sever the Weaver's threads wherever they calcify chaos.

Survive so that you may breed.

Respect strength and exploit weakness.

Conflict breeds strength.

Build, steal, and suborn to strengthen your breeding grounds.

Trust your own kind before you trust outsiders.

When someone is responsible for injustice, make sure someone pays.

Wererats see the rot and ugliness that is an integral part of every city and know that humans are responsible for it. They live in the filth and hidden places beneath the facades where humans live. From their tunnels, sewers, and crawlspaces, they hate the people whose waste, carelessness, and greed corrupts the air, water, and land.

A few Ratkin abandon cities and retreat to live in rural areas. In the United States, they nest in decaying small towns and ruined rural compounds. Here, violent isolationist wererats forage for food and stockpile guns and explosives to use during the coming Apocalypse. Most are also eager to use their weapons against outsiders who discover or disturb them. Some of the most isolationist rural nests even turn on other Ratkin who do not wish to join them.

The Birthing Madness

The Birthing Plague doesn't just transform Kinfolk into Ratkin; it also drives them stark, raving mad. The Plague fills their minds with ancestral memories, the constant yammering of hundreds of spirits, and a multitude of strange and vivid delusions. This madness fades for most wererats and they do eventually return to a skewed form of sanity, but the legacy of the Birthing Plague remains.

More than any other Changing Breed, the Ratkin obsess about the end times. Some follow various twisted versions of apocalyptic human religions, others fervently believe conspiracy theories involving the end of the world, mystical coincidences, or simply the obvious truth that global warming, rampant pollution, and humans' desire for fossil fuels could spell the end of the world. The wererats know they must survive any coming apocalypse. As a result, many spend a great deal of time and effort preparing for it — and a fair number attempt to hasten its arrival.

The madness of the Birthing Plague never fades for some Ratkin, driving them permanently insane. The worst babble and mumble as they shuffle through life, crippled with schizophrenic delusions that make them all but non-functional. Most of the rest suffer from what humans would recognize as a variety of mental illness ranging from minor paranoid to major debilitating derangements. Because insanity is relatively common among wererats, the other members of their nest can often teach these Ratkin ways to cope with their damaged minds.

BLOOD MEMORY

The Ratkins' ties to madness can unveil hidden knowledge. One of the most profound sources of this knowledge is their mysterious Blood Memory that connects wererats to both their ancestors and, to a more limited extent, their relatives.

Using Blood Memory requires a Gnosis roll. For simple and direct tasks, like finding their way in an unfamiliar location or “remembering” the name and a few hints about a wererat they have never met, the roll is difficulty 6. To fully tap into the memories of a Ratkin's ancestors or have actual visions of past events increases the difficulty to 9 and the character must also spend a point of Gnosis. The number of successes determines how far back the Ratkin can remember.

Roll	Time
One Success	10-50 years
Two Successes	50-150 years
Three Successes	150-500 years
Four Successes	500-1,000 years
Five Successes	1,000+ years

Organization

The anarchic madness of the Ratkin still has some level of organization. Ratkin society has two levels, Plagues and nests. Plagues are large-scale organizations that cover entire continents. Ratkin claim all of the members of their same Plague as their siblings. In Asia, the Ratkin who do not align themselves with the Beast Courts see the Nezumi as a separate Plague.

Ratkin from different Plagues see one another as cousins who deserve courtesy and hospitality. Despite their large numbers and wide distribution, wererats get along with each other exceedingly well. Though they often fight — especially rural and urban Ratkin — they do so for concrete reasons. Residents chase out or kill visitors who attack, threaten, or steal from the members of the nest, but most welcome peaceful visitors. This sense of kinship and hospitality with their own kind is also why Ratkin care for the most insane members of their breed so well.

Nests

Each Plague is made up of a range of colonies — breeding grounds of Ratkin attended by packs of courtiers and providing a home base for rat packs. Many of the larger and older colonies incorporate sacred sites, becoming nests — sacred spaces where the Ratkin can regain Gnosis. These nests are often many decades old and can contain many dozens or hundreds of Ratkin. The smallest colonies are often temporary gatherings that are home to no more than a few Ratkin. Many homid Ratkin prefer living in small colonies above ground, or form rat packs with no real home. They find space in various odd corners of cities, taking over cheap apartments or squatting in abandoned buildings.

Larger nests are usually underground, where rodents Ratkin and rat Kinfolk are most comfortable. Located in tunnels and sewers, the largest of these nests may have up to a thousand wererats. Such nests stretch across several miles of tunnels in both the physical world and the Umbra. Showing up to a large nest in homid form is an insult to residents, and assuming homid form is impossible in most portions of these nests due to size constraints.

Ratkin colonies have a strict internal hierarchy. A Rat King rules the colony, attended by packs of courtiers — usually all rodents Ratkin. Below the courtiers, rodents wererats have priority. Metis hold the middle ground, acting as guards and wardens and hoping to one day become courtiers. The homid breed sits at the bottom of the pecking order, taking whatever scraps they can get.

Colonies grow rapidly, since breeding is a sacred duty for the traditional Ratkin who live there. In only a few years, a colony can amass large numbers of rodents Kinfolk. Those who survive the Birthing Plague go on to breed even more, further swelling the colony's numbers.

RATKIN LEXICON

Colony: A breeding ground for Ratkin, usually attended by packs of courtiers and ruled by a Rat King.

Courtiers: A group of Ratkin that defends a colony and serves a Rat King.

Nest: A colony built around a sacred site where Ratkin can meditate and regain Gnosis.

Plague: A large community of Ratkin nests stretching across a continent.

Ramblers: The wererats in a rat pack. They serve no king and have no home, but can choose a totem.

Rampage: An anarchistic and temporary rat pack. A rampage has no home and can only serve the Rat Totem. Courtiers sometimes call them "gangs."

Rat Pack: A group of Ratkin dedicated to each other and a totem; a group of ramblers.

Ratling: A Ratkin who has not yet earned rank (rather like a Garou cub). Ratlings form Rampages.

Ratkin build nests on sacred sites, and every well established nest has a number of resident Shadow Seers who make treaties with local spirits. Portions of these nests extend into tunnels through the Umbra, so the Shadow Seers protect the tunnels from spiritual interference. Ratkin also find that powerful spirits make excellent allies in their attempts to sabotage and destroy human civilization.

Rat Kings & Courts

While a colony's ruler is called a Rat King, in theory the nest's elders elect him in a unanimous vote. The nest's elders occasionally choose a Rat King (or Queen) because they have a collective vision of that Ratkin as their ruler. More often (in true Ratkin fashion), a prospective ruler's allies kill or drive off any elders who would vote against them.

Regardless of how they are elected, Rat Kings or Queens serve for life. The only way to replace a Rat King is to kill him. Once in office, the King or Queen is responsible for holding regular gatherings and feasts where any Ratkin can bring complaints or problems to the King and seek redress.

Rat Kings and their courts help rodents Ratkin make sense of the world. Their ceremonies restrain the anarchic madness that wererats feel, giving form and order to their world. Rats are intensely social animals, and the customs surrounding Rat Kings and their courts channel the Rage and insanity of Ratkin that inhabit the largest nests towards productive tasks.

Rat Packs

Ratkin who leave their nests strike out on their own in small groups. These independent wererats are welcome to stay in other colonies, but must continually move on if they don't want to join the colony's breeding program. Most of those who leave join up with similar Ratkin to form temporary rampages or more permanent rat packs. The ramblers who make up most rat packs are notorious for being some of the most violent and unstable of their kind.

Many Ratlings leave their home nest at some point to form a rampage — especially young females who want more from life than perpetual breeding. When they come of age, some return to the colonies and nests, finding comfort in structure. Others never settle, going on to join one of the long-term rat packs that ramble from colony to nest. Female wererats who do not wish to become breeders typically mark themselves with scars or tattoos to indicate their status. The residents of most nests will treat them with some contempt, but that's a small price to pay for freedom. To be so marked ensures that the Ratkin will never have a true home in wererat society, for she will never be able to settle as part of a colony.

Ratkin are intensely social creatures. If a wererat cannot find others of his kind, he might consider forming a rat pack with other Changing Breeds — or even other supernatural creatures. Anything's better than being alone. Despite that, wererats never give their full loyalty or trust to anyone not of their kind.

Rat packs normally have between five and 10 members and possess a strict hierarchy. One Ratkin leads, while one is always the runt, given the worst duties and the least respect. Some runts leave for other packs, or find ways of getting revenge upon one of the higher-ranking members. If the attempt at revenge succeeds, the runt's victim often becomes the new runt. Homid Ratkin often join rat packs that actively avoid larger nests, preferring to keep well away from both brutal Ratkin politics and the distrust of homids common among rodents Ratkin.

Traits

Ratkin have -2 difficulty to Perception rolls involving smell in their Crinos and Rodens forms, thanks to their keen sense of smell. They also possess a special "tunnel

sense" that gives them an exceptionally precise sense of direction when they are underground. While underground, Ratkin can retrace any path and instantly know where they are in relation to anyplace else they have ever been.

Ratkin can have acute night vision, and can see clearly in the dark for an entire scene by spending one point of Gnosis.

Ratkin can step sideways like the Garou, but can only normally cross the Gauntlet if no other intelligent creature is present, except for spirits and other Ratkin.

Ratkin inflict reduced Delirium in Crinos form. When a human sees a Crinos Ratkin, treat the witness's Willpower as if it was two points higher.

A Ratkin's blood is poisonous to anyone who drinks it. Anyone imbibing Ratkin blood (including unlucky Ananasi and vampires) suffers one point of unsoakable lethal damage for every point of Rage the Ratkin possesses.

The Birthing Plague that lingers in their veins leaves Ratkin completely immune to all diseases, though they can still act as carriers.

A wererat who is in danger can utter a silent scream called "keening" that can only be heard by other Ratkin. Ratkin can only keen when threatened, but no other supernatural creatures can duplicate this sound.

Ratkin begin play with 3 Willpower, and may not purchase the Allies, Ancestors or Pure Breed Backgrounds. They also cannot purchase more than 2 dots of Resources.

Renown

Ratkin respect Renown in the categories of Infamy, Cunning, and Obligation, and a Ratkin can have his worth recognized in a variety of ways. Those who run mostly with their own kind can brag about their adventures to the courtiers at a nest and hope for recognition, or brag at a revel — a no-holds-barred chaotic party-cum-mob held by warrior-rats before a battle — and garner the approval of the crowd to gain his Renown. Those who run with other shapeshifters, or who skulk on their own can go directly to their totem spirit through meditation or other communion methods, and try to gain the spirit's approval of their exploits. The various Creeds that the Ratkin hold to expand upon the Litany of Survival that underpins their society.

Breeds

Ratkin are made, not born. Wererats subject some of their rat and human Kinfolk and all of their metis offspring to the Rite of the Birthing Plague. The Plague kills any normal humans and rats, along with most metis Ratkin and Kinfolk. The few who survive suffer several days of fever and delusional insanity and then recover to find that they are now wererats.

CREED OF INFAMY

I will defend our breeding grounds against all threats, physical and spiritual.

I shall seek revenge against those who prey upon my kind.

I must shred the tentacles of the Wyrms wherever they constrict us.

I must sever the Weaver's webs wherever they calcify chaos.

CREED OF CUNNING

I will survive so that I may breed.

I must respect strength and exploit weakness.

I shall grow stronger through conflict.

I will learn from the mysteries of the spirit world.

I will revel in the visions the spirits grant me.

CREED OF OBLIGATION

I shall preserve the Veil, which ensures our survival.

I will build, steal, and suborn to strengthen my breeding ground.

I shall nurture, instruct, and aid the young.

I will trust my own kind before I trust outsiders.

When someone is responsible for injustice, I will make sure someone pays.

• **Homid:** They begin life like any other human. Some are inclined to violence, others lose themselves in strange dreams and bouts of insanity. Almost all are notably less successful than other humans, academically, professionally, and socially. Then, the madness of the Birthing Plague shows them their true destiny. Most Rodens wererats do not trust homid Ratkin. The most powerful members of the larger nests especially distrust members of the homid breed.

Initial Gnosis: 1

Starting Gifts: Cooking, Eau de Rat, Persuasion

• **Metis:** These creatures are deformed, sterile, and a source of shame to their parents. The nest's elders expose metis to the Birthing Plague soon after their birth. Almost all metis die from this illness. Rodens Ratkin raise the survivors in their nests, but consider metis wererats to be inherently lesser creatures — though still better than Homid Ratkin. The most daring eventually leave their nest and join a pack.

Initial Gnosis: 3

Starting Gifts: Cloak of Shadows, Rat Mother's Touch, Sense Wyrn

• **Rodens:** Born and raised by rats, rodens Ratkin are the most numerous and the most well respected of the Breeds. Their understanding of human society and technology is often quite limited, but they are experts at survival and they understand life in the tunnels and nests exceedingly well.

Initial Gnosis: 5

Starting Gifts: Absolute Balance, Leap of the Kangaroo Rat, Survival

Aspects

Instead of auspices determined by time or location of their birth, the particular hallucinations and visions an individual faces during the Birthing Plague determines their aspect. An Aspect provides two Strengths and a Weakness as well as determining the character's initial Rage and starting Gifts. Most Ratkin have one of four aspects.

• **Tunnel Runner:** The Runners are messengers, scouts, and spies. They know many secret methods of traveling from city to city. Tunnel Runners also have the most contact with Bone Gnawers and Nosferatu vampires and may strike up pacts of friendship with either (although usually not both).

Tunnel Runners have the following Strengths and Weaknesses:

Culturally Gifted: A Tunnel Runner can spend a few hours creating a persona that helps him blend into his cultural surroundings. He reduces the difficulty of all Manipulation or Subterfuge rolls related to maintaining this identity by two. The Tunnel Runner must create a new persona when he travels to a new city or town.

Wanderlust Visions: When a Tunnel Runner is lost, the Rat Totem often grants a vision of a useful destination.

Traveling Light: Tunnel Runners below Rank Three cannot take points in the Resources Background. Rank Three Runners cannot have more than two points in that Background.

Initial Rage: 1

Starting Gifts: Danger Sense, Silent Running

• **Shadow Seer:** The Seers are the Ratkin shamans. They preserve spirit lore and communicate with the various spirits of the urban environment. They keep the knowledge of most rites alive, including the Rite of Sum-

moning, the Rite of Binding, and the Rite of the Fetish.

Shadow Seers have the following Strengths and Weaknesses:

Spirits Speak to Me: All Shadow Seers begin play with the Theurge Gift: Spirit Speech.

Spirit Sight: By spending one Gnosis in the physical world, a Seer can see into the local Penumbra. The Seer must concentrate, but can maintain this vision for a scene. Her eyes turn white while she uses this ability, and she becomes temporarily blind in the physical world.

Disconnection: When a Shadow Seer botches a Rage, Gnosis, or Willpower roll, the spirit world becomes more important and real than the physical world. For the next scene, a minor dispute between two spirits would interest the Seer more than the physical people and objects around him.

Initial Rage: 2

Starting Gifts: Rat Mother's Touch, Sense Weaver

• **Knife Skulker:** These subtle and deadly wererats are skilled in negotiation, execution, and assassination. They excel at stealth and subterfuge, knowing how to kill unseen, and also how to lead a pack against larger and stronger enemies.

Knife Skulkers have the following Strengths and Weaknesses:

Contracts and Contacts: Skulkers begin play with three free points of Contacts, usually in the form of "extralegal" informants. These Contacts can include other Changing Breeds. Skulkers must remain loyal to their Contacts or face reprisals by their fellow Skulkers.

Sense of Justice: A Skulker regains one Rage whenever she witnesses an act of injustice performed by other Changing Breeds or humans.

Assassin's Code: A Knife-Skulker cannot allow himself to be seen killing someone he is attempting to assassinate. He cannot confront his enemy face-to-face or strike while hidden by a Cloak of Shadows. Failure means a loss of Cunning Renown.

Initial Rage: 3

Starting Gifts: Sticky Paws, Truth of Gaia

• **Warrior ("Blade Slaves"):** Warriors, also called Blade Slaves, protect the rest of their kind and are well versed in both personal combat and asymmetric warfare. They excel at hunting and fighting underground. Warriors know the Rite of the Pain-Dagger and do not accept anyone into their ranks until they have crafted their own such dagger.

Blade Slaves have the following Strengths and Weaknesses:

Pain Dagger: All Blade Slaves begin knowing the Rite of the Pain Dagger, a version of the Rite of the Fetish that can only create a Pain Dagger. They also start with one dot of the Fetish Background (as they own a Pain Dagger), but may put extra dots into the Background to increase their Pain Dagger's power.

Tough: All Blade Slaves have an extra Bruised health level.

Blood Lust: Blade Slaves are more susceptible to Rage than other Ratkin. Their difficulty for Rage rolls is always 5, regardless of the phase of the moon, the direction of the wind, the color of the sky, or any other factor.

Initial Rage: 5

Starting Gifts: Resist Pain, Slicing Teeth

Freak Aspects

The Ratkin claim the ends times are upon them, and during these strange days some who survive the Birthing Plague have strange and previously unknown visions. These half-sane wererats are part of a number of Freak Aspects. Whether these are four new Aspects, or all facets of one diverse Freak Aspect is not yet known. There are four types of Freak.

- **Engineers:** The Engineers scavenge and modify human technologies in new and unique ways. The Weaver's ways fascinate and horrify them in equal measure, and only turning the mad spinner's contraptions against her can sate a Ratkin Engineer's fascination.

Ratkin Engineers have the following Strengths and Weaknesses:

Jury Rig: By spending a point of Gnosis and making a successful Intelligence + Repair roll, the wererat can create a device no bigger than a large dog out of odds and ends. This device can mimic (but not exceed) modern human technology, and functions for one scene. Though it doesn't work for long, the Engineer can replicate any modern device in a cave with a box of scraps.

Clever Hands: Ratkin Engineers subtract 2 from the difficulty of all rolls involving fine manipulation

With Genius Comes Madness: All Ratkin Engineers possess one of the following flaws.

Curious: Roll Willpower when presented with a technological phenomenon; failure means you must investigate it.

Absent-Minded: While building or investigating a new technological device, you must roll Intelligence at difficulty 9 to remember crucial facts.

Delusions of Grandeur: You are certain you will triumph in grandiose ways and want everyone to hear about your coming glory. You must spend a point of Willpower in order to keep an invention or plan secret.

Kleptomania: Roll Willpower to avoid pocketing items that interest you or that could be useful in creating your next project.

Initial Rage: 2

Starting Gifts: Control Simple Machine, Trash is Treasure

- **Plague Lords:** Masters of disease, Ratkin of this Freak Aspect are also in many ways mastered by disease.

Through strange bonds and friendship, each has a spirit of plague or disease as an ally — and they bring pestilence wherever they travel.

Plague Lords possess the following Strengths and Weaknesses:

Instinctive Medicine: All Plague Lords receive three dots in Medicine for free. This does not count against their starting allotment of Abilities, though going higher than Medicine 3 at character creation still requires freebie points.

Spirit Ally: Each Plague Lord has an alliance with a single specific spirit of pain or disease. This spirit teaches Gifts and can provide information, however, these favors are not without a cost (see Servitor of Disease, below).

Servitor of Disease: The same spirit that aids the Plague Lord also requires services from him, such as spreading disease or performing horrific medical experiments. Failure to comply often means that the spirit causes the wererat's friends and allies to sicken or die.

Initial Rage: 3

Starting Gifts: Poison Food, Sniffle

- **Munchmausen:** The Munchmausen all suffer from bizarre delusions that only occasionally intersect with mundane reality. Not content to remain inside their own heads, the Munchmausen can bring others into their delusions.

Munchmausen possess the following Strengths and Weaknesses:

Beautiful Lie: Once a day, the Munchmausen can tell an elaborate and fantastic lie that is so perfect it should be true. Roll Manipulation + Expression; everyone who hears the lie believes it to be true for one hour plus an additional hour for each success.

Silver Tongue: All Munchmausen receive three dots in Expression for free. This does not count against their starting allotment of Abilities, though going higher than Expression 3 at character creation still requires freebie points.

Delusional: Each Munchmausen has at least one delusion that they firmly believe and cannot be convinced is untrue. Possibilities range from an imaginary friend to being certain that they are an exile from fairyland or the ruler of a distant but powerful country.

Initial Rage: 4

Starting Gifts: Persuasion, Tale Spinning

- **Twitchers:** Paranoid anarchists who lash out at everything around them, Twitchers are mindlessly violent, deeply paranoid, and filled with anger. Unable to contain the Rage building within them, Twitchers find that they can commit atrocities without anyone remembering.

Twitchers possess the following Strengths and Weaknesses:

Anonymity: No one remembers a Twitcher. Humans must make a Willpower roll (difficulty 8) to remember

anything about them and Ratkin outside their pack must make a Gnosis roll (difficulty 8) to do the same.

Impulse Control Problems: Whenever a Twitcher regains Rage, they also make a roll to gain even more. Roll one die against a difficulty of (10 – the Twitcher’s Rank). Success gains them another point of a Rage—and another roll. They keep rolling until they are at their maximum Rage, or until they fail or botch the roll. There are no negative consequences for failing or botching this roll.

Paranoid Delusions: Every Twitcher has a paranoid delusion that she wishes to share with their fellow Ratkin. Most often, this delusion inflates the Ratkin’s hatred for the Weaver to incredible levels: convincing them that it controls everything, and that safety can only be found by destroying not just humanity but the whole world.

Initial Rage: 5

Starting Gifts: Firebug, Toxic Hate

Forms

Ratkin can assume three different forms.

- **Homid:** Homid form for Ratkin is indistinguishable from a normal human being, however, whether by

nature or environment, they are often dirty, unkempt, scarred, and generally unsavory.

- **Crinos:** Ratkin increase in size and strength in their Crinos form, but far less than a Garou. Their weight increases around 15% and they gain a few inches in height. They look like humanoid rats with beady eyes, pointed muzzles, clawed fingers and toes, and long, naked tails. Crinos Ratkin are very flexible and can slip through any opening that they can fit their head through. Due

Form Statistics

Crinos	Rodens
Str: +1*	Str: –1
Dex: +4	Dex: +2
Sta: +2*	Sta: +2
Man: –2	
App: –1	
Per: +1	Per: +3

*Metis Ratkin in Crinos form gain a +2 modifier to Strength, but only a +1 modifier to Stamina. They have bulging muscles but little endurance.



RATKIN

to their long, yellowed teeth, their bite does Aggravated damage, but their claws only do lethal damage. Ratkin can wield weapons (at +2 increase in difficulty) with their prehensile tails, which have half as much Strength as the Ratkin itself (round up).

• **Rodens:** Some Rodens forms are only slightly larger than a normal rat; others are the size of a large housecat or small dog. The only difference between this form and a normal rat is that the Ratkin's front paws have hands with opposable thumbs.

Gifts

Ratkin begin play one breed Gift, one aspect Gift, and one general Gift. Various rat- or rodent-spirits teach almost all Ratkin Gifts.

General Ratkin Gifts

- **City Running (Level One)** — As the homid Gift.
- **Cloak of Shadows (Level One)** — The Ratkin can hide himself, and anyone he's touching, in shadows. A night-spirit teaches this Gift.

System: The player spends a Gnosis point and rolls Manipulation + Stealth (difficulty 6). The Ratkin and a number of others equal to his successes gain one automatic success on all Stealth rolls for the rest of the scene.

- **Darksight (Level One)** — All Ratkin have a degree of night vision; this Gift magnifies that ability. A night-spirit teaches it.

System: When the Ratkin activates its night vision (see *Traits*, p. 182), the enhancement lasts for eight hours and grants perfect vision in the dark. The player rolls Perception + Occult (difficulty 7); each success adds one die to all Perception rolls for the rest of the scene (maximum of three extra dice). With five successes, the Ratkin might even see sound or sense heat signatures.

- **Crawling Chaos (Level Two)** — As the Uktena Gift: Spirit of the Lizard.

- **Deep Pockets (Level Two)** — The Ratkin can store innumerable items about his person, far more than should be possible. A packrat-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Wits + Enigmas. Each success lets the character hide one extra item (small enough to be held in one hand) somewhere on his person. If searched, none of these items will turn up. Once an item is removed from hiding, this Gift must be used again to put it back.

- **Backbite (Level Three)** — The wererat disappears and instantly reappears behind an opponent up to 50 feet away. This Gift is taught by grasshopper mouse-spirits.

System: The player spends one point of Gnosis and Rage; the victim must be within line-of-sight. The wererat can immediately attack in the same turn at -2 difficulty.

- **Squeeze (Level Three)** — So long as there is any sort of a crack or opening (no matter how small), a Ratkin can slip through an otherwise solid object to the other side. This Gift only works to pass through objects that are a yard or less in depth: a locked door, a wall, or a bank vault, but not a mountain. Air-spirits teach this gift.

System: The player spends one Willpower and rolls Dexterity + Enigmas (difficulty 6). With a success, the Ratkin is able to squeeze through the opening and emerge on the other side. Three or more successes allow the wererat to pull another person through with him.

- **Attunement (Level Four)** — As the Bone Gnawer Gift.

- **Gnaw (Level Four)** — As the lupus Gift.
- **Riot (Level Five)** — As the Bone Gnawer Gift.
- **Survivor (Level Five)** — As the Bone Gnawer Gift.

Homid Gifts

- **Cooking (Level One)** — As the Bone Gnawer Gift.
- **Eau de Rat (Level One)** — As the Bone Gnawer Gift: Odious Aroma.

- **Persuasion (Level One)** — As the homid Gift.
- **Filch (Level Two)** — The wererat becomes an expert at using misdirection to take what he wants, whenever he wants. Chipmunk-spirits teach this gift.

System: The character permanently adds three dice to all Larceny actions to steal something in plain sight (such as by pickpocketing).

- **Instinct (Level Two)** — This Gift forces its target to indulge his basest impulses for one turn. The Ratkin must provoke the victim's reaction in some way. Mouse-spirits teach this gift.

System: The player spends one Rage point and rolls permanent Rage (difficulty equal to the victim's Willpower). The target loses all restraint and impulse control for one turn.

- **Ratman (Level Three)** — With a bit of practice, the wererat learns to assume a new form between Homid and Crinos, rather like a Garou's Glabro form. Though still mostly human, this new form gains exaggerated "ratlike" features: beady eyes, a long nose, gnarled hands, sharp incisors. A City Mother or City Father teaches this Gift.

System: This form may be assumed in the same fashion as werewolves assume Glabro form, as a permanent ability. The Ratman's traits are: Dexterity +2, Charisma +1 (to rats), Charisma -1 (to humans), and Perception +2. The difficulty of Subterfuge and Stealth rolls' difficulties are reduced by 2, and the character may make claw attacks which inflict lethal damage.

- **Reshape Object (Level Three)** — As the homid Gift.
- **Blink (Level Four)** — As the Bone Gnawer Gift.
- **Body Wrack (Level Four)** — As the Black Fury Gift.

- **Ugly Truth (Level Five)** — As the homid Gift: Part the Veil. The Ratkin must bite a human to transmit this Gift.

Metis Gifts

- **Form Mastery (Level One)** — As the metis Gift.
- **Rat Mother's Touch (Level One)** — As the Theurge Gift: Mother's Touch.
- **Sense Wurm (Level One)** — As the metis Gift.
- **Spirit of the Spiny Rat (Level Two)** — As the metis Gift: Gift of the Porcupine, but only usable in Rodens form.
- **Stink (Level Two)** — As the Bone Gnawer Gift: Gift of the Skunk.
- **Rat Thing (Level Three)** — With a bit of practice, the Ratkin can learn to take on a form between Crinos and Rodens, rather like the Garou Hispo form. The result is a giant, lumbering Rat Thing: a long, furry quadrupedal rodent the size of a St. Bernard. A capybara-spirit teaches this Gift.

System: This form may be assumed in the same fashion as werewolves assume Hispo form, as a permanent ability. The form's traits are: Strength +4, Dexterity +1, Stamina +1, Manipulation 0, and the brute can move at triple normal running speed.

- **Sliver Tooth (Level Three)** — The Ratkin's incisors leave behind nasty splinters in the wound when used to bite her enemies. Beaver-spirits teach this Gift.

System: After a successful bite attack, the player spends one Rage point. Any damage inflicted cannot

be healed until all the splinters are removed (requiring five successes on an extended Dexterity + Medicine roll, difficulty 6).

- **Rattler's Bite (Level Four)** — As the metis Gift.
- **Whelp Body (Level Four)** — As the Ragabash Gift.
- **War of Vengeance (Level Five)** — As the lupus Gift: Song of the Great Beast.

Rodens Gifts

- **Absolute Balance (Level One)** — As the Stargazer Gift: Balance.
- **Leap of the Kangaroo Rat (Level One)** — As the lupus Gift: Hare's Leap.
- **Survival (Level One)** — The Ratkin can sustain himself with his own Gnosis. A kangaroo rat-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Wits + Survival, difficulty 6. The character need not eat or drink for one day.

- **Devour the Dead (Level Two)** — This gruesome Gift is used to clean up messes. The Ratkin summons a swarm of rat-spirits to consume a dead body, removing all physical evidence it was there. An avatar of Rat teaches this Gift.

System: The player spends one Gnosis point. The body is gone three turns later, all possessions carried off into the Umbra, probably never to be seen again.

- **Scamper (Level Two)** — This Gift makes a fleeing Ratkin much harder to hit. A rat-spirit teaches this Gift.



System: Once the character decides to flee from the battle, the player may spend one Gnosis point to add four dice to all dodge attempts. If the Ratkin changes her mind and stays in place, turns to fight, or returns to the fray in the same scene, the Gift ends and she immediately loses all remaining Rage and Gnosis.

- **Rat Thing (Level Three)** — As the Ratkin metis Gift.
- **Sliver Tooth (Level Three)** — As the Ratkin metis Gift.

- **Mind of the Swarm (Level Four)** — The wererat with this Gift is able to command a horde of mundane rats through sheer will. An avatar of Rat teaches this Gift.

System: The player spends one Gnosis point and rolls Manipulation + Animal Ken; the effects last for the Ratkin's Obligation in hours. Each success allows the Ratkin to command up to ten rats.

- **Rat Emperor's Wisdom (Level Four)** — As the lupus Gift: Beast Life.
- **Feral Lobotomy (Level Five)** — As the Theurge Gift.

Tunnel Runner Gifts

- **Danger Sense (Level One)** — When a ship is sinking, the rats leave first. The Tunnel Runner gains an instinctive flash of warning when danger is near. Rat-spirits teach this Gift.

System: The Storyteller warns the character when danger is imminent (though not the nature of the threat) one turn before it appears. This Gift's effects are permanent.

- **Silent Running (Level One)** — The Ratkin can hide his tracks from all means of detection, supernatural or otherwise. Wind-spirits teach this Gift.

System: The player spends one Gnosis point and rolls Intelligence + Subterfuge. The Ratkin leaves behind no physical traces of his passage for the rest of the scene, and any magical tracking attempt raises its difficulty by 1 per success to a maximum of 9.

- **Sigil (Level Two)** — As the Corax Gift: Word Beyond, but also functions outside the Umbra.

- **Urban Camouflage (Level Two)** — The wererat becomes utterly nondescript, fading from notice. A fog-spirit teaches this gift.

System: The player spends one Gnosis point and rolls Intelligence + Stealth (difficulty 8). Success makes the Ratkin unnoticeable so long as he stays in a crowd and takes no violent actions. This Gift doesn't work during combat.

- **Bolt! (Level Three)** — Fighting to the death is for suckers. This Gift allows the Ratkin to escape a fight he can't win. This Gift is taught by a kangaroo rat-spirit.

System: The player spends one point of Gnosis and Rage; the Ratkin can teleport up to 50 feet toward the nearest exit within his line-of-sight.

- **Evasion (Level Three)** — As the Fianna Gift: Flame Dance.

- **Speak in Tongues (Level Four)** — As the homid Gift: Speech of the World.

- **Cheese It! (Level Five)** — This Gift allows the Tunnel Runner's entire pack to escape from danger. This Gift is taught by a kangaroo-rat spirit.

System: The player spends three points of Gnosis and Rage. Every member of the wererat's pack, including herself, benefits from the effects of Bolt! They need not all teleport toward the same exit.

Shadow Seer Gifts

- **Rat Mother's Touch (Level One)** — As the Theurge Gift: Mother's Touch

- **Sense Weaver (Level One)** — As the metis Gift: Sense Wyrms, but detecting Weaver emanations.

- **Sense Wyrms (Level One)** — As the metis Gift.

- **Name the Spirit (Level Two)** — As the lupus Gift.

- **Spirit Snare (Level Two)** — As the Theurge Gift.

- **Command Spirit (Level Three)** — As the Theurge Gift.

- **Exorcism (Level Three)** — As the Theurge Gift.

- **Pulse of the Invisible (Level Four)** — As the Theurge Gift.

- **Feast of the Dead (Level Five)** — By devouring the heart or brain of another, the Ratkin temporarily gains some of that individual's power. This Gift is taught by a rat-spirit.

System: After eating the heart or brain of another supernatural being, the Ratkin gains three of its powers (chosen at random by the Storyteller) for the next 24 hours. This Gift can only be used once on a single corpse.

Knife Skulker Gifts

- **Rat's Judgment (Level One)** — As the Philodox Gift: Fangs of Justice, but also works against all humans with any trace of Wyrms-taint, no matter its origin.

- **Sticky Paws (Level One)** — The Ratkin snatches away an opponent's weapon and may wield it himself. An avatar of Rat teaches this Gift.

System: The player spends one Rage point and rolls Dexterity + Melee (difficulty of the victim's Dexterity + 3). The victim cannot resist; such is the nature of the Gift.

- **Truth of Gaia (Level One)** — As the Philodox Gift.

- **Chitter (Level Two)** — As the Get of Fenris Gift: Snarl of the Predator.

- **Stalk (Level Two)** — As the Ragabash Gift: Pulse of the Prey.

- **Doppelganger (Level Three)** — As the Glass Walker Gift.

- **Paralyzing Stare (Level Three)** — As the Shadow Lord Gift.

- **Open Wounds (Level Four)** — As the Shadow Lord Gift.

- **Geas (Level Five)** — As the Philodox Gift.

Blade Slave Gifts

- **Fatal Flaw (Level One)** — As the Shadow Lord Gift.

- **Resist Pain (Level One)** — As the Philodox Gift.

- **Slicing Teeth (Level One)** — As the Ahroun Gift: Razor Claws, but works with bite attacks.

- **Curse of Hatred (Level Two)** — As the metis Gift.

- **Rat's Teeth (Level Two)** — As long as the Ratkin has at least one throwing weapon to hand (Nezumi prefer shuriken and kunai; most Ratkin make do with knives, bricks, and bits of broken glass), she may pull an infinite supply of similar projectiles from various places on her person. This Gift is taught by a gopher-spirit.

System: The player spends one Rage, enjoying infinite duplicates of the selected throwing weapon for the rest of the scene. All duplicate weapons somehow get lost, carried off by spirit rats, etc., and vanish into the Umbra within half an hour.

- **Bolt! (Level Three)** — As the Ratkin Tunnel Runner Gift.

- **Improvisation (Level Three)** — Anything may become a lethal weapon in the Blade Slave's hands. Any of Rat's brood can teach this Gift.

System: The player spends one Rage point. Whatever improvised weapon the Ratkin seizes may be used to make difficulty 6, Strength + 2 attacks, with damage type determined by the prop in question.

- **Persecution Complex (Level Four)** — As the Stargazer Gift: Preternatural Awareness.

- **Blessed Frenzy (Level Five)** — As the Stargazer Gift: Circular Attack.

Ratkin Engineer Gifts

- **Control Simple Machine (Level One)** — As the Glass Walker Gift.

- **Open Seal (Level One)** — As the Ragabash Gift.

- **Trash is Treasure (Level One)** — As the Bone Gnawer Gift.

- **Mousetrap (Level Two)** — The Engineer is at his best when at his worst. Able to call up an uncanny burst of ingenuity when up against the wall, this Gift allows him to build a trap out of anything at hand. This gift is taught by a packrat-spirit.

System: The player spends a point of Gnosis and rolls Wits + Craft — the difficulty depends on how much spare material is laying around to work with. Success al-

lows the Ratkin to McGyver together some manner of insane death trap in (15 – Cunning) minutes.

- **Power Surge (Level Two)** — As the Glass Walker Gift.

- **Control Complex Machine (Level Three)** — As the Glass Walker Gift.

- **Electroshock (Level Three)** — As the Glass Walker Gift.

- **Battery (Level Four)** — The Ratkin Engineer scrambles together some means of energizing himself or other wererats. This is likely to involve a mixture of electricity, packs of store-bought batteries, energy drinks, illegal drugs — or a fusion of all of the above. This Gift is taught by a squirrel-spirit.

System: The player rolls Wits + Craft and spends one point of Gnosis to create the “pick-me-up,” which then may be administered at any point within the next (Cunning) days; after that, it loses its potency. The Gift's beneficiary may increase a physical Attribute by one per two successes rolled, for the duration of a scene.

- **Death Ray (Level Five)** — The wererat can discharge energy through his fingertips. Granted, he needs to hook himself up to a car battery or wall outlet for a few hours a day, but hey — Death Ray. So worth it. An electric elemental teaches this Gift.

System: The character must spend at least an hour “meditating” while attached to a supply of electricity. Afterwards, the player spends one Gnosis point and rolls Infamy (difficulty 6) to aim the Death Ray. It has a range of 50 feet, and inflicts (Rage + Gnosis) dice of aggravated damage. The Death Ray can be shot once per hour spent “juicing up.”

Plague Lord Gifts

- **Poison Food (Level One)** — The Plague Lord may afflict food around him with a terrible pestilence. Fly-spirits teach this Gift.

System: The player spends one Gnosis point and rolls Intelligence + Enigmas. All food within (Infamy x 5) feet of the character becomes temporarily poisonous, inflicting (successes) lethal damage to anyone that eats it during that scene.

- **Sniffle (Level One)** — Germs, microbes, and even the dust in the air conspire to protect the Plague Lord, betraying the presence of his enemies. This Gift is taught by a disease-spirit.

System: The player spends one Gnosis point when she suspects there are others lurking nearby. Any concealed character within (Infamy x 3) yards sneezes, coughs, or otherwise gives away their position.

- **Toxic Hate (Level One)** — As the metis Gift: Primal Anger.

• **Blur of the Weeping Eyes (Level Two)** — As the Hakken Gift: Dark of Night, save that the character spits at her victim rather than spilling ink. The Gift causes the victim's eyes to swell and become so rheumy that he cannot see. Sewage-spirits teach this Gift.

• **Stink (Level Two)** — As the Bone Gnawer Gift: Gift of the Skunk.

• **Lesions (Level Three)** — As the Garou Gift: Halt the Coward's Flight, but transmitted via bite; impedes movement as sores and lesions appear on the target's legs and feet. Flea-spirits teach this Gift.

• **Venom Blood (Level Three)** — As the Get of Fenris Gift.

• **Inflict Pain (Level Four)** — The Plague Lord has such mastery over disease that he can control precisely how much pain his victims feel. This Gift is taught by a Pain-spirit

System: The character must successfully bite or claw his victim to use this Gift. Spend a point of Rage and roll Intelligence + Medicine (difficulty of your target's Gnosis, or 4). Your victim suffers a penalty to all dice pools equal to half your successes (rounding up, maximum -3) for the rest of the scene. Gifts and powers that reduce wound penalties also reduce these penalties.

• **Epidemic Contagion (Level Five)** — The Plague Lord gains the ability to make his disease magic communicable and highly contagious. This Gift is taught by rat-spirits.

System: If the victim of Blur of the Weeping Eyes, Lesions, or Inflict Pain comes within a yard or so of another person while under the effects of those Gifts, that person must make a Stamina roll (difficulty 7) or also contract the Gift's ailment. He, in turn, also becomes contagious as if Epidemic Contagion had been successfully activated on him. Ratkin are immune to the spread of these ailments.

Munchmausen Gifts

• **Persuasion (Level One)** — As the homid Gift.
• **Spirit Speech (Level One)** — As the Theurge Gift.
• **Tale Spinning (Level One)** — As the Ragabash Gift: Liar's Craft.

• **Name the Spirit (Level Two)** — As the lupus Gift.
• **Umbral Camouflage (Level Two)** — As the Theurge Gift.

• **Improvisation (Level Three)** — As the Ratkin Blade Slave Gift.

• **Taste of Madness (Level Three)** — The Munchmausen constructs a brief variant of reality for his victim to experience. This must be summarized in one sentence of no more than ten words ("a world where apes evolved from men," "dinosaurs are on the loose in this mall," etc). Fungal-spirits teach this Gift.

System: The player spends a Gnosis point and rolls Manipulation + Subterfuge (difficulty of the victim's

Willpower). If the roll succeeds, the victim believes the delusion as truth for one hour per success.

• **Whispered Dreams (Level Four)** — As the Fianna Gift: Phantasm.

• **Hyperattenuation (Level Five)** — The Arcadian Ratkin can exaggerate any one sense to legendary proportions. She might hear footsteps through the ground seven leagues away, smell a single human breath through a mile of sewer pipes, or read the newspaper over the shoulder of a businessman sitting in a public park... from atop a rooftop five miles away. This Gift is taught by a Wyldling.

System: Spend one Willpower point and roll Manipulation + Expression (difficulty 9) to activate the Gift. It lasts for one scene.

Twitcher Gifts

• **Firebug (Level One)** — By focusing her anger, the Twitcher can ignite flammable materials within ten feet — paper, wood, cloth — that are not being worn or carried. A Wyldling teaches this Gift.

System: The player spends one Rage and rolls Infamy to ignite the flame; only one success is needed.

• **Sense Weaver (Level One)** — As the Ratkin Shadow Seer Gift.

• **Toxic Hate (Level One)** — As the metis Gift: Primal Anger.

• **Cornered Rat's Ferocity (Level Two)** — As the Bone Gnawer Gift.

• **Jam Technology (Level Two)** — As the homid Gift.

• **Gremlins (Level Three)** — As the Ragabash Gift.

• **Pyrotechnics (Level Three)** — The Ratkin may improvise explosive devices out of just about any junk she can find to hand; her Rage serves as the fuse and the fuel. This Gift is taught by weasel-spirits.

System: The player rolls Intelligence + Craft to improvise the bomb, and spends as much Rage as desired. When the bomb is triggered (either by being tossed, or through a remote detonation system — the type is chosen at the time it is created), it inflicts (Rage spent x 3) dice of lethal damage to everything within (Infamy x 3) yards.

• **Infest (Level Four)** — As the Bone Gnawer Gift.

• **All Hell (Level Five)** — The Twitcher conjures a swarm of rat-spirits and Wyldlings, and pandemonium ensues: mundane objects fly about, the walls breathe, people smell colors and see sounds, and chaos rules. Wyld-spirits teach this Gift.

System: The player spends two Gnosis points; all non-Ratkin present with a Willpower score lower than the Twitcher's Infamy are subjected to the Delirium. Beings normally immune to the Delirium treat their Willpower as two higher than normal when determining how they react (but not *whether* they succumb).

Rites

Ratkin make extensive use of mystic rites, and many of the same rites as Bone Gnawers (such as the Rite of the Cardboard Palace). They also use a variation of the Rite of the Totem called the Dedication Rite, which consecrates a band of wererats into a pack bound to pursue a specific, particular goal. One rite, however, stands above all others in importance.

Hazer Tag

Level One, Mystic

The Ratkin have learned time and again that other shapeshifters, especially Garou, will blame them when things go wrong. This would not worry the Ratkin, except that some werewolves are also very good at tracking the rats back to their nests. This rite throws them off the Ratkin's scent.

System: The Ratkin performs the rite over a sample of his own excrement before secreting it on an unaware patsy — often easier if the Ratkin uses droppings from his Rodens form. For (Gnosis) days, all attempts to locate the Ratkin will lead to the chosen patsy. Trackers using supernatural senses may find the Ratkin, but only if they roll more successes than the ritemaster.

Rite of the Birthing Plague

Level One, Mystic

Garou inherit a legacy of heroism; Ratkin receive a curse. During this rite, the Rat Totem leads the pack of wererats to their Kinfolk, and a solitary shapeshifter attacks and bites the victim, infecting her with the Birthing Plague. Ordinary humans and weak-blooded Kin die in agony; the strongest Kinfolk emerge as new Ratkin.

System: The ritual only affects Ratkin Kinfolk. After delivering the bite, the ritemaster rolls Wits + Rituals (difficulty 7). The victim must make a Stamina roll with a difficulty equal to (10 – the ritemaster's successes) to survive the hallucinations, visions, and fevers of the Birthing Plague. If the target survives, roll one die. On a result of 8-10, the Kinfolk survives unscarred. 3-7 indicates that the victim survives, but with a new derangement. Only on a result of 1-2 (for humans) or 1 (for rats) does the victim emerge as Ratkin.

Fetishes

Ratkin make use of a great number of fetishes, including some that mimic the function (if often not the form) of Garou fetishes. Others, especially those created by the Ratkin Engineers, can appear as almost anything — and have similarly bizarre effects. Every member of

the Warrior Aspect knows how to create a special Fetish called a Pain-Dagger, and must create one of these holy weapons to join the Aspect. These Blade Slaves start play with a Pain-Dagger, but may spend dots on the Fetish Background to increase its power.

Standard Issue Sunglasses

Level One, Gnosis 6

The Ratkin get everywhere but tend to be twitchy and easily noticed in a crowd. An air-spirit bound into a cheap pair of sunglasses, this fetish helps deflect suspicion. These sunglasses make humans ignore the presence of the Ratkin as much as possible.

System: When the Ratkin activates the fetish she becomes practically invisible to humans, no matter what form she is in. Anyone looking for the Ratkin must make a Perception + Alertness roll (difficulty of the fetish's Gnosis); she needs to beat the Ratkin's activation successes to find her.

Pain-Dagger

Level One, Gnosis 6

The Pain Dagger is a sacred blade crafted from something of significance to the Blade Slave and bound with a spirit of war, of disease, or of pain. It is an expression of the purity of a Ratkin's devotion to the Warrior Aspect. The blade is only used in battle; once it is drawn, the Warrior's pride is at stake. Only a Blade Slave can own and bond to a Pain Dagger — stealing one from a Warrior is tantamount to stealing a piece of their soul, and any non-Warrior to own a Pain Dagger will not live to know the prize they have stolen. The Blade Slave must treat the spirit inside the blade with respect or face a significant loss of Renown.

Drawing a Pain-Dagger takes a point of Gnosis, which automatically activates the fetish. It's an easy weapon to use — the difficulty to attack with it is 5, and it deals Strength + 1 aggravated damage to anything except the wererat bonded to the Pain-Dagger.

Some Pain-Daggers allow the wererat to use a Charm of the spirit bound within. Each Charm increases the Pain Dagger's level by one. The wererat must take two dots of the Fetish Background per Charm. Each use requires an activation roll for the fetish. Any of the following charms are available if the character has bound an appropriate spirit: Airt Sense, Armor, Blast, Create Fires, Create Wind, Freeze, Shatter Glass, Short Out, or Tracking. Use the successes on the activation roll in place of any required roll or spirit Traits — Armor or Freeze would use the successes in lieu of the spirit's Rage or Gnosis, Shatter Glass or Tracking work as normal as long as the Fetish activation succeeds.

STEREOTYPES

Kray Meren shares what he knows:

Bone Gnawers: Stop holding yourselves back. You know what it's like, you feel it every day. You aren't slaves, stand and fight! Rise up and seize what is yours!

"Rat's chosen children live in every city, among and around us. Sometimes, they go too far, but even when they do I wish we had their strength of purpose." — Seven Spoons

Ajaba: You're kindred spirits as far as I can see. Both of us victims of the cats. You want to fight, I can smell it. We'll fight with you.

"Small, smelly, and spoiling for a fight. They throw themselves into battle too quickly, but we need their energy." — Musonda Crushing-Jaws

Bastet: Here, kitty kitty. You want to know a secret? Come closer. Knife? What knife? Oh, fine. No knives. Now, the secret: *we know where all of you live.*

"We have seen too much sickness to spend our time with bringers of plague. I spoke with one and learned much, but it is a feat I do not wish to repeat." — Jason Shadow-Walker



The immortal weresharks have been isolated from other werecreatures for thousands of years. Now, some of them are now taking a more active interest in the world above the waves.

History

Sea is a different realm that lives by different rules, for it predates both Gaia and life. Sea was the eternal mother to her Three Daughters, C'et, Kun and Qyrl — beings that those who walk on Unsea think of as the Triat. C'et, the mother of hard-shelled creatures, is much like the Weaver. Kun, the mother of all fishes and the force of creation and fertility, resembles the Wyld. Qyrl, the Tentacled One, wishes to extinguish the sun and plunge the world into darkness and shares some traits with the Wyrn.

Kun saw that Qyrl desired to end the world and created the Rokea to survive this disaster — the Great Unmaking. The weresharks' most important duty is survival and for millions of years they performed it exceedingly well. The War of Rage did little to threaten them. Once the killing started, the few Rokea who cared for the creatures of Unsea retreated into Sea. A handful fought in defense of their allies among the Mokolé, but most stoically mourned lost friends and allies, and simply ceased coming to shore.

After the War of Rage, few weresharks bothered to return to the land. Even more than before the War, the Rokea turned their focus away from humans and Unsea, and cared only for Sea and their lives in it. Their lives were timeless and unchanging and most gave little thought to the small portion of the planet not covered by water.

Few Rokea noticed the spread of humanity. Most thought of ships only as a chance to obtain rarely-tasted warm meat to fill their ever-hungry bellies. First steam and then diesel ships brought new and unpleasant smells and tastes to Sea, but even then, few of them worried about where these strange vessels came from. The poisons produced by these ships troubled the weresharks, but compared to the vastness of Sea, such ills were easily avoided and barely noticeable; they never imagined that humanity could seriously harm Sea.

All of this changed in the late 1940s, when humans blasted Sea with underwater nuclear tests. The Rokea felt the oceans recoil from these Small Wounds. These blasts poisoned Sea on a level and scope that was exponentially greater than any harm mankind had done before, tainting both the realm and the Umbra.

Many Rokea realized that the Small Wounds — both those targeting Sea, and those on land that dropped poisonous fallout into the oceans — threatened their ability to survive. They began considering ways to stop humanity from creating more Small Wounds, but unfortunately their isolation limited their tactical planning. When one

ROKEA LAW

All Changing Breeds have their Litanies. The Rokea's is the oldest and the simplest, known as Kun's Law.

- **Survive:** Their first and greatest law is that their race must survive. Kun created the weresharks to endure the Great Unmaking, and none of their kind should endanger their Breed's survival.
- **Hunt:** Like all sharks, Rokea are apex predators. Hunting, thinning the schools and devouring the weak and the unfit are all part of their duty to the Sea.
- **Spawn:** Although they do not age, life in the Sea is never safe, so there must be new Rokea to replace those that die. Unfortunately, they breed quite slowly.
- **Swim:** Sharks die when they cease swimming. Forward motion is an inherent part of Rokea life. They feel a drive to move and to perpetually explore new waters.

lives a life of sleeping, swimming, and hunting as an apex predator, subtle planning is not a vital skill set to develop.

Some organized raiding parties that sank human ships. Others preyed on the coastlines, darting inland to destroy human targets before retreating back to the sanctuary of Sea. These efforts were short-sighted, disorganized, and, ultimately, doomed to fail. Centuries spent eschewing land left the Rokea unable to understand the ways of Unsea or the complexities of human civilization, and they had no way to identify, let alone target, those

who were responsible for the Small Wounds, or their apparent war on Sea.

Over time, the number and size of the Small Wounds continued to increase. In 1955, the oldest and most powerful of Rokea called a gathering of their entire species to reach a decision on the Small Wounds and how they should attempt to deal with this increasingly dangerous problem. The weresharks met in a shallow area of the ocean a few hundred miles southwest of San Diego. Rokea from all of the oceans gathered in the grotto known as Turna'a, where they listened to their huge and ancient elders debate the issue.

Then, disaster struck. During the middle of their gathering, the US set off an underwater nuclear test at Turna'a. The Small Wound killed almost all of the Rokea present, destroying more than three quarters of their population and filling the rest with rage and fear. Fire and radiation destroyed all of the eldest weresharks, and almost all of the wise and mystical Darkwater auspice. With their leaders dead, the weresharks' plans to deal with the Small Wounds collapsed, and the Rokea did what they do best — reacted with blind instinct.

Survivors among the Rokea lashed out at those they believed responsible. Many Dimwaters looked for traitors among their own kind, taking out their Rage on the nearest targets, and sowing the seeds of suspicion throughout the Breed. At the same

time, many of the Brightwaters struck back against humanity, and began a rampage against ships and swimmers that struck fear among beachgoers, fishermen, and boaters — but did nothing to harm the people responsible for the nuclear tests. Their attacks did provoke a reaction, although it was not the intended one.

Terrified by the increase in shark attacks along every coastline, humans developed a heightened paranoia about the creatures. Several famous horror films of the 1970s and 80s depicted sharks as deliberate and ravenous killers who preferred

human prey. And any empathy humanity may have had for the cold-blooded killers was virtually extinguished.



THE TURNA'A NUCLEAR BLAST

Part of a Naval operation known as Operation Wigwam, the bombing of Turna'a is a tragic conundrum — a devastating disaster that never should have happened.

In addition to the unlikely coincidence of it occurring directly above (and during) the most comprehensive Rokea gathering in history, the blast was only 500 miles from San Diego — closer to US shores than almost any other nuclear test. This has led some to believe that an agent of Qyrl must have learned of the wereshark gathering and coerced the Naval officers responsible for planning the nuclear test to have it occur at the place and time it did.

The Rokea were struck entirely by surprise, lending credence to the theory of the tests being a targeted attack. After all, they claim, something — or someone — must have hidden the small fleet so that none of the Rokea gathered at Turna'a noticed either the ships or the preparations for the test. The blast's few survivors barely saw the ships in the moments before the weresharks fled into the Umbra.

Anyone bringing proof of who or what organized this attack to a group of Rokea might change the weresharks' fervent isolationism — and give them a clear target for their immense Rage.

While many of the Rokea sought the Turna'a Small Wound's source in familiar territories, others ventured on to Unsea, in an effort to find and kill the people responsible for this attack. These fearless souls, mostly Brightwaters, explored deep into the Unsea in search of those who had brought such devastation upon their Breed. Many of these weresharks eventually came to spend almost as much time on Unsea as Sea, something the Rokea call "swimming between," and thus those were labeled "betweeners." Most new betweeners knew little about human customs or civilization, and had no desire to learn. Instead, they lashed out with incredible violence, slaughtering humans as far inland as they could manage before needing to return to Sea to regain Gnosis.

These attacks, coupled with the paranoia sown by the Dimwater's search for traitors, roused concern amongst the wisest of the remaining Rokea. Some worried that

betweeners would cause the Garou to return their attention to Sea, and called for them to return to Sea. Others claimed that the concerned weresharks were cowards, or worse, in cahoots with whatever servant of Qyrl had instigated the attack on Turna'a. Many who could not understand the betweeners' ventures into Unsea accused them of having abandoned their duty, turned their back on Sea, and of being servants of Qyrl one and all.

Without a clear target to attack, the Rokea turned on one another. Slew fought slew, clutch-mate against clutch-mate, and the blood of the Rokea spilled throughout Sea. In the ensuing confusion of violence, one unidentified Rokea proclaimed that no wereshark should ever venture to Unsea, and any true Rokea would hunt these betweeners down. Eager for answers, most Rokea rallied to this cause, and the betweeners became scapegoats for all that had come before.

The Betweenner War

At first, the rest of the Rokea went to Unsea to forcibly drag betweeners back to Sea, before making them forswear further trips to land. Despite their promises, however, many betweeners lost little time returning to Unsea. Some went back to hunt, continuing on the goal that had originally driven them to leave Sea. But others had become infected with a most un-Rokea-like affliction during their time on land: curiosity. This morbid fascination with the human

SAME-BITO AND BETWEENERS

The Same-Bito do not participate in the betweenner war, not out of some ancient compact but because the rest of the Rokea already consider the weresharks of the Beast Courts to be traitors and deviants. They spend time in Unsea, they interact with other Changing Breeds — including the Hakken Garou. Why, a few even mate with humans, and rumors spread of weresharks born to *kadugo* parents — a horrifying idea that no sane Rokea could accept. That they are betweeners is the least of their crimes.

This would be enough to earn the Same-Bito the same fate as the betweeners...if the Beast Court weresharks did not have sufficient strength to defend themselves. Enough Same-Bito exist — and with enough powerful allies — that the Rokea do not hunt them en masse, but a significant victory against the betweeners might make the ocean-dwelling weresharks reconsider.

culture long denied them did nothing to convince the rest of the Rokea of the betweeners' stability.

As the betweeners continued to return to land, making an open mockery of the other weresharks, their Sea-dwelling brethren grew more and more agitated at their rebellion. After more than a decade of their rule being widely ignored, the ocean-dwelling Rokea decided it was easier and safer for the Rokea as a whole to kill all betweeners. This organized killing was new to them, and driven by a largely unfamiliar emotion: fear.

Over the years since Turna'a, the Rokea worked to increase their numbers, but it's slow going. The Rokea do not breed quickly, and depending on their species, gestation can be as long as two years. As well, they face the one human force far greater than even fear or hatred: greed. Fishing fleets have increased in size and efficiency, swiftly depleting the stocks of some fish eaten by sharks, which impairs their growth and the Breed's expansion rate.

ROKEA LEXICON

Betweener: A Rokea who chooses to live on land, returning to Sea to regain Gnosis and retain her shape-shifting powers.

C'et: One of the undersea Triat, an incarnation of stasis and permanence analogous to the Weaver.

Dirtwalker: Derogatory term for a land-dweller.

Grotto: An undersea caern. Some have specific totems spirits, while others are watched by Sea or Undersea.

Kadugo: Human Rokea Kinfolk, offspring of a normal human and a Rokea. A Rokea mating with a *kadugo* may produce a homid Rokea.

Kraken: Another name for Qyrl.

Kun: One of the undersea Trial, the incarnation of creation and fecundity analogous to the Wyld.

Kunspawn: Another name for the Rokea.

Moon's Blood: Silver. Believed to be the discarded remnants of the Oversea's Balm mixed with his blood.

Oversea: The sky, used to describe both the physical sky and the Celestine who rules the sky.

Oversea's Balm: The moon, sometimes called "The Balm". The Rokea do not recognize Luna as a separate Incarna, to them, the moon is entirely part of Oversea.

Qyrl: One of the undersea Trait, the incarnation of destruction, ambition, and entropy, analogous to the Wyrn.

Rorqual: A dolphin or whale in service to Sea, capable of supplying Gnosis to the Rokea and mentoring weresharks.

Same-Bito: Asian weresharks, considered traitors and heretics by the Rokea.

Sea: The oceans and seas of the world. The term describes both the physical ocean and the Celestine who rules it.

Sea's Soul: The Umbra. On land, called Unsea's Soul.

Small Wounds: Originally used to describe stars, this term now describes nuclear explosions.

Three Daughters: The undersea Triat of C'et, Kun, and Qyrl.

Undersea: The sea floor.

Unsea: Land; the term is used for physical land, including both Undersea and dry land, and the Celestine who rules the solid earth.

Wound, the: The sun. Sometimes called the Great Wound. The Rokea recognize it as part of Oversea, rather than an individual Incarna.

These same mechanized fleets also threaten the Rokea directly. Over the past decades, they have begun hunting sharks, for traditional dishes like sharkfin soup and for traditional medicines and modern health supplements alike. Rokea can easily avoid capture or devour any who dare to threaten them. However, before her First Change, a wereshark is just another shark, vulnerable and driven by blind instinct. Despite their best efforts, the number of new Rokea continues to fall.

Rokea on Land

Hunting down and killing betweeners is often part of the Rite of Passage for newly changed Rokea. Most watch for betweeners coming to or leaving Sea, but a few daring young Rokea head to Unsea to hunt down betweeners directly. Unfortunately, Sea-dwelling Rokea have virtually no understanding of the human world and often have great trouble performing simple actions — like crossing a busy street or understanding directions. Those Rokea who stick to the rules of their kind avoid Unsea entirely, except to hunt betweeners and their Kinfolk. Sharks are chaotic creatures, however, and not inclined to obey rules, and so some remain on Unsea after engaging in a betweener-hunt, and despite good intentions, may even become betweeners themselves.

Betweeners

The wonders of the Unsea fascinate some weresharks. After they visit once, they can't help but stay. Others fear that their species' isolationism will lead to extinction. They come to land to learn to fight the humans who kill their kind in ever-increasing numbers. A very few find friends, allies, or lovers among humans or other shapeshifters and continue to visit Unsea to be with them. After more than twenty-five years of the betweener war, there are less than 100 human Kinfolk outside of the Beast Courts, and no known homid Rokea.

No betweener can spend all of their time on Unsea, however. Rokea are creatures of Sea, and after a few weeks even betweeners feel the call of the ocean and must spend at least a few days there. All betweeners must return to the sea periodically in order to regain Gnosis — something the Rokea cannot do on land or in fresh water.

Going to or from Unsea is always a significant risk for a betweener. Any Rokea who sees them come to or leave the land knows what they are, unless the betweener can successfully pretend to be part of a hunting party or other legitimate short-term traveler to Unsea. Weresharks have never been particular adept at keeping secrets from their own kind, but every betweener who successfully travels back and forth between Sea and Unsea learns how to lie very quickly indeed.

Many also learn another new lesson when they encounter fomori and other agents of the Wyrms on land: the

evils known to Sea are not the only ones that exist in the world. Most soon get over the typical Rokea indifference to the Unmaker and actively fight Qyrl in all of its forms — including those that have no direct impact on Sea. A few have become successful at hiding from the betweener war by moving further inland, but their migration is limited by their need to return to Sea to regain Gnosis.

The Same-Bito

Because of their ties to the Beast Courts, the Same-Bito do not have as much to fear from other Rokea, despite being an entire society of betweeners. Many Same-Bito spend significant amounts of time on Unsea, learning the ways of humans and the other Changing Breeds. The few homid Same-Bito prefer to spend most of their time in the sea. The Same-Bito have worked in concert with other members of the Beast Courts to drive off the few young Rokea who attempted to gain Renown by hunting them on land. This cooperation between land and sea dwellers is yet another reason for other Rokea to hate the heretics. So far they have decided to leave the Same-Bito alone and only attack betweeners who lacked other shapeshifters willing to defend them. The Asian weresharks may be traitors and heretics, but they're organized traitors and heretics.

Same-Bito regularly work with the other members of the Beast Courts, but their relationship is somewhat distant because of their need to stay close to Sea. Like the other Hengeyokai, they actively oppose the Wyrms, and fight against its manifestations both on land and in the oceans.

The Same-Bito have close ties with the Zhong-Lung, the Mokolé of the Beast Courts. These weresharks revere

SAME-BITO TRAITS

The Same-Bito are the only Rokea to accept homid weresharks in any way. Same-Bito reduce their starting Rage by one point compared to the same auspice of Western Rokea. They can also purchase human Kinfolk as a Background, but must spend two Background points per dot on it.

A few Same-Bito can transform into a type of small shark known as the goblin shark. These Rokea are the spiritual leaders of the Same-Bito. All of them have the Swim Sideways Merit for free, and can purchase Step Sideways for 3 points in order to enter the Umbra on land. Due to their small size, reduce a goblin shark Same-bito's Strength by one in both Chasmus and Squamus forms.

the Zhong-Lung as wise and sacred teachers, and, from them, have learned much about both the land and the long history that these two Breeds share. However, for all their wisdom and good intentions, the Same-Bito remain a minority among a depleted Changing Breed.

Fighting Qyrl

For the vast majority of their existence most Rokea obeyed Kun's law and simply survived. They didn't fight against Qyrl — and for most, this inactivity remains the status quo. Their ancient ones counsel the weresharks to wait, promising that soon humanity will destroy itself. Then, the Rokea will remain and can rebuild their numbers. Some Rokea, especially among the betweeners, have begun to question this passive attitude.

An increasing number believe that the survival of their Breed — and perhaps all sharks — depends upon taking action now, before the situation becomes worse. For thousands of years, agents of Qyrl have operated undisturbed in the oceans. None of the other Changing Breeds can easily get to them, and most Rokea ignore the Kraken and its minions. If they take action against ocean-going manifestations of the Wyrms, the Rokea's efforts could help the other Changing Breeds — whether the dirtwalkers realize it or not.

Currently only a handful of betweeners fight Qyrl, but this situation is beginning to change as an increasing number of younger Rokea travel Unsea to gain information about threats to Sea and to their kind. As these temporary land-explorers do not live on Unsea, they are less likely to be seen as having forsaken Sea. And, since they do provide information that helps the Rokea to survive, most of their fellows are willing to tolerate them — or at least not kill them on sight. As they explore, these adventurous Rokea are learning to hate the being that dirtwalkers call the Wyrms — and some wonder it is Qyrl bearing a new name.

Piracy

For almost two decades, one of the ways the Rokea have defended Sea has mimicked human piracy. Weresharks target fishing vessels that hunt sharks, and cargo ships that dump nuclear and chemical waste in the oceans far from any oversight. From Indonesia to Africa, angry and desperate Rokea swim up to these ships and devour the crews. Once they are finished, they either drag the ship down to Undersea or run it aground. Although governments have no idea that weresharks are responsible for missing ships, most of the developed world has stepped up efforts to stop piracy.

The First Change

The Rokea do not breed with each other, and they have no metis. Except for the rare homid Rokea (only

found among the Same-Bito) almost all of them begin their life as sharks. Awakening from shark to Rokea is a slow and relatively painless process that occurs when they reach maturity, between the age of two and three years old. The shark's mind gradually expands and they become simultaneously conscious and instinctively able to understand and use the Sending.

After they awaken as intelligent beings, young Rokea perform a journey known as the Long Swim, where they begin exploring the ocean, talking to any spirits, weresharks, or other entities they encounter, and eventually finding a grotto where a Rokea or spirit teaches them Gifts and instructs them on how to change form. From this moment onwards, the young wereshark ceases to age, and can only die by violence, disease, poison, or other non-age-related harms.

Organization

Rokea organization is just as simple as one would expect. Their organizational unit is the slew — a group of between three and seven weresharks, gathered in a similar way to a Garou pack. The highest-ranking member of the slew chooses the leader for any particular task. Ideally, the member with the most knowledge of a particular place or situation is the leader for any task relating to their knowledge. Leadership in most slews is highly fluid, with most or all members taking turns, depending upon the particular situation.

The Rokea have no formal organization above that of the slew; instead, Rokea society revolves around respect for elders. The oldest and wisest weresharks have survived for centuries — and on a few occasions, millennia. Other Rokea treat them with great respect, but as honored elders rather than rulers. Ever since the Turna'a blast killed almost all of the elders, what little leadership the Rokea possesses has been in flux. The eldest surviving Dimwaters claim to speak for all Rokea, but many resent their influence, and obtaining a consensus on anything but the simplest issues has proven almost impossible.

Traits

As Gaia's only Sea-dwelling children, the Rokea differ in many ways from the rest of Her family. These differences, both physical and spiritual, all contribute to the schism between the Rokea and the rest of the Changing Breeds.

In Chasmus or Gladius form, anyone striking the Rokea with bare hands or feet takes two levels of lethal damage (that can be soaked), due to the wereshark's rough, tooth-like scales.

Rokea cease aging when they reach adulthood. A careful Rokea — if such a thing exists — is practically immortal.

Gnosis and Spirits

Rokea must be at least partially immersed in salt water in order to regain Gnosis. They can also regain Gnosis from grottoes, and from undersea spirits called Rorqual — embodied spirits that are nothing short of living caerns.

Weresharks can perceive spirits of the deep ocean without needing a Gift, but cannot step sideways without using a Gift or the Rite of Passing the Net.

Rage, Frenzy, and Willpower

As a result of needing to move to breathe underwater, the Rokea hate being restrained or confined. Rokea on land will pace unless the player succeeds in a Willpower roll (difficulty 6) each scene. If restrained, such as being grappled or handcuffed, the Rokea must immediately check for frenzy.

Permanently short-tempered, a Rokea must roll only two successes on a Rage roll to frenzy. If she rolls four or more successes she enters Kunmind, a state similar to the Thrall of the Wyrms. Kunmind causes the Rokea to attack any creature within reach, trying to eat anything close by, without regard for friend or foe. Rokea never enter fox frenzy.

Rokea begin play with Willpower 4.

Regeneration

Rokea regenerate as Garou do, and like werewolves they cannot soak silver damage other than in their breed

forms. Squamous Rokea can regenerate damage in their breed form as long as they are immersed in salt water.

Renown

Sea and Kun are the main arbiters of a Rokea's Renown. Rokea seeking Harmony or Innovation Renown send tales of their deeds to Sea and Kun via servant spirits, and they bestow Renown upon the wereshark as they see fit. Valor Renown, on the other fin, must be recognized by Rokea who are not a part of the Rokea's own slew.

Rokea do not require rank challenges the way werewolves do. A wereshark who reaches the requisite amount of permanent Renown is simply considered to be of the appropriate rank.

Breeds

There are two breeds of Rokea, squamous and homid. All weresharks are the offspring of a Rokea and either a shark or (in the case of the Same-Bito) a human Kinfolk; even on land where their mating urge is strong and constant, Rokea feel no physical attraction to those of their own kind.

- **Homid:** Prevalent only among the Same-Bito and exceedingly rare even then, human-born weresharks enter their First Change around the same age that werewolves do. They look more like normal humans and understand humanity far better than squamous Rokea and can speak human languages. Most Rokea find the notion of human-born weresharks to be abhorrent.

Beginning Gnosis: 1

- **Squamus:** The vast majority of Rokea are born of sharks. Weresharks only breed with the largest and deadliest species: makos, white sharks, tiger sharks, hammerheads, blue sharks, and thresher sharks. Squamous Rokea possess the same Ability restrictions as lupus Garou, and cannot have an Appearance rating above 2. Such characters do however gain a free dot of both Primal-Urge and Survival.

Beginning Gnosis: 5

Auspices

The Rokea's three auspices are based on both the sun and the moon.

- **Brightwaters:** These Rokea are born on a sunny day, or under the light of the full moon. They are consummate warriors with an odd desire to stay near the sea's surface. Most betweeners come from among the Brightwaters.

Beginning Rage: 5

Starting Gifts: Eyes of the Wound, Restraint

- **Dimwater:** Dimwater Rokea are born on extremely cloudy days, or at night during anytime except the new or the full moon. They are the most common type of wereshark

SENDING

The Sending is the Rokea's natural means form of communication. Weresharks can send and receive faint electrical pulses, which travel up to half a mile through open water. On land, the Sending has a range of about 50 feet. Under normal circumstances, no rolls are required to use this ability, it's as natural as talking is to humans. However, unless the character uses the Darkwater Gift: Silent Sending, all Rokea within range perceive these Sendings.

Sending also allows weresharks to freely communicate with undersea spirits without spending Gnosis or using a Gift. Rokea can receive Sendings in all of their forms but cannot normally produce them in homid form. Until they have spent at least some time on land, most squamous weresharks know no human languages and cannot communicate with anyone in homid form.

and are also natural leaders. Dimwater Rokea tend to be the most interested in exploring and traveling to all portions of the oceans. They are also the strongest proponents of hunting down and killing betweeners and their human Kinfolk.

Beginning Rage: 4

Starting Gifts: King Fish, Sea's Voice

- **Darkwater:** These Rokea are born during eclipses or under the new moon, and are the rarest of the auspices. Innovative and curious, they are the calmest of the Rokea, and those most interested in new ideas and in exploring the extreme places — physically, mentally, and spiritually.

Beginning Rage: 3

Starting Gifts: Blood of the Deep, Silent Sending

Forms

Rokea are capable of five different forms, however, most rarely assume homid form. Rokea only learn how to assume their Glabro-like form, called "Round Back" or Glabrus, after spending time on land learning to use it.

- **Homid ("Long Fins"):** This form is that of a somewhat squat and coarse-featured, human. Human-born Rokea (among the Same-Bito) tend to share their human parent's heritage and appearance, while shark-born Rokea take on the appearance of the humans of the area from which they first emerge from the sea, regardless of any distant human ancestry.

- **Glabrus ("Round Back"):** Similar to Glabro, in this form Rokea grow a few inches in height, but double in weight. They become huge, ugly, and muscular, with the first hints of a dorsal fin on their backs. Their shark-like mouths can bite (difficulty 5), dealing lethal damage equal to their Strength. This form incites reduced Delirium (treat an onlooker's Willpower as though it were two points higher).

- **Gladius ("Standing Jaws"):** These monsters are monstrous humanoid sharks, standing more than ten feet tall, with jaws capable of biting an adult human in half. Their bite does Strength + 1 Aggravated damage. This form incites full Delirium.

- **Chasmus ("Fighting Jaws"):** This huge and dangerous shark is the preferred combat form for Rokea. Weresharks gain half-again their length in this form — a 20-foot white shark becomes a 30-foot Chasmus. Their bite does Strength + 2 aggravated damage. Rokea in Chasmus form incite full Delirium in onlookers.

- **Squamus (Swimming Jaws):** This form is indistinguishable from a normal (if unusually large) shark. Only about 20% of the world's shark population is represented among Rokea Squamus forms: the biggest, fiercest, and most predatory.



Form Statistics

Glabus	Gladius	Chasmus	Squamus
Str: +2	Str: +3	Str: +4	Str: +2
Dex: +0(+1)*	Dex: -1(+2)*	Dex: N/A(+1)*	Dex: N/A(+3)*
Sta: +2	Sta: +2	Sta: +3	Sta: +2
Man: -2	Man: -4	Man: -4	Man: -4
App: -2	App: 0		

*The numbers in parentheses apply when the Rokea is in the water.

Gifts

Rokea begin play with two Gifts, one chosen from the general Rokea Gift list and one auspice starting Gift. While many of their Gifts are similar to those known by the Garou, they are almost without exception taught by spirits that can be found without leaving Sea, regardless of which spirits the Garou might learn them from.

General Rokea Gifts

- **Breach (Level One)** — As the lupus Gift: Hare's Leap. Generally used to hurl themselves high out of the water.

- **Fast (Level One)** — The wereshark can survive for a long time using only her inner reserves. A shark-spirit teaches this Gift.

System: The player spends one Gnosis point. The character need not eat or drink for the next week.

- **Killing Bite (Level One)** — The Rokea's mouth briefly becomes a razor-edged nightmare, regardless of her form. A shark-spirit teaches this Gift.

System: The player spends one Rage point. The next successful bite attack the character lands inflicts two extra levels (not dice) of aggravated damage.

- **Sense Danger (Level One)** — As a race charged with survival, the Rokea need to be able to identify danger. This Gift helps the Rokea know whether or not a being or situation is dangerous to her. It is taught by an avatar of Sea.

System: The Rokea focuses for a turn; the player rolls Perception + Primal-Urge to determine if an individual or situation is dangerous to her. The difficulty is 6 for immediate and palpable threats, and 8 for subtler or more roundabout ones.

- **Teeth of the Skin (Level One)** — As the metis Gift: Gift of the Porcupine.

- **Gulp (Level Two)** — The Rokea may swallow anything she can fit into her maw, then regurgitate it later, unharmed. A tiger shark-spirit teaches this Gift.

System: The player spends one Gnosis point. Swallowed objects may be stored indefinitely, and are considered dedicated for the purpose of shapeshifting.

Only one object can be stored at a time, although full containers such as backpacks count as 'one object.'

- **Poisoned Flesh (Level Two)** — As the Get of Fenris Gift: Venom Blood, save that it poisons anyone that bites the wereshark.

- **Restless Waters (Level Two)** — As the lupus Gift: Scent of Sight.

- **Shagreen Skin (Level Two)** — As the Get of Fenris Gift: Troll Skin.

- **Unsea's Blessing (Level Two)** — As the Black Fury Gift: Wyld Resurgence.

- **Consume Taint (Level Three)** — As the Bone Gnawer Gift: Resist Toxin, save that the wereshark may also consume toxic waste, spilled oil, and other poisonous, inedible garbage safely.

- **Fathom Sight (Level Three)** — The Rokea may project all of her senses for great distances. This Gift works in every direction, even straight up and down, and presents a great means of spying on events on the surface from below the waves. The spirit of any swift-moving fish teaches this Gift.

System: The player spends one Gnosis point and roll Perception + Alertness (difficulty 7). For the rest of the scene, the Rokea may project her senses out for 1 mile per success in water, and 100 feet per success on land.

- **Gift of the Ray (Level Three)** — The Rokea may deliver a venomous sting with her tail or fingertip. Stingray-spirits teach this Gift.

System: The player spends one Gnosis point to manifest the stinger. Stinging is a Dexterity + Brawl attack (difficulty 7). The victim must roll Stamina (difficulty 9) or take lethal damage equal to the Rokea's Innovation, as well as suffer a -2 wound penalty for the remainder of the scene.

- **Shark Bones (Level Three)** — As the metis Gift: Rat Head.

- **Form of Sea (Level Four)** — The Rokea may change her body into liquid and flow through pipes, under doors, or into any other space that will admit her. She may retain cohesion in this form and "walk" as a humanoid shape, or even drown an opponent by forcing herself down his throat. A freshwater-spirit teaches this Gift.

System: The player spends two Gnosis points. The character can stay in liquid form for (Innovation) hours. The character cannot bite or claw, but can drown air-breathing opponents with a successful grapple attack and holding the opponent until he runs out of breath. If the liquid body is immersed in salt water, the Gift is immediately canceled.

- **Kun's Maw (Level Four)** — As the Get of Fenris Gift: Fenris' Bite.

- **Patient Hunter (Level Four)** — The wereshark merges with solid matter, be it a wall, floor, or open

ground, and watches what happens around her. At any time, she may spring forward and attack. This Gift is taught by an angel shark-spirit.

System: The player rolls Stamina + Stealth (difficulty 5). The Rokea is undetectable while merged in this fashion.

- **Great Summons (Level Five)** — As the lupus Gift: Song of the Great Beast. This Gift is only usable at sea, and calls up aquatic terrors.

- **Primal Assurance (Level Five)** — An elder Rokea is certain of his place in the world as few other beings are, and draws strength from this surety. This Gift is taught by an avatar of Sea.

System: The Rokea permanently adds 30 to her initiative total. Additionally, when the player spends a Willpower point for an automatic success on a roll which produces at least one rolled success, the Willpower point is immediately refunded.

- **Whirlpool Maw (Level Five)** — The Rokea opens her mouth, and anything not firmly anchored is swept into it. She doesn't actually consume the materials (or creatures) swallowed, but they are never seen again. A whirlpool-spirit teaches this Gift.

System: This Gift only works in Gladius or Chasmus form. The player spends a Rage point and rolls Rage (difficulty 7). The Gift functions for one turn per success. During that time, anything that the Rokea could lift (according to her Strength rating) is sucked toward and into her maw. Even objects too large to fit into the Rokea's mouth disappear into the gaping pit. A living being attempting to resist this suction must grab something sturdy and roll Strength (difficulty 8). This Gift functions only in the water.

Brightwater Gifts

- **Eyes of the Wound (Level One)** — As the metis Gift: Eyes of the Cat.

- **Restraint (Level One)** — This Gift allows the wereshark to ignore her slew-mates and allies when in frenzy. A spirit-servant of Sea teaches it.

System: The player spends one Willpower point upon entering Frenzy and rolls Willpower (difficulty 6). For each success, she may ignore one character during the frenzy.

- **Shatterbite (Level One)** — As the Ahroun Gift: Spur Claws, save that it enhances bite attacks.

- **Unseen Attack (Level One)** — If the Brightwater can approach her target without being seen, her first attack will also generally be her only one. This Gift is taught by a shark-spirit.

System: The Rokea's surprise attacks add four dice to their damage. This Gift's effects are permanent.

- **Narke's Gift (Level Two)** — Brightwaters long ago learned the agonizing trick that gives the electric ray its name. A ray-spirit teaches this Gift.

System: The player spends one Rage point and rolls Rage (difficulty 6). Each success inflicts one level of lethal damage to all non-slewmates within 20 yards (in the water). On land, this Gift can only be used against a grounded target or one the Rokea touches directly. Narke's Gift can only be used once per scene.

- **Shield of Rage (Level Two)** — As the Ahroun Gift.

- **Terror of the Depths (Level Two)** — As the Red Talon Gift: Wolf at the Door, but instilling a terror of the sea. Rather than howling, Rokea use this Gift to target groups that see the wereshark's fin cutting through the water's surface.

- **Strength of the Crashing Waves (Level Three)** — As the Get of Fenris Gift: Might of Thor.

- **Wriggling Teeth (Level Three)** — As the Black Fury Gift: Heart Claw, save that Wriggling Teeth activates after a successful bite.

- **Best Policy (Level Four)** — Rokea are blunt and straightforward at the best of times. Sea approves of this, and turns this lack of tact into a benefit. A remora-spirit teaches this Gift.

System: The Rokea's player may spend one Willpower point to add her Harmony in dice to any Persuasion attempt in which she uses nothing but the blunt, absolute, unvarnished truth. The Veil clouds the memories of those she speaks to if telling the truth causes her to reveal her nature.

- **No Walls (Level Four)** — The Rokea may move about on Unsea as freely as in Sea... in the most direct manner possible. A spirit-servant of Kun teaches this Gift.

System: The player rolls Strength + Athletics (difficulty 7). Success allows the Rokea to smash through any man-made obstacle or structure that impedes the most direct path between the wereshark and the place he seeks to be.

- **Blood of Darkness (Level Five)** — As the Children of Gaia Gift: Halo of the Sun (Rokea see light as the blood of Oversea).

- **Sea's Winds (Level Five)** — The Rokea surrounds herself with a blazing nimbus of light and battering winds or currents. No one may approach her unbidden, and any that try risk being burnt by the light.

System: The player spends two Willpower points. For the remainder of the scene, anyone wishing to approach the Rokea unbidden must accumulate 15 successes on an extended Strength + Athletics roll (difficulty 8). Each turn they attempt this, they must soak three levels of bashing damage; Qyrl-minions suffer aggravated damage instead. If the intruder manages to reach the Rokea,

they have only one action before they are swept away and must start again.

Dimwater Gifts

- **King Fish (Level One)** — This Gift allows the Dimwater to command the respect of others. A shark-spirit teaches it.

System: The Rokea permanently adds one die to Leadership and Intimidation rolls.

- **Resist Pain (Level One)** — As the Philodox Gift.

- **Sea's Voice (Level One)** — As the Galliard Gift: Beast Speech.

- **Strange Blood (Level One)** — As the Lupus Gift: Sense the Unnatural.

- **Crushing Depths (Level Two)** — The Rokea crushes an enemy beneath the vast weight of the ocean, immobilizing them. The target labors to do anything other than breathe so long as the Dimwater maintains eye contact. Any deep-sea-spirit can teach this Gift.

System: The character must make eye contact with the target. The player spends one Willpower point and rolls Charisma + Intimidation (difficulty of the target's Willpower). This Gift's effects persist until the wereshark breaks eye contact, or the victim frenzies or suffers injury.

- **Lord of the Seas (Level Two)** — As the Philodox Gift: King of the Beasts, save that it commands only aquatic creatures.

- **Spit Teeth (Level Two)** — The Rokea can fire her teeth at a distant opponent. This Gift may be used in any form — even Homid. It is taught by a shark-spirit.

System: The player rolls Dexterity + Athletics (difficulty 6) to aim the blast of razor-sharp teeth, with a maximum range of 25 feet. The attack has a base aggravated damage of the wereshark's Valor. It takes one turn to regenerate the fired teeth.

- **Drown (Level Three)** — The Rokea causes an air-breather to grow gills, forcing her to breathe water or suffocate. While the Gift has its diplomatic uses, it is more often used to kill humans, or force them to leap into the water... where the Dimwater's slew awaits. Any fish-spirit can teach this Gift.

System: The player spends a Willpower point and rolls Willpower (difficulty of the victim's Stamina + 4, maximum 9). Success forces the target to breathe water (fresh or salt) to survive for the next hour.

- **Sea's Wisdom (Level Three)** — The Dimwater swims in circles, creating a small whirlpool. He hears the voice of Sea in the rushing water, and asks her advice. This gift is taught by a spirit-servant of Sea.

System: The player rolls Intelligence + Rituals (difficulty 7). The more successes rolled, the clearer Sea's advice. Sea has not, at present, offered an opinion on betweeners.

- **Living Sea (Level Four)** — The Rokea causes water to come to semi-solid life. This can be used to propel the Rokea at great speeds (trebling her aquatic movement speed), or can be aimed at a target, immobilizing — or even strangling — a victim. On land, nearby sources of water may be made to extend tendrils of living water to similar effect. A spirit-servant of Sea teaches this Gift.

System: The player spends one Gnosis point and rolls Manipulation + Occult (difficulty 6). The Rokea may command a body of water equal to 5 cubic feet per success. If used to inflict damage, the water inflicts the Rokea's Harmony in lethal damage each turn. The effect lasts as for a scene.

- **Quick Currents (Level Four)** — As the Children of Gaia Gift: Strike the Air.

- **Leviathan (Level Five)** — The wereshark becomes a hungry terror of primal nightmare. A servant of Kun teaches this Gift.

System: The player spends two Willpower points and two Rage points. The Rokea becomes a monstrous shark, nearly 80 feet long, gaining +5 to all physical attributes *after* Fighting Jaws modifiers, and regains a minimum of one Rage point per turn. This Gift lasts until the end of the scene.

- **Wound Undersea (Level Five)** — This Gift is used only in times of truly dire need. The wereshark opens a vent in the sea floor, calling lava from it. This boils the water in the immediate area while also producing earthquakes throughout the region. This Gift is taught by an avatar of Unsea herself.

System: The Rokea slashes herself and lets her blood seep toward the sea floor (suffering one level of aggravated damage). The player spends one Rage and Willpower point, then rolls Charisma + Rituals (difficulty 8). Success opens the sea floor; the Rokea has three turns to escape before the lava boils up, inflicting three aggravated damage per turn to everything in the area. The effects of earthquakes, whirlpools, and tidal waves triggered by this Gift are left to the Storyteller's discretion.

Darkwater Gifts

- **Blood of the Deep (Level One)** — Most sharks aren't built to operate in environments of extreme cold or pressure, but Darkwaters must go where Sea's greatest secrets are hidden. This Gift allows them to do so. Any deep-sea spirit can teach it.

System: The wereshark becomes permanently capable of surviving deep-ocean environments.

- **Chill (Level One)** — The Darkwater may summon up the essence of the abyssal depths and saturate the area with it. This chills both the water (or air) around him

and the souls of those not of his slew. A servant of Sea teaches this Gift.

System: The player spends one Rage point. The temperature in her immediate area drops significantly for the rest of the scene. All characters not of the wereshark's slew suffer a +1 difficulty to all non-physical actions.

- **Qyrl's Blood (Level One)** — As the Uktena Gift: Shroud.

- **Sudden Surge (Level One)** — As the Get of Fenris Gift: Lightning Reflexes.

- **Enter Sea's Soul (Level Two)** — The Rokea may swim sideways to cross the Gauntlet in the same fashion as werewolves do. Any servant of Sea may teach this Gift.

System: This Gift's effects are permanent.

- **Piercing Shriek (Level Two)** — The Darkwater emits a terrible wail that paralyzes any who hear it. This Gift is taught by a dolphin-spirit.

System: The player spends one Rage point and rolls Wits + Primal-Urge (difficulty 6). Anyone within 30 feet (in the water) or 15 feet (on land) must oppose the Rokea's roll with a Willpower roll (difficulty 8). Those who do not match or beat the Rokea's successes collapse in agony for a number of turns equal to the difference in successes—including the Rokea's slewmates. Characters with superhuman hearing cannot roll to resist.

- **Sight From Beyond (Level Two)** — As the Theurge Gift.

- **Scent of Blood (Level Three)** — As the Shadow Lord Gift: Direct the Storm.

- **Swim Through the School (Level Three)** — The Darkwater moves through crowds with ease, whether schools of fish or crowds of humans. This Gift even mitigates the Curse. An eel-spirit teaches it.

System: The player spends a Gnosis point. For the rest of the scene, crowds part before the Rokea, allowing her to move unimpeded at her top speed. Additionally, her Rage rating is cut in half (round down) for the purpose of the Curse.

- **Sea's Breath (Level Four)** — The Rokea may 'swim' through the air as though it were the open ocean, even breathing normally in her water-bound forms. A flying fish-spirit teaches this Gift.

System: The player spends one Gnosis point. The wereshark may 'swim' through the air for the rest of the scene. However, she cannot get much altitude — 10 to 15 feet off the ground (or ocean's surface) is as high as she can rise.

- **Shock Wave (Level Four)** — The Darkwater emits a powerful shockwave, like a depth charge. This Gift can

be used in or out of water, although water conducts force much better than air. This Gift is taught by a wave-spirit.

System: The player spends one Willpower point and rolls Rage (difficulty 6 in water, 7 on land). Success creates a concussion wave that travels out from the Rokea in a cone reaching Stamina yards on land and twice that in the water. Anything caught in the blast suffers a number of levels of lethal damage equal to the successes on the Rage roll. On land, targets must make a Dexterity + Athletics roll (difficulty 8) or be knocked prone.

- **C'et's Shell (Level Five)** — As the Red Talon Gift: Shield of Gaia.

- **Madness (Level Five)** — As the metis Gift.

Rites

Rite of Passing the Net

Level Two, Mystic

Rokea sometimes refer to the Gauntlet as the Net. As they cannot swim sideways normally, they require this rite. It must be enacted in a grotto, where the Rokea asks Sea for her leave to pass the net. Success grants the

STEREOTYPES

Bleeds-Night speaks:

Children of Gaia: Forgive? Peace? You are not Garou.

"I've heard stories of the Rokea, but I've never met one. I don't think that I'd want to. All of that Rage, and teeth far worse than those of a werewolf." — Andrea Steps-Lightly

Ananasi: Skitter away. Your twisted plans waste time. Talking is not doing.

"They're fish. What use do we have for fish? They have secrets, but it is not worth the effort. Do not fear them, for you will never see them." — Genevieve Monfort

Mokolé: You remember us. You think you know us. We do not remember how we were. We change. We survive.

"They live for so long, in a world where so many of us will never see. But they are so very insular and single-minded." — Radiant Tsanga

Rokea 28 days within the Umbra, at the end of which she reappears in the grotto where she began.

System: The player rolls Charisma + Rituals (difficulty 7) to swim sideways.

Sea's Distant Voice

Level Two, Accord

This rite was rarely used in the past, but has become more popular among the increasing number of Betweeners who don't want to get caught out by their low Renown. The Rokea communes with Sea, sending word of her deeds to the water itself. Tales of those deeds circulate among other weresharks, with nobody quite sure of their source.

System: The Rokea must be partially immersed in salt water, and remembers her significant deeds and achievements, dedicating them to Sea. She rolls Charisma + Rituals (difficulty 5, +1 for every ten miles from Sea). Success allows her to gain (or lose) Harmony and Innovation Renown as her deeds dictate.

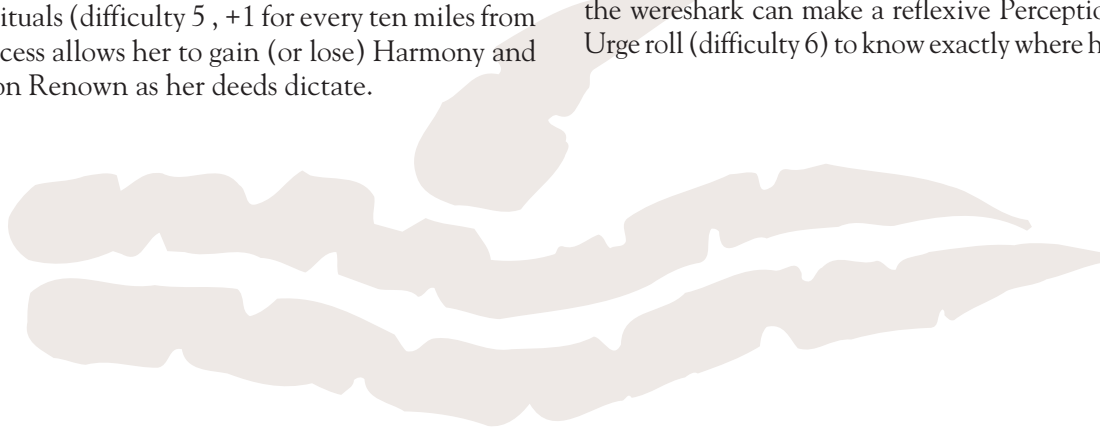
Lure of Sea

Level Three, Punishment

The Rokea performs this rite using some item that once belonged to his victim — an item of clothing, number plate, left foot, or something else he has left in the water. The rite compels him to come back to Sea, immersing himself in her waters at some point over the next lunar month.

System: Once the rite is successfully enacted the victim feels Sea calling to him. For the next lunar month, he wants to return to the water no matter how much anyone tries to persuade him otherwise. At some point in the month he will return to where he lost the item to the waves, and nothing short of physical restraints can stop him.

The Rokea does not know when he will return, nor exactly where, but she does know it will be within a mile of where the item was lost. When the victim returns to Sea, the wereshark can make a reflexive Perception + Primal Urge roll (difficulty 6) to know exactly where her victim is.





Chapter Three: Building the Beast

Fera characters work like werewolf characters in most regards. Most Changing Breeds, for example, regenerate as Garou do, are susceptible to frenzy, and learn Gifts and rites in much the same manner as werewolves.

On the other hand, for all their similarities, the Fera ultimately are not Garou. Most of these differences are covered in the preceding chapter, but a number are also covered here — in particular Merits and Flaws, Backgrounds, combat maneuvers, Delirium, Renown, and rank.

Merits and Flaws

Many of the Merits and Flaws in W20 are perfectly appropriate for the Fera, or can be easily adapted. Fair Glabro, for example, would be fine for Bastet, but inappropriate for shark-born Rokea (who seem “off” even in homid form) or Corax (who have no near-human form). Similarly, the Flaw: Metis Child is worth no points for Kitsune (who suffer no social stigma for siring or bearing shinju). The following additional Merits are specific to one or more Fera:

Merits

Constant Sending (1-pt. Merit, Rokea only)

The character's Lorenzini's ampullae remain in all forms, allowing him to use the Sending even in Homid form.

Manshape (1-pt. Merit, Mokolé only)

The character's Archid form is very humanoid — a callback to the Lizard Kings with a reptilian head, the size of a Crinos Garou. The character must have the Archid characteristics: Bipedal and Grasping Hands to buy this Merit. Manshape allows the Mokolé in Archid form to pass as human in poor light, though anyone seeing the character's scaly skin still suffers the Delirium.

Double Draught (2-pt. Merit, Corax only)

Unlike most Corax, the character can drink from both of a dead man's eyes, seeing the best and the worst of the corpse's death.

Gauntlet Runner **(2-pt. Merit, Ratkin only)**

The character is able to squeeze through the Gauntlet in the presence of any manner of company — even in front of a room full of human witnesses.

Good-Looking (2-pt. Merit, Rokea only)

Unlike most Rokea, who are rough-looking in homid form at best, the character looks completely human and may start with as high an Appearance score as the player desires. Homid Rokea do not need to purchase this Merit.

Spitting Cobra (2-pt. Merit, Nagah only)

Unlike most Nagah, the character's Vasuki form is that of a spitting cobra or other snake that can project its venom. She can spit venom in any form other than Balaram.

Umbral Affinity (2-3 pt. Merit, Nuwisha Umbral Danser only)

The character has an uncommonly strong connection to the Umbra, treating the local Gauntlet as 2 points lower than its real value. For 3 points, the character need not stare into a reflection to step sideways.

Free of the Yava (3, 4, or 5-pt. Merit, Ajaba and Bastet only)

Perhaps the character was granted a special blessing by a powerful spirit; perhaps they are simply a strange prodigy of the world. For whatever reason, the character does not suffer the restriction of one or more Yava: 3 points grants freedom from one Yava, 4 from two Yava, and 5 from all Yava.

Early Maturation (3-pt. Merit, Gurahl only)

For some reason the character emerged as an auspice other than Arcas. Perhaps her First Change came late in life, or her early years contained so much strife and upheaval that her change catapulted her directly into another auspice. The character begins play as an Uzmati, Kojubat, Kieh, or a Rishi, and must choose her starting auspice Gift from Level One Gifts on that auspice's Gift list.

Venomous (3-pt. Merit, Ananasi only)

The Ananasi retains her venom sacs even when in homid form. In homid, she may use any of her venom-based Gifts that are normally restricted to other forms.

Infrared Vision (4-pt. Merit, Nagah only)

The character can detect heat sources out to about 50 feet in all forms other than Balaram. This Merit is

most common among Nagah whose snake form comes from the Crotalinae subfamily (pit vipers, rattlesnakes, fers-del-lance and moccasins).

Sex Appeal (4-pt. Merit, Ananasi, Bastet, Kitsune, and Nagah only)

Whether it's grace, charm, or pheromones, the character's got it. Those attracted to the character's gender like being around him and are eager to please him. This grants a -2 difficulty reduction to all social rolls against such individuals.

Swim Sideways (4-pt. Merit, Rokea only)

The wereshark has a natural connection to Sea's Soul, and can swim there in much the same manner as a Garou steps sideways, without the requirement for a reflective object. The Rokea can only use this talent in seas and oceans; weresharks who can also Step Sideways on land should look to that Merit instead.

Feral Near-Man (5-pt. Merit, all but Ananasi, Corax, Mokole, and Ratkin)

The character's near-man form (Glabro, Anthros, Sokto, etc) is unusually savage in profile; perhaps this is a result of countless hours of shapeshifting refinement, or maybe the character was just born nasty. Either way, the Changer's near-human form sports wicked claws capable of inflicting aggravated damage.

Gender-Morph (6-pt. Merit, Ananasi only)

The character can change their human sex at will, by breaking into the Crawlerling form and reforming as a human again. This can come in handy when being chased; not only are pursuers unlikely to confuse a man for a woman, but the character's scent even changes in order to throw off Garou and other keen-nosed hunters. Aside from the sex switch, this doesn't grant a radical change in appearance — both sexes have similar features and look sufficiently alike to be siblings.

Cat/Fox Magic (7-pt. Merit, Bastet and Kitsune only)

In addition to the blessings of Luna and Gaia, the character has a rare aptitude for lesser human magic—she is capable of learning what mages call “hedge magic.” The character can use this talent to mimic Gifts and rites from any Changing Breed, and can develop her own mystic rites given time and Storyteller approval. For a more in-depth treatment of hedge magic, see *Sorcerer Revised*.

Step Sideways (7-pt. Merit, Bastet, Gurahl, Mokolè, Nagah, and Rokea only)

Unlike normal members of her Breed, the character may step sideways in the manner of the Garou. While almost all members of her Breed can access the Umbra through Gifts or Rites, the character has an inherent connection to the spirit world. Perhaps this is a particular blessing from a powerful spirit, or perhaps it is as much a mystery to her as it is to everyone else.

Flaws

Shark Teeth (1-pt. Flaw, Rokea only)

Even in Homid form, the character's teeth remain mildly pointed. This isn't sufficient to do any extra damage, but it's very noticeable.

Can't Eat Solid Foods (5-pt. Flaw, Ananasi only)

For some reason, the character's human digestive system doesn't function; she lives on a diet of blood or liquefied flesh, and needs to consume much more of it than the typical werespider. The character automatically loses one blood point per day, and when her blood pool falls below three, she risks frenzying from hunger.

Unsure Footing (5-pt. Flaw, Rokea only)

The character just can't get the hang of walking on two legs. She stumbles easily, and suffers from vertigo just looking up. All rolls involving coordinated movement on land (including combat) add 2 to their difficulty.

Backgrounds

Some of the Backgrounds presented here are specific to a particular Changing Breed. Others, such as Secrets, are possessed by many kinds of Fera.

Ajaba

Ajaba use all of the same Backgrounds as the Garou, although high Pure Breed becomes increasingly rare as the Ajaba scramble to shore up their decimated numbers. As social creatures, werehenas are much more likely to have pack totems than personal ones.

Ananasi

No Ananasi may have Ancestors or Pure Breed; Ananasi doesn't want her children dwelling on the past. Queen Ananasi also serves as the totem for all werespiders, granting Occult +3 and Enigmas +2 while the werespider meditates in his Sylie. In return, they must obey her laws.



Bastet

Bastet use most of the same Backgrounds as Garou, eschewing only Ancestors (with the exception of Swara). They use personal rather than pack totems, however (calling such patrons “Jamak”). Bastet make additional use of two Backgrounds unknown to the Garou: Secrets, which they share with the Corax, (see “Shared Backgrounds,” p. 212) and Den-Realm.

Den-Realm

The Bastet has built or acquired (either by inheritance or duel) her own Den-Realm, a sanctuary where she and the land have become one. In the Umbra, a Den-Realm resembles a Domain, one which other travelers cannot pass through without permission. The appearance of this Domain is up to the Bastet who owns the Den-Realm — a proud Khan’s Den-Realm may resemble a maharaja’s fortress, while a Balam’s might resemble an impenetrable forest.

A difficulty 8 Perception + Occult roll is necessary to recognize a Den-Realm for what it is, and penetrating its walls uninvited requires a roll as though the intruder were stepping sideways (difficulty 9). This automatically alerts the Bastet that an intruder is coming in.

A werecat inside of his Den-Realm enjoys several benefits: He may step sideways at any time within his Den-Realm, against a Gauntlet of 3. A number of times per scene equal to his Gnosis rating, the Bastet may make a Gnosis roll (difficulty 6) to blink between two points in his Den-Realm without crossing the intervening space. Any attack on the Den-Realm (whether by banes in the Umbra or bulldozers in the Gaia Realm) registers as a cold bolt of pain in the werecat’s heart. The Bastet can freely peer through the Gauntlet from either side within her Den-Realm. Finally, the Bastet can lead any others she chooses across the Gauntlet while in her Den-Realm as though they were packmates.

A Den-Realm’s rating determines how big it is. The first rating is for urban Den-Realms, while the second is for the much larger Den-Realms possible in the wilderness.

- The size of a house/one square mile.
- The size of a mansion/two square miles.
- A city block/five square miles.
- Two city blocks/10 square miles.
- Five city blocks/20 square miles.

Corax

Corax rarely stick with any single Mentor for an appreciable length of time, and dismiss Pure Breed as elitist nonsense. They have no pack or personal Totems, either; Raven claims each Corax for his own, granting

them one free dot of Athletics, Enigmas, and Subterfuge. In return he asks only that they whisper each secret they learn into the air, that he might hear it as well. Corax can, of course, purchase the Secrets and Umbral Maps Backgrounds (see “Shared Backgrounds,” p. 212).

Gurahl

Owing to their rarity, Gurahl rarely amass much in the way of Resources. All Gurahl have an aspect of Bear as their personal Totem. They also use a unique Background: Umbral Glade.

Umbral Glade

A Gurahl with this Background possesses a Den which opens into a Glade in the Umbra, serving as a “mini-caern” or wellspring of Gnosis. The size and location of the Umbral Glade determines how much Gnosis is available for the resident Gurahl. If more than one Gurahl remains within the Glade in order to regain Gnosis, the total Gnosis available must be shared among those wishing to partake of it.

In addition to providing Gnosis for the Gurahl, an Umbral Glade gives the werebear an instantaneous doorway into the Umbra without the need for a rite.

- A 20 x 20 foot area, supplying one Gnosis per day.
- A 50 x 50 foot area, supplying two Gnosis per day.
- A 100 x 100 foot area, supplying three Gnosis per day.
- A 500 x 500 foot area, supplying four Gnosis per day.
- A 1,000 x 1,000 foot area, supplying five Gnosis per day.

Kitsune

Kitsune use many of the same Backgrounds as the Garou, eschewing only Pure Breed as redundant — werefoxes are *all* of the purest blood, after all. Those not associated with a sentai or other pack-group may have either a personal totem or no totem at all.

Mokolé

Mokolé do not possess the Ancestors Background, replacing it with Mnesis instead. They also possess the Wallow Background.

Mnesis

Any Mokolé (even one without this Background) may place himself into a Mnesis quest — a sort of autohypnosis in which the character journeys deep into the halls of ancestral memory, much like the Umbral vision-quests of the Garou. Because a Mnesis quest can easily last for hours and renders the seeker oblivious to the outside world for its duration, most Mokolé will only enter Mnesis while in the safety of their wallows. The

rating of the Background determines how far back the Mokolé may remember.

- 0 Roughly a century.
- Three to five hundred years.
- Roughly a millennium.
- The Impergium and the beginning of human civilization.
- The awakening of the mammalian shapeshifters.
- The time of the Dinosaur Kings.

Wallow

The Wallow Background means that you have ties to a Mokolé wallow, one with some history and other Mokolé residents. If you are a homid, this may be a village, rural homestead, or isolated island such as Komodo. If you are a suchid, it may be an ancient temple, jungle swamp, zoo, or gator farm. Any Allies, Contacts, or Kinfolk you may have likely live at the wallow. The wallow is a place where you can meditate to regain Gnosis in Sun's light, hold gathers and perform rites. You may live there all the time; of course, if you don't have Resources, your home might not be very luxurious.

- A poor wallow. One Mokolé lives there or perhaps only Kin.
- No palace. A few Mokolé and Kin live there.
- The wallow has lots of land (maybe a national park) or places to live.
- A nice place: a village, isolated creek, or lake.
- A temple, alligator farm, or large village.

Nagah

The self-imposed isolation of the Nagah prevents them from having many Allies; Mentors are likewise rare. Nagah do not purchase the Totem Background; the Wani and their servants don't act as personal or "pack" totems, and no other spirits are entitled to do so. A Nagah nest counts as a bonded pack for all system purposes, but no totem bond exists. Nagah also use a unique Background: Ananta.

Ananta

A Nagah's Ananta is similar to the Den-Realm of a Bastet, save that Nagah nests may pool their Background points to share a single Ananta, or each have their own personal Ananta (but not both; a wereserpent may only carry a single Ananta within herself at a time).

The rating of this Background determines the Ananta's size and ability to provide food and drink. In the physical world, the Ananta has almost no actual presence — only a small space nominated as a "doorway," through which the Nagah may step sideways to enter the

pocket-realm. This portal is invariably at the bottom of a river or other source of fresh water. Other Nagah are capable of sensing the presence of an Ananta's doorway; it is otherwise undetectable. The difficulty to step into an Ananta is equal to the local Gauntlet, -1 for every two points in the Background (minimum difficulty 2). Ananta are invisible from the Umbra. An Ananta's interior can resemble anything its owner desires.

Once the wereserpent has created his (or his nest's) Ananta, he may "swallow" it to move it from place to place at any time, and may regurgitate it at any future time. While the Ananta is within him, the Nagah may step sideways as the Garou do. However, if the Ananta is destroyed for any reason, each Nagah to which it belongs loses a permanent Gnosis point.

- A small and meagerly appointed Ananta. No refreshments are available.
- A modest Ananta, roughly the size of a guest bedroom, with enough food and drink to entertain a visitor or two.
- An Ananta well-suited to a nest, roughly the size of a townhouse or hotel suite, with enough food and drink for the whole nest.
- A spacious nest, about house-sized, with abundant food.
- A luxurious Ananta, the size of a small mansion, with gourmet delicacies for all.

Nuwisha

Nuwisha use the same Backgrounds as Garou, as well as Umbral Maps (see "Shared Backgrounds," p. 212). Virtually all Nuwisha have a personal totem, inevitably a trickster spirit of some sort. Rarely, a Nuwisha will bind herself into a pack of other Fera — but only if the pack is united under a trickster totem.

Ratkin

Ratkin generally don't have much in the way of Resources or Allies, and don't have Ancestors or Pure Breed at all. Some wererats establish themselves under a permanent Totem, while others use a special rite to temporarily assume a Totem for the duration of only a single mission or quest, dissolving their bond to the spirit once their task is done.

Rokea

The timeless Rokea don't have Ancestors, and don't concern themselves with Pure Breed. They can have at most a single dot of Kinfolk, as their shark Kin are spread so far across the seas, and their human relations are so very few.

Shared Backgrounds

The following Backgrounds are available to more than one Changing Breed.

Secrets

The character possesses information that would be considered desirable — or damaging — by someone else. While such knowledge can sometimes place the character in danger, mostly it gives her leverage and advantages. What the character does with these secrets (bartering them for favors or cash, using them to take down minions of the Wyrms, or something else entirely) is up to her.

The player and Storyteller should work together to determine what sort of secrets the character possesses. The Background's rating determines the value and number of secrets the character knows. This Background is normally the province of Corax and Bastet, though other Changing Breeds (and even the odd Shadow Lord!) occasionally pick it up as well.

- A small but noteworthy secret — a secret affair, a hidden sexual orientation, a minor crime.
- A moderate secret. The human identities of a Garou pack, the whereabouts of a criminal on the run, a significant crime, or evidence of two Garou sleeping together. Alternately, a few minor secrets.
- A substantial secret, or equivalent amount of lesser secrets. A matter of life and death or utter ruination for someone. The location of a lost fetish that someone needs to stay lost. The identity of a murderer of one or more Fera.
- A heavy secret, or equivalent amount of lesser secrets. The location of a national fugitive, a vampire's "little black book" of contacts, the location of a Gurahl.
- An enormous secret, or equivalent amount of lesser secrets. A high-level Pentex plot. The location of a legendary cursed fetish. The secret weakness of an Incarna.

Umbral Maps

The character possesses a wealth of experience and received information about Umbral navigation. These "Umbral maps" are not physical objects, but rather the collected lore of symbolic navigation among spirit paths, the entry methods for safe havens and refuges, the cycles of natural spirit paths, and reliable methods to bypass various obstacles along the way.

This Background is normally the province of Corax and Nuwisha, though other Changing Breeds occasionally pick it up as well.

- A few safe paths and refuges. The character enjoys –1 difficulty to rolls to navigate the Umbra.
- Several routes to common destinations. As Level One, plus once per story the character can re-roll a failed attempt to navigate through the Umbra.
- Safe zones, routes to virtually any place, and knowledge of where *not* to go. –2 difficulty to rolls to navigate the Umbra, plus one re-roll per story.
- Several safe places and refuges, extensive knowledge of Umbral paths and dwellers in those areas. –2 difficulty to rolls to navigate the Umbra, plus two re-rolls per story.
- No one knows the Near Umbra like the character. –3 difficulty to rolls to navigate the Umbra, plus three re-rolls per story.

Totem

Most Fera make use of totems in the same manner as the Garou, whether to bind together their "packs" or as personal patrons. The Ananasi, Corax, and Nagah form notable exceptions.

So what happens when a Garou, a Bastet, an Ajaba and a Mokolé band together?

Most Fera would regard the very idea as little more than the set-up to a bad joke, but as the Wyrms' shadow darkens such places as Africa and the Amazon, it's a question an increasing number of shapeshifters find themselves seriously considering. *Can* Gaia's changing children, so long divided, work together?

The answer is yes — with some difficulty.

The Rite of the Totem (see W20, p. 213) is particularly calibrated to the sensibilities and capabilities of the Garou — those Fera who cannot innately step sideways would have particular difficulty with it. The equivalent rites used by the other Changing Breeds are similarly specialized.

A rare and particular rite exists, however — the Rite of the Joined Circle — which may be used to attract a spirit to act as a totem for a diverse pack of Fera. Mechanically identical to the Rite of the Totem, it requires the ritemaster to prepare a ritual space decorated with items pleasing to the spirit they hope to attract while singing of Gaia's need for renewal. Some Mokolé with powerful Mnesis remember this rite from the times before the War of Rage, and a few African packs have recently independently re-discovered or re-created the rite. The Beast Courts of Asia use very a similar rite to form their sentai.

A multi-Fera pack may pool its Background points to buy its Totem in the same fashion as a Garou pack. Owing perhaps to some similarity to the rites used by the hengeyokai, even Corax and Gurahl are able to

participate in the rite, giving up Raven or Bear's favor in exchange for that of the pack totem. The inclusion of a Nuwisha still guarantees that the totem attracted will be a trickster of some variety, however. In the incredible event that an Ananasi or Nagah participates in the rite, they gain only the ability to participate in pack tactics and the totem spirit's favorable regard; Queen Ananasa will not relinquish her children to another, while the Nagah remain outside of the Pact that facilitates congress between the spirit world and the other Fera.

Combat Maneuvers

The Garou are Gaia's greatest warriors, but the unique anatomy of some of their Changing cousins opens up the possibility of unique attacks that the Garou could only dream of. The following list presents some common examples — it isn't definitive, and Storytellers and players should feel free to make up their own.

Ananasi

- **Engulf:** The Ananasi breaks over her foe like a wave, dissolving into a million biting spiders. Each turn that the werespider maintains the Engulf, the target cannot breathe and runs the risk of suffocation (see W20, p. 259). If the Ananasi is in a non-Crawlerling form when initiating an Engulf maneuver, the action requires a blood point, but the difficulty is reduced to 5 for the initial attack, thanks to the element of surprise.

Usable by: Any

Roll: Dexterity + Brawl **Difficulty:** 6 (5)

Damage: Strength; suffocation **Actions:** 1

Bastet

- **Barrel Roll:** The werecat attacks at running speed on all fours, grabs the opponent by the shoulders, and uses her body mass to topple him. Using the momentum of the tumble, she rolls with the opponent, immobilizing him, usually by biting over the muzzle of the prey to suffocate it.

The player makes a standard grapple attack to seize the opponent, and then reflexively rolls Strength + Athletics (difficulty 3 + target's Strength, maximum 9) to wrestle her prey to the ground. The target then suffers suffocation (see W20, p. 259) and immobility until she can break the grapple.

Garou and Nuwisha can also perform this maneuver, though at +1 difficulty.

Usable by: Crinos — Feline

Roll: Strength + Athletics **Difficulty:** (3 + target's Strength, max 9)

Damage: Special **Actions:** 1



Corax

• **Eye Pluck:** Corax can attempt to pull the eye from a living opponent. If the Corax scores four successes on the attack roll, and at least two health levels of damage go unsoaked, she tears her enemy's eye out. This raises the damage to aggravated even if the Corax is in raven form. Shapeshifters that don't suffer a Battle Scar from the maneuver can regrow the eye over time.

Usable by: Crinos — Corvid

Roll: Dexterity + Brawl **Difficulty:** 9

Damage: Strength + 1 **Actions:** 2

• **Wing Swipe:** This maneuver requires the Gift: Razor Feathers. The Corax lashes out with a wing, slashing the target with the cutting edge of his steel-hard feathers. This maneuver is also useful out of combat (for cutting ropes, slashing tires, and so on). Even if a wing swipe misses, the target must make a reflexive Dexterity roll (difficulty 5) or be off-balance (+1 difficulty to all Physical actions) for the next turn.

Usable by: Crinos

Roll: Dexterity + Brawl **Difficulty:** 7

Damage: Strength + 2 **Actions:** 1

Mokolé

• **Tail Lash:** The Mokolé slashes at an opponent with her tail. Characters in Suchid form may only use this maneuver if the opponent stands directly behind them. Damage is bashing, unless the Mokolé has a spiked tail.

Nagah in Azhi Dahaka — Kali Dahaka forms may also perform this maneuver, as can Rokea in Chasmus — Squamus, but only under water.

Usable by: Archid — Suchid

Roll: Dexterity + Brawl **Difficulty:** 7

Damage: Strength + 1 **Actions:** 1

• **Head Butt:** This maneuver is a charge forward, head lowered. It works exactly like Body Slam (see W20, p. 298) save that the Mokolé doesn't suffer damage if in Archid form, and the target isn't unbalanced unless knocked down.

Rokea in Chasmus — Squamus can use a similar underwater 'ramming' maneuver.

Usable by: Homid — Archid

Roll: Dexterity + Brawl **Difficulty:** 7

Damage: Strength **Actions:** 1

• **Jaw Shear:** This maneuver requires that the Mokolé successfully used a bite attack in the previous turn. Through this attack the Mokolé can snap his head back and forth, tearing the victim to shreds with his powerful jaws. Unless the victim can break the Mokolé's grip (using an opposed Strength roll), the weresaurian can continue attempting this maneuver each turn.

A similar maneuver, Rolling Bite, sees the Mokolé rolling repeatedly with the victim in her mouth.

Rokea in Gladius — Squamus forms can also perform this maneuver, as may Ajaba in Crinos.

Usable by: Archid — Suchid

Roll: Dexterity + Brawl **Difficulty:** 6

Damage: Strength + 2 **Actions:** 1

• **Swallow Whole:** Only a truly enormous character can perform this action, such as a massive Archid or particularly large Great White Rokea. The prey must be half the character's size or less, and the attacker must land a bite attack, and then make an opposed Strength roll. If she succeeds, her opponent is swallowed whole. The opponent can continue to take limited actions for (Stamina) rounds before being smothered. If the attacker changes to a smaller form while her victim is alive inside of her, she suffers five levels of lethal damage as her victim erupts through her innards.

Rokea in Chasmus form can also perform this maneuver.

Usable by: Archid

Roll: Special **Difficulty:** Special

Damage: Special **Actions:** 2

Nagah

• **Constrict:** The Nagah must be in either Azhi Dahaka or Kali Dahaka, and cannot move while constricting an opponent in her coils. On each action after having caught the victim, the Nagah's player reflexively rolls Strength + Brawl against a difficulty of the trapped victim's (Strength + Brawl -2, maximum 9). Success inflicts the Nagah's Strength as bashing damage, while failure frees the victim. The Nagah can attack his trapped victim with teeth or claws at -1 difficulty; for others, attacking a constricted victim without harming the Nagah inflicts a +1 difficulty penalty.

Usable in: Azhi Dahaka — Kali Dahaka

Roll: Dexterity + Brawl **Difficulty:** 6

Damage: Strength **Actions:** 1

• **Injection:** The Nagah can bite gently into a target, injecting venom without causing aggravated damage from his fangs. This can be used for several purposes, such as the Sting of Sleep Gift. This maneuver is normally used outside of combat.

Ananasi also use an effectively identical maneuver to poison opponents and to drink blood.

Usable by: Any form capable of injecting venom

Roll: Dexterity + Brawl **Difficulty:** 7

Damage: Venom only **Actions:** 1

Rokea

• **Great Bite:** The Rokea takes hold of her opponent by the shoulders, and attempts to bite her victim's head



COMBAT MANEUVERS BY BREED

This list breaks down, for easy reference, which Fera can use which combat maneuvers, including those presented in W20.

Maneuver	Breeds
Barrel Roll	Bastet, Garou, Nuwisha
Bite	All save Corax
Constrict	Nagah
Engulf	Ananasi
Eye Pluck	Corax
Great Bite	Mokolé, Rokea
Head Butt	Mokolé, Rokea
Injection	Ananasi, Nagah
Jaw Lock	Ajaba, Bastet, Gurahl, Garou, Kitsune, Mokolé, Nuwisha, Ratkin
Jaw Shear	Ajaba, Mokolé, Rokea
Swallow Whole	Mokolé, Rokea
Tail Lash	Mokolé, Nagah, Rokea
Wing Swipe	Corax
Wishbone (solo)	Ajaba, Bastet, Gurahl, Mokolé, Nuwisha, Rokea

off. To grab hold of the opponent, the player must perform a standard grapple roll. The bite attack is administered in the same turn.

Some Mokolé may also perform this maneuver in Archid form.

Usable by: Gladius

Roll: Dexterity + Brawl

Difficulty: 6

Damage: Strength + 3

Actions: 2

Pack Tactics

Group-oriented Fera such as Ajaba, Nagah, and Ratkin employ pack combat tactics much like the Garou (and may use those listed in W20). Like the combat maneuvers above, the following tactics are intended as representative examples — players and Storytellers should feel free to invent their own.

New Pack Tactics

• **Circle:** This maneuver serves to contain and intimidate opponents. The pack surrounds the target, trapping him within a tight circle. To attempt to break free of the circle, the victim must either enter frenzy or spend a Will-power point. Each character making up the circle performs a Dexterity + Athletics attack, difficulty 8, in response to any such bids for freedom; only a single circle member needs to succeed to keep the target contained within the circle.

Usable by: Any

Packmates Required: 3

• **Slice 'n' Dice:** A favorite of the Ratkin, though employed by other Fera as well. The attackers blitz their target from all directions, overwhelming him with a flurry of slashes to different body parts. This increases the difficulty of dodge attempts by 1 per packmate involved (maximum 9). This maneuver requires the target to be surrounded by the pack.

Usable by: Any form with claws

Packmates Required: 3

Changing Breed Quick List

Regeneration. Delirium. Stepping sideways. Gaia designed Her children with a wide array of blessings, but not all were blessed equally. The following section provides quick-reference lists to help Storytellers in a hurry remember which Fera can (or can't) do what.

Frenzy

Werewolves seethe with righteous lunar fury, and the flames of their Rage burn hotter as the moon swells to fullness. Many Fera, however, process their Rage differently, while some have no Rage at all.

- **Ajaba:** Frenzy as Garou. Rage rolls are always difficulty 6.
- **Ananasi:** Have no Rage and are normally incapable of frenzy. The difficulty to supernaturally induce frenzy in a werespider is raised by 2.
- **Bastet:** Frenzy as Garou. Rage rolls are always difficulty 6.
- **Corax:** Frenzy as Garou. Rage rolls are always difficulty 6.
- **Gurahl:** Rage rolls are always difficulty 8, and five successes are needed to frenzy. Gurahl are normally incapable of fox frenzy.
- **Kitsune:** Rage rolls are always difficulty 6, and Kitsune are normally only capable of fox frenzy.
- **Mokolé:** Frenzy as Garou. Rage rolls are always difficulty 6, save for Shining Mokolé, who set their difficulties the same as Garou (see W20, p. 262).

- **Nagah:** Frenzy as Garou. Rage rolls are always difficulty 7, or 6 near polluted water.
- **Nuwisha:** Nuwisha have no Rage, and are normally incapable of frenzy.
- **Ratkin:** Frenzy as Garou. Rage rolls are always difficulty 6.
- **Rokea:** Difficulty is determined by lunar cycle, as with Garou (see W20, p. 262). Only two successes are needed to enter frenzy. Rokea are normally incapable of fox frenzy.

Regeneration

The Garou can charge through hails of bullets and laugh about it later as they pick lead out of their hides. Most Fera are equally resilient, with the following exceptions:

- **Ananasi** don't regenerate. Instead, they spend their stored blood points to heal at a rate of one bashing or lethal level per point spent. A full scene of rest and five blood points will heal one level of aggravated damage. Without spending blood, Ananasi heal at the same rate as ordinary humans.
- **Kitsune** heal as ordinary humans do, barring the use of healing Gifts.
- **Rokea** regenerate as Garou do, save that squamus Rokea also regenerate in breed form when immersed in salt water.

Vulnerabilities

Silver is the great bane of the Garou and most Fera—but again, not all. The following chart details the particular vulnerabilities of the Fera who differ from Garou.

- **Ananasi:** Have no supernatural weakness.
- **Corax:** Take unsoakable aggravated damage from gold.
- **Kitsune:** Werefoxes may soak damage from silver (difficulty 8), and the damage is lethal. They are otherwise affected as Garou.
- **Mokolé:** Take unsoakable aggravated damage from gold and silver.
- **Nuwisha:** Have no supernatural weakness.

Stepping Sideways

Most Fera don't enjoy the same easy access to the Umbra that is granted to the Garou. Those who differ from the Garou in their standard method of accessing the Umbra are detailed below:

- **Ananasi:** Werespiders step sideways by traversing the Weaver's webs. They may only step sideways in Crawlerling form, and invert the standard Gauntlet difficulties when doing so (so that a science lab would be difficulty 3, while the untouched wilderness would be difficulty 9).

- **Bastet:** Cannot step sideways without a Gift or being within their own Den-Realm.
- **Gurahl:** May only step sideways from within an Umbral Glen or via the Rite of Rending the Gauntlet.
- **Mokolé:** Require a special gift to enter the Umbra.
- **Nagah:** May only step sideways within the Ananta to which the wereserpent is attuned.
- **Ratkin:** May only step sideways when alone, or in the presence of spirits or fellow Ratkin. Cannot step sideways in the presence of any other beings.
- **Rokea:** Rokea may only swim sideways through the Rite of Passing the Net, or with a special Gift.

The Delirium

The mortal mind cannot cope with the horror of a werewolf wearing his war-form. Terror long ago beaten into the very code of human DNA rises up, clouding memories and engaging the fight-or-flight reflex. Thus is the Veil preserved.

Many Fera also provoke the same all-encompassing denial and fear. Others evoke a lesser reaction, while some don't trigger the Delirium at all. The exact reasons why the different Fera rouse the responses they do are up to debate, the answers lost in the tangle of history and legend.

The Veil's Effect

"Reduced Delirium" causes the afflicted human to respond as though their Willpower were two points higher than it truly is.

- **Ajaba:** Crinos form incites full Delirium.
- **Ananasi:** Lilian and Pithus forms both incite full Delirium.
- **Bastet:** Crinos form incites reduced Delirium, while Chatro incites full.
- **Corax:** Crinos form incites reduced Delirium.
- **Gurahl:** Crinos form incites reduced Delirium.
- **Kitsune:** Werefoxes do not incite Delirium in any form.
- **Mokolé:** Archid form incites full Delirium.
- **Nagah:** Azhi Dahaka form incites full Delirium.
- **Nuwisha:** Manabozho form incites reduced Delirium.
- **Ratkin:** Crinos form incites reduced Delirium.
- **Rokea:** Glabrus form incites reduced Delirium, while Gladius and Chasmus incite full.

Renown

The Fera were put on the Earth to fulfill a multitude of different roles, and each Breed marks the worth of their fellows by different means. Very few follow the same three virtues of Glory, Honor and Wisdom that

THE LOST BREEDS

For completion's sake:

- **Apis:** Minotaur form incites full Delirium.
- **Camazotz:** Crinos form incites full Delirium.
- **Grondr:** Crinos form incites reduced Delirium.

the Garou cherish. The following section compiles the Renown traits and ranking systems of each of the Fera in one place for easy reference.

Types of Renown

Ajaba

Like their Bastet cousins, the Ajaba value Ferocity and Cunning; unlike the cats, the social werehyenas also hold Obligation sacred. To advance in Ferocity, an Ajaba must be both fearless and vicious; to advance in Obligation, the werehyena must put the good of his people before his own; and to advance in Cunning, he must be clever and resourceful. Advancement in rank is handled by social challenges and rites similar to those of the Garou.

Ananasi

Ananasi are judged by Queen Ananasa, not each other. They advance in rank as they adhere to the ways of the Triat: Cunning for the Wyrms, Obedience for the Weaver, and Wisdom for the Wyld. Queen Ananasa marks the skin of an Ananasi as he advances in rank; this pattern is only visible to other werespiders. For tenere these rank-markings resemble fine spider-webs that join together, with the number of anchoring strands revealing rank. For hatar, the patterns resemble slithering snakes akin to Celtic knotwork. For Kumoti, it looks like lightning bolts sparking across each other.

Obedience is granted for cleaving to the laws of Ananasa and the werespider's assigned member of the Triat. Cunning is gained through resourcefulness and cleverness. Demonstrations of good judgment and intuition yield Wisdom.

Bastet

Werecat Renown is based on individual respect first and foremost; the werecats are more concerned with their personal views of another Bastet than they are with what the Breed as a whole thinks of him. Bastet use Renown in the categories of Cunning, Ferocity, and Honor.

Cunning is gained through discovering secrets, manipulating rivals, crafting riddles, and self-advertising.

Ferocity is gained through demonstrations of personal prowess, performed with elegance.

Honor is awarded to those that are loyal and honest without giving up their pride.

Advances in rank generally occur at a taghairm, though it isn't unusual for solitary cats to demand an increase in rank by petitioning local spirits, who then bring word to Bastet elders. Bastet advance in rank more slowly than most Fera; cats are hard to impress.

Corax

Corax follow Glory, Honor and Wisdom as do the Garou, though they value Wisdom most of all.

Wisdom is gained by uncovering secrets and passing them on to others; acting with "wisdom" as non-Corax define the word doesn't get a raven noticed at all.

Honor, valued less highly than Wisdom, is gained through actions that benefit all Corax, particularly selfless actions.

Glory, least important of all to the wereravens, is awarded for fighting the good fight... when necessary. Corax never reward rashness or rage, however.

Rank is given through acclamation rather than ceremony, though Helios ultimately makes the final call. Inveterate rumormongers, wereravens find it as easy to fall in Renown as to rise.

Gurahl

Werebears value Honor, Succor, and Wisdom.

Honor is awarded through showing devotion to the Code of Ursa and from dealing respectfully with others, assisting Kinfolk in need, acting selflessly for the greater good, as well as for ignoring counterproductive feelings of vengeance and hatred.

Succor Renown is given for acts of healing and purification, giving aid to those in need, and saving lives. Any other act of attempting to preserve or save Gaia and Her children can also be rewarded with Succor, which is considered to be the most important Renown by many Gurahl.

Wisdom follows similar precepts. It is generally awarded when the Gurahl performs actions that help restore or preserve knowledge and insight, such as ancient relics or old stories, or through the study of legends and lore. Gurahl who attempt to gain deeper understanding of who and what they are may also gain Wisdom.

While Gurahl don't stress status, they do acknowledge rank and respect their elders. In general, when a Gurahl progresses through each auspice, she also gains in rank.

Gurahl gain rank through the recommendations of their elders, either at the Council of Autumn or at other meetings. A Gurahl wishing to advance in rank must relate her deeds, usually in song or story, and win the approval of her elders. If she cannot attend a meeting, she can claim the rank for herself and attempt to gain confirmation later.

Kitsune

The three categories of werefox Renown are Chie, Toru, and Kagayaki, roughly corresponding to Cunning, Honor, and Glory. The Kitsune put little stock in Renown; it mostly seems useful when dealing with the other Breeds — although, the Kitsune reason, if the other Changers have been keeping track of the stuff for millennia, there must be *something* to it.

Chie (Cunning) is awarded for exhibiting superior cleverness; the ideal of Chie is to trick two enemies into destroying each other, while the Kitsune watches safely from a distance.

Toru (Honor) is awarded for living one's life in accordance with Gaia and Luna's rules, preferably by living as a Kitsune without compromise while still achieving one's goals.

Kagayaki (Glory) is awarded for perfection. Kitsune care less for accomplishments themselves than for how those accomplishments make them shine in the eyes of their Changing Breed cousins. Also, Kagayaki is awarded for doing "good deeds" in the sight of those that matter.

Rank, on the other hand, is both eagerly sought after and revered — particularly since foxes gain additional tails, magic, and longevity each time they advance.

Mokolé

Mokolé gain Renown and advance in rank in largely the same manner and categories as Garou.

Nagah

The Nagah don't follow a set of Renown categories. The Sesha (and the Storyteller) decide when a Nagah advances in rank.

Nagah advance by reporting to the Sesha, the highest governing body of their kind. This takes place in Nandana (the Sesha's Ananta). Afterwards, the petitioner may rest for one week while their case is judged. The members of a nest usually report together.

Nuwisha

Nuwisha value Humor, Glory, and Cunning. They're not very status-conscious, as Changing Breeds go, but do appreciate having a system in place for measuring bragging rights.

Humor is awarded for displays of skill — not for bad jokes or silly behavior, but rather for how well-conceived and ambitious a werecoyote's actions are.

Glory is rewarded for flamboyance and getting away with a bold trick.

Cunning measures a Nuwisha's craftiness, and is given for cleverness and subtlety.

Loss of Renown accompanies tricks that harm Gaia or inflict suffering without imparting wisdom.

Ratkin

Ratkin put stock in Infamy, Obligation, and Cunning.

Infamy is generally awarded for outrageous deeds that further the reputation of the Ratkin.

Obligation is awarded for accepting tasks and assignments that must be carried out in the name of Rat. (Sometimes such tasks and assignments cause the loss of other types of Renown, but what must be done *must be done*.)

Cunning is gained through performing clever, resourceful, and crafty stunts — especially if the Ratkin gets away with it or pins the blame on someone else.

Rokea

Rokea acknowledge Valor, Harmony, and Innovation.

Valor involves taking on challenges, finding mates and obeying the Rokean Law. The Valorous Rokea is honest and fearless.

Harmony is born of recognizing one's place in the world and staying there. While survival is the primary task given to the Rokea, Sea also regards the weresharks as her guardians, and so grants Harmony Renown for attacking anything that threatens the balance of life in her waters.

Innovation is born of ingenuity and adaptation. Rokea can gain Innovation by determining a new method of dealing with a problem, learning (or discovering) a Gift or rite, or even creating a fetish (something few Rokea learn to do).

Harmony and Innovation Renown are awarded by Sea and Kun; Valor Renown is recognized by fellow Rokea. Rokea do not require rank challenges the way werewolves do. A wereshark who reaches the requisite amount of Renown is simply considered to be of the appropriate rank.

Sample Renown Awards

These sample awards are very general, and not intended to be all-encompassing.

Cunning

Sample Behavior	Award
Drawing first blood in combat; creating a talen; discovering a useful secret	1
Protecting an important secret from discovery; surviving an incapacitating blow	2
Wounding a powerful foe and prudently retreating; performing sabotage; creating a successful diversion	3
Creating a fetish; hatching a complex plot that succeeds; stealing something of value from an enemy stronghold	5
Destroying an enemy stronghold; creating a Den-Realm; creating a new Gift	7
Failing an attempt at craftiness; being captured by an enemy	-1
Being caught in a lie; becoming the pack's runt (Ratkin); letting a secret slip	-3
Hurting other members of your Breed through recklessness or conniving; getting caught defying an elder	-5

Ferocity

Sample Behavior	Award
Proving one's bravery in a routine situation; resisting frenzy	1
Ignoring a non-fatal wound in combat; remaining unaffected by attempts to taunt you	2
Defeating an enemy without being harmed; remaining calm in the face of extreme adversity	3
Upholding protocol in the face of humiliation; performing an outrageous and dangerous deed without being harmed	5
Single-handedly being responsible for success in a common goal for your Breed; causing your enemy to completely lose face (and rank) when attempting to taunt you	7
Succumbing to fox-frenzy	-1
Losing to an enemy without even harming him	-3
Performing an outrageous and dangerous deed and being hurt so that others must rescue you (thereby exposing them to danger)	-5

Glory

Sample Behavior	Award
Telling a good story at a gathering; participating in a just challenge; proving one's bravery in a routine situation	1
Surviving an incapacitating wound; defeating a minor threat; telling a true epic that is later retold	2
Defeating an average threat; traveling to an Umbral Realm and returning	3
Defeating a strong threat; dying while defending a Den-Realm	5
Defeating a very powerful threat; sacrificing oneself for the greater good	7
Succumbing to fox-frenzy	-1
Losing territory to an enemy	-3
Conscious cowardice that results in the death of another of your Breed	-5

Honor

Sample Behavior	Award
Showing restraint in the face of certain death; showing devotion to the greater good; dealing respectfully with other shapeshifters	1
Protecting helpless humans in need; participating in a just challenge	2
Acting selflessly for the greater good of the Breed; mediating a dispute fairly and impartially	3
Ignoring strong feelings of vengeance and hatred; being truthful in the face of adversity; protecting helpless animals related to the Breed	5
Enduring torture to protect fellow Breed members; death in defense of Gaia	7
Acting selfishly; not protecting helpless humans; being deceptive in the face of extreme adversity	-1
Failing to keep promises; being deceptive; participating in an unjust challenge	-3
Not protecting a helpless Breed member; completely ignoring etiquette; giving false testimony against a Breed member	-5

Humor

Sample Behavior	Award
Conceiving a new riddle; besting another shapeshifter (non-Nuwisha) in a riddle-contest	1
Crippling a Wurm-operation through "unfortunate accidents;" leading an enemy astray without hurting him	2
Leading two enemies against each other; persuading other Changers to perform necessary tasks for you, if they believe they have credit for it; besting another Nuwisha in a riddle-contest	3
Fooling agents of the Wurm to perform necessary tasks for you, even if it hurts them; covering over dangerous secrets without hurting anyone or even arousing suspicion	5
Successfully creating plots that involve entire septs (or the equivalent) of other Changers (particularly Garou) to further your ends (which are not egotistically motivated); banishing the Wurm from an area through indirect or nonviolent means	7
Losing a riddle-contest to a spirit or other Changer	-1
Hurting innocents through your schemes; being manipulated by another Changer	-3
Losing a riddle-contest to a human; furthering the Wurm through short-sighted schemes	-5

Infamy

Sample Behavior	Award
Helping guard a Nest; fooling a human	1
Defeating a formidable foe not of the Wurm or Weaver; getting even	2
Defeating a Garou; defending a Nest through trickery or negotiation; becoming pack leader	3
Ending a serious threat without harm to any of your Breed; becoming famous among your Breed	5
Defeating a very powerful Wurm or Weaver threat; creating or discovering a new Gift	7
Being fooled by a human	-1
Killing a Bone Gnawer	-3
Falling into the thrall of the Wurm	-5

Innovation

Sample Behavior	Award
Striving to understand a new situation or item; creating a talen	1
Teaching another Rokea; gaining knowledge through bargains with spirits	2
Learning a new Rite; discovering a place unknown to other Rokea	3
Learning a new Gift; creating a fetish	5
Creating a new Gift; stopping a threat to Sea before it reaches the ocean	7
Acting without thinking	-1
Killing humans when matters could have been solved through cunning	-3
Ignoring the counsel of spirits	-5

Obligation

Sample Behavior	Award
Teaching another member of your Breed; participating in a just challenge	1
Creating something that helps the Nest or clan; committing a sophisticated crime (Ratkin)	2
Serving as pack's runt (Ratkin, award once per story); repairing the Veil	3
Earning the respect of another member of your Breed; exacting vengeance on someone who has greatly harmed the Nest or clan	5
Dying to protect the Nest or clan (posthumous); performing a deed that affects all of your Breed	7
Giving bad advice	-1
Taking the word of an outsider over that of one of your own	-3
Harming the Veil	-5

Succor

Sample Behavior	Award
Healing another Changer unselfishly; performing a Rite of Cleansing; sparing game	1
Giving aid to another Changing Breed; performing a Rite of Healing Winds; nurturing a helpless animal back to health	2
Performing a Rite of the Pure Land; saving the life of a human	3
Reclaiming spoiled or corrupted land; saving an animal of an endangered species; performing a Rite of the Freed Spirit	5
Nurturing an endangered species so that its population increases; reclaiming a lost Glade; cleansing a major pollution site	7
Failure to save an animal from pain; polluting	-1
Failure to save a human's life; losing land to the forces of corruption and pollution	-3
Losing an endangered species to extinction on account of carelessness; losing a Glade to the Wyrms	-5

Valor

Sample Behavior	Award
Participating in a challenge; drawing first blood in combat; being truthful	1
Participating in a hunt; mating	2
Surviving an incapacitating blow; being truthful in the face of extreme adversity	3
Exacting vengeance without seeking it; destroying a betweener (for ocean-dwellers)/evading destruction by ocean-dwellers (for betweeners)	5
Defeating a very powerful Qyriling; dying while protecting a Grotto (posthumous)	7
Actively seeking vengeance	-1
Lying when it is not needed	-3
Refusing to mate	-5

Wisdom

Sample Behavior	Award
Showing mercy to a wayward Changer; discovering a talen; staying at one's post when tempted not to; healing another Changing Breed unselfishly	1
Giving good advice; summoning an Incarna avatar; maintaining good relations with Kinfolk	2
Completing a Spirit Quest successfully; choosing a mate and breeding; teaching another Breed member	3
Having, and properly following, a prophetic warning; giving a prophetic warning that comes true later; ending a serious threat without harm to any Breed members	5
Discovering or creating a new Gift; participating in a rite to create a Den-Realm	7
Suffering frenzy; accidentally breaking a talen; using a fetish for selfish reasons only	-1
Having poor relations with Kinfolk; attacking a much more powerful enemy without aid; breaking or losing a fetish	-3
Breaking or losing a powerful and necessary fetish; acting disrespectfully during a Rite	-5

Renown Chart

Ajaba

Rank	Renown Total
1	3
2	8
3	13
4	18
5	23

Ananasi

TENERE

Rank	Cunning	Obedience	Wisdom
1	0	3	0
2	1	5	1
3	3	7	4
4	4	9	6
5	6	10	7

HATAR

Rank	Cunning	Obedience	Wisdom
1	3	0	0
2	5	1	1
3	7	4	3
4	9	6	4
5	10	7	6

KUMOTI

Rank	Cunning	Obedience	Wisdom
1	0	0	3
2	1	1	5
3	4	3	7
4	6	4	9
5	7	6	10

Bastet

Rank	Title	Renown Total
1	Tekhmet	3
2	Aka	10
3	Tilau	15
4	Hani	20
5	Bon Bhat	25

Corax

Rank	Title	Glory	Honor	Wisdom
1	Oviculum	0	0	3
2	Neocornix	0	0	6
3	Ales	1	2	8
4	Volucris	2	3	10
5	Corvus	3	5	10

Gurahl

Rank	Title	Address	Renown Total
1	Kovi	Child	4
2	Verde	Brother/Sister	8
3	Sorna	Aunt/Uncle	12
4	Talchwi	Mother/Father	24
5	Matae	Grandmother/Grandfather	32

A sixth rank, occupied by only one Gurahl from each tribe at any time, has no "title," but Gurahl address that individual as Great Grandmother/Grandfather, or simply "Ancient One." Any Gurahl who meets an Ancient One immediately knows it.

Kitsune

DOSHI

Rank	Title	Chie	Toku	Kagayaki
1	Yakan	2	1	0
2	Kiko	4	3	0
3	Koryo	6	5	1
4	Reiko	8	7	2
5	Tenko	10	9	3

EJI

Rank	Title	Chie	Toku	Kagayaki
1	Yakan	1	1	1
2	Kiko	3	2	2
3	Koryo	4	4	4
4	Reiko	7	5	5
5	Tenko	8	8	6

GUUKUTSUSHI

Rank	Title	Chie	Toku	Kagayaki
1	Yakan	2	1	0
2	Kiko	3	3	1
3	Koryo	6	4	2
4	Reiko	8	6	3
5	Tenko	10	8	4

KATARIBE

Rank	Title	Chie	Toku	Kagayaki
1	Yakan	1	1	1
2	Kiko	3	3	1
3	Koryo	5	5	2
4	Reiko	7	7	3
5	Tenko	9	9	4

Mokolé

STRIKING AND WARDING

Rank	Title	Glory	Honor	Wisdom
1	Hatchling	1	1	1
2	Son/Daughter	4	2	2
3	Brother/Sister	6	3	3
4	Father/Mother	8	4	4
5	Grandfather/Grandmother	10	5	5

UNSHADING AND CROWNING

Rank	Title	Glory	Honor	Wisdom
1	Hatchling	1	1	1
2	Son/Daughter	2	4	2
3	Brother/Sister	3	6	3
4	Father/Mother	4	8	4
5	Grandfather/Grandmother	5	10	5

CONCEALING AND GATHERING

Rank	Title	Glory	Honor	Wisdom
1	Hatchling	1	1	1
2	Son/Daughter	2	2	4
3	Brother/Sister	3	3	6
4	Father/Mother	4	4	8
5	Grandfather/Grandmother	5	5	10

SHINING

Rank	Title	Renown Total
1	Hatchling	3
2	Son/Daughter	9
3	Brother/Sister	14
4	Father/Mother	19
5	Grandfather/Grandmother	24

Nagah

Rank	Title
0	Opening Eye
1	Singing Brook
2	Razored Arrow
3	Silken Noose
4	Thunder Chakram
5	Silver Coil
6	Mouth of the Sesha

Nuwisha

Rank	Renown Total
1	3
2	7
3	13
4	19
5	25

Ratkin

Rank	Title	Renown Total
1	Rakka	3
2	Voto	7
3	Tava	15
4	Teppen	23
5	Rrrrr't	30

Rokea

BRIGHTWATER

Rank	Valor	Harmony	Innovation
1	2	(1)	(1)
2	4	2	1
3	7	4	2
4	9	6	4
5	10	8	5

DIMWATER

Rank	Valor	Harmony	Innovation
1	(1)	2	(1)
2	3	5	0
3	5	7	1
4	7	9	2
5	8	10	3

DARKWATER

Rank	Valor	Harmony	Innovation
1	(1)	(1)	2
2	1	2	3
3	2	4	6
4	3	6	8
5	4	8	10

All Rank 1 Rokea begin with two dots in a set category, and one she may place in either of the other two categories.

Changing Breed Abominations

It's rare for most vampires to even meet one of the Changing Breeds, much less decide they'd make a good childe. On the other hand, the Leeches are ever in search of an edge in their predatory status games; an exotic childe with a wide array of unusual powers may seem to represent such an advantage.

In the event that any Changer is Embraced by a vampire and the Storyteller wishes to leave the result up to chance, the player rolls Gnosis (difficulty 6). Success gives a clean and final death. Failure produces a torturous but equally final death. If the roll botches:

Garou become what are known as Abominations — a vampire-werewolf. This miserable wretch gains its sire's clan weakness, three dots of Disciplines, and undead nature. It may spend Blood Points like any other vampire (see **V20**) for the same benefits. On the other hand, it can no longer gain Renown or rise in rank, regenerate wounds without spending Blood Points, or successfully execute any non-Wyrmish rites. Only Banes will teach it new Gifts. At the time of death, all dedicated items and attuned fetishes lose their connection to the corpse-wolf. The Abomination cannot spend Blood Points in the same turn it uses Rage or Gnosis for any purpose. Finally, any Abomination with a Gnosis rating below 7 exists in a state of permanent Harano, perpetually able to feel Gaia's grace and glory only by their absence from its soul. The Abomination's Gnosis trait acts as Humanity would for a vampire; any violation of the Litany causes the wretch to roll Gnosis (difficulty 7); a failure means it loses a permanent point of Gnosis. The Abomination can

never raise its Gnosis naturally. When the Abomination's Gnosis is all gone, it can no longer step sideways or use any Gifts or fetishes, and is little more than a feral beast.

There is only one way for an undead werewolf to avoid this fate — by offering itself utterly to the Wyrm (or, more precisely, to one of its powerful manifestations, such as a Maeljin Incarna). The Abomination's Gnosis is safe thereafter, as the Wyrm sees to fueling its spiritual energy. However, the horror must obey all the commands of its new patron in both letter and spirit afterward; it loses any semblance of the free will to resist or misinterpret the Corrupter's wishes.

Ajaba Abominations work in the same manner as Garou, save that they lose Gnosis for violating the particular commandments handed to their people by Gaia, rather than the Garou Litany.

Ananasi simply cannot be Embraced (or even turned into a ghoul) — their system violently rejects vampire blood; in death, it sits insert in a werespider's mouth and throat, doing nothing.

Bastet may be Embraced, but if anything suffer an even more pathetic fate than Garou. Every 28 days, the Bastet automatically loses one dot of permanent Gnosis until it is a mindless cannibal corpse.

A **Corax** Abomination will at least be quickly released from its suffering — it bursts into flames and dies the Final Death when Helios rises, even if it is hidden from his rays.

Gurahl, sadly, may suffer the Wyrm's ultimate degradation in the same fashion as Garou, save that they lose Gnosis for violating the Code of Ursa.

Kitsune are protected from becoming Abominations; Bai Mianxi has bargained with Helios, Luna, and Gaia to ensure it. An Embraced Kitsune instantly dies the Blood-Fire Death: its body erupts into a brief but incredibly intense pillar of flame, leaving behind nothing but a pile of ash (possibly two piles, if its would-be sire can't get away quickly enough).

Mokolé Abominations die at sunrise like their Corax counterparts. Unlike the wereravens, and unfortunately for everyone in the area (including its sire), a Mokolé Abomination spends the entirety of its short unlife in a brutal, mindless frenzy.

Nagah subjected to the Embrace simply die; a botched Gnosis roll only prolongs their death throes.

Nuwisha cannot be Embraced; they die peacefully without the need to make a Gnosis roll.

Ratkin are susceptible to the Embrace, but suffer perhaps the most gruesome fate of any of the Changing Breeds. Whatever force suspends a vampire's body at the time of death doesn't work for the Ratkin; its corpse undergoes a normal cycle of rot and decay even as it

drags itself through the night, until nothing remains but a pile of sun-flammable bones. Whether the ratkin remains conscious after the brain rots away is a matter of shuddersome speculation.

Rokea are susceptible to the Embrace, though it would be better for everyone — especially the foolish

sire — if they weren't. A Rokea Abomination instantly loses all of its Gnosis, and spends the rest of its existence in a blood-fueled hunger frenzy. This newly awakened bloodlust seems particularly prone to diablerie; the vampire wereshark prioritizes vampires before any other targets in a crowd.







Chapter Four: The Lost Breeds

History has been hard on the Changing Breeds. The shapeshifters alive today do not fully represent the great diversity of those Gaia has created throughout history. Several Breeds have lost tribal lines, like the Bastet's Khara, and the Okuma of the Gurahl. In other cases, entire Breeds of shapechangers have been driven out of existence. The Apis, Camazotz, and Grondr all became extinct hundreds or thousands of years ago, and their loss is mourned to this day by Gaia's remaining descendents.

Some still hope against hope that the fates of these Lost Breeds are not as final as they seem to be. Most Changing Breeds believe the Nagah to be extinct as well, after all. Shapeshifters who discover the weresnakes' continued existence may hold hope for the other Lost Breeds as well.

Extinction

A Changing Breed can become extinct through a variety of causes. Some shapeshifting lines fell prey to the Garou — slaughtered outright, or reduced to so few numbers that their Breed dwindled out. Both during and after the War of Rage, the Garou have accomplished what the Wyrms has not: killing off entire lines of their Mother's other shifting offspring. The macabre irony of this "achievement" rankles to this day among the werewolves and those shapeshifters who attempt to work with them in Gaia's service.

But the Garou are not responsible for all of the Lost Breeds. Some suffered a subtler — but no less certain — demise, when their wild animal Kin met their end.

When a Breed's animal Kin is no more, the Breed dies along with it. Their human Kinfolk lose the ability to have shapeshifting children, spawning only normal humans. The shapeshifters themselves become entirely infertile, no longer able to sire or produce young, even with each other. And, within a generation, the Breed ceases to be.

Each Breed's fate is so closely tied to its animal Kin because of a symbiotic relationship between the Breed's spiritual sire and the creatures that are its mortal reflection. When the saber-toothed cats died out at the end of the last Ice Age, the spiritual representations of saber-toothed cat died with it. As well, the Incarna of the Khara – Saber-Toothed Cat — lost its ties to the mortal world, and faced few choices for its continued existence. It could have sought refuge from other, more powerful Incarna, relying on them to maintain it through servitude. But like most cats, pride was strong in Saber-Toothed Cat and it could not conceive of an existence devoid of freedom, bound in service to another. Instead, it left the Near Umbra, seeking a realm where spiritual representations of saber-toothed cat still existed. There, it could continue to be — as it had always been — the embodiment of the ideal of saber-toothed cat: fierce, proud, and free. Bereft of their spiritual sire, any Khara and (proto-) human Khara-Kin left found themselves spiritually neutered. Their children would never become shifters. Their Breed's days were numbered.

A similar fate awaited the Grondr, albeit for a very different reason. After the Garou slaughtered all but a handful of the Grondr, they encouraged the humans of the First City to enslave the Grondr Kin, human and beast alike. Their human Kinfolk were used for servants, sold as slaves, and forced to bear their oppressors' children. Any offspring that the Garou even suspected of being wereboar were killed in their infancy before they could achieve their First Change.

The boar Kin faced an even worse fate. The fiercest were slaughtered and eaten as a delicacy, and in time, humans domesticated the weakest. By breeding them with weak-blooded and weak-spirited pigs, the Garou and their Kin slowly but surely diluted the Grondr bloodlines into utter impotency. Over time, the primal boars that were the Grondr's Kin were no more.

The Lost Breeds in the Modern Day

The Lost Breeds are primarily presented for Storytellers running historical games, or as traces of the past that modern characters learn of via the Ancestors or

SPIRITS VERSUS SCIENTISTS

To this day, wild boars roam the earth. However, while human scientists may call today's beasts by the same name, spirits pay no attention to the proclamations of science. Their taxonomy may be similar, but spiritually speaking, the Incarna of Wild Boar, Father of the Grondr, and the spirits of domesticated pigs or today's wild boars are a world apart.

Just as even the Bone Gnawers could not keep their Tribe alive with dog-Kin, the Grondr could not find Kin among the wild boar that survive today. Their spirit is different, even if their genetics owe some long-past heritage to the creatures who were once Grondr Kin.

Mnesis Backgrounds. That said, Storytellers can choose to include any of these Breeds in a modern game.

One option for integrating Lost Breeds into a modern campaign is to assume that a few members of the Breed survived in the far depths of the Umbra, where time moves differently. Perhaps the characters discover these shapeshifters and leading them back to Earth. Perhaps their enemies have done so, and the characters must rescue the newly returned before they are recruited to the Wyrms' cause. Or perhaps the Lost Breeds have, like the legend of King Arthur, returned to Gaia in Her hour of greatest need.

Another possibility is the gradual re-emergence of Lost Breeds through new births. While the odds of a shapeshifter being born to two Kinfolk are always low (and grow astronomically lower when the beast Kin are extinct or been domesticated, and the human Kin are hundreds generations diluted), long-shot odds still have a chance of coming up. And, in a world where Incarna spirits, magic wielders, and other reality-shapers exist, anything that is not utterly impossible might eventually happen.

A human adolescent going through their First Change as an Apis, Grondr, or Camazotz is something that spirits throughout the world will notice, and word would surely reach the ears of other Changing Breeds in short order. This kind of story will have a very different flavor than the emergence of a number of ancient,

LOST BREEDS AS PLAYER CHARACTERS

Storytellers can even allow players to create Lost Breed characters, if it suits their game's storyline. Such characters will be a challenge for any player, especially if they are playing characters who have spent hundreds — or even several thousands — of years in Umbral stasis. Imagine living in a world not only before the Internet, automobiles, and telephones, but before the advent (for many cultures) of mathematics, literacy, science, or cities, and then reemerging into the modern day.

Lost Breed characters cannot possess the Kinfolk Background; even if they were born to dilute blood Kinfolk, any actual Kinfolk culture would have died out soon after the original Breed. As well, unless they are newly changed, modern characters, they are unlikely to have high levels of modern Abilities like Drive, or Backgrounds related to connections to the modern world (such as Contacts).

battle-ready warriors for Gaia's cause, but could be an equally interesting path to explore.

A third option — albeit one with more of the Weaver's taint — involves the recreation of a long-extinct species through scientific methods. Real-world scientists are attempting to bring back a number of species, including the auroch. By using DNA from teeth and bones of the ancient animals as a “map”, they hope to use selective breeding of the offshoot species to eventually “unevolve” the genetic line to its original state. With a little help from the supernatural creatures available in the World of Darkness, such an experiment could surely be successful — and the long-term ramifications of the Weaver bringing back the Lost Breeds holds a whole range of story possibilities.

Regardless of how they come back, the number of any of these Breeds that survive should be relatively small; perhaps as small as a single new birth, but definitely less than one hundred. However, especially in the days before the Final Battles, the arrival of even a single new Changing Breed could make a significant difference in the characters' efforts to save the world.





The Apis once worked openly with humanity. They were sages, as well as matchmakers. Just as humans bred domestic animals to encourage desirable traits and eliminate flaws, the Apis walked among humanity encouraging relationships that would produce children who were cooperative and wise. They subtly discouraged matches that would produce children inclined to mindless destruction or dangerous foolishness. They also sometimes used this same ability to encourage or discourage matches between humans and shapeshifters, and were well known for being able to predict matches between shapeshifters and Kinfolk (or between two Kinfolk) that would breed true. Their wisdom and peaceful advice were only half of their nature; they could also be fierce and terrible. If anything threatened them or anyone under their protection, Apis could assume their war-form: huge and deadly minotaurs capable of devouring their enemies and shattering stone with their metal-hard horns.

The Apis were relatively social creatures who lived in herds of between six and twenty-four individuals. A mighty bull ruled each herd and defended his title against all challengers. This bull was in charge of protecting the herd and leading it in battle. A pair of cows advised the Bull. They were also in charge of breeding advice and leading the herd in peacetime.

The Apis' numbers were savagely reduced during the War of Rage, where they battled the Garou in Europe and the Near East. The Garou gradually pushed the Apis south, as the werewolves struggled to reach Africa. The wereaurochs held the Garou off, but at a horrible price. Only a few of their number survived. For a time, the remaining Apis hoped that their expertise with fertility would allow them to renew their numbers. But between the Garou's continued predation and the other supernatural and mundane dangers of that ancient time, it quickly became clear that the battle they were fighting would eventually end in their demise. Even for these experts in breeding, there would be no recovery for the Apis.

History

Much of the Apis' existence focused on the cycle of birth, reproduction, and death. Apis mystics had magic to find a person's destined mate, and if they had difficulty conceiving, the Apis could aid that process as well. Apis oversaw the rituals that accompanied puberty, adulthood, and partnership, as well those of aging, maturing, and death. For the Apis, there was no greater honor than to bring a person into the world, advise him during his life, and then escort him out of it, acting as their charge's midwife, teacher, and pallbearer.

The Apis were one of the most peaceful Changing Breeds, with a mastery over their Rage that put even the modern Stargazers to shame. When the wereaurochs fought among themselves, their duels were usually non-violent challenges, games of strategy or contests of singing, oratory, or spiritual proficiency. On the rare occasion that only violence could answer an insult or resolve a dispute, the Apis used the same methods as their animal kin, taking Aurochs form and locking horns until one combatant was forced to the ground. Deaths from a first-fall duel were extremely rare.

Though peaceable on the surface, a few could fire the wereaurochs' terrible Rage—the taint of the Wyrms, and any threat towards their own and those under their protection. When faced with an immediate threat, the Apis were quick to assume their war-forms and trample the offender under their brazen hooves. When faced with Wyrms-taint, their response was perhaps surprising: they built coalitions of all the Changing Breeds. The Apis were Gaia's matchmakers, and everyone respected them; the Apis used that as leverage to bring disparate allies together against a common foe.

The Apis never glorified violence, even against the minions of the Wyrms. A Lunar Apis might take of grim satisfaction from butchering monsters, but it wasn't something to be proud of—they instead took pride in defending and protecting others, using their strength and

Rage in service to others. All wereaurochs took pride in what they created and protected, not in what they were able to destroy.

Many Apis walked among humans, guarding them against spiritual corruption and teaching them a watered-down version of their own traditions. Most focused on the ruling families, but some spent time among the poorest, teaching them practical lessons. Some of the oldest traditions of humanity show distant memories of the wereaurochs; they show in ancient Egypt's worship of Hathor as a goddess of joy and motherhood, and Hera's identity as Boopis — "Cow-Eyed" — the protector of hearth, home, and family. Some Apis chose to reinforce customs of hospitality by appearing among humanity as ragged wanderers. Where they were welcomed, they would leave blessings of fertility and good fortune; where they were rejected, they would leave only curses. As a result, they cultivated a sense that even the least among a group should be treated well.

Those Changing Breeds with little interest in the inglorious task of guiding their Kinfolk, like the Garou and Nuwisha, welcomed the Apis to take over that responsibility. Others, including the Bastet and Nagah, refused to allow the Apis access to their Kin — until they needed the wereaurochs' expertise. Seeing their Kin wracked by disease or infertility, they would

turn to the Apis and beg them for help. A few observers noticed that the Apis could have created these disasters, but they usually held their tongues. Making such accusations would only alienate the Apis.

By far the most controversial, however, were those wereaurochs who believed that Gaia had given them responsibility for breeding, advising, and educating their fellow Chnging Breeds. The Apis had more success with some Breeds than others. The Gurahl considered themselves well-equipped to select their mates and educate their children, not needing anyone to interfere with their choices. Most Bastet tribes were also unwilling to allow outsiders access to their communities and their secrets. Despite their peaceful natures, the Apis were most successful among those Breeds with the greatest Rage — the Garou among them.

The Apis had worked with the Garou for many years before the werewolves started taking them for granted. It started with Garou



alphas becoming increasingly picky about their mates. Werewolves would describe specific characteristics that they desired and expected the Apis to deliver. Some even began to pride themselves on how discerning they were, bragging that they had turned away two, or four, or more potential mates before finding one that they deemed acceptable. The Apis always seemed to find someone who suited, but the werewolves' cavalier attitudes to the Apis' sacred duty lit a fire within the wereaurochs' hearts, kindling a Rage that the whole breed could feel.

The Garou also neglected the children they had left in the Apis's care. The Apis considered it their responsibility to discover and enhance their charges' natural talents; the Garou prized warriors above all else. Even as a young child, a born warrior could bring glory to his parent. Garou parents convinced themselves that their children should be warriors not out of any regard for the child, but because it would please the werewolf. Werewolves would return from long campaigns and insist that the Apis had made their child weak by teaching her music, animal husbandry, agriculture, mysticism, or other inglorious arts according to her natural inclinations. That insistence stoked the fire of Rage into a mighty blaze.

No one knows what finally broke the Apis's overtaxed patience, but when it happened, it happened all at once. Overnight, the Apis withdrew from every Garou community. The Garou were surprised and inconvenienced, but above all, they were offended. From their point of view, the Apis had not just broken their promises, they had forsaken the Breed's sacred duty before Gaia.

The Garou retaliated, heaping further insult upon the Apis. They accused the wereaurochs of cowardice, saying that they fled Garou communities because they feared defending young werewolves against the Wym. The Apis could have tolerated any other lie, but the claim that they would not protect children placed in their care was more than they could bare. Around the world, wereaurochs issued a challenge to those Garou who had tried their patience, inviting them all to a single location where the two Breeds could settle their differences in combat.

This was their great mistake.

Even after everything they had put up with, the Apis did not want to go to war with the werewolves. They thought that their traditional duels would teach humility to both the Garou they beat and those septs that heard of what happened. The Apis wanted to prove a point and regain their dignity. Some even hoped that after they had shamed the Garou, they could return to their communities to work together once again.

The Garou had no desire to indulge some symbolic duel in the name of tradition or propriety. These were

the heady days of the werewolves' power, close to the start of the War of Rage, and the Garou had a taste for spilling Fera blood. The Apis wanted to remain neutral in the upcoming conflict. They refused to believe tales of the werewolves' deeds. The Apis prepared to duel; the Garou prepared for slaughter. Many Apis died in those first battles against the werewolves. Far more died when they saw what was happening and unchained their Rage against the werewolves. The rest died as they tried to flee.

Not all the Apis were at that first and terrible battle. When they heard what had happened, they went to the other Changing Breeds — many of which were also targets of the Garou's rage — and begged for protection. The Garou, drunk on blood and power, saw the other Changing Breeds conspiring against them and knew they had all betrayed Gaia. By seeking shelter among enemies of the Garou, the surviving Apis were no better than the other Breeds.

Ironically, the very Changing Breeds the Apis approached for shelter had thought the wereaurochs to be the Garou's allies, helping the werewolves to replenish their numbers even as their victims died in droves. Most refused to help the Apis. Left with nowhere to turn, the Garou hunted the Apis to near-extinction.

Minotaurs and Time

When their numbers dwindled to single digits and it became clear that the end was nigh, a handful of Apis took a desperate chance to try to save their kind. Calling themselves "Last Hope", the young and strongest of the Breed set off into the depths of the Deep Umbra. There, they hoped to find long-forgotten secrets to restore their numbers. If time and fortune were on their side, they might return before the rest of the Apis — the elderly and very young — perished.

But fortune fell against the wereaurochs.

Those who awaited their return died in disappointment. The Apis left behind fell to disease, to violence, or to the ravages of time. None of them ever saw Last Hope again, and, as a group, the desperate travelers never returned.

Hope is a stronger force than many recognize, and time is a tricky thing in the Deep Umbra.

Thousands of years after Last Hope set out on their fateful journey, a single wereauroch returned, only to discover his family long-forgotten; the loss drove him mad. He frenzied, over and over, until he lost all ability to assume any form other than Minotaur. Eventually, he was captured by humans who saw him as an evil monstrosity, rather than a former protector of their kind. His tale, twisted and embellished upon, serves as source material for many minotaur myths throughout history.

APIS IN THE MODERN DAY

If any of the Apis survive, it is only because they lived in the far depths of the Umbra. As late as 500 years ago, the last Apis may have retreated into the depths of the spirit lands, and, due to the vagaries of umbral time, survive to this day. Because the aurochs has been extinct for 400 years, the surviving Apis cannot reproduce, even with humans. They are literally the very last of their kind. These relics represent a tragic paradox. They can help save other Changing Breeds from extinction, boosting their numbers by giving advice about successful breeding, but they cannot save their own kind.

However, there might be hope. Perhaps some shapeshifters or maybe the last remnants of the Apis' human Kinfolk have been working to try to back-breed the oldest breeds of domestic cattle in order to recreate the mighty Aurochs. Such efforts may be doomed to failure, or they might succeed — and if they did, perhaps that would be what called the last few dozen Apis back from the depths of the Umbra.

Whether Lost Hope ever discovered the secrets they sought remains unknown. If one of their numbers could return after thousands of years, it is possible others may. And if their mission was successful — well, the possibility exists for the Apis — and other Lost Breeds — to return in time to join the final battles.

Breeds

As befits experts in breeding true, there were no metis Apis. There were only two Breeds of Apis: homid and bos. Homid Apis began with a Gnosis of 3 and bos Apis began with a Gnosis of 5.

Auspices

The Apis were creatures of both the sun and the moon, and their breeds reflected this division.

- **Twilight:** Twilight Apis were born at sunrise or sunset, and so were the rarest Auspice. They sought the advice of spirits and listened to omens, obtaining the mystical clues that helped both the Apis and their charges thrive. Twilight Apis could learn Theurge Garou auspice Gifts.

Beginning Rage: 1

- **Solar:** Solar Apis were born during the day. They were considered the best breeders, as well as the Apis who worked most closely with humanity. Solar Apis could learn Philodox Garou auspice Gifts.

Beginning Rage: 3

- **Lunar:** Lunar Apis were born at night. They defended both their people and others under their charge from anything that might have threatened them. Lunar Apis could learn Ahroun Garou auspice Gifts.

Beginning Rage: 5

Traits

- Apis used Rage in the same manner as Garou and were capable of frenzy.
- All Apis began with a Willpower of 4.
- Apis suffered the same effects from both silver and gold that werewolves do from silver. They regenerated in the same way as Garou.
- Apis could step sideways into the Umbra like the Garou.
- In Minotaur and Aurochs form, Apis had long horns that allowed them to gore opponents (difficulty 7, Strength +2 damage). This damage was aggravated in Minotaur form, lethal in Aurochs.

Forms

Apis could assume three different forms. Other than a tendency for being sturdily built, their homid form was not notably different from the humans they interacted with. Their other two forms were as follows:

- **Minotaur:** The Crinos form of a werebull looked like the classic minotaur, a 10-12 foot tall, muscle-bound, bull-headed humanoid with long and deadly horns. This form inflicted full Delirium. **Modifiers:** Str +5, Dex +1, Sta +3, App 0, Man -3

- **Aurochs:** The animal form of an Apis was a huge reddish or dark wild cow with wide, sharp horns. An Apis in Aurochs form stood about 6 feet high at the shoulder. **Modifiers:** Str +2, Dex +1, Sta +4, Man -3

General Apis Gifts

Apis characters begin play with one Level One Gift from the appropriate auspice list, and two Level One Gifts from the general Apis Gift list.

- **Beast Speech (Level One)** — As the Galliard Gift.
- **Brother's Scent (Level One)** — As the Children of Gaia Gift.

- **Gift of Flesh (Level One)** — This Gift allows the Apis to refresh his own strength by dining upon an enemy's flesh.

System: If the character spends ten minutes in Minotaur form devouring the body of a foe (not prey



animal) slain in combat, he immediately regains his choice of two points of Rage, one point of Willpower, or one point of Gnosis. This Gift's effects are permanent.

- **Mother's Touch (Level One)** — As the Theurge Gift.
- **Resist Pain (Level One)** — As the Philodox Gift.
- **Scent of Changing Blood (Level One)** — The Apis may breathe in the scent of a human or animal and tell whether or not that individual carries any Changing blood — and if so, what sort.

System: The character is automatically aware when he was in the presence of Changing Breed Kinfolk. To determine more details, a Perception + Primal-Urge roll (difficulty 7) is needed. One success reveals what sort of blood the individual carries (Garou, Gurahl, Bastet, etc), while more successes reveal tribal lineage and other bloodline details.

- **Sense Wyrms (Level One)** — As the metis Gift.
- **Strength of the Ox (Level One)** — As the Bone Gnawer Gift: Desperate Strength.
- **Scent of the True Form (Level Two)** — As the Philodox Gift.
- **Sense the Terrible Treasures (Level Two)** — As the metis Gift: Sense Silver, save that it could sense both silver and gold.
- **Speech of the World (Level Two)** — As the homid Gift.
- **Sun and Moon Signs (Level Two)** — This Gift taps into the wisdom of the sun and moon, allowing the

were aurochs to read omens in such things as eclipses, the color of the rising moon, rings around either, and so on.

System: The character meditates under an open sky where the sun or moon is visible. The player spends one Gnosis point and rolls Intelligence + Enigmas, difficulty 8. Success grants the character tidbits of information about some upcoming event relevant to him or his loved ones — the more successes rolled, the clearer the omens.

- **Ties of Destiny (Level Two)** — By concentrating, the Apis may perceive the threads that tie a person to his destined mate — as well as darker strands of fate.

System: The player spends one Gnosis point and rolls Perception + Enigmas, difficulty 7. If successful, the character perceives the ties of destiny as shimmering red threads that stretch out from the observed subject's heart, liver, or hands in the direction of the person or persons fated to share a common destiny with the subject. The threads may appear slack or taut; the more taut the thread, the closer the tie or the nearer the shared fate is to coming to pass. The Gift does not reveal whether a destined tie is for good or ill, however.

- **Hathor's Blessing (Level Three)** — The Apis can promote fertility in others, even to the point of increasing the chance of a shapeshifter breeding true. Had this Gift not been lost to the ages, perhaps the Garou Nation would not be so desperately outnumbered by its foes.

System: The Apis touches the recipient of her blessing at the brow, sternum, and just below the navel, and

spends three Gnosis points. The next child conceived by the blessed individual has an additional 25% chance to breed true (thus, a 35% chance of breeding true if the character mates with a Kin of no particular Pure Breed). If neither the Gift's target nor her mate are a shapeshifter or Kinfolk, there is still a 25% chance that their child will breed true, becoming a shapeshifter of the same type as the Gift's user.

- **Persuasion (Level Three)** — As the homid Gift.
- **Strength of Purpose (Level Three)** — As the Philodox Gift.

- **Strength of the Brazen Bull (Level Three)** — The Apis may turn his hide to brass, his hooves and horns to iron, and his breath to flame.

System: The player spends one Rage point and rolls Stamina + Survival, difficulty 6. The character gains two extra soak dice and two extra damage dice to bite, gore, and kick attacks. This Gift lasts for one turn per success.

- **Attunement (Level Four)** — As the Silent Strider Gift.

- **Finding the Blood (Level Four)** — The Apis may turn her nose to the wind and follow the thin scent of Changing blood to the nearest Kinfolk, wherever and whoever that might be.

System: The player may roll Perception + Primal-Urge (difficulty 8) to learn the direction and rough distance of the nearest Changing Kinfolk of any sort. Spending a Gnosis point allows the character to narrow her search down to Kin of a particular Breed.

- **Form of the Land Titan (Level Four)** — The wereaurochs may assume the form of the primal bull, massive and unstoppable, a juggernaut almost the size of an elephant.

System: The player spends one point of Rage and Gnosis while in Aurochs form and rolls Stamina + Primal-Urge (difficulty 8). Success adds two Strength and Stamina for the rest of the scene, and causes Aurochs form to induce reduced Delirium.

- **Heart of the Mountain (Level Four)** — As the Get of Fenris Gift.

- **Mindblock (Level Four)** — As the Silver Fang Gift.
- **Assimilation (Level Five)** — As the homid Gift.
- **Kiss of Helios (Level Five)** — As the Ahroun Gift.
- **Mercy for the Misbegotten (Level Five)** — This Gift, among the mightiest known to the Apis, grants fertility to those normally incapable of bearing offspring — including even infertile metis.

System: The Apis touches the subject of her blessing and the player spends three Gnosis points. The subject is cured of any infertility, impotence, or even outright mutilation of the generative organs for the next 24 hours. In the case of women who conceive under the auspices of this Gift, any necessary blessings continue to linger until the child is delivered.

Rites

Rite of the Earth's Womb

Level Four, Accord

One of the greatest demonstrations of the Apis' power, this rite is only ever known to a handful of wereaurochs at any time. Using this ritual, the Apis could cause the Earth — the body of Gaia itself — to carry a baby to term. This ritual was most frequently employed when a grievous injury beyond even the Apis' ability to heal prevented conception, though dark legends tell of the Apis using it to create children from 'perfect' parents who they knew would never breed. At least once, this ritual was used when the mother of a foretold hero was killed. The dead body was carried to a secret spot where the grieved husband helped the Apis to create the child his mate should have borne. A few Apis noted that the rite doesn't require a male and a female participant, and used this rite to help homosexual couples have children of their own, though each parent must at some point have been able to bear children — those born sterile, including metis Changing Breeds, cannot benefit from this rite.

This ritual takes place in otherwise unspoiled wilderness, and requires a sample of blood or semen from both parents, along with a lock of hair or fur. Neither parent needs to be present or even alive, though the fluids must be less than twelve hours old. The ritemaster sanctifies the area, digs a hole, and buries the mingled bodily fluids and hair along with a lock of his own hair. He must also spend two points of Gnosis, which he cannot regain until the child is born. Over the next month, the ritual site bulges and swells, finally breaking open to reveal a newborn child. If one of the parents was a shapeshifter, the child is inevitably a shapeshifter as well. If both parents were Kinfolk, the child has double the normal chance of being a shapeshifter.

The ritemaster retains a mystic link to the ritual site over the course of the pregnancy, and can sense if anyone with hostile intentions comes within fifty yards.

CAMAZOTZ

The werebats were known as the Ears of Gaia (or ironically, Her Voice). They were messengers, but of a very different sort from the Corax. While Corax are natural gossips, spreading information to everyone willing to listen, the Camazotz were secret messengers. Their Gifts of speed, stealth, and heightened perception made them excellent spies who would keep what they discovered between their allies and Gaia. One of their strengths, as well as one of the major reasons that the Garou feared them, was that it was exceptionally difficult to know if one of the Camazotz was listening to a conversation. Individuals might gather in secret only to learn that as soon as the meeting ended, their enemies knew everything they had said. All that one of the Camazotz needed to observe a scene was for a single tiny bat to hide itself in a corner.

The Camazotz were a highly social Breed who lived in egalitarian swarms of between a dozen and a hundred members. They often lived in caverns alongside their bat Kinfolk. While inclined to secrecy, they attempted to maintain friendly and open relations with other shapeshifters.

The Camazotz were most common in the Southern hemisphere, which partially insulated them from the initial War of Rage. The Garou slaughtered the werebats dwelling in Europe, Asia, and North America, but those who lived in South America remained safe during that first War. Fear of further slaughter, however, kept the remaining Camazotz confined to that continent for the next several thousand years.

Some groups indulged in various forms of blood rituals to enhance their strength and power, but were careful to remain free of the Wyrms' corruption. Only a few werebats fell prey to Taint, and other Camazotz hunted them mercilessly. When a group of Shadow Lords accompanying the Spanish conquistadors to South America encountered the Camazotz in the early 17th century, the werewolves were horrified. Seeing nothing beyond the fact that the Camazotz were shapeshifting bats who used human blood in their rituals, the Shadow Lords assumed the Camazotz were a new type of Wym-tainted beast,

and they recruited hundreds of human allies to help them slaughter all of the Camazotz. In the aftermath of this genocide, Bat — the Breed's totem — went mad and fell to the Wym.

History

Bat, the totem of the Camazotz, was always a strange spirit. His animal children are singular creatures: the only mammals capable of true flight and one of only two land species to navigate by echolocation. Even before his corruption, Bat was a creature of the night and an ill-omened hunter. Even human cultures understand Bat's nature — European peoples connected bats to witchcraft and the undead, several Northern American tribes saw Bat as a trickster spirit, while Mesoamerican traditions linked bats to the underworld.

In ancient prehistory, before the Weaver's madness, when the Wym was still an embodiment of balance rather than a force of blind destruction, Bat was one of

CAMAZOTZ IN THE MODERN DAY

Any Camazotz who survived the massacre by the Shadow Lord's did so by remaining hidden in the Deep Umbra. They seek to repopulate their numbers — and return bearing messages from Gaia Herself. The Bat Totem fell to the Wym when the Camazotz were destroyed. Perhaps the characters want to redeem and cleanse it, which would prepare a way for the return of the werebats, or maybe Bat's redemption happened recently, paving the way for the Camazotz's return. Although any surviving Camazotz are likely to still hate the Garou in general, and Shadow Lords in particular, they also know they can do little against the werewolves' might, else risk bringing the werewolves' wrath upon them once more.

the Wyrms's servants. Bat would search the world for those things ordained to pass away and mark them for removal. When the Wyrms went mad, Bat fled its service. Though Bat proved itself time and again in service to Gaia and against its old master, the spirit would always have a darkness to it that Gaia's love could never truly cleanse.

Beyond Gaia's love, Bat's children gave the spirit the strength to carry on. Bat was one of the most attentive spirit fathers, lavishing gifts and advice upon the Camazotz. Bat knew that the Camazotz were like him, destined to dwell in the dark and mistrusted by the other Changing Breeds. They would undertake missions that their cousins would never understand — and would probably never even be aware of.

When the Garou chased the Camazotz out of the Northern hemisphere during the War of Rage, Bat remained true to Gaia but his dedication began to crack. He taught his children a form of blood magic — the same rituals that would eventually condemn them in the eyes of European Garou — drawn from Bat's old existence as one of the Wyrms's servants. They took strength from death, just as the Wyrms had done. Although the rituals were not inherently tainted, they were fundamentally unsafe — they called upon the power of the primordial destroyer, a power that had gone quite mad. Many werebats fell to the Wyrms, but the Camazotz expressed their Rage and their totem's anger in the zeal with which they hunted their corrupted brothers. Many of them never knew that the blood-rites were the source of that corruption, and that everyone who had taken part in one of the rites was tied to the Wyrms.

While the Camazotz in South America were experimenting with blood magic, the Camazotz of the Eastern hemisphere withdrew from their allies among the Beast Courts. Although they still served the Emerald Mother, the Asian Camazotz became even more insular and secretive. They turned their talents at information gathering to understanding their own history. What had driven the Garou, once Gaia's proudest warriors, to slaughter their cousins? The Changing Breeds had always been a contentious family, and while it wasn't entirely uncommon for disagreement between shapeshifters to break out in violence, it had never before gone as far as genocide

The Camazotz of Australia found an even more welcoming home. Spreading the word of the Garou's war to the continent, they found refuge among the continent's other Changing Breeds. The Mokolés of Australia had prepared caerns and



knew of hiding places and good territory, almost as though they knew that the werebats were coming. The Australian Camazotz became so deeply intertwined with Australia's Changing Breeds that they were willing and able to reach past their own fear and help the Bunyip to adapt to their new home.

As time went on, the Camazotz began to strain their alliances with other Changing Breeds. In Asia, the Camazotz refused to accept that the Hakken and Stargazers were not complicit in the murder of werebats across Europe and North America. By the time that the Spanish Shadow Lords began their genocidal war against the Camazotz in South America, the Asian werebats felt that they had been vindicated. Knowing that the Hakken were descended from Shadow Lords, the Camazotz saw them as guilty by association. Driven and obsessed, they shunned the Beast Courts for tolerating the Garou's presence. Some of their former allies still whisper that the Camazotz were on the verge of a terrible discovery before Bat's madness finally claimed them.

The destruction of the South American Camazotz drove Bat over the edge. The Garou claim that the slaughter drove Bat straight into the Wyrms' arms, but that isn't strictly true. The spirit's mind and identity fractured under the pressure of his grief and rage. Bat became two spirits sharing a single essence, one of them still loyal to Gaia, the other a corrupt spirit that had given itself wholly to its original master. The two sides of Bat fought, but they were evenly matched. The Wyrms whispered poison into the ear of one side, but the Gaian side stood resolute. It would take an outside force to tip the balance in favor of one or the other.

As their totem fought with itself, the Camazotz withdrew from the other Changing Breeds entirely. The Stargazers, hearing tales from other Garou, pointed to Bat's madness and the blood-rites of the South American Camazotz as evidence that the werebats had been corrupt all along. The Camazotz, weary and mistrustful, felt that the Beast Courts would likely believe these lies — made all the more damning by the fact that they were coming true. The Camazotz withdrew from the Beast Courts entirely, gathering what little remained of their people in Australia. Australian Camazotz in turn withdrew from the other Breeds to be with their own kind.

The surviving Camazotz understood Bat's nature, and knew how much their near extinction weighed on his mind. Even before the death of their South American cousins and the madness of their totem, they had begun a campaign of prayer and ritual to show him their strength and continued vitality. They hoped they could inspire Bat even as their numbers dwindled. Their prayers could have given their totem the strength to avoid the Wyrms' temptations and reunite his spirit.

Unfortunately, it was not to be. All of Bat's attention was focused on his remaining children in Australia. Although the Australian Camazotz remained hidden and safe, Bat saw what was coming — the slaughter of Australia's Bunyip and the Mokolé and others in the War of Tears — and knew that his children would be next. Years before the Garou landed in Australia, Bat gave up hope and allowed himself to be subsumed into the madness of the Wyrms.

The Camazotz were doomed as soon as their patron turned his back on them. Like Corax, Camazotz were made rather than born; when Bat finally turned to the Wyrms, he warped the spirit pacts that powered their creation ritual. At best, the ritual simply failed. Other times it connected the infant to a Bane. Many of those children died young, exploding in a conflagration of balefire or sending a spiritual beacon to other Banes. A few grew to maturity before the Bane within chose to manifest, creating a powerful fomor.

When the Camazotz saw what had happened to their children, they realized that there would be no next generation. Bat had fallen, and in doing so doomed the Camazotz. The remaining few of a Breed that had survived war with the Garou, the madness of their patron, and the treachery of their own children, fled into the Umbra, never to be seen again.

A handful of Umbral travellers claim that the Camazotz are not yet dead. Though they have no totem, the last werebats still serve Gaia as spies and messengers throughout the Deep Umbra. They're said to leave messages in dead-drops, and to give information in ways that the recipient never knows who delivered it. Some Nuwisha and Corax — the most experienced Umbral travellers of all the Changing Breeds — have tried to confirm these rumors. All of them have failed. Though they lived for far longer than many Changing Breeds believe, when their totem fell to the Wyrms the Camazotz became extinct.

The story of the Camazotz is a tragedy of a people doomed by degrees. They struggled against their fate, but at every step, they faced obstacles that they couldn't overcome. They couldn't defeat the Garou who drove them out of Europe and North America, and they couldn't prevent the slaughter in South America. Their totem fell to the Wyrms, dooming their species, and even then, they continued to fight. The last of their kind only fled into the Umbra when it became obvious that nothing short of redeeming Bat could save them.

Traits

- Like Corax, Camazotz were created, not born. To become a werebat, infant humans or bats had to undergo a ritual that could only be held in special Umbral caverns.



There were no Metis Camazotz. Regardless of Breed, all Camazotz began with Rage 1, Gnosis 5, and Willpower 3.

- Because all Camazotz were created via a ritual, werebats have no Auspices.

- Camazotz suffered the same effects from silver that werewolves do. They could also regenerate in the same way as Garou.

- Camazotz could step sideways into the Umbra like the Garou, but had to be in shadow or darkness to do so. They could not step sideways while in bright light without the Gift: Into the Sun.

- Camazotz had especially keen senses. Their difficulty for all rolls associated with hearing was reduced by -2 in all of their forms. Also, they had sonar in all but their homid form, allowing them to perceive and act normally in total darkness.

- Camazotz could fly in their Crinos and Megachiroptera forms (as well as in their Swarm form, if they learned the appropriate Gift).

- Camazotz in either Crinos or Megachiroptera form were at -2 difficulty to all Athletics rolls, including dodging, while they were flying.

Forms

Camazotz could assume four different forms (and a fifth swarm form if they learned the Gift: Thousand Wings Form). Homid form was a normal human being. Their other three base forms were as follows:

- **Apterous:** The Camazotz near-human form was a slender human with almost skeletally thin arms and legs, enlarged ears, and a slightly distorted-looking face. It lacked wings and couldn't fly, but could climb exceptionally well and could navigate by sonar. All Athletics rolls, including dodging, were at -1 difficulty in this form. **Modifiers:** Dex +2, App -1, Man -1, Per +2

- **Crinos:** The Crinos form of a werebat looked somewhat like a bipedal wolf with long legs and arms. While a natural bat's wings contain their elongated finger bones as structural stabilizers, Crinos Camazotz had clawed hands as well as "wings": a thin, but strong, membrane stretched between their body and arms, that extend far enough to let them fly. Although not as swift as Corax, werebats were considerably more maneuverable. **Modifiers:** Str +1, Dex +2, Sta +1, App 0, Man -3, Per +3

- **Megachiroptera:** The animal form of a Camazotz was a large bat around 15 inches long, with a wingspan of 5 feet. Camazotz primarily used this form for both rapid movement and discrete observation. In this form, they enjoyed a -1 difficulty to Stealth rolls when out of bright light. **Modifiers:** Str -1, Dex +2, App 0, Man 0, Per +3

Merits

The Short Flaw was common among Camazotz, and most were also quite slender.

Microchiroptera (3-point Merit, Camazotz only)

This Camazotz was most closely related to the smallest of bats. Instead of transforming into their Megachiroptera form, this werebat naturally transformed into a swarm of bats identical to the one created by the Gift: Thousand Wings Form. Learning that Gift allowed the character with this Merit to take on the Megachiroptera form.

General Camazotz Gifts

Camazotz begin play with three Level One Gifts from the general Camazotz Gift list.

- **Echolocation (Level One)** — As the lupus Gift: Scent of Sight, but using sound to navigate rather than scent. This Gift is normally only useful in Homid form, as all other shapes are already capable of sonar navigation.

- **Heightened Senses (Level One)** — As the lupus Gift.

- **Perfect Recall (Level One)** — As the Galliard Gift.

- **Private Whispers (Level One)** — By covering his mouth and whispering, the werebat may speak to anyone he can see, without being overheard.

System: The player rolls Manipulation + Subterfuge, difficulty 7. The character may whisper for one turn per success.

- **Scent of the True Form (Level One)** — As the Philodox Gift.

- **Shadow Skin (Level One)** — The Camazotz wraps himself in semi-solid shadow, making him more difficult to see, muffling the noise of his movements, and even gaining some protection against attacks.

System: The player spends one Willpower point. For the rest of the scene, the character gains one soak die and three extra dice to any Stealth roll. This Gift ends immediately if the character enters bright light.

- **Silence (Level One)** — As the Silent Strider Gift.

- **Speech of the World (Level One)** — As the homid Gift.

- **Spirit Speech (Level One)** — As the Theurge Gift.

- **Whisper Catching (Level One)** — As the Shadow Lord Gift.

- **Bloodletting Bite (Level Two)** — The werebat's saliva becomes a supernatural anticoagulant, causing her victims to bleed dramatically.

System: The player may spend one Gnosis after a successful bite. The victim suffers one additional level of unsoakable lethal damage at the end of each subsequent turn, for (Gnosis) turns. Vampires lose one blood point per turn rather than suffering damage.

- **Into the Sun (Level Two)** — The werebat may step sideways even in direct light, though she treats the

Gauntlet as one point higher than it truly is when doing so.

System: This Gift's effects are permanent.

- **Luna's Favor (Level Two)** — The werebat draws on Luna's mercurial favor, becoming uncannily lucky.

System: The player may spend a Willpower point to nominate a roll as "lucky." She gains one automatic success on this roll, and may re-roll all dice which fail to come up as successes. This Gift may only be used once per scene.

- **Messenger's Fortitude (Level Two)** — As the Silent Strider Gift, but enabling flight rather than running.

- **Razor Wings (Level Two)** — As the general Corax Gift: Razor Feathers.

- **Sense Wurm (Level Two)** — As the metis Gift.

- **Bat's Shriek (Level Three)** — The werebat emits an ultrasonic cry that stuns, disorients, and bruises those nearby.

System: The player spends one Rage point and rolls Stamina + Primal-Urge. All within 30 yards take one unsoakable level of bashing damage per success.

- **Blinding Spittle (Level Three)** — The Messenger of Luna may strike a foe blind by spitting on him.

System: The character spits on her opponent; the player spends one Gnosis point and rolls Dexterity + Primal-Urge, difficulty of the opponent's Stamina. The target is blinded for one turn per success; even after the blindness wears off, the victim suffers a +2 penalty to all vision-based rolls (including most combat maneuvers) for the rest of the scene.

- **Pathfinder (Level Three)** — As the Ragabash Gift.

- **Sense Magic (Level Three)** — As the Uktena Gift.

- **Thousand Wings Form (Level Three)** — Through refined mastery of her shapeshifting capabilities, the Camazotz gains the ability to break her body down into a swarm of countless tiny bats.

System: Assuming Thousand Wings form requires a standard shapeshifting roll at difficulty 8. It functions in all regards as the Ananasi Crawlerling form (see p. 65), save that it is capable of flight and made of bats.

- **Bloody Feast (Level Four)** — As the Wendigo Gift.

- **Invisibility (Level Four)** — As the Uktena Gift.

- **Night-Carried Messages (Level Four)** — Opening her mouth wide, the Camazotz's voice emerges as a swarm of bats, which wing their way to a distant subject, intent on delivering a message.

System: The player spends one Gnosis point and rolls Wits + Expression, with a difficulty determined by the distance of the message's intended recipient. Within a mile would be difficulty 5, while a target over 100 miles away would be difficulty 9. The messenger-bats move at normal speed for bats, and rest during the day. They

deliver the message by swarming around the recipient, squeaking out the message in the Camazotz's voice.

- **Preternatural Awareness (Level Four)** — As the Stargazer Gift.

- **Cloud on the Wing (Level Five)** — As the Fianna Gift: Fog on the Moor.

- **Reading the Dark Heart (Level Five)** — Listening to the pulse of an individual's heart and the rush of their blood, the Camazotz can discern her darkest secret.

System: The Camazotz spends a turn in concentration. The player spends one Gnosis point and rolls Perception + Subterfuge (difficulty of the target's Willpower). Success allows the werebat to learn the one fact the subject most fervently keeps hidden from the world at large.

- **Shadows of Mictlán (Level Five)** — Stepping sideways into the dark of night, the Camazotz may enter the Dark Umbra as easily as the realm of Gaian spirits.

System: So long as she is not in direct light, the werebat may step sideways into the underworld if she chooses. Into the Sun (see p. 240) has no effect on this Gift.

Fetishes

Shadow-Curse Doll

Level Four, Gnosis 8

The Camazotz needed no help to remain unseen when their duties required it. Their Gifts and natural talent for subtlety worked to their benefit. However, occasionally one of the Camazotz's secrets was uncovered.

The werebat would traditionally use a Shadow-Curse Doll to silence the witness for a while.

The Shadow-Curse Doll takes the form of a tiny doll or puppet made out of furry leather (actually bat or rat-skin). The doll is made with only the barest suggestion of a face, and always has a pouch somewhere on its body. To activate the fetish, the Camazotz must put a small object belonging to the target — or a piece of the target's body, such as a hair or nail clipping — into the pouch while silently mouthing the victim's name three times. Then she must hide the doll, for as soon as she sees it, the curse will end.

While the curse is in effect, the target becomes supernaturally easy to overlook. Anyone looking at him has to succeed at a Perception + Awareness roll (difficulty 9) to register his presence. Truly heroic efforts on the victim's part — physically assaulting someone, waving a sawn-off shotgun in a bank teller's face, writing a desperate plea for help on a wall with bright red paint — reduce the difficulty to 8, at the Storyteller's discretion. Even if someone does notice the victim, she will forget all about him as soon as he's out of sight. This 'invisibility' extends to all the victim's efforts at communication, including writing, telephone calls, or using a computer — writing a note on the wall with bright red paint is not a sure way to get noticed. The curse lasts for twenty-four hours, or until the victim or the Camazotz next sees the doll, whichever comes first.

This fetish requires the binding of many minor spirits of vengeance, pettiness, and shadows. It taps into the spirits' ill temper and love of mayhem, and will not work if the "victim" is willing.



GRONDR

All shapeshifters were created to protect Gaia in one way or another, but the Grondr had one of the most direct and important roles. Gaia charged them to root out any taint or poison that might harm the Earth and the life on it. They worked most closely with the Gurahl, removing any sources of corruption before the werebears healed the damage the poisons had caused. While the Gurahl were fierce protectors, the Grondr were warriors who actively sought out threats and destroyed them. From toxins leeching up from underground to infestations of fomori, the Grondr fought all dangers. They were deft and cautious hunters who were careful never to harm Gaia during their work. Despite their brutish appearance, most Grondr had a deep appreciation for beauty and took pride in how striking and lush areas became under their care.

The Grondr were an active and aggressive breed. They lived in pack-like groups called Sounders, each lead by a king or queen who held their title by defeating all who challenged them in ritual combat. Each Sounder ruler was equal to all others; they had no hierarchy beyond individual Sounders.

When the Garou attacked the Gurahl during the War of Rage, the Grondr stood with the werebears against the wolves. The Grondr continued to fight when the Gurahl retreated in to hibernation. The wereboars inflicted horrible losses to the Fianna, the Get of Fenris, and the Silver Fangs. The Garou ultimately triumphed and drove the Grondr to their end.

When their numbers were reduced to only a handful, the remaining Grondr found themselves in a desperate situation. And, although no one may ever know the exact details that led to it, the end result is clear: the selfsame Changing Breed once trusted with rooting out the taint of the Wurm ended up in its service as the now-infamous creatures known as Skull Pigs.

That is not to say that the Garou were innocent of destroying the Grondr; not only did they slaughter the wereboars into those desperate straits, but they essentially assured that there would be no redemption for Gaia's lost Groomers. Once the shapeshifters were gone, the Garou set their human Kinfolk to destroying the Grondr's Kin.

Their human Kinfolk were enslaved by Garou Kin in the First City, any purity of Boar blood gradually lost among the growing masses of humanity. At the same time, the Garou encouraged humans to hunt and domesticate Grondr boar Kinfolk out of existence. While wild boars and feral razorback still exist, they are nothing compared to the animals the Grondr once called Kin.

History

The history of the Changing Breeds remembers the Grondr as warriors and investigators, charged with rooting corruption out from under the Earth itself. Their Gifts and rites could force taint to manifest itself as Banes, which the Grondr and their allies would fight and kill. These histories are incomplete. The Grondr were more, and stranger, than history gives them credit for. They had capabilities that the other Fera never truly understood; that lack of understanding was part of what led to their downfall.

GRONDR IN THE MODERN DAY

Any Grondr exposed to modern times is probably going to be horrified by the state of the world. With pollution, toxic spills, soils stripped of all fertility — and in the worst areas, breeding pits of Banes and fomori — it's hard to imagine the Grondr not being disgusted at, and furious with, the Garou and Gurahl for allowing the world to get to this pitiful state. Should they discover the fate of their last few ancestors, their hatred will likely also be turned inward. Most Grondr take their duties far too seriously to spend time fighting other shapeshifters until they have done their best to root out all of the horrors poisoning Gaia, but they will not be shy about displaying their contempt for any shapeshifters (including their own fallen ancestors) who remained on Earth.

The Grondr believed that they were nearly incorruptible as a result of their duty. Wereboars charged willingly into Bane nests, and waded into powerful Blights and Hellholes to cleanse the taint. Where other Fera might retreat for fear of corruption or possession, Grondr would advance, daring the minions of the Wyrms to steal their bodies or warp their minds. When a spirit attempted to possess one of their Kinfolk, the wereboar would not only repel the invader, but tear it apart in the process. Grondr charged through balefire, taunted nexus crawlers in their dens, and emerged wounded and weary but spiritually unharmed.

The secret was in the Grondr's appetite. The Grondr were known as prodigious eaters, capable of digesting nearly anything, and a

particularly common Gift extended this to Wyrms-taint. Many wereboars took great joy in using this Gift to eat any tainted matter and purge the corruptor's touch from the world, cleansing it as they digested. Other spirit-magics gave the Grondr even more powerful weapons against the Wyrms's taint.

Unfortunately, the other Changing Breeds misunderstood this power. When the Grondr did something that the other Breeds could not — like charging into a Blight and returning completely uncorrupted — onlookers would sometimes doubt their own senses. Gaia made them to cleanse Her, but surely any one shapeshifter could not have that much power over the Wyrms's dark energies. As time passed, they became certain that the Grondr must harbor some element of corruption.

The situation worsened when the Grondr developed a new ritual that let them literally eat a Bane that had possessed a person, place, or object. While it languished in his belly the ritemaster could use the Bane's



Charms without risk of corruption. The Grondr tried to keep this new power a secret, aware that their fellow Changing Breeds would view it with suspicion, but it was impossible for them to keep it hidden forever.

The Grondr were charged with rooting out corruption, but that extended to more than just the land and the monsters that might lurk beneath it. The wereboars also uncovered corruption hiding in the other shapeshifters. If the taint was not total, the wereboar would try to consume it herself, or attempt to cleanse the victim in conjunction with a Gurahl. When they could not remove the taint, the Grondr were perfectly willing to execute the victim themselves. Those few who knew the true purpose of the Nagah despised the wereserpents — though they struck down enemies of Gaia, all too often their victim's crimes went unreported. The Grondr believed it far better to tell the world why the victim had died.

The Grondr did their best to work with the other Fera to root out taint and corruption. If nothing else, it's easier to investigate a target when working alongside him. The other Breeds were somewhat standoffish — the wereboars had a reputation forgoing to any lengths to destroy corruption, even if it meant killing a beloved hero who had kept his taint hidden for years.

The Grondr saw little difference between the taint of the Wyrms and overwhelming pride, ambition, and cruelty. Grondr investigators would stop short of murdering another Fera for the crime of vainglory, but they were not above teaching her a lesson. The wereboars lacked the same sense of subtlety and humor that allowed other breeds like the Corax or the Nuwisha to get away with the same kind of education. A Grondr's lessons were rough, painful, and humiliating — made all the worse by the breed's hypocrisy. For all that they thought pride a crime, few among the wereboars thought to look at their own actions.

The air was thick with rumors of Grondr seen eating Banes and using their powers, and influential Garou leaders nursed broken bones and wounded egos from the wereboars' "education." Needing an outlet for their Rage, the werewolves convinced themselves that the Grondr had fallen to the Wyrms. When war broke out, the Grondr made it clear that they would lay down their lives to defend the Gurahl. The werewolves were happy to oblige.

Early in the War of Rage, before the Fera saw that the Garou had genocide in mind, the other Changing Breeds did not intervene in the fight between werewolf and wereboar. They too, had endured Grondr investigations and were suspicious of the Grondr's use of Bane Charms. They hoped that the stubborn wereboars would be weakened and humiliated; never imagining that the Garou would drive the wereboars to the brink of extinc-

tion. By the time the other Fera realized what the Garou intended, it was too late.

The Beast Courts learned too late what had happened. They did not count many of the wereboars among their number, and most of those left the Courts to fight against the Garou. Only after the whole Breed died out did anyone comprehend the magnitude of the problem. To hide their shame, the Hengeyokai excised the wereboars from their stories and records. To this day, only the most persistent and conspiracy-minded members of the Beast Courts even suspect that Asian Grondr ever existed.

After the End

Unlike some of the other lost breeds, the Grondr would not find it impossible to re-establish a foothold in the material world. Their human Kinfolk still exist, scattered across the face of the Earth; their bloodlines diluted but not lost entirely. Their beast kinfolk are even further diminished, but a small number of wild boars might carry the changing blood. Boar allows his lesser avatars to teach Gifts to Garou and patronize their packs. Of all the Lost Breeds, the Grondr are in the best position if something were able to bring them back.

Any attempt at bringing the Grondr back from extinction would have to confront the problem of the Skull Pigs. While nobody but the Wyrms will ever know what truly happened, these twisted Wyrmspawn bear all the hallmarks of the Grondr. They are the inheritors of the wereboars' legacy. For the Breed to return, the best way would perhaps be to find the lost ancestor-spirits of the Grondr, lost in the Deep Umbra.

Perhaps those are not the only signs of the wereboars trapped in the Deep Umbra. Though incredibly stubborn, it's possible that a few Grondr fled into the spirit world rather than die at the claws of the Garou. If they do exist, they would not return without good reason — the werewolves claim dominion over the whole world in a way that no Changing Breed did during the War of Rage. This last Sounder could be holding fast against a corrupt Umbral realm that threatens to disgorge its legions should they divert any resources. Alternatively, they might have found a realm more to their liking, and spend their time reinforcing their grudges against the werewolves, plotting their grand return without realizing how bad things have become. No matter their powers to combat Wyrms-taint, a handful of Grondr cannot hope to cleanse the whole world before the Apocalypse. Maybe they are consumed by bitterness — Gaia rejected them, allowing Her warriors to slaughter the Grondr, and the other Changing Breeds let it happen. Whatever the case, given the strange way time can pass in the Umbra any surviving Grondr would nurse a grudge going back thousands of years.

If any such Grondr do exist, it will be an uphill struggle for any Changing Breed to convince them to return, and far harder if the group that discovers the wereboars contains Garou. Old grudges die very hard. The presence of the Skull Pigs might bring them around — seeing the ultimate shame of their Breed might drive the Grondr to prove that they can do better. It might also be the final nail in the coffin. If even the supposedly incorruptible wereboars can fall to the Wyrms, what hope is left for the rest of the world?

Perhaps the most disturbing thought is that the Grondr do still live on in the Deep Umbra. The Skull Pigs are nothing to do with the wereboars, a happy coincidence that the survivors used to mask their disappearance. They know how bad the world has become, but it's not enough yet — they can only make Gaia whole again once the Wyrms has consumed Her. They await the Apocalypse, and the Garou's inevitable loss. Once their would-be persecutors are all dead, then they can start the real work.

Breeds

Grondr had three breeds: homid, metis, and scrofa. Metis Grondr were sterile, but lacked both deformities and any loss of status. Grondr lacked auspices; instead, each Breed had specific duties.

- **Homid:** Homid Grondr defended and maintained lands cleansed by others of their kind. They had the most contact with humanity, and carefully monitored human's use of their lands.

Beginning Gnosis: 1

- **Metis:** The Grondr were never numerous and considered breeding a sacred duty. Because metis could not do so, the Grondr saw them as the most expendable. They acted as scouts and front-line warriors, since their loss did not also entail the loss of their possible offspring.

Beginning Gnosis: 3

- **Scrofa:** Using their wild instincts to negotiate the savage wildernesses, scrofa followed the metis into dangerous areas, continuing the perilous work of purifying tainted locations and hunting down corrupted beings.

Beginning Gnosis: 5

Traits

- Grondr used Rage in the same manner as Garou and were capable of frenzy.
- All Grondr began play with Rage of 4, and a Willpower of 3.
- Grondr suffered the same effects from silver that werewolves do. They could also regenerate in the same way as Garou.



- Grondr had especially keen senses of smell and their difficulty for all rolls associated with smell was reduced by -2.
- Grondr could step sideways into the Umbra like the Garou.
- Grondr were especially adept at attacking inanimate objects, including everything from stone walls to machines. They added two dice to all damage rolls against inanimate targets.

Forms

Grondr could assume five different forms.

- **Homid:** Grondr Homid forms were noticeably short and squat compared to their fellows, often with small eyes and broad noses.

- **Aperius:** The Grondr near-human form was a muscular human at least six inches taller than the homid form and weighing almost twice as much. This form also sprouted small tusks. **Modifiers:** Str +2, Sta +2, App -2, Man -2

- **Crinos:** The Crinos form of a wereboar was a terrible boar-headed humanoid. This form often stood more than eight feet tall and had razor sharp-hooves and huge tusks. **Modifiers:** Str +3, Dex +1, Sta +4, App 0, Man -3

- **Daeodon:** The near-animal form of a Grondr resembled a huge prehistoric carnivorous boar that stood almost 6 feet at the shoulder and was more than 10 feet long. **Modifiers:** Str +3, Dex +1, Sta +3, App 0, Man -3

- **Scrofa:** The Grondr transformed into a wild boar, approximately 3 feet tall at the shoulder and more than 5 feet long. This creature was dangerous, but considerably less than in Daeodon form. **Modifiers:** Str +2, Sta +3, Per +1, Man -3

General Grondr Gifts

Grondr begin play with three Level One Gifts from the general Grondr Gift list.

- **Brother's Scent (Level One)** — As the Children of Gaia Gift.

- **Falling Touch (Level One)** — As the Ahroun Gift.
- **Master of Fire (Level One)** — As the homid Gift.
- **Resist Pain (Level One)** — As the Philodox Gift.
- **Root (Level One)** — The Grondr may scent out buried objects tainted with the Wyrms corruption, such as corrupted burial grounds, the roots of Wyrms-tainted plants, barrels of toxic waste, or even Black Spiral Hives.

System: The player rolls Perception + Primal-Urge, difficulty 7. She may detect sources of corruption up to (100 x Rank) yards down. The more successes rolled, the more detailed the description of the source of corruption.

- **Scent of Sight (Level One)** — As the lupus Gift.

- **Sense Wurm (Level One)** — As the metis Gift.
- **Spirit Speech (Level One)** — As the Theurge Gift.
- **Taint Eating (Level One)** — By devouring the bodies of Wurm beasts, fomori, and other sources of taint, the Grondr removes them from Gaia's face, safely digesting their toxins and corruption.

System: The player rolls Stamina + Empathy, difficulty 5. With even one success, the character is immune to any ingested poisons or drugs, and will not pick up Wurm taint from tainted food.

- **Breath of the Wyld (Level Two)** — As the Black Fury Gift.

- **Furrow (Level Two)** — By digging one tusk into the ground, the Grondr can open a long furrow or ditch as easily as uprooting a weed.

System: The player rolls Strength + Primal-Urge, difficulty 6 for soft earth or sand, 8 for hard rock and concrete. The furrow created may be up to one foot deep, one foot wide, and ten feet long, per success.

- **Sense Balance (Level Two)** — As the Philodox Gift.

- **Staredown (Level Two)** — As the homid Gift.

- **Thunderous Charge (Level Two)** — This Gift adds supernatural striking force to a charge, allowing the Grondr to knock even a giant to the ground.

System: When using a Body Tackle maneuver, the player may spend a Rage point, adding three dice to both the attack roll and the roll to remain on his feet. In addition, the damage caused by the body tackle is considered lethal, not bashing.

- **Tusks of Judgment (Level Two)** — As the Philodox Gift: Fangs of Judgment.

- **Cleansing Tusks (Level Three)** — When this Gift is in effect, the teeth of the Grondr become purest white, so bright they almost shine with inner light. Wurm-taint boils away at the touch of the Cleansing Tusks.

System: The player spends one Rage point. For the rest of the scene, if the Gift user gores a target who suffers from light Wurm-taint and inflicts at least one level of damage, the target is freed from the taint as if targeted by a Rite of Cleansing. Creatures with heavy or fundamental Wurm-taint (such as Banes, fomori, or Black Spiral Dancers) aren't freed of their taint; instead, they suffer one additional die of damage. Wounds bestowed on Wurm-creatures by this Gift always scar visibly.

- **Desperate Strength (Level Three)** — As the Bone Gnawer Gift.

- **Odious Aroma (Level Three)** — As the Bone Gnawer Gift.

- **Sense the Unnatural (Level Three)** — As the lupus Gift.

• **Uproot (Level Three)** — The Grondr may easily uproot diseased trees (or human dwellings...) by striking at their foundations.

System: The character strikes at the base of a tree, cornerstone of a building, support beam, or other foundation. The player spends one point of Rage and Gnosis and rolls Wits + Primal-Urge, difficulty 7. For each success, the character adds five dice to her damage against the foundation. If the tree or building falls as a result of this Gift, the player may choose the direction.

• **Beast Life (Level Four)** — As the lupus Gift.

• **Stoking Fury's Furnace (Level Four)** — As the Ahroun Gift.

• **Taint Evaporation (Level Four)** — Pointing to a Bane or other Wyrms-tainted spirit, the Grondr speaks an ancient word of cleansing. The Wyrms-spirit's Essence loses coherence, easily dissipating into the air afterwards.

System: The player spends a Gnosis point and rolls Charisma + Survival (difficulty of 5 or the target spirit's Gnosis, whichever is higher). For the rest of the scene, anything which causes the spirit to lose Essence (be it the claws of a pack of angry Garou or the activation cost of a Charm) makes the spirit lose an additional point of Essence above and beyond what would otherwise have been lost or spent. Should the spirit be destroyed while this Gift is in effect, the Grondr regains the Gnosis point spent to activate it.

• **Touch of Restoration (Level Four)** — Focusing her Gnosis into a plant or seed, the Grondr brings it to full growth with astonishing speed.

System: The character touches an immature plant or the ground where one or more seeds have fallen, and the player rolls Gnosis (difficulty 7). The plant or plants affected grow to maturity over the course of the next month (or year, in the case of truly enormous plants such as redwoods).

• **Manifesting the Land's Wounds (Level Five)** — Marking the surrounding area with her tusks, the Grondr roots out the land's corruption, causing it to manifest as a Bane. Before the War of Rage, this Gift was used in the presence of waiting Garou packs, who tore the manifested spirit to shreds. During the War it was held up as evidence of Grondr corruption.

System: The character traverses the area to be cleansed, marking it over the course of anywhere from several minutes to several hours. At the end of this period, the player spends two Gnosis points and rolls

Stamina + Occult (difficulty 8). Success causes the land to be cleansed of all Wyrms-taint and to begin to rapidly recover from all marks of ecological devastation over the next year. The expurged Wyrms-taint becomes a Bane (distribute 5 points among the Bane's Rage, Willpower, Gnosis, and Essence for each half-mile in diameter of land cleansed).

• **The Living Wood (Level Five)** — As the Children of Gaia Gift.

• **Wyld Warp (Level Five)** — As the Black Fury Gift.

Rites

Rite of the Hungry Soul

Level Three, Mystic

The Rite of the Hungry Soul represents the ultimate expression of the Grondr philosophy — consuming evil without being tainted by it. This rite allows a wereboar to consume a spirit, as long as it cannot escape. Some Grondr use the rite on spirits they have defeated in combat, while others consume the Banes that power corrupted fetishes, or even those possessing fomori — though in most cases consuming the Bane kills the host. Traditionally, Grondr use this rite on Banes and other corrupt spirits, but the rite works equally well on any kind of spirit. Indiscriminately using this rite is an easy way to attract the ire of almost every spirit in the Umbra.

Performing this rite is a contested roll between the ritemaster's Wits + Rituals and the spirit's Rage. The ritemaster's difficulty is equal to the difficulty of summoning the spirit (see W20 p. 212), the difficulty of the spirit's roll is the ritemaster's Gnosis.

If he is successful, the ritemaster consumes the spirit. He can use the spirit's Charms as though they were innate powers, spending the captive spirit's Essence. Whenever the ritemaster would spend a point of Gnosis she can spend a point of the consumed spirit's Essence instead. It cannot regain Essence, and loses one point per week of captivity. When the spirit runs out of Essence, it is destroyed; the ritemaster consumes its very core. While the spirit lives, it can still get free — if someone kills the ritemaster.

The Grondr who used this rite to consume Banes and other tainted monstrosities did not suffer from any Wyrms-taint. Any shapeshifter who rediscovers this ritual in modern times might not benefit from the same protection.

The Others

Though the Changing Breeds — even the Garou — all mourn the loss of the Apis, Camazotz, and Grondr, they're not the only Breeds to be lost to history. The Bastet tell of the Khara, a lost tribe of sabertooth werecats. The War of Shame that killed the Okuma is the darkest stain on the history of the Hengeyokai. The Mokolé lost their turtle varna, and the Ratkin lost their Bards — though some insist that they found a deeper connection to the Wyld and became the Munchmausen.

Khara

Despite their fearsome teeth, the weresabertooths were as much creatures of memory with strong ties to the Mokolé-mbembe as they were warriors. Their most ancient animal kin included species that bridged the gap between reptiles and mammals. Sabertooths were some of the first cats, and the Khara claimed to be the eldest of Cat's children. The Khara were as inquisitive as any Bastet tribe, but their mandate extended beyond the finding of secrets to the remembering of secrets. Sadly for those who came after, the Khara refused to keep records of what they had learned, claiming that giving a secret physical form made it too vulnerable. They passed their secrets orally within the tribe from generation to generation, and when the last Khara died, the tribe's secrets died with her. Their pride prevented them from passing on what they knew, believing to the last that they could save themselves.

Such was their taboo against writing was that it shows even in their rituals. When the Khara encountered a secret that should not be remembered by anyone, they would inscribe it on the teeth of a dead sabertooth and bury the head far away from any paths. No one remembers what this ritual was supposed to accomplish, but many of these strange graves are now mystic sites. The Balam, Gurahl, and even some Garou may not realize it, but they guard secrets that the Khara stole to this very day.

The Khara were also ferocious warriors. Because they kept their secrets in their memories, every Khara was a library of valuable knowledge. Only the least among them didn't have at least one unique secret, so each Khara needed to be skilled at protecting themselves.

Organization

The Khara lived in small family groups led by the eldest female. Their society was divided on gender lines, with males encouraged to earn Renown by discovering secrets and bringing them to the females. In turn the women judged what only the Khara should remember,

what secrets were minor enough that they could be passed along to the Mokolé or other Bastet, and what should be forgotten by the world.

The secrets that a Khara remembered took on a spiritual significance. The tribe defined each individual by the secrets she kept, and each Khara could add to their prestige by learning new ones — either by seeking them out or by stealing them from other Khara. Many weresabertooths gave their secrets cryptic names that hinted to their content, not just as a way to frustrate spies but to help index what they knew. A challenge between two Khara might take the form of each reciting the names of the secrets she knows, back and forth, until one of them must admit to not knowing. In return, the winner would have to share that last secret with the loser, so the challenge would remain fair in future.

Distribution and Kin

Over the course of their long history, the Khara wandered far across the world. Many finally settled down in the Southwestern corner of North America, though they continued to travel all across the world in search of secrets.

The original Khara bred with people who would become the Apache, Comanche, and Hopi tribes of Native Americans. The Khara were, however, not particularly picky about which humans they bred with — when the Khara died out, humanity was still very new — and threads of Khara ancestry may be found all across the world.

Appearance

Khara had a certain gravity about them in all their forms. They weren't clumsy or bulky, but they had powerful muscles and thick, durable frames. Their distinctive sabre teeth jutted from their jaws in their Crinos, Chatro, and Feline forms. Different lineages had different configurations of teeth, either one or two sets of long upper canines. Some had a set or two of long lower canines as well.

Form Statistics

Sokto	Crinos	Chatro	Feline
Str: +1	Str: +3	Str: +3	Str: +3
Dex: +1	Dex: +1	Dex: +2	Dex: +2
Sta: +3	Sta: +4	Sta: +4	Sta: +3
Man: -1	Man: -3	Man: -3	Man: -3
App: -1	App: 0	App: 0	App: 0

Gifts

As keepers of secrets and guardians of memory, the Khara would have access to Gifts and rites that keep to that theme. As such, Mokolé and Corax Gifts relating to secrets, memory, and knowledge are appropriate.

Okuma

The Okuma were a tribe of Gurahl who lived in southeast Asia, including the northern parts of India and as far East as Japan. Their animal Kinfolk included sun bears, moon bears, and giant pandas. Unlike other Gurahl tribes, who worship Gaia as their mother and Luna as the source of their shapeshifting powers, the Okuma also had a special relationship with Helios. Each Okuma's fur was marked with patches of bright color. The fact that their Kinfolk species have survived and possess similar markings centuries after the Okuma died, is for some a symbol of hope that the Okuma may some day return.

Home Territories

The Okuma originated in the tropical rainforests of southeast Asia among the sun bears. The Okuma were never very picky about their animal mates and bred with many of the ursine species they encountered along the way, including giant pandas and moon bears. Eventually, the tribe was evenly split between all three families. Wherever they roamed, the jungles and rainforests were theirs to protect, and they rarely strayed far from their territories.

Kinfolk

The Okuma's open-mindedness regarding their mates applied to their human partners just as much as their animal Kinfolk. As a result, there were once Okuma of all manner of human tribes from India to Japan, and all the territories in-between. The one thing that all Okuma kinfolk shared was the capacity to live in harmony with the rainforest. As a result, they were rarely born into lives of wealth or privilege. Their human kin mostly included farmers, hermits, and homeless wanderers.

Tribal Culture

Despite their diminutive bear-kin, the Okuma were scions of Helios. Like all of the sun's chosen, they had a special flair for seeking out and destroying corruption, especially creatures of the night and darkness. In addition to the servants of the Wyrms, this brought them into conflict with the Kuei-jin, reanimated corpses weighed down and corrupted by their sins. The Okuma had an ancient rivalry with these strange creatures.

While the other members of the Beast Courts sometimes preferred to ignore the Kuei-jin in favor of more immediately destructive threats, the Okuma were not as willing to compromise. Easy-going as they were among their own kind, they became resolute when faced with these strange immortals. That they indulged their cravings for luxury and decadence rankled the Okuma, who almost universally hailed from among the poorest people. When

the Kuei-jin turned the Hengeyokai against one another, they made sure that the Okuma would be the first to fall.

When they weren't hunting Wyrms-things and undead in their beloved jungles, the Okuma were good-natured, playful, and almost pathologically irreverent. Their culture placed a high value on cleverness and wit, and many of them were accomplished practical jokers. As a tribe, the Okuma's beliefs were very close to the wu wei of Taoism and elements of Zen Buddhism. They cultivated an air of ease and freedom — to do without doing — which their critics and enemies found infuriating.

Appearance

Okuma were almost always of Asian heritage, though they could come from any region in the broad stretch between India and Japan. Their Homid forms tended to be tough, wiry, and athletic, while their ursine forms resembled sun bears, moon bears, or giant pandas, depending on their heritage. Okuma Homid shapes tended to have traits that recalled their animal forms, so an Okuma who changed into a moon bear might be stockier than one born to sun bears, while a werebear with a giant panda shape might have a more powerful build and tend to put on fat and muscle in equal measure.

Gifts

In addition to the Gifts that Gurahl still learn today, Okuma were able to learn specialized gifts as a result of their connection to Helios. Gifts that are taught by a sun or fire-spirit, create light, or cause harm to the tainted or unclean are good candidates. The Gift lists for other breeds with connections to Helios — including the Corax and Mokolé — are excellent resources for Okuma gifts.

Ao — The Turtle Varna

The lost turtle varna of the Mokolé had many names. In the Indian Subcontinent, they were called Kurmaraja, named after the tortoise whose body formed the boundaries of the world. In North America, they were known as the Kahaila, and were credited with creating the world. As a varna, they referred to themselves as the Ao, naming themselves after an elder so great he would even be remembered in the myths of humans as the Chinese sea-turtle who sacrificed his legs to hold up the sky. Despite being scattered all over the world, the Ao shared a connection unique among the varna. This may be because they were the oldest varna, or because their patient and contemplative nature was not given to rifts or divisions. Turtles are an ancient family was perfectly adapted to its niche millenia before most life on Earth today had evolved.



Most of the world's myths about turtles identify them as creators and preservers, and this was true of the Ao as well. Among the longest-lived varna, other Mokolé saw especially old Ao as living wellsprings of Mnesis, the eyes that had beheld a thousand thousand memories now given to all in dreams. As the Ao include a large number of sea turtles, they had the most contact with the Rokea — appraising the weresharks of happenings on land, and lending an extra set of teeth and claws when the Rokea found something worth destroying.

The Ao included all manner of turtles and tortoises, with the following statistics: Str +1, Dex -1, Sta +4, Man -4, Rage 3. Ao benefit from the Armored Scales characteristic in Suchid form but could only move at half their Homid form's land speed. Turtle Ao had a swimming speed equal to their Homid form's land speed.

The Mokolé dream different dreams when searching Mnesis to find what caused the Ao's disappearance. Some claim that their own solitary, secretive natures doomed the turtle varna. Starting around 540 BCE, other Mokolé began to notice that the Ao's numbers were dropping. When asked about it, however, the Ao would dissemble or, if pressed, simply refuse to answer. The turtle varna became more and more rare until, by the beginning of the first century CE, they had vanished altogether. Some Mokolé ascribe sinister causes to the Ao's disappearance, while others believe it was part of the natural cycle, and that the Ao will arise again if the time comes right.

A few weresaurians believe that the Ao were not doomed because they did not die. They point to the lack of any sign of dismay or struggle, and say that the Ao did not succumb but were called into the Umbra to serve Gaia in some unknown capacity. Perhaps the Mokolé varna best known as preservers and creators foresaw the Apocalypse years before anyone else and retreated to an Umbral realm where they could weather the storm and return at the time of the Earth's most desperate need.

Ratkin Bards

The onrushing apocalypse has brought strange new Aspects to the Ratkin, but it has also robbed them of part of their history: the Ratkin Bard. Rats are some of the most social mammals in the world, and Bards were responsible for maintaining the complex web of social connections that define a Ratkin colony.

Unlike other “loremasters” found among the Changing Breeds, Ratkin Bards didn't tell stories so much as they led the community in creating the story they needed to hear. Rather than performers, the Ratkin Bards were directors, leading the entire community in a spontaneous and improvised performance. The Bards used the fact that everyone already knew the legends to create a brand new tale that was exactly what the community needed to hear, instead of reciting the same boring words.

Some Ratkin theorize that the Bards were too sensitive. As the world's sickness and madness grew, the same

awareness that allowed them to pluck stories out of the minds of their community drove them insane. The delusional Munchmouzen, they say, may be all that is left of the brilliant Ratkin Bards.

Bards possess the following Strengths and Weaknesses:

The Red Thread: All Bards receive three dots of Empathy for free. This does not count against their starting allotment of abilities, though going higher than Empathy 3 at character creation still requires freebie points.

The Right Tale: Once a day, the Bard can weave a story that encourages and uplifts everyone who takes part. Roll Charisma + Empathy, difficulty 7. Everyone who participates in the story regains one point of Rage, Willpower, or Gnosis per success. The participant must choose which trait she wants to regain before the roll is made; any points over her maximum are lost.

Spiritual Sensitivity: When a Ratkin Bard is in an area that emanates spiritual energy — such as a Caern or in the presence of a powerful spirit — she increases the difficulty of all actions that are not in tune with her surroundings by +2. The penalty would apply when trying to intimidate someone in the presence of a spirit of contemplation, or trying to kill someone in a Caern of Healing. In an area corrupted by the Wyrms or the Weaver, this sensitivity leads to blinding headaches and +2 difficulty to all rolls.

Initial Rage: 4

Starting Gifts: The Right Joke, Mindspeak

Bard Gifts

• **The Right Joke (Level One)** — As the Ragabash Gift: Infectious Laughter

• **Persuasion (Level One)** — As the homid Gift.

• **Mindspeak (Level One)** — As the Galliard Gift.

• **Shaddup! (Level Two)** — As the Philodox Gift: Command the Gathering

• **Speech of the World (Level Two)** — As the homid Gift

• **Lucky Bastard (Level Three)** — As the Fianna Gift: Fair Fortune

• **Whispered Dreams (Level Four)** — As the Fianna Gift: Phantasm.

• **Legendary Form (Level Five)** — The Bard tells a story about one of the strange legendary creatures said to inhabit his area: the albino alligators of New York's sewers or the Chupacabra of Mexican folklore. Wisps of fog envelop the Bard, transforming him into that legendary creature. Mythic spirits and City Fathers teach this gift.

System: The player spends one Rage point and rolls Manipulation + Performance (difficulty 8). The urban legend's traits are based on the Bard's Crinos form. The player can 'spend' a success to add 1 to a physical attribute, or to gain a strange physical modification (per the Archid Traits available to Mokolé, see p. 147). Some Ratkin may come to prefer a single urban legend form, but others invent a new shape every time they use this Gift.



Appendix One: The Ahadi

Looking to the Future

The 'default' assumption for W20 is that the tyrant Simba Black Tooth's reign of terror over Africa is ongoing, and that an alliance of diverse Changing Breeds is forming in order to stop him. But what if you want to play a mixed-Breed chronicle that isn't about the fall of Black Tooth? This appendix looks beyond the defeat of the corrupt king to the trials and tribulations that face the Ahadi in the subsequent and ongoing tasks of fighting for their homeland — and trying not to fight one another. It's a long, hard road, full of suspicion and opposition, but it may represent the best hope the Changing Breeds have had in millennia.

The Rise of Black Tooth

Prejudice and hatred have divided the Changing Breeds for thousands of years. They have dwelled apart from one another since before the raising of the pyramids. They have made paranoia and anger their watchwords ever since the War of Rage. What could move the Changing Breeds of Africa to abandon millennia of separation and suspicion? What could be so terrible that the Ahadi was the answer?

It began with a Simba whose ambition was exceeded only by his wrath. This great old lion, Black Tooth, was a veteran of many wars. He had long stood with the tribes of the Bastet against the Wyrms, and had proved powerful, relentless, and courageous. Yet with time, Black Tooth was driven to greater fury by the indolence of the Ajaba and the dispassionate, disorganized ranks of the Changing Breeds. Eventually, the mighty champion of Gaia turned his wrath upon her other children, and with bloody claws he ripped the reins of control away from the Ajaba and seized control of much of Africa.

There are many theories regarding Black Tooth's descent. The most popular rumor has an edge of truth to it: Black Tooth was deep in the Umbra when the bombs dropped on Hiroshima and Nagasaki. With his own eyes, he witnessed a storm tear through the land of ghosts, and the sight of it changed him forever. He saw the two bombs going off as the eyes of the Wyrms opening to behold the end of days.

BIRTH OF THE ENDLESS STORM

Black Tooth was a witness to the Fifth Great Maelstrom. While it may or may not be the cause for Black Tooth's going berserk almost forty years later, it is true that witnessing the Maelstrom had a profound influence on the Simba hero. Black Tooth saw omens and tidings in the Tempest that opened his mind to new trajectories and unseen forces. It was here that he conceived the vision of his pride, the Endless Storm. According to his own journals, the Fifth Great Maelstrom burned the images of his pride-mates into his mind, some of them long before they were born.

It would, however, be almost forty years before Black Tooth's uprising. Some say he was waiting until he had built the Endless Storm to his satisfaction. The truth is not that simple. Black Tooth's animosity for the Changing Breeds began in the sixties, as the first signs of a new sickness spread throughout the Congo. The terrifying and mysterious disease, which was beyond his shamanic understanding, filled the great warrior with an icy horror and an impotent rage. Black Tooth viewed Africa as the cradle of mankind, the most ancient and pure land on Earth — the very womb of Gaia. Yet he could not reconcile the Great Mother's love with the spirit of this terrible disease that she had birthed.

Black Tooth blamed the Changing Breeds for Gaia's madness, and her illness. In his eyes, they were responsible for the soundness of the Mother, and under their negligent care nature had been despoiled and become decrepit, throwing the world into a state of chaos. AIDS, now tearing unfettered across the continent, would soon spread to the rest of the world — and the very Kinfolk the Changing Breeds relied upon would disappear.

The terror of the disease and the helplessness he felt left Black Tooth off-balance, unsure of how to react. As befits the Simba, mightiest of the Bastet, he swiftly decided on violence. The Ajaba, ancient enemies of the Simba, had dominated Africa for too long. When Black Tooth finally turned his rage on the Changing Breeds, it was the Hyenas that bore the brunt of his wrath, and the genocidal rampage that followed nearly wiped them from existence.

Though the Endless Storm committed many atrocities in their war, their greatest purge came in 1984, at Ngorongoro Crater. Black Tooth trapped the governing body of the Ajaba and, exploiting their Yava, unleashed the Endless Storm and annihilated them.

Might of the Tyrant Simba

Black Tooth's established his control through a number of alliances: with powerful spirits and the Laibon, vampires of Africa; with the Ratkin of Johannesburg and Pretoria; and with the sangoma, witch doctors and medicine men to whom his familiars whispered secrets. The mad Simba also possessed great personal power; the Tempest swirled in his mind, showing him the pattern of nothingness, from which only the worst and most terrible secrets might be drawn. Black Tooth stared into this internal Maelstrom, and it gave him insight to many dreadful forms of power.

With his great charisma and his legendary warrior status, he won over many allies who should have distrusted him. With his fierce claws and mountainous thews, he crushed his enemies and bent them to his purposes. When the great Ajaba purge began, Black Tooth could be seen in the dust and ash of volcanic skies, his leonine visage seeming to scan the veldt for those who had escaped his claws, his profile rising in storm clouds, his roar in every peal of thunder.

It was known that Black Tooth, in his time as a hero, had vanquished four great Banes. When he stood in ascendance over the vanquished Ajaba — announcing his victory after the 1984 holocaust — those Banes were in attendance. Whenever Black Tooth took his Crinos form, he wore two of the vanquished Banes tied into his beard, hanging below his fangs; another two were tied into his mane, rising above him like aborted bodhisattvas from the womb of a dragon.

These Banes were a source of Black Tooth's power and his enemies' fear. From their whispers, Black Tooth learned far more necromancy. When these magics did not suffice, he could tap their might directly to add to his own. More often than not, the very threat that Black Tooth might untie one of his captives and unleash it was enough to make the disorganized Changing Breeds flee — right into the Endless Storm's trap. In this way, Black Tooth preyed upon the Changing Breeds' unwillingness to work together.

With the Banes advising him, Black Tooth drew obeisance from the ghosts of tribal ancestors, and through them he gained the cooperation of many villages and their local spirits in unearthing caerns and unseating the Kinfolk of his enemies. Black Tooth also used the ghosts to subjugate a number of the Gurohi, lords of the African vampires, threatening to uncover their dens and expose the Masquerade. Through his vampire allies, he gained access to networks and infrastructure that had been beyond his means. He used them to contact the Ratkin, whom he paid as attack dogs, bolstering his forces against the numerous Changing Breeds that were realizing all too late what a problem he was.

Though his attacks would culminate in the 1984 massacre at Ngornongoro, he was on the attack long before then. The Changing Breeds struggled, through intermixed reactions of panic, apathy, and outrage, to slow him. Long before he crushed the Ajaba, he had managed to consolidate power among the Bastet, though many among the Simba, Bagheera, and Swara were beginning to distance themselves and even to turn on him.

In order to ensure the Bubasti's cooperation, Black Tooth sought an alliance with the Followers of Set. Long-time enemies of the Bubasti, the Setites had captured the last of the Bubasti's animal Kinfolk. Black Tooth also sought further secrets to use against his enemies, and he knew the Setites' trade in corruption would make him an irresistible target for their influence. He could give them much, and did — delivering a number of the Fera's animal Kinfolk to the Setites in exchange for initiation into their mysteries. Through these meetings, it is said that Black Tooth learned the Yava of the Ajaba.

These alliances would be the foundation of the Endless Storm's power.

Formation of the Ahadi

For many years, Black Tooth's Endless Storm roared across Africa, leaving terror and destruction in their wake. But in time, even Black Tooth's appetite for blood was sated. Believing that he had no more enemies, his purging of the Changing Breeds finally came to an end.

Though the rampant killing had ended, this was not a peaceful time. The new king unsettled the Fera, who picked his teeth with the splintered bones of dissenters. They knew he was weaving terrible magics. Worse were those they feared he might attempt. In this time of fright and fear and whispers, Black Tooth's sangoma stalked men for their mutis, the Gुरुhi held the silence of rural villages and kept watch for signs of interlopers, and the Bubasti crawled on their bellies, trading dark favors in order to be reunited with the cats of Kyphur. All this



POWER OF THE ENDLESS STORM

Black Tooth saw the formation of his pride written in the entropic rush of the Tempest. Not only did he see the form and face of those he would recruit, but the Maelstrom showed him the talents his soldiers would harbor. For the duration of his life, the Simba would seek not only the future members of his unformed pride, but the fetishes and spirit pacts they would need to bring out their fullest potential.

In each member of the Endless Storm, the Ahadi would find a supreme combatant — tacticians honed by two lifetimes of experience — that of their own, and that which the Tyrant Simba had gathered for them. These warriors, formed in the mind of one of the mightiest Simba heroes, empowered by the wisdom and foreknowledge of ancient spirits and their pride-king, would prove some of the most dangerous enemies in all of Africa.

while men continued to kill men, drought and famine did the work of the Ratkin, and AIDS burned in the blood of the people who drew forth the Wyrms in their agony. Truly, this was Black Tooth's Africa.

The young Ajaba named Kisasi was born into these times. She did not know them to be darker than any other. All she knew was that her kind were rare, killed or driven out of their home. She also knew that Gaia had given her a duty — a culler of the weak — and a diseased tyrant who culled the strong to keep power impeded that duty.

When she looked at the world around her, she saw the working of the Wyrms. Kisasi knew, as a matter of instinct, that someone must defeat Black Tooth. It was not that she couldn't sympathize with Black Tooth. Indeed, upon hearing the tale of the great Simba's motivation, she agreed with his concerns. However, looking past the murder of the Ajaba, she saw that Africa was bleeding from many wounds. Banes of pestilence, disease and famine built new miseries in the souls of man and beast. The Ajaba whose role it was to cleanse such sicknesses were gone. That was Black Tooth's sin. To save her land, she must see him gone.

But the Ajaba were gone. Kisasi needed allies. For that, she looked to other Changing Breeds.

She called to the Mokolé, but they snapped and hissed at her. She pursued the Swara but they fled her approach, whispering remonstrations as they went. All knew that Black Tooth had marked the Ajaba for death. None wanted to be seen with her.

It was only as she arranged the stones of a shattered Ajaba caern, in an attempt to feel closer to the slain mother she barely remembered, that a watching Bagheera felt pity. She wanted to make the kill swift and painless, but she was stayed by Kisasi's quiet voice whispering comforts into the night. Kiva, the old wereleopard, crept close. The moonlight revealed Kisasi wrapped protectively around a lion cub, whose pride had been slaughtered by humans. When Kiva finally made herself known, she came as a listener. She would leave as an ally.

"I have seen you approach the spirits, whom have turned away from you in fear of Black Tooth. I have watched you ask the Breeds for help and they have shunned you. What is it that you seek, that makes you so courageous?"

"Only peace."

"Well, you shall be courageous forever."

Thus the old Bagheera bade Kisasi to share her plans.

Kisasi's words were the kind that made so much sense they would be greeted as madness. She spoke of her dream — the ranks of the Changing Breeds locked in a cycle of interlinking tasks, bound by duty to the Mother and to each other, never again divided. Each would respect the task of the other. It was her conviction that only such a pure, empathetic binding could break the dark power of Black Tooth.

What she asked seemed absurd in some ways, naïve and idealistic in many respects. But the old Bagheera knew her words to be true. She vowed to shepherd Kisasi on her quest to realize this dream.

They went first to the Makunguru, the African Corax, who heard the plan of Kisasi, and saw more sense in it than good. For them, it was a chance to be as they ever were, interlopers and mediators and callers-on-the-wind. Now the fate of the world would rest on their wings. Most of the Makunguru who heard the tale joined Kisasi's crusade.

Benefitting from a long-established relationship of exchange between the Corax and Mokolé, Kisasi gained audience with the weresaurians. While many rankled at the prospect of acting outside their remit, a few — mostly the inquisitive, adventurous young — who understood necessity in Kisasi's idea. They saw potential to guide her and ensure the Mokolé habitations remained sacred and their own — perhaps out of fear of the greater destruction that would come of a war with their own kind rather than the Endless Storm.

Knowing what was at stake, the Mokolé sought out the dangerous and unpredictable Rokea who patrolled the waters at the mouths of their rivers. Though only a few weresharks responded, it was enough. Their vast strength would be vital in overthrowing Black Tooth.

For the rest of the Fera, the story was some variation of the same — a majority that would not budge, but a number of elders who saw the great potential in Kisasi's dream. These included heroes of great Renown, whose words and wisdom brought many new allies to the table. Kiva called the Swara and the Bagheera to court. A few Ajaba came to Kisasi's aid, if only to see what this unlikely matriarch had wrought with her words.

By the time Black Tooth sent his assassins to silence Kisasi, it was too late. She was saved by a mysterious, shrouded figure — a secret emissary of the Nagah. Through the wereserpents, Kisasi's words even reached the ears of the Bubasti, whispering promises of freedom from the dominion of the wicked Laibon. The coalition seemed to have no end to its momentum, for Black Tooth had angered, threatened, and killed far too many heroes to ever go unpunished. Even the Ananasi were moving against him. Long before Kisasi, they had secreted one of their number into his inner circle. Along with the Nagah, the werespiders added their shadow killers to Kisasi's regime.

The coalition was formed in feature but not in purpose until the Dawning Ritual, devised by a joint effort of the elders of the Mokolé, Bagheera, and Kisasi herself. Through it, their faction took the name *Ahadi*, which means promise. Its code and its remit — to bind together, none set above the other, for the good of Mother — was a declaration of war against Black Tooth and the Endless Storm.

The Ananasi were not the last to join the Ahadi. The Kucha Ekundu, who had long been at war with the Simba, had resisted any agreement out of hubris and distrust. When Black Tooth nearly destroyed the Ahadi, the Garou realized they were about to lose their one chance at defeating the Endless Storm. Sadly, the Kucha Ekundu, who would briefly stand in for the vanquished Ajaba, would be nearly extirpated in the resulting conflict.

Last of all to join the Ahadi was a pack of Silent Striders who came to sub-Saharan Africa on a quest and were threatened by Black Tooth's lieutenants. Keeping unusually cool heads, the Garou investigated, and could hardly believe their eyes when they found the heart-caern of the Ahadi. They saw an unprecedented gathering of Fera who were actually working together to solve problems. Having seen the depravities of Black

Tooth, the Striders joined the Ahadi as, in their own words, "militant observers."

Black Tooth Defeated

The Ahadi formed quickly and in force. From the beginning, Kiva knew that the strike on Black Tooth must happen swiftly.

The old Simba was already on the attack. It was said that he had a man at every checkpoint, and a sniper in every tree. Black Tooth would not risk his pride early; he would summon his considerable allies to crush the Ahadi, and wait to hear word of their success. But once the Endless Storm was unleashed, one side or the other would die.

Black Tooth's forces were numerous, and his Endless Storm was fearsome. But the Ahadi had one advantage. The Dawning Ritual, which bound them together, had interspersed their natures, allowing the different Breeds of the Ahadi to meld their powers and purpose. In this way, a Mokolé of the Ahadi might gain Renown for being an efficacious disseminator like a Corax, while a Corax might gain Renown for protecting a place of deep memorial significance. In addition, the ritual created a bond between those Breeds who empathized with one another, causing them to develop spiritually. This development would prove significant in the fight against the Endless Storm.

The declaration of war was a two-part attack: a diversionary strike against the caerns of the Endless Storm by the majority of the Ahadi forces coupled with a direct strike against Black Tooth himself, led by Kisasi and Kiva and a small force of young, brave Ahadi. Eating blood and dust and smoke for days, the combatants struggled in a lightless world, as the battle cries and the death cries became one in the same. In the end, nobody truly knows who killed Black Tooth. The Ahadi call the Black Tooth's killers *kganmadi*, and name their mixed packs after them.

IT'S YOUR FIGHT TO WIN

The young heroes of the *kganmadi* and their epic battle to slay Black Tooth is the stuff of legend. The identities of the heroes and the details of the battle with Black Tooth are left deliberately vague, so that players' own characters can vanquish the great lord of the Simba.

Organization

The Senior Council

The Ahadi's leadership consists of a senior council of luminaries who act to organize it and promote its agenda to both the other Changing Breeds and to the spirit world. The council sets rough policy for the group, but their control is limited — members of the Ahadi adhere to the philosophy of empathizing with other Breeds. How they express that is an intensely personal thing, changing with the feelings, attitudes, and needs of individual members.

That is not to say that the Ahadi is a loose association of loners, but rather that the needs of a political, military body do not coincide with the spiritual rectitude that allows, for example, a Mokolé to intuit the ways of the Nagah. No shapeshifter can be forced to feel empathy for another kind, nor can he be expected to adjust to another Breed's ways. The dictum that, for example, a Makunguru should learn the ways of a Garou and fight the Wyrms sounds good, but is useless if the Corax in question simply cannot fight. Whether a shapeshifter can bond with and walk with another Changing Breed is almost entirely up to the individual.

However, the Ahadi have seen some incredible joinings of form and function. Ajaba have played the part of peacekeeper, while Rokea have done the work of judges, and Nagah have carried news of the movement of spirits down into the watery sanctums of the Mokolé.

As a group the Ahadi fosters kganmadi — mixed packs — to bring out understanding between Breeds, which fosters spiritual evolution into new, stronger forms. The senior council tries to find the best ways to grow these bonds, and to direct those Fera who are already advanced in the Ahadi toward goals that help keep the peace.

Members of the council include Kisasi and a handful of elder Bastet and Mokolé, as well as a few young heroes of various other tribes — including one of the surviving Kucha Ekundu.

Body of the Ahadi

Beneath the Senior Council, the Ahadi is composed of autonomous groups operating in the spirit of the Ahadi Code (see p. 262). The Ahadi forms kganmadi, packs of mixed shapeshifters, which either get together on a temporary basis to pursue a specific goal and then go back to doing things on their own as normal; or bind together into a permanent pack to work together for the good of Gaia.

Beyond that, a number of shapeshifters consider themselves supporters of the Ahadi but who continue working in traditional ways—for example, solitary Bastet digging up secrets as Gaia bade them, Makunguru running intelligence to different kganmadi without joining one themselves, and Kucha Ekundu running in Garou packs who treat the kganmadi as allies. Compared to the rigid, formal nature of Asia's Beast Courts, the Ahadi is a very loose operation. But even in a short period of time, it has achieved significant results.

Power of the Ahadi

After the defeat of Black Tooth, the Ahadi seized control of the territories held by the Endless Storm. By taking over the core caerns, they took control of much of Africa. The Changing Breeds watched with bated breath to see if the Ahadi would be as tyrannical and debased as he whom they had usurped. But rather than extorting control from their fellows, the Ahadi began the long and arduous process of returning caerns to their rightful inhabitants. Many caerns remained contested by many groups, each claiming to have been robbed of them by some fiend or another — whether it be Black Tooth or a villain centuries earlier. It was a task of years — and that does not even begin to describe the ordeal of sorting misappropriated fetishes, relics that had moved through so many hands that Kisasi secretly lamented having not sealed them away with the soul of the Tyrant Simba.

The Ahadi were in a precarious position — they both controlled the main sources of power and Gnosis in the land, but they had also started restoring what Black Tooth had taken away. While greatly outnumbered by the unaffiliated Changing Breeds, the Ahadi still held the strongest hand. They were more organized, battle-hardened, and willing to work together, and they possessed the caerns and fetishes their contemporaries wanted returned. By both appearing strong and yet conciliatory, the Ahadi managed to avoid a war, and began to establish trust in Africa. Peace, it seemed, for a time, was possible. But as the Garou well know, the Apocalypse cannot be diverted.

Many of the Changing Breeds disagree vehemently with the “order” the Ahadi has brought to Africa. By holding court and hearing petitions over caerns, they have effectively opened bidding on many places that many shapeshifters believe are not theirs to give or withhold. The entire process is a blasphemy, an affront to the Changing Breeds' nature. Those who hold power are those who take it. Thus was Black Tooth given rise.

The Ahadi faced other pressure. In the Mnesis of the Mokolé, multi-Breed septs died with the War of Rage. Caerns once held pristine against all outsiders,

peopled by only a single Breed, were now open to the other shapeshifters. In the hostile, territorial minds of many Changing Breeds, allowing others into their septs was a slur against the sanctity of the caern. More than any other, this issue would drive opposing Fera to fight against the Ahadi.

Reactions

Each Changing Breeds in Africa has responded differently to the Ahadi — often, several responses, as certain members of the Breed rush to join the nascent organization, while others dedicate themselves to its destruction.

Ajaba

The Ajaba's reactions are a mixture of pride, resentment, and their instinct for survival. At present, a majority of the surviving Ajaba have joined the Ahadi.

A number of factors make the Ahadi attractive to the werehyenas. It's a safe harbor, first and foremost — in the long years of running and hiding from the tyrant Simba

and his minions, the Ajaba found themselves devoid of allies. They have stood alone for far too long, and it's comforting to have support at last. The Ahadi also appeals to the Ajaba's pride: not only did one of their young heroes form the Ahadi, but in any kganmadi that lacks a Simba or Garou, the Ajaba usually step into the role of war-leader — which they regard as very prestigious.

On the other hand, the Ahadi stings the pride of the werehyenas. Before Black Tooth, they were the dominant Changing Breed throughout Africa. Many of the caerns that have now become 'Ahadi caerns' were once the property of the Ajaba, and it rankles, badly, to see cats and lizards and ravens making use of their sacred sites.

Worst of all, the Ahadi actively oppose any werehyenas who try to take revenge on the Simba for the murder of their families and the near-extinction of their Breed. Indeed, the Ahadi demands that lion and hyena work together. For many Ajaba, the wounds are too raw and their Rage burns too hot. If the Ahadi shelters the Simba from the righteous wrath of their victims, these Ajaba reason, then it can be torn down alongside the lions.



Ananasi

To the extent that the Ananasi were involved in the strike against Black Tooth, it was only because the Hatar decided that it was time to remove him from the world. In the wake of the tyrant Simba's death, the Ananasi continue to keep their own counsel and tend to their duties. This can sometimes bring them into conflict with the Ahadi, particularly the Hatar. They see no reason to share details of what they're doing and why with the other Changing Breeds, and they're generally against accepting the Ahadi Code. On the other hand, the Ananasi don't actively oppose the Ahadi, in general — they try to avoid confrontation through subtlety where they can, and when that doesn't work they fight suddenly and swiftly then get on with life. Mostly, the Ananasi want to carry out the bidding of their Queen without getting involved in the Ahadi's affairs.

That said, a very small number of Ananasi, mostly Kumoti, have taken advantage of the Ahadi's open-door policy and undertaken the Dawning Ritual. Queen Ananasa has, after all, in no way forbidden working with the Ahadi, and these young werespiders feel that the diverse talents of the Ovid will help them carry out their own duties more effectively. These werespiders quickly learn to mouth the appropriate platitudes about loyalty to Gaia and universal opposition to the Wyrms to keep the other members of their kganmadi happy, and neglect to explain the deeper complexities of Ananasi cosmology and purpose. It's not something their pack-mates need to know

Bastet

The Bastet, as always, react as individuals. Loners by nature, many Bubasti, Bagheera, and Swara see no attraction in joining a kganmadi, and so steer clear of the wide-eyed idealists of the Ahadi. Other, more opportunistic werescats have undergone the Dawning Ritual and pledged themselves to the Ahadi, while not joining a kganmadi themselves. The Ahadi touches on the curiosity of the Bastet, and many are willing to at least provisionally join, if only to learn the secrets of the Dawning Ritual. What if the Ahadi isn't just a doomed idea? What if it isn't a flash in the pan? How shameful, to be present at the founding of such a mad and beautiful idea without at least touching a paw to it!

Other Bastet are more wary of the Ahadi. It demands peace and co-operation, which are already tall orders for the Fera. What might it demand tomorrow? These Bastet fear anything that would restrict their freedom or trap them in obligations. Gaia trusted them to work alone, according to their own cunning and discretion — who are the Ahadi to question that?

THE SWARA

The formation of the Ahadi fostered resistance among many of the African Changing Breeds, but the Swara have become one of their strongest political adversaries. Normally silent, the werecheetahs have been openly critical of the Ahadi. For one, the Swara were instrumental in pushing for patience — if not peace — among those militant Mokolé who would fight to prevent kganmadi using their holy sites. Peace in Africa, the Swara claim, is not the sole province of the Ahadi.

While promoting peace as an act of resistance, the Swara also express serious concern that integrating the Changing Breeds will destroy them. One Swara elder surmised that while the Ahadi's mixed packs could, for example, replicate the Ajaba for a time, one group of Fera taking up the role of another had a fatal flaw. If the Ahadi's Ajaba learned the ways and roles of a Corax while the remaining Ajaba died fighting the Wyrms, the werehyenas' traditions and ways would go with them. In such a way, the Swara warned, could the Changing Breeds speed their way toward extinction — dying out not in flesh but in spirit.

And, of course, a minority of Bastet join a kganmadi and stay with it. They see no conflict in doing so — where else could they possibly be that could have more wonderful things to teach them than in the midst of so many different Changing Breeds?

The Simba have their own take on the Ahadi. While the idea of running in a pride isn't as alien to them as it is to their fellow werescats, they have their own issues. It's difficult for any Simba to ignore the fact that the Ahadi founded to hunt and kill one of their heroes. A hero who had fallen into the arms of the Wyrms by many accounts, yes — but who can trust the judgment of outsiders? What gives them the right to judge? The surviving members of Black Tooth's regime have little difficulty finding support and safe havens among the ranks of the Simba, who rankle at submitting any of their tribe to the authority of the Ajaba. Africa was troubled under Black Tooth, but what part of the world is not in these days of looming Apocalypse? Under Black Tooth, the Simba ruled. Are they now to bow before those weaker than

themselves? Are they now to give up their caerns into the hands of mongrel packs? No, say the Simba outside the Ahadi, it will not stand.

Many younger Simba have set aside the natural arrogance of their tribe and work with the Ahadi to make amends. That Black Tooth was hugely, monstrosly corrupt is shameful but true, and denying the truth simply means that rivers of blood were spilled for nothing. The tyrant king's actions have left deep, festering scars from the Kalahari to Cape Town, and setting things right ought to be the responsibility of the werelions. And the Simba are, after all, the mightiest Fera of Africa — the Ahadi must have their aid if it is to endure.

Corax

The Makunguru, African Corax who breed with white-necked ravens, initially saw no point in joining the Ahadi. After all, it wouldn't actually change what they did. In time, they have come around. The alliance makes their jobs much easier, after all. Those that haven't either don't want to be burdened with any obligations outside of their traditional roles, or think the Ahadi is headed for a bad end. Very few Makunguru actively oppose the Ahadi, but the handful that do have caused a great deal of woe for the young alliance, coordinating the more militant Ajaba and Simba.

Garou

The role of the Garou in the Ahadi is tense, to say the least. Their fellows still remember the War of Rage, although Black Tooth's genocidal rampage has done much to displace traditional resentment against the werewolves.

The Kucha Ekundu have largely thrown their lot in with the Ahadi at the urging of their Mokolé allies, and were instrumental in the destruction of the Endless Storm. Tragically, that battle decimated the ranks of the African Talons — and the survivors are very conscious of what they've already sacrificed for their homeland. Being treated with mistrust and suspicion even after that brings the Kucha Ekundu's Rage boiling to the surface.

Silent Striders pose even more serious issues to the alliance. They travel far and wide, and speak of what they know — it's the way of their tribe. At present, about two dozen Silent Striders have formally joined the Ahadi, but a far greater number surely know of the organization. The far-sighted among Africa's Fera worry that the Silent Striders would roam far and wide, sit down by the fires of other Garou, and tell of what they have seen. How will the Garou Nation react to stories of an army of Fera organizing in Africa, seizing caerns and subjecting werewolves to its authority?

Many fear that history has already seen the answer. Still, the Garou cannot be turned away or ignored — not

only would it be a clear violation of the Ahadi Code, but they bring enormous strength to any kganmadi. To deny the werewolves would only provoke their Rage. Several members of the Senior Council even feel that they should recruit more Silent Striders as a priority — the wandering wolves will act as harbingers no matter what, carrying word of the Ahadi to the outside world. The Council believes that it would be best if their tales were full of courage and praise, rather than ignorance and paranoia.

Still, trusting the werewolves remains a difficult leap for the majority of the Ahadi, and so the Garou remain lightly represented in the organization.

Mokolé

Mokolé outside the Ahadi consider the entire affair to be either *well* outside of the task Gaia gave them, a mad pipe dream that will never work — in all their long memory, nothing like this has ever worked. The laconic nature of the Mokolé means that few are militantly opposed to the group, preferring to simply sit it out and wait for the Ahadi to fail. On the other hand, every werecrocodile who isn't an ally represents a river or swamp or jungle somewhere that a kganmadi can't enter when duty bids them to do so.

Among the African Changing Breeds the Mokolé lend power and legitimacy, and every one that turns their back on the Ahadi hurts their cause in the spirit courts. They also affect the general reckoning of the continent's Bête — particularly the Kucha Ekundu, who have close ties to the Mokole.

On the other hand, several very respected elders support the Ahadi. Their influence has been sufficient to draw a number of younger members of the Breed into supporting the organization. Kganmadi look to Mokolé for leadership when wisdom is required, a role with which the weresaurians aren't always comfortable — a young Mokolé is rarely as wise as his Breed's reputation leads others to expect. On the other hand, he can likely perform better in a fight than reputation would suggest. The Senior Council must caution young Mokolé not to allow themselves to become the fist of their kganmadi, except as a matter of last resort; it's not the role Gaia meant for them, and they are by far the least subtle of Her children. Solving each problem with a rampaging saurian monster is a great way for a kganmadi to expose itself to many enemies.

Nagah

The Nagah vigorously debate their response to the Ahadi. Are the Fera of Africa ready for something like this? Is it a doomed venture? Is it improper for them to temporarily assume the tasks of their brethren? Does the

approval of the spirit world matter, in such cases? More to the point, is this the time for the Nagah to reveal themselves and step forward? The Nagah could solve the Ahadi's issue of authority and enforcement of its codes very handily but should they end centuries of secrecy? Or should they strike down the Ahadi as an aberration that has forgotten its place? This is the debate that drives the wereserpents.

A number of Nagah provided covert and surreptitious aid to the Ahadi during the war against Black Tooth — that the tyrant Simba had fallen into corruption and had to die was beyond question. In the course of doing so, they revealed themselves to only two members of the Senior Council: Kiva and Kisasi. To date, those two have proven trustworthy in keeping the secret of the Nagah while the wereserpents wrestle with their course of action — that, combined with their very high profiles, has stayed the hand of Nagah assassins thus far.

In truth, a bare few of the youngest and most reckless Nagah have already tired of the debate and joined kganmadi. They want to prove the worthiness of the Ahadi to their fellows through action. They do not yet speak of their membership with other wereserpents, and Kisasi has impressed on these kganmadi the importance of secrecy.

The Sesha know of these young rogues, who have unquestionably violated the sacred secret — but have not yet ordered their deaths. Perhaps these young Nagah have the secret approval of the Sesha, or perhaps the Sesha are simply waiting to let events inform them whether this bold action deserves to be rewarded with praise or destruction.

Ratkin

Black Tooth paid a number of Ratkin to fight the Ahadi, but as soon as he fell, that alliance vanished. Though the most hardline of the new alliance wanted to thin the Ratkin out, cooler heads prevailed — suspecting that the Ratkin alone might outnumber the other Changing Breeds in Africa.

The Ratkin remain solidly outside the Ahadi: their terrorist methods bring them into immediate and frequent conflict with kganmadi. Theoretically, any Ratkin could to join the Ahadi, but the number of those who have remains in single digits. Most kganmadi don't have the stomach for helping the Ratkin with their given duties even in those instances where the wererat in question has overcome the genocidal madness that consumes many Ratkin in these final days.



The odd wererat who breaks with the swarm and joins the Ahadi only exacerbates these tensions. Quite often, such defectors draw the Ratkin into conflict with the Ahadi as the twitchy, mad children of Rat fear their wayward cousins will betray their plans.

Rokea

The vast majority of Rokea have no idea that the Ahadi exists, as they ignore all the antics of the dirt-walkers — so long as they do not interfere in the affairs of the sea. A tiny handful of weresharks have claimed membership in the Ahadi; a few are Betweeners, but others are bull sharks that spend most of their time away from Sea in the waters of various African rivers. The Rokea make for strange, blunt-spoken companions, but their martial prowess and knowledge of Africa's waters prove invaluable for their kganmadi.

The majority of Rokea who have joined the Ahadi claim that they do so to carry out their mandate to survive. While borrowing someone else's problems may seem counter-intuitive to survival, the world is dying — Sea and Unsea alike. Without Sea, the Rokea cannot live, and so working with the Ahadi to forestall the destruction of the Earth remains the best way to fulfill Gaia's mandate. More teeth makes for a better bite.

Others?

Africa has no native Gurahl, Nuwisha, or Kitsune — but the Ahadi Code is clear that the option should remain to welcome any of Gaia's children who sincerely wish to join in their fight. Should a werewolf decide to make Africa his home, the Ahadi would welcome her. Indeed, they'd welcome her contribution — the land is badly in need of healing, convulsing under the burden of terrible diseases. Three Nuwisha have passed through Africa since the fall of Black Tooth, and one has even undertaken the Dawning Ritual, so far — although that werewolf has not yet joined a kganmadi, preferring to explore the African Umbra alone. The door remains open for more tricksters, should they express interest.

Most curiously, the Ahadi currently numbers no less than five Kitsune among its various kganmadi. The rumors of potent and exciting new magic has drawn the werewolves to Africa, and they've stayed in order to aid a land badly in need of help. Several have actually written back to their families abroad, requesting more assistance; two tenets of the Breed's own laws ("I command you to aid your brothers and sisters, and that which serves Gaia" and "I free you to do anything else necessary to achieve our goals") not only permit such a course of action, but make these pioneering Kitsune clever and Renowned for 'discovering' the Ahadi and getting in on the action first.

AFRICAN WEREOFES? MIXED-PACK NAGAH? WHAT?

It's a stretch — not an impossible one in a world of airplanes, let alone Moon Bridges, but still a stretch — for a Gurahl to end up in Johannesburg, or a Nuwisha to walk the slopes of Kilimanjaro, or for a Kitsune to explore the depths of the Congo. But so what? An Ahadi game is about removing the barriers standing between players and getting to play the kind of exotic wererecreature they have their heart set on playing. So what if the Kitsune don't normally live here? So what if the Ratkin are mostly crazy? Don't sweat it. Everyone's at the table to have fun, so let everyone have the kind of fun they want. Even better, acknowledge the contradiction and make it into a story hook. Will the Nagah be eliminated for breaking the silence of his Breed, or usher in a new age when the wereserpents can finally step out of the shadows? Perhaps a plucky werewolf will save Cairo from an infestation of Banes, and spark off formal relations between the Ahadi and the Beast Courts. It's your story — tell it the way you want.

Code of the Ahadi

The Ahadi represents a source of new insights to the nature of the Changing Breeds. Cooperation, kinship, and evolution are a tantalizing draw to many shapeshifters. While Africa is still plagued by war and violence, and while the shadow of the Wyrms always looms, Ahadi-dominated Africa is a noticeable improvement over the reign of the Endless Storm.

Then there is the Ahadi Code, which reaches out to embrace the undecided.

Remember Our Mother's Wisdom in Appointing Each His Place

Gaia set a task before each of Her children, to which she felt they were best suited, and it is the apex of hubris to assume She didn't know what She was doing. That your brother's task is not your task does not make it less important for the well-being of Gaia.

Reality: Most members of the Ahadi try to take this tenet seriously, as it's one of the cornerstones of the al-

liance. They're not always successful — it's difficult for many Fera (particularly Simba, Garou, and Mokolé) not to look down on the tasks of certain of their brethren as less important or less weighty than their own. Of course, working to uphold someone else's job is usually a good way to discover just how vital and difficult Gaia's various mandates really are.

In particular, many shapeshifters have a great deal of difficulty stomaching the task Gaia gave to the Ratkin. It will try the limits of this part of the Code when it becomes clear that the Ratkin themselves are planning to wildly overstep the limits of their mandate, and commit genocide on humanity.

Trust Your Brother's Strength, and Make It Your Own

The one great commonality of the Changing Breeds is that they lack the numbers to carry out their Gaia-given duties as they must. This element of the Code does not just make it permissible for a shapeshifter to seek aid from other Changers in the course of her duty, but mandatory if by neglecting to do so, she is in danger of failing in her duties to Gaia.

Reality: Nobody joins the Ahadi without acknowledging some truth to this tenet. The degree to which an individual shapeshifter embraces it varies, of course, with some continuing to act out their traditional roles and simply counting themselves as allies, while others go all the way and join a kganmadi.

Many Roads Stretch Beneath One Sky

The Changing Breeds come from a wide array of traditions and practices, both social and spiritual. It is unseemly for one Changer to demand that another conform to his expectations and ways, or to demand that she give up her own. This element of the Code urges the Ahadi to instead seek common ground while respecting necessary boundaries. Moreover, this tenet of the Code enshrines aiding another shapeshifter in his duties as a sacred act, and that profaning the nature of that duty — such as a Corax spreading a secret he helped a Bastet ally discover and keep — dishonors the one who does it, just as though he had failed in his own assigned tasks.

Reality: The Senior Council pushes this tenet aggressively, and those kganmadi who actively uphold it gain Renown for doing so. There's a certain tendency for the more pack-oriented Breeds (the Ajaba, Simba, and Garou) to want to run kganmadi according to the normal dictates of their native packs; doing so without consideration of the needs of their new packmates inevitably leads to tension, and a concurrent loss of Renown.

We Share One Mother, and One Enemy.

Though the different Changing Breeds have different methods of offering Her reverence, all are ultimately of Gaia. Though the different Changing Breeds have different tasks to perform in Her name, all are ultimately foes of the Wyrms. This tenet establishes the basic purpose of the Ahadi — to serve Gaia, and prevent the Wyrms' victory, though it be by various and diverse means.

Reality: This tenet clashes with the beliefs and duties of the Ananasi, who consider themselves the children of Queen Ananasa rather than Gaia; the Hatar, in particular, work extensively with Banes. This leads few Ananasi join the Ahadi, and those that do neglect to explain the intricacies of their beliefs and roles to their fellows.

Divided, We Have Fallen. United, We Will Rise.

This tenet is the heart of the Ahadi — it isn't a commandment, rather the statement of purpose that the Ahadi use to form multi-Breed packs, both temporary and permanent. The Changing Breeds have spent centuries trying to stand alone and apart from one another, and they have failed. The Ahadi represents a new idea, a new way of doing things, which it hopes may yet stave off the Apocalypse. Likewise, it presents the counterpart to "Trust Your Brother's Strength, and Make It Your Own." A shapeshifter in need of help is obligated to ask the Ahadi to give it; and if they are capable, the Ahadi must render that aid. Finally, this is the tenet that justifies the existence and creation of new Gifts and rites.

Reality: Again, nobody joins the Ahadi who doesn't see at least some sense in this tenet. How closely they want to be united, of course, varies between individuals.

All Are Welcome at the Fire

The Ahadi welcomes everyone. It has significant numbers of some Changing Breeds — the Ajaba, Bagheera, Bubasti, Makunguru, Mokolé, Simba, Swara, Silent Striders, and Kucha Ekundu — but ultimately it tries to be open to any shapeshifter who wishes to join a kganmadi in the spirit of cooperation and brotherhood. If an Ananasi or Rokea seeks the aid of the Ahadi, it is supposed to at least try to accept them, so long as they are willing to offer aid in return. This is a statement of intent, however, not a mandate — members should not let grifters and opportunists take advantage of the Ahadi's goodwill.

Reality: This is the tenet with which the Ahadi struggle the most. An ocean of bad blood remains between the Ajaba and Simba, while all Fera continue to widely fear and distrust the Garou. And who wants a

spider or rat in their kganmadi? Who can understand a Rokea? The Senior Council expends more effort trying to enforce this tenet than any other part of the Ahadi Code, and it is this tenet, more than any other, that drives shapeshifters away from the Ahadi.

Threats to the Ahadi

Though Black Tooth is vanquished and the Endless Storm is no more, the Ahadi's battles are far from over. The minority controls a conflux of territories that helped make Black Tooth almost unstoppable. Whether they claim to be peacemakers or lawgivers, many will always see them as conquerors. Below are a number of threats that are guaranteed to force the nascent group into new conflicts.

Hendrik Lamar

An Awakened Mage, hunter and naturalist, Hendrik travelled to Africa from Dresden in the late '90s to hunt Black Tooth. However, Black Tooth employed hedge mages to distort Hendrik's efforts and lead him into peril and vice. They succeeded.

Yet, when Black Tooth's forces died, Lamar didn't leave. Rather, he seized caerns in the power vacuum

left by the fall of the Endless Storm. Since then, he has built a base of contacts and armed followers, constructing compounds to protect his nodes and to promote his "walking safaris" that he holds for tourists — spiced with a bit of magic to make them incomparable, of course.

Hendrik is a powerful member of the Order of Hermes who has tasted the magic welling up from the heart of Africa. He finds it irresistible, ancient and potent, and it sparks in him thoughts of seizing it — joining it — so that he might become a part of something eternal.

Never found without a large hunting rifle, a Bowie knife, or some other sign of his intimate connection to the hunt, Hendrik's ambitions have made him an enemy of practically every shapeshifter, Ahadi or otherwise. Most want him dead and he is quite aware of these desires. Even so, he has petitioned the Ahadi to pay him for the time he put into chasing Black Tooth. This petty extortion is just a smoke screen, however — even if they pay him he does not intend to leave.

Ahmadou

One of the few survivors of the Endless Storm, Ahmadou has another distinction — he is a Khan, the only non-Simba member of Black Tooth's pride. It is



also said that Ahmadou is the only member of the pride who Black Tooth did not see in the Tempest. Rather, Black Tooth rescued the Khan from being drowned by a crocodile when he was but a cub, and the young tiger followed him ever since.

Those who have faced him say that Ahmadou is the greatest fighter of the Endless Storm, even greater in physical combat than Black Tooth himself. The Khan is both feared and respected for his tremendous battle record. It is widely known that he lived through the final battle with Black Tooth and now stalks Africa with an unknown purpose.

Many fear Ahmadou will seek revenge for the death of Black Tooth, or try to rebuild his power. Those who know Ahmadou — chiefly his enemies, for he has no friends — scoff at the notion. In Ahmadou they see a valiant whose claws first seek the throat of the Wurm, and then any foe worth slaying. In his endless quest to fight the Wurm, Ahmadou has transcended Black Tooth's goals. Though he mourns the death of the Simba who was like a father to him, he did not fall prey to Black Tooth's corruption, and neither seeks to carry on his legacy, nor seeks to hound his killers and take revenge.

Initially the Ahadi thought they would have to slay the Khan along with every other member of the Endless Storm. But since the failure of their first attack, many feel that pursuing Ahmadou to bring him to justice would be a foolhardy venture. Indeed, many believe that he has committed no crime, and that he should be left alone.

Yet many within the Ahadi disagree.

In the rush on Black Tooth's stronghold, three Mokolé tried to assassinate the Khan, to open a path to Black Tooth's back. When Kiva arrived on the scene, she saw the blood and destruction the Mokolé had wrought and had assumed success, only for the young tiger to attack her from ambush. Ahmadou nearly killed her outright, and was about to finish her off when Kisasi drew him away. The young Khan would have surely caught and killed both of them if not for the death of Black Tooth. After the Simba's mortal roar shook the compound, the fire of Rage bled out of Ahmadou and he disappeared into the jungle.

Now he remains a phantasm, striking at a Pit here, felling a mighty shapeshifter there, always vanishing, never waiting around to reap a reward for his efforts. Many still see him as complicit with a mass murderer — and many Mokolé want revenge for the three of their number that he slew the night of the raid on Black Tooth.

Nomfazwe

Another well-known remnant of the Endless Storm, Nomfazwe looks like a scarred, humorless Xhosa woman in her late 20s. She's actually a metis, and Black Tooth's

bastard daughter. Her name means, "born into a time of war." She spends most of her time in Homid form as a roving mercenary and arms dealer.

Nomfazwe believes that with Black Tooth dead, Africa's stupid and weak shapeshifters have no hope of standing in the face of the oncoming Apocalypse. Instead, she foments war on the continent, arming the humans and setting them to the practice of killing and killing; she hopes to make Africa into a meal the Wurm will choke to death on, its humans ready to rise up on the day of the Apocalypse and fight to their final breath. She's willfully oblivious to the fact that the poison she's provoking into human spirits is itself ushering the Wurm into the world.

Though her metis birth has left her body unmarked, her mind is twisted — she's incredibly paranoid, and never stays in an area for more than a few months before moving on to another conflict. This has helped keep Nomfazwe alive now that the Ahadi are pursuing her. One Corax claims that he witnessed her meeting with Ahmadou, but had no interest in joining her. Instead, he tried to kill his former packmate.

Ramla

Another missing member of the Endless Storm, Ramla was a notorious sniper. She was last seen in the tower of Black Tooth's compound, holding off an assault by Bagheera and Corax with a fetish rifle carved from the tusk of an elephant spirit. Firing bullets of pure silver, it was said that Ramla killed more Ahadi in the final attack on Black Tooth than the rest of her pride combined.

By the time the Ahadi breached her tower, Ramla was gone, apparently vanished. Since then, nobody has seen any no evidence of her. Several shapeshifters claim that she has been following members of the Ahadi — those who others believe have slain or hidden away the children of the Endless Storm.

A duty-bound believer in Black Tooth's vision of Africa, the fall of the Endless Storm will have changed her. Indeed, if Ramla still lives, her only goal will be to learn the whereabouts of the children and kill anyone she has to in order to get them back.

Ahadi Mechanics

The Ahadi are, at their heart, a gathering of youth. They lack the ancient, millennia-tested traditions and secrets of the Beast Courts; instead, the Ahadi operate through a handful of newly-created (or perhaps newly-rediscovered) rituals, a smattering of kitbashed Gifts, a few powerful-but-tentative patrons, and a lot of improvisation. Most Fera who have heard of the organization

expect it to fall apart within a decade. But the founders of the Ahadi are building toward a dream, and few things are more resilient than dreams. What follows are the mystical tools and game mechanics used to reach the Ahadi's vision.

Making an Ahadi Character

Create an Ahadi-aligned Fera exactly as a normal member of their Breed — the Ahadi exists to join together the other Changing Breeds, without the ingrained special social or mechanical complexities of the Hengeyokai. Characters can only purchase Ahadi Gifts during character generation with freebie points. All Ahadi characters are assumed to have already undergone the Dawning Ritual, and the players may choose for their characters to be joined into a *kganmadi* by the Rite of the Joined Circle, if the players pay to take a pack totem.

Rites

The Ahadi have devised a small number of shared rituals that facilitate cooperation between the different Changing Breeds. Though the native rituals, beliefs, and values of the Changing Breeds vary wildly, all have a common respect for the spirit world, and the judgment of mighty and ancient spirits. What the spirits have sanctified, the Changing Breeds can agree to abide by — usually. Because the scared secret prevents the spirit world from acknowledging the Nagah, they cannot lead any of these rituals, though they can take part in them.

All of the Ahadi's exclusive rites must be performed within the boundaries of a caern — a serious point of contention among some Breeds. The Ahadi must not only claim many caerns stretching across Africa, but they must keep them open to any member — an idea that makes many Garou, Ajaba, and Simba profoundly uneasy.

The Dawning Ritual

Level Three (Mystic)

The Dawning Ritual is the foundation rite of the Ahadi. All shapeshifters who wish to claim membership in the Ahadi must undergo the rite, opening themselves up to the secrets of the pact.

In a way, the Dawning Ritual resembles both an initiation and a rite of passage. It must be performed at sunrise, within the bounds of a caern. The prospective Ahadi must bring proof of some deed or service that was of tangible benefit to the Changing Breeds as a whole — some perform heroic ballads, while others donate fetishes to the Ahadi as a whole. The ritemaster then leads the pledge through a recitation of the Ahadi Code while in the presence of the caern's spirit. Assuming the spirit finds no fault with the applicant, the ritual concludes with a celebration to welcome a new member into the

Ahadi — this may be anything from an all-day revel to quiet discourse on the finer points of the Ahadi code, undertaken over a fine meal.

System: The ritemaster must spend a point of Willpower and roll Intelligence + Rituals (difficulty 6) to weave a link between the caern's spirit and the general network of spirit-patrons of the Ahadi — the local spirit becomes a representative for the judgment of the spirit world as a whole. Unless the applicant is clearly Wyrmtainted, the spirits generally approve her induction.

Once a shapeshifter has undergone the Dawning Ritual she is considered a member of the Ahadi for all purposes. This enables her to participate in the Rite of One Blood, and offers additional benefits to the Rite of the Joined Circle. It also allows her to purchase Ahadi Gifts (see below).

Rite of the Joined Circle

Level Three (Mystic)

This very ancient rite was recently rediscovered or reinvented — nobody is quite sure which — and put into use by the Ahadi. Used to bind together members of many Changing Breeds into a pack, it is effectively identical to the Garou Rite of the Totem (*W20*, p. 213), save that the would-be packmates do not travel into the Umbra. They instead meet the spirit within the bounds of a caern, where the ritemaster calls it into the world to speak to them, judge them, and hopefully find them worthy. When the totem assents to bind the pack, its members cut their hands and bleed together.

System: As with the Rite of the Totem, this Rite requires no roll. A *kganmadi* enjoys all of the benefits of a Garou pack, including totem benefits (except for the Nagah and Ananasi), the ability to perform pack tactics, and they are wholly considered a pack for the purpose of any Gifts that make such distinctions.

If all of the members of the *kganmadi* have undergone the Dawning Ritual, they become able to gain Renown for active adherence to the Ahadi Code. This Renown translates into Honor or Wisdom Renown for Garou, Corax, and Mokolé (as appropriate on a case-by-case basis), Wisdom for Ananasi, Obligation for Ajaba and Ratkin, Honor for Bastet, and Innovation for Rokea. In the event that one of the non-African Breeds somehow became a member of the Ahadi, Gurahl would gain in Honor or Wisdom, Kitsune in Kagayaki, and Nuwisha in Humor — what could be more absurd?

Rite of One Blood

Level Two (Mystic)

This rite is performed for the benefit of a full, sworn *kganmadi* at the heart of a caern. (The ritemaster need not necessarily be a member of the *kganmadi*.) One

member of the kganmadi steps forward; to his left is a bowl of earth, to his right a bowl of water, and directly before him, a fire. He speaks of the burden Gaia has placed upon him, and cries out to the sky to render him aid. Led by the ritemaster, the members of his kganmadi step forward and speak to his back, affirming their brotherhood and swearing to help shoulder his burden until his duty has been discharged. The kganmadi then departs in pursuit of their sworn mission.

A variant version of this rite, known as the Rite of One Mind, is a level three Mystic rite. It is used when joining together a group of shapeshifters who wish to pursue a specific goal together, but are not already members of a kganmadi.

System: The ritemaster rolls Intelligence + Rituals (difficulty 7). Success binds the kganmadi members to their brother's task for one full cycle of the moon per success rolled, or until the quest is fulfilled, whichever comes first. The task must be something with a defined scope and ending (such as "slay the corrupt sorcerer Hendrik Lamar"), and must be firmly within the purpose Gaia intended for that individual's Breed. Thus, for a Kucha Ekundu it must involve destroying the Wyrms' minions; for a Corax, ferreting out information about the enemy or delivering it to those who need it most; for a Mokolé, ensuring that important knowledge is not lost; and so on.

For the duration of the rite, the spirit world considers the other members of the kganmadi to be properly empowered to take up their brother's duty as their own, and to gain Renown for it. Thus, a Simba could gain Renown for helping his Ajaba brother to cull the corrupt, while a Ratkin could gain Renown for helping to preserve an ancient songline sought by a Mokolé. This translates to the closest applicable Renown type of the kganmadi members (slaying a Garou's sworn enemy would grant an Ajaba Ferocity rather than Glory, for example); if in doubt, default to the "Ahadi Renown" described in the Rite of the Joined Circle.

The Rite of One Mind is identical, save that its roll is against difficulty 8, and that for the duration of the rite's effect, the Fera are also bound into a 'questing kganmadi' — effectively, a pack that may gain Renown together and perform Pack Tactics, but which has no totem.

Gifts of the Ahadi

The Ahadi are young, with only a small number of spirit-patrons. Nonetheless, the pack's handful of elders has been busy, and several kganmadi have dedicated themselves full-time to scouring the Umbra in search of more allies for the group. They've had a startling amount of success, acquiring a small body of Gifts that all members of the Ahadi can learn. These lack the smooth polish of the Gifts of the Beast Courts — they're messy,

hybrid things; attempts to bind the strength or talents of different Breeds together.

All Ahadi Gifts are granted through simultaneous communion with two spirits. In all of the Mokolé's Mnesis, this process is unique to the Ahadi. This requirement does deepen the Ahadi's dependence on caerns. It's very unlikely to find a friendly spider-spirit and a crocodile-spirit lingering together in the Umbra, so the kganmadi summon the appropriate spirits to a caern, appease them, and learn the Gifts.

In all instances where Ahadi Gifts cost Rage, shapeshifters who do not possess Rage pay this cost with a point of Willpower; Ananasi must spend or a Blood Point. Additionally, where Ahadi Gifts make reference to members of a character's kganmadi, they also apply to traditional packmates if the character is a member of the Ahadi but not part of a kganmadi (as is the case with a significant number of Ajaba, Simba, Kucha Ekundu, and Silent Striders).

For games set during the war against Black Tooth, the Storyteller might allow characters to purchase Level One and Two Ahadi Gifts — the mightier Gifts listed here aren't developed until well after the tyrant Simba's demise. Any character that has undergone the Dawning Ritual is able to learn these Gifts for an experience point cost of (Level x 5).

• **Blood Webs (Level One)** — The shapeshifter may enchant her blood so that it becomes a sticky coagulated mass when spilled, the better to entangle her foes. A spider-spirit and a crocodile-spirit teach this Gift.

System: The player spends one point of Willpower. For the rest of the scene, any opponent who inflicts lethal or aggravated damage on the character with a hand-to-hand attack must make an immediate reflexive Dexterity + Brawl roll (difficulty 9). Failure indicates that the attacker has been splashed with sticky, crimson webbing, inflicting a cumulative –1 penalty to all Dexterity-based rolls. Removing one –1 penalty worth of webbing requires a Strength + Athletics action at difficulty 7.

• **Dragon Musk (Level One)** — The shapeshifter emits a sulfurous, eye-searing stench, actually visible as a yellowish cloud rolling off of his body. This reek not only discomfits the character's enemies, it also helps members of his kganmadi to find him. A crocodile-spirit and a hyena-spirit teach this Gift.

System: The player spends one point of Willpower. For the rest of the scene, all individuals save for members of the character's kganmadi who are within (Character's Rank x 5) yards add +2 to the difficulty of all Perception and Stamina-based rolls, including soak rolls, due to the searing stench. While this Gift is active, reduce the difficulty for all members of the character's kganmadi to locate her by any means by 2.

• **Ogun's Blessing (Level One)** — The Ahadi is an organization of motivated youth, fusing ancient spirit-power with every tool the modern world has to offer. As such, they have been blessed with this Gift, which bestows power over the products of metalworking. A war-spirit and a metal elemental teach this Gift.

System: The player spends one point of Willpower. For the rest of the scene, the character adds one die and lowers the difficulty by one on any roll to use a metal or mostly-metal object for the purpose of war. This ranges from using a gun to shoot her enemies, to driving a car in pursuit of an opponent, to using a lockpick to break into an ammo dump.

• **Sense Wyrms (Level One)** — As the metis Gift.

• **Spirit Speech (Level One)** — As the Theurge Gift.

• **Three Thousand Tongues (Level One)** — Africa is home to literally thousands of native languages, producing formidable barriers to understanding. This Gift tears those barriers down, allowing the character to speak and understand (but not read or write) every native African language still spoken today. Two ancestor-spirits of diverse origins teach this Gift.

System: The player rolls Intelligence + Academics, difficulty 8. The effects last for the rest of the scene. The more successes rolled, the more fluent her facility with Africa's many languages.

• **Anansi's Guile (Level Two)** — As the Galliard Gift: Beast Speech.

• **Fury Jaws (Level Two)** — The character's bite inflicts an infuriating itch and a burning obsession, making it nigh-impossible to think of anything other than retribution. A raven-spirit and a hyena-spirit teach this Gift.

System: The player spends a point of Rage before the character makes a bite attack. If the attack is successful, the target takes a -3 penalty on any action *other* than attempts to attack the one who bit her for the next (character's Rank + 1) rounds.

• **Impenetrable Veil (Level Two)** — A kganmadi has even more secrets to keep than the average pack. This Gift deepens the effects of the Delirium, helping to keep the work of the Ahadi hidden. A serpent-spirit (or servant of the Wani) and a shark-spirit teach this Gift.

System: The player rolls Appearance + Primal-Urge, difficulty 7. All purely human observers who fall prey to the Delirium while in her presence for the rest of the scene react as though their Willpower rating were lower than it really is by one point per success.

• **River's Bosom (Level Two)** — When fully submerged in liquid of any sort, the character becomes invisible. A serpent-spirit (or servant of the Wani) and a crocodile-spirit teach this Gift.

System: The player spends one point of Gnosis and rolls Wits + Survival (difficulty 6). The character may remain invisible for the rest of the scene so long as she remains perfectly still and either floats in place or lets the current carry her; she may move deliberately, under her own power, for only one round per success before the Gift's power wears off. Launching an attack immediately ends this Gift.

• **Spirit of the Fish (Level Two)** — As the Uktena Gift.

• **Brother's Skin (Level Three)** — Having mixed blood and spiritual bonds with another Fera, the shapeshifter may take on the animal form of another member of his kganmadi. Thus, a Simba in a kganmadi with a Kucha Ekundu, an Ajaba, a Corax, and a Swara might take on the forms of a wolf, hyena, raven, or cheetah. A predator-spirit and a prey-spirit teach this Gift.

System: When the character wishes to transform into the animal-form of one of his kganmadi brethren, the player must spend a point of Willpower and make a standard shapeshifting roll against difficulty 8. Only the animal form may be assumed — lupus, rodens, etc. Crawlerling form is too alien for non-Ananasi to master through this Gift unless they are Rank Four or above.

• **Exorcism (Level Three)** — As the Theurge Gift.

• **Ghost-Eating Technique (Level Three)** — The shapeshifter may consume the spiritual power of a defeated spirit, destroying it forever. Additionally, she may strike ghosts possessing an individual without harming that being's flesh. To date, only the Bubasti and Ajaba have openly embraced this Gift, given its dark nature. Some combination of cat-, owl-, and hyena-spirits teach this Gift.

System: The player spends a point of Rage when attacking a ghost-possessed individual. All damage is applied exclusively to the ghost's Essence (or the wraith's Corpus, if using **Wraith: The Oblivion**). The player may also spend a point of Willpower after landing a blow that destroys a spirit or ghost. The character gains 1-3 points of Gnosis, depending on how powerful the spirit was — one point per 10 Essence that the spirit started with. The spirit or ghost is consumed utterly, destroying it forever. Eating a ghost in this fashion may be cause for loss of Renown for some Changing Breeds

• **Shadows Conceal Fangs (Level Three)** — The shapeshifter may sink into the shadows, emerging moments later from another patch of shadow in order to launch a surprise attack. A serpent-spirit (or servant of the Wani) and a hyena-spirit teach this Gift.

System: The character must already be concealed in shadows when this Gift is activated. The player spends one point of Rage and rolls Strength + Stealth (difficulty

7). The character may emerge from any shadow up to (successes rolled x 5) yards away to make a surprise attack. The difficulty to soak any damage from this sneak attack is raised by 2.

- **Venom Blood (Level Three)** — As the Get of Fenris Gift.

- **Armory of the Sun (Level Four)** — The shapeshifter may banish any dedicated fetish to the distant and well-guarded personal armory of Helios, later calling it back to hand when she needs it. A cat-spirit and a servant of Helios teach this Gift.

System: The player rolls Wits + Occult against difficulty 6 to banish a fetish or talen by tossing it up into the sky, where it vanishes. When she wishes to retrieve it, she makes the same roll again to cause it to fall down into her waiting hand.

- **Boundless Heart (Level Four)** — As the Red Talon Gift: Gorge.

- **Call Elemental (Level Four)** — As the Uktena Gift.

- **Dam the Heartflood (Level Four)** — As the Silent Strider Gift.

- **The Marriage of Sun and Moon (Level Five)** — This mighty Gift allows a shapeshifter to very briefly pass his soul from the care of the Moon into that of

the Sun, or vice-versa. A Lune and a servant of Helios teach this Gift.

System: The player spends two points of Gnosis. For the rest of the scene, a shapeshifter who is normally vulnerable to silver becomes vulnerable to gold instead, and vice-versa. Characters who are vulnerable to both silver and gold (such as Mokolé), or those who take similar damage from a substance over than silver or gold cannot benefit from this Gift.

- **Thousand Forms (Level Five)** — As the Raga-bash Gift.

- **Unity of All Beasts (Level Five)** — The shapeshifter gains the ability to commune with his kganmadi's totem, temporarily lending it a small portion of his spirit, which it may then lend to the rest of the pack as a form of additional strength. A lion-spirit and a raven-spirit teach this Gift.

System: The player may elect one of her Gifts to become a 'bonus Gift' offered by the kganmadi's totem. Only one member of the kganmadi may use this bonus Gift at a time, not including the character to whom the Gift truly belongs — she can use it at any time. In order to change which Gift is offered to the totem, the player must spend one point of Gnosis.



Appendix Two: Hengeyokai

The Beast Courts offer a range of different story hooks and opportunities for characters than the ‘default’ of W20 and this book. Steeped in tradition and ritual, to outsiders the Hengeyokai can look like a model of what the Changing Breeds should be doing worldwide — but those traditions and rituals hold the shapeshifters hidebound, leaving them with more limits than their counterparts elsewhere in the world.

Using the Beast Courts

A game where the players portray members of the same sentai provides an excellent opportunity for players to play a diverse group of shapeshifters working towards a common goal. The hengeyokai are far more than just an excuse for a mixed-Breed story. The Beast Courts are part of a culture that is very different from that of the Western Changing Breeds.

Playing in Asia offers a diverse range of settings. In developed nations like Japan or South Korea, the Changing Breeds face many of the same issues as their

counterparts in the United States — but must also contend with denser population and less wilderness. Shapeshifters in rapidly industrializing nations like China or Malaysia, or in relatively impoverished and oppressive nations like Indonesia or Myanmar, encounter very different problems. Here, the forces of the Wyrms are easily visible in overcrowded slums and the unsafe factories. In these nations, millions live and work in dire poverty while nobody pays so much as lip service to limiting pollution and efforts at resistance meet with brutal government oppression.

Players and Storytellers who are interested in a more familiar setting might create a Beast Court in one of the large Asian immigrant communities in the United States and Canada. A few hengeyokai accompanied their human kinfolk when they immigrated to these nations, and today many nations have a small but growing number of Beast Courts. A story set in one of these communities offers a chance for the players and characters to experience the difficulties members of a Beast Court face when making contact with the local Changing Breeds.

The Way of Emerald Virtue

Unlike the western Changing Breeds, an individual's role in her sentai determines her Auspices within the Beast Courts. Traditionalists believe that a sentai should ideally contain a member of each Auspice, but tradition and reality often don't agree. All members of the Beast Courts earn Renown based on their Auspice, regardless of which Changing Breed they belong to. Even the rare Kumo or western Garou who join the Beast Courts gain Renown in this fashion.

Renown

Regardless of Auspice, all of the members of the Beast Courts earn three types of Renown — Glory, Virtue and Wisdom. Every member of the hengeyokai understands that all three types of Renown are facets of a greater whole. One who pursues Glory is certain to also accrue at least some degree of Virtue and Wisdom, since none of the three Virtues can ever exist without the other two. Although most individuals focus on a particular type of Renown, members of all Auspices recognize the importance of gaining all three types to maintaining their personal balance and harmony.

Hengeyokai gain Renown by fulfilling the duties of their Auspice and by earning the respect of their peers, elders and ancestors. The Asian Changing Breeds usually award Renown in formal ceremonies held in the Beast Court, but individuals who perform truly exceptional actions can immediately earn Renown from the acclaim of their comrades and any nearby spirits.

Losing Renown is a rare and shameful event. Members of the Beast Courts only lose Renown by ignoring or acting against the duties of their Auspice or by committing shameful acts, like betraying their sentai or Court. Hengeyokai consider deliberate actions to be the worst offenses, but they also severely punish serious mistakes made through careless or foolish behavior, or displays of cowardice or greed in the course of important duties. In the troubled Fifth Age, the Beast Courts have no place for liars or incompetents.

Glory

Bravely defending a Dragon Nest, standing in battle against deadly Bakemono, or defeating a seemingly overwhelming foe are all actions that earn Glory Renown for a shapeshifter. Hengeyokai can also gain Glory through less obviously impressive but equally important actions, like steadfast determination, or fierce and unwavering loyalty in the face of danger. Even in its purest form,

Glory requires a modicum of wisdom. Those who find death by throwing themselves needlessly into battle earn no Glory. The members of the Beast Courts understand that their numbers are far too few for any to risk their lives in pointless deeds of bravery.

Virtue

Hengeyokai gain Virtue by adhering to the Mandates of Heaven (p. 37), and from their dedication to honesty, integrity, compassion and civility in all facets of life. The path to virtue is somewhat different for each Breed and even for each Auspice. An important part of gaining Virtue is adhering to the different duties that the Emerald Mother gave to each separate Breed. Hakken earn Virtue by living up to their fierce warriors' code, but Nagah earn Virtue by acting as secret and cunning judges. In many ways, Virtue is similar to what most Western Fera call Honor, but for the hengeyokai, the definition of Honor differs from one Breed to another. Often, members of a sentai earn Virtue by working together particularly well, as each member of the sentai performs the duties of their breed and Auspice in ways that aids the others.

Wisdom

Members of the Beast Courts earn Wisdom Renown by learning and using the teachings of the spirits of the Mirror Lands and the Court of the Ancestors, and by seeking to understand their own nature and their individual weaknesses and strengths. Hengeyokai also gain

COURTIERS: THE SIXTH AUSPICE

The members of wave and mountain sentai travel outside of their Dragon Nest to fight the Bakemono and solve the various problems that present themselves in ways that aide their Court or the whole of the Beast Courts.

Other hengeyokai aid their Court without joining a sentai. Instead, they protect and care for the Dragon Nest and any kinfolk or young shapeshifters living there. Although many hengeyokai consider their duties to be less heroic than those of the sentai, the presence of these courtiers is vital to the court's safety and well-being. In large courts, some courtiers serve as assistants and apprentices to one of the four major officers, while others are guards and caretakers. Courtiers earn Renown exactly like the members of the other five Auspices.

Wisdom by performing their duties well, obeying their elders, and attempting to live in accordance with the precepts of the First Age.

Rank

Hengeyokai possess five levels of Rank, just like Western shapechangers. They name their Ranks after significant materials: wood, iron, steel, gold and silver, in that order. All hengeyokai use these titles, regardless of their Breed. When introducing themselves formally, they combine rank and Auspice into a single title, naming themselves as Iron Courtier, Steel Leaf, etc.

Most hengeyokai wear badges or some other marker to allow spirits and other shapeshifters to easily identify their rank. They usually combine this symbol with the badge or colors of their court. A Steel rank Tengu of the Bright Feather Court might wear a steel feather on his person or else wear robes embroidered with dark blue feathers. The Beast Courts typically represent Silver rank with the color white, since most of the Changing Breeds have trouble with the actual metal. Likewise, those Breeds that are vulnerable to gold use yellow badges instead of a gold medallion.

Hengeyokai refer to any of their number that have not yet gone through their Rite of Passage as Stone, their

color is gray. From lowest to highest, the Ranks and their associated colors are Wood (brown), Iron (red), Steel (blue), Gold (yellow) and Silver (white). Silver holds the highest rank due to its association with the Moon. A few hengeyokai attain the rare Sixth rank, called Jade and associated with the color green. As with the sixth-rank shapeshifters elsewhere in the world, those inside the Beast Courts and among their own kind accord anyone with Jade rank the greatest possible reverence.

A dishonorable shapeshifter could pretend that she is of a rank she has not attained by wearing the badge and color of that rank. While she could fool those individuals who do not know her, most spirits can detect more subtle signs of rank and strongly disapprove of these deceptive hengeyokai. Since spirits witness the Rites of Renown, they will certainly reveal any deceptions that they discover. On a rare occasion, a skilled trickster might even fool the spirits. Those few who do so in the defense of their Court can earn respect for doing so. When most hengeyokai need to disguise their true status, they pretend to be of a lower rank. Doing so is not necessarily honest, but it brings no dishonor.

The Breeds

The Beast Courts recognize nine different Breeds of hengeyokai. Only eight belong to the Beast Courts in any great number—the vast majority of the Kumo are fallen creatures who serve the Wyrms. Physically, each of the Breeds is identical to their Western counterparts, but most differ greatly in their culture and history. The eight breeds listed below all possess Western counterparts and their descriptions reveal how these Breeds differ from the Changing Breeds elsewhere in the world. The Kitsune have no western counterpart, and the vast majority are members of the Beast courts. Two other Tribes of Garou occasionally join the Beast Courts. The Boli Zouhisze are a branch of the Glass Walkers who primarily live in China and who cross paths with the hengeyokai quite frequently; some Stargazers prefer the Beast Courts to the Garou Nation.

Hakken

Though the Hakken consider Japan to be their homeland, a substantial minority now make their homes in other nations around the Pacific—primarily in China, South Korea, and the West Coast cities of the United States and Canada. Some werewolves believe the Hakken to be nothing more than an Asian branch of the Shadow Lords. Any similarities pale in comparison to the vast differences between the two. Most Hakken consider the Garou Nation to be little more than murderous

CHANGING AUSPICES

Although no member of the Beast Courts is born into an Auspice, once chosen, they usually remain in a particular Auspice for life. Were a shapeshifter to feel the need to change her Auspice, she can do so by means of the Second Face, though only a handful of hengeyokai go through this rite more than once.

Hengeyokai who turn their back on the Beast Courts to work solely with their Breed, or another group of Changing Breeds, leave both the Beast Courts and their Auspice by undergoing the Rite of the Great Burden.

Most members of the Beast Courts feel that the Emerald Mother gave them their chosen Auspice. They believe that changing Auspice without some significant reason is both wrong and unlucky, and that turning one's back on the Beast Courts is to disrespect the Emerald Mother. As a result, both rites are relatively rare.

barbarians who have spurned their place in the Emerald Mother's great plan by refusing to work with the other Changing Breeds.

The Hakken are the hengeyokai's foremost warriors and protectors, often acting as the first line of defense against the dreaded Bakemono. They get along well with Kitsune and Tengu, but find the Khan to be troublesome rivals and regard the Nezumi as dishonorable and unclean, if also occasionally quite useful.

In the midst of the long ago wars between both different hengeyokai courts and between mortals and the Changing Breeds, werewolves in Japan sought to end both types of wars by strengthening their ties with mortal society. To accomplish this, they infiltrated Japan's class of elite warriors, the samurai. Within a few generations, their descendants felt more of a connection to the culture and customs of Japan than to Garou traditions. This connection to Japanese culture increased as the local wolf population declined, as the tribe found it harder and harder to locate wolf Kin to breed with. Humans believe that wolves died out in Japan in 1905, but the Hakken keep a small number of wolf kinfolk in remote and protected wild areas, hiding them from human sight.

Organization

The secret packs of Japanese wolves help keep Hakken populations from declining, but the vast majority of Hakken are homids who lead extremely human lives. They still follow a warrior code clearly derived from the Samurai code of Bushido, adapted for a werewolf's thoughts and deeds. The Hakken organize themselves in clans based on family lineages and in battle they adorn themselves

with their clan's crest. The few lupus Hakken are the only members of this breed who retain a traditional pack structure. Without the pressure of a family expecting them to hold to ancient (and, to a Kinfolk, nonsensical) traditions, they're free to be more spontaneous. Lupus Hakken are also more likely to join the sentai of the Beast Courts than their homid cousins. Within their own clans and packs, Hakken settle disputes in single combat, usually with swords or in some other form of one-on-one competition, like poetry or storytelling contests. Despite all of their differences from other werewolves, in a few ways the Hakken clearly show their connection to the Garou. Their clans and packs regularly hold moots at their caerns that closely resemble the moots of Garou elsewhere in the world.

Hakken Traits and Gifts

Exclusive Gifts of the Hakken can be found on page 189 of W20. The Hakken make use of the same broad array of rites as their Western counterparts, as well as partaking in the rites of the Beast Courts.

Khan

A few other werecats live in Asia, but none belong to the Beast Courts in the way that the Khan do. The other tribes of Bastet are far too clannish to waste their time with other Changing Breeds. The Khan, however, believe the Emerald Mother gave them a sacred duty as her protectors, and as the protectors of the Beast Courts.

Because the Hakken are rare outside of Japan, the powerful and deadly Khan are the premier warriors in most Beast Courts. These weretigers are exceedingly proud of



their martial prowess and their importance to the Beast Courts. However, they are also the least numerous of the hengeyokai. Tigers are near extinction, and the feline Breed of Khan is rarer still. Most only exist because daring Khan sneak into well-guarded tiger reserves to breed with captive tigers. Although almost all Khan are of the Homid Breed, their ties to humanity considerably less close than those of the Hakken.

Organization

When they are away from their court, most Khan live solitary lives, rarely seeing others of their own kind except when an elder is teaching a cub their ways. They are less social than most of the other hengeyokai, to avoid giving an opportunity for the Wyrms' forces to kill several of them at once. Khan only tend to mingle with the other shapeshifters in their Court and their sentai, where they traditionally take the role of Fist or Pillar. Although the vast majority of weretigers are as skilled and knowledgeable about warfare as the Hakken, their tactics and methods are quite different. The Khan do not care to fight with honor, grace, and discipline; they know that the only thing that matters is how quickly they can kill their enemies. While the Hakken always strive to balance victory and honor, if the battle is important, Khan choose victory over honor. Hakken and Khan are often at odds with one another; many werewolves believe the weretigers are barbarians, and most Khan see the Hakken are far too human.

Khan Traits

Unlike other Bastet, Khan are able to purchase the Ancestors Background, thanks to their long centuries of association with the Beast Courts.

Kumo

In the aftermath of the War of Shame, the Kumo abandoned their previous ties to the other Changing Breeds and turned their back on the Emerald Mother. Instead, the vast majority of Asian werespiders now serve the Wyrms. To the shapeshifters of the Beast Courts, the Kumo are terrifyingly familiar — both as honorable enemies that they meet in open battles and as silent and deadly killers who leave behind shriveled corpses swaddled in foul silk. Kumo live in all portions of Asia. Most prefer to make their lairs in dimly lit regions, especially abandoned buildings, deserted caves or forgotten ruins.

Unlike the Western Black Spiral Dancers, the Kumo have not given themselves to the Wyrms in body and soul. Instead, each Kumo makes the deliberate choice to follow the corruptor. Of course, it's far from a freely made choice. Any Kumo who shows too great an interest in the Beast Courts or the Emerald Mother risks its

parents or fellows devouring her. Beyond their lack of tolerance for traitors in their midst, the Kumo reserve a special level of animosity for any of their kind who leave their ranks to dwell among their enemies.

Despite the formidable risks, a few Kumo throw their lot in with the Beast Courts to serve the Emerald Mother. Some flee their werespider cousins at the first opportunity and petition for entry into one of the local Beast Courts. Since the number of truly devoted Kumo is dwarfed by the liars and double agents who try to infiltrate the Courts, the Beast Courts use every magic at their disposal to make certain that the petitioner is honest in their desire. If the Kumo passes their tests, the Court accepts the individual, but usually regard her with suspicion — and any Nagah in the court will keep the werespider under close observation.

Other Kumo seemingly remain loyal to their own kind, but pass warnings and other useful information to allies among the Beast Courts. At least some Kumo regard these efforts as a complex game where they deliver a mixture of invaluable warnings, half-truths, and dangerous lies. Out of deference to the position they once held, any Kumo can appear at a Beast Court under the tense boundaries of diplomatic immunity when a greater threat looms.

Organization

Most Kumo live solitary lives, but a few dwell in small villages where an elder presides over several younger Kumo and their Kinfolk. These well hidden communities are eerie places, and the inhabitants often dine on any uninvited or accidental visitors.

When a Kumo elder dies, if there is no obvious replacement all who wish to lead engage in a deadly contest known as the Endless Maze. The younger Kumo craft elaborate mazes full of traps. The contenders for elder must navigate the maze while hunting each other. The survivor eats the losers and becomes the new elder.

Kumo Traits and Gifts

Kumo differ from western Ananasi in several noteworthy ways. First, unlike the Ananasi, Kumo have a supernatural weakness to the sacred wood known as *hong mu*. This causes them damage and affects their Gnosis in exactly the same manner that silver debilitates the Garou.

Second, Kumo lack factions or Auspices — all are marked by the Destroyer, even those who have chosen to forsake the Wyrms. As such, Kumo choose their Gifts from the general Ananasi list, the Hatar list, and from the Ragabash Garou list. Less disciplined than the Ananasi, Kumo begin with Willpower 2.

Finally, the Kumo are capable of producing metis, and consider doing so a great and rare honor. Kumo metis

are living symbols of absolute dedication to the Wyrms, for they eat their way out of their mother's womb. Metis begin with Gnosis 5.

The Kumo Gifts below are considered Hatar Gifts, should any western Ananasi gain the opportunity to learn them.

- **Spider Scurry (Level One)** — As the homid Gift: City Running

- **Shadow Sway (Level One)** — The Kumo seems to blink from one location to another; in reality, she hasn't moved at all. A spirit-minion of Nareau teaches this Gift.

System: The player spends one Gnosis point and rolls Wits + Subterfuge (difficulty 6). The character appears to be up to (Rank) yards from her true location per success. Those who realize her duplicate is fake suffer a +3 difficulty penalty to attempts to strike her; Heightened Senses or similar reduces this penalty to +1. This Gift lasts for (Gnosis rating) turns, or until the Kumo strikes an opponent; it can only be used once per scene.

- **Spittle of Corruption (Level Two)** — The Kumo may spit her digestive fluids at an opponent in combat. A spirit-minion of Marawa teaches this Gift.

System: The player spends a blood point and makes a Dexterity + Brawl roll (difficulty 6) to attack an opponent within 30 feet. The digestive spray inflicts (Stamina + 2) dice of aggravated damage.

- **Snare of Beauty (Level Three)** — The Kumo becomes inhumanly beautiful and desirable. A spirit-servant of Rati teaches this Gift.

System: The player spends one blood point and rolls Manipulation + Occult (difficulty 7). The character's Appearance is raised by one dot per success for the next (Rank) hours.

- **Web Tremors (Level Four)** — Faint vibrations in the world of spirits warn the Kumo when she is being watched or stalked. A spirit-servant of Marawa grants this Gift.

System: The player spends a Gnosis point. For the rest of the night, she gains three automatic successes on all Perception rolls to spot anyone attempting to hide from her.

- **Megarachnid (Level Five)** — Gathering the blessings of the Destroyer, the Kumo's Pithus form swells to truly nightmarish proportions, growing as large as a truck. A scorpion-spirit teaches this Gift.

System: The character's Pithus form gains an additional +2 Strength, +1 Dexterity, and +2 Stamina. It inflicts the Delirium as though the victim's Willpower were one point *lower* than it truly is. The player must pay one point of Gnosis when assuming the Pithus form to gain these benefits.

Nagah

The existence of the wereserpents is public knowledge among the Beast Courts, but they remain the most secretive of the Eastern Changing Breeds. Nagah are the judges and enforcers of the Beast Courts and often remain outside the mainstream of Court society, ever watchful but rarely personally involved in politics or as members of sentai. Although the other members of the Beast Courts know little about the Nagah's true role as Gaia's assassins, many other hengeyokai regard them as somewhat sinister, though devoted to the Courts.

Most Nagah don't join mountain sentai, and many prefer working solely with their own kind to even the short-term cooperation of belonging to a wave sentai. However, the few who join sentai are as loyal and devoted to their fellows as members of any other Changing Breed. Most of those Nagah who join a sentai choose the Leaf or the Pillar Auspice.

The other hengeyokai know that the Nagah must keep their presence secret from any of the Sunset People. That they support and uphold the sacred secret is one of the bonds that helps keep the Nagah fiercely loyal to the Beast Courts.

NAGAH SECRECY

With an increasing number of Westerners living in Hong Kong and other Asian cities, and Beast Courts thriving in cities in the United States, Canada, and Australia, some members of the Beast Courts wonder why the Sunset People, and especially the Western Garou have not learned that the Nagah still exist. In part, the reason is that almost all members of the Beast Courts take their oath to keep knowledge of the Nagah from the Sunset People very seriously. However, the other reason is the Garou themselves.

Almost all of Western werewolves are certain that the Nagah died out during the War of Rage, and dismiss suggestions that the weresnakes still exist as mistakes, tales by supposedly ignorant and gullible Asian Fera or even deception by vampires or mages who can take on the shape of serpents. Of course, the fact that the Nagah don't hesitate to kill any Western Garou who learns of their existence also helps keep their existence secret.

Organization

The Nagah of the Beast Courts prefer the company of other wereserpents and Kinfolk to the outside world. Most dwell with others of their own kind and their human loyal Kinfolk, close to rivers or lakes that can hold the nest's shared Ananta. Some instead choose to live in one of the Beast Courts, where they remain as quiet and watchful guardians. Those who do not join sentai are most often courtiers who protect the Dragon Nest and keep a careful watch for both traitors and outside threats.

A disproportionate number of Nagah died during the War of Shame, and for centuries only a handful of their nests survived in the Beast Courts, but their numbers have steadily grown over the past couple of hundred years.

Nagah Traits and Gifts

The Nagah of the Beast Courts use the same traits and magic as their counterparts throughout the rest of the world.

Nezumi

The Emerald Mother placed the Nezumi in charge of keeping human populations under control, but while their own numbers continue to grow, they have had little success limiting the swift increase of Asia's population over the last half century. In the wars between Beast Courts and Bakemono, the Nezumi do not use the High War of the Hakken or Khan, where combatants engage in single combat or deadly formal battles. The Nezumi are the undisputed masters of the Low War, using sabotage, assassination, bribery, and other dirty tricks when High War fails to deliver the desired result.

The Nezumi are loyal members of the Beast Courts, who work closely with the other Breeds and regularly join both wave and mountain sentai. Some of the other Breeds question their dual loyalty to their Western kin and the Beast Courts—the Nagah especially distrust the fact that the wererats seem to serve two masters. Most Nezumi see little problem in maintaining close ties to other wererats and acting as loyal members of the Beast Courts. Regardless of where they were born or underwent the Birthing Plague, all wererats consider themselves to be part of the same vast and teaming family. As a reflection of their divided loyalties, most Nezumi have three names: a human name they use solely as a disguise, a private name in their own tongue that they use among the Ratkin, and a formal name they use in the Courts.

The tensions between the Nezumi and most other hengeyokai run both ways. Most wererats dislike the other hengeyokai's focus on humans and human society—their attachment can put them at odds with the Nezumi who do the job the Emerald Mother chose them for. Many hengeyokai long for the past, when humans revered their

kind as exotic nobility or living demigods, but the Nezumi always came from among the poor and downtrodden. As such, they have little tolerance for romantic nostalgia or the trappings of human wealth and power. As rodents Nezumi greatly outnumber homids, few Nezumi feel any close connection to humans either rich or poor.

Organization

Among themselves, Nezumi nests all have a single leader—usually the eldest of their number—who teaches the other wererats the ways of the Breed and the importance of loyalty to both the Ratkin and the Beast Courts. The older members of the Nest also teach the young the many tricks involved in manipulating humans and culling their numbers. The numbers of Nezumi continues to grow as the population of almost all Asian cities continues to increase. They live much like Western Ratkin, in tunnels and sewers, and occasionally in rooms in crowded slums.

Nezumi Traits and Gifts

Nezumi of the Beast Courts have historically lacked Freak Aspects—only in the last few years have such aberrations begun to appear among their ranks. They know a number of Ratkin Gifts that are exceedingly uncommon outside of Asia.

- **Hunter in Crowds (Level One)**—The Nezumi can sense the presence of another shapeshifter in a large group of people. A dog-spirit teaches this Gift.

System: The player rolls Perception + Awareness (difficulty 6 if the shapeshifter is of a Breed the Nezumi is familiar with, 7 if the Nezumi has never encountered it before). The more successes gained, the better the Nezumi can estimate the shapeshifter's location (or locations). The Storyteller should keep the difficulty of this roll secret, so as not to give away what sort of shifter might be nearby, and might not even tell the player *why* they're rolling.

- **Raiding the Umbral Horde (Level Two)**—The Nezumi may summon a swarm of rat spirits to steal or spoil caches of food. A rat-spirit teaches this Gift.

System: The Ratkin's player spends one point of either Gnosis or Rage. Spending Gnosis steals the food; Rage instead spoils it. The player rolls Wits + Larceny (difficulty 5). The Ratkin can steal or spoil ten pounds of food per success. At Rank Four, the Ratkin's player may spend an additional Willpower point to affect one ton of food per success.

- **Cloak of Darkest Night (Level Three)**—The Nezumi pulls a cloak of shadows around her sentai's activities, extinguishing all lights that might give them away. A shadow-spirit teaches this Gift.

System: The player spends two Gnosis points. For the rest of the scene, all artificial lights extinguish when her sentai approaches, granting a +3 bonus to Stealth-

based actions. For an additional Willpower point, the sky darkens as well, allowing this Gift to function even in direct sunlight.

• **Shadow of the Rat (Level Four)**

— The Nezumi chitters a plague-curse upon one who has earned her wrath. Henceforth, rats will creep out of the shadows whenever the target is alone (even in a sealed room), stealing his food, disrupting his sleep with their nips and scrabbling, chewing through cables, and generally making his life a living hell. A rat-spirit teaches this Gift.

System: The player spends one Gnosis point and rolls Intelligence + Occult (difficulty 7). The curse lasts for one day per success; at the end, the target must make a Willpower roll with a difficulty of (4 + successes gained, maximum 9). Failure inflicts a derangement, probably related to rats.

• **Snake Bites Itself (Level Five)** — The Nezumi may turn an enemy's own toxins upon him — Kuei-jin are struck down by their own Yin poisons, Kumo by their venom, and so on. A snake- or spider-spirit teaches this Gift.

System: The Nezumi must touch his target, and the player spends one Gnosis point. The target is immediately stricken with any poison she routinely employs upon others (if any) — even if she is normally immune to her own poison, or indeed even to all poisons.

Same-Bito

The Same-Bito regard their Western counterparts as little more than murderous animals, and take great pride in their dedication to the teachings of the Zhong-Lung. The epic journey of their legendary hero Mizuchi onto the land was one of the

most important events in Same-Bito history. A Zhong-Lung elder found Mizuchi shortly after he ventured ashore and tutored him in both wisdom and ethics. When he returned to the sea, Mizuchi revealed these laws to all of his kind. The

Same-Bito state that most weresharks refused this wisdom and swam West, becoming the savage Rokea. Those who remained listened to Mizuchi and his Zhong-Lung teachers. Since that time, all of the Same-Bito have followed the six sacred precepts.

- Attend the elders; you owe them all.
- Respect tribe members, and they honor you in return.
- Dishonor is a mark of lower beings.
- Battle is always honorable.
- If you are alive, you are still learning.
- Protect territory that the Emerald Mother and the Dragon Kings have given to you.

Eastern weresharks only spend a small amount of time on land, but during this time they work with the other Changing Breeds and a few become friends with land-dwelling hengeyokai.

The Same-Bito have an especially close relationship with the Zhong-Lung, and these ancient weresaurians act as counselors and advisors to the often impulsive weresharks, helping them to channel their Rage in useful ways. Unlike Western weresharks, the Same-Bito understand that the Bakemono are a threat both on land and in the seas and find fierce joy in hunting underwater Banes and Fomori.



Organization

Like the Rokea, Same-Bito congregate in slews, most often numbering between three and twelve members. Unlike the Rokea, almost a quarter of the Same-Bito are homid-born, and they protect and value their human kinfolk.

Same-Bito also belong to families or factions called *habatsu* that are similar to Hakken clans. Factions choose new leaders using trial by combat. They split this combat into two parts, half on the land and half in the sea. Most losers survive, but suffer disgrace. The majority of Same-Bito leaders are small goblin sharks (see p. 197), whose ability to step sideways into the Umbra gives them a great advantage over other weresharks.

Same-Bito Traits and Gifts

Same-Bito differ significantly from other Rokea. They alone among the weresharks sire and accept homid Rokea — a position that earns them significant animosity among the other weresharks. They all have a starting Willpower of 4, and lower Rage scores. Their Brightwaters, known as Karui, have a beginning Rage of 4. Their Dimwaters, known as Koshuku, have a beginning Rage of 3. Their Darkwaters, known as Irono, have a beginning Rage of 2.

Unlike other Rokea, Same-Bito may purchase multiple dots of human Kinfolk (though at double the normal cost, beyond the first dot).

The Same-Bito also commonly master a number of Gifts which are not seen in other portions of Sea:

- **Shou of Zhong Lung (Level One)** — This Gift allows the Rokea to spit out a tiny spirit-shark, which swims away to her Mentor, if she has one, to seek whatever wisdom the Rokea desires. It returns bearing the mentor's answer once the he provides it — usually within the same session. A frog-spirit teaches this Gift.

System: The player spends one point of Gnosis to create the spirit-shark; the Rokea can ask any question she likes, but the Storyteller decides how long an answer will take.

- **Blood Scent (Level One)** — The wereshark can sense the presence of hengeyokai or other *shen*. A shark-spirit teaches this Gift.

System: The player rolls Perception + Primal-Urge. The difficulty to sense shapeshifters is 7, while other *shen* are 9.

- **Sight Without Sight (Level Two)** — As the Lupus Gift: Scent of Sight, save that it uses the wereshark's ability to sense electric fields rather than scent to locate objects and creatures.

- **Iron Jaws (Level Three)** — As the Ahroun Gift: Clenched Jaw.

- **Perfect Predator (Level Four)** — The wereshark's jaws and teeth transform into glistening and unbreakable jade, able to bite through anything. A shark-spirit teaches this Gift.

System: The player spends one Rage point when making a Bite attack; that attack is made at difficulty 2.

- **Teanoi's Rage (Level Five)** — The wereshark enters an unstoppable blood rage. One of Teanoi's servants teaches this Gift.

System: The player rolls Rage (difficulty 7). If she gets at least three successes, the wereshark voluntarily enters frenzy. The character immediately gains three points of Rage, and gains another two points at the beginning of each turn that can take him above his maximum — and above ten points. The Rokea's damage rolls also increase by two dice. This Gift lasts for the rest of the scene.

Tengu

Like their Western relatives, the Tengu are the Beast Courts' scouts, messengers and information gatherers. Like the Hakken, most Tengu take a keen interest in humans and their lives and customs. Being what they are, Tengu are fascinated with human secrets and enjoy talking with any human who can spare the time.

Tengu often take great pleasure in talking to humans about the Changing Breeds and other supernatural terrors. They spin a mixture of lies and half-truths to mislead the curious and frighten away potential threats. Their fatal lies about the Changing Breeds' weaknesses render the more determined threats harmless.

Recently, a group of Tengu calling themselves the Grey Clouds Temple has found another use for curious humans. They abduct promising humans and train them to hunt threats like Kumo and Bakemono, providing them with both knowledge of the creatures' weaknesses as well as specialized weapons and training. Most of these so-called goblin-slayers do not survive more than one or two encounters with their foes, but a few have become skilled monster hunters — and have begun to wonder about their mysterious mentors.

Organization

Most Tengu live alone, occasionally gathering for group meetings where they gossip and share information. They rarely join mountain sentai, preferring to avoid the loss of privacy that that comes with that sort of commitment. Wereravens instead prefer the mercurial wave sentai, and those who join either wave or mountain sentai learn to find joy in being part of a group. Tengu also regularly acts as advisors to the various courts. Their skill at gathering information puts any court lucky enough to have a wereraven counselor at a distinct advantage.

Tengu society is as egalitarian as that of the Corax worldwide, with no Auspices or particular deference based on rank. Those who serve the Beast Courts adhere to the rank system of the Way of Emerald Virtue and most often take on the Leaf Auspice when they join a sentai.

Among their own kind, Tengu settle disputes using games rather than physical combat. Often, these games use unknowing human pawns. The competing wereravens manipulate two or more humans into taking part in some competition, where each wereraven bets on and perhaps secretly aids a particular human contestant. Even once the contest is over, the humans rarely have any idea that their contest was anything more than a drunken rivalry or a series of unfortunate coincidences.

Tengu Traits and Gifts

Though the Tengu of the Beast Courts were the original innovators of most of the wereraven battle-Gifts, such as Bloody Feather Storm, these 'secrets' have long since been disseminated among the greater body of the Corax.

Zhong-Lung

The reverence for dragons present in many Asian cultures extends to the Changing Breeds, and while the Zhong-Lung are neither particularly numerous nor significantly wiser than the other streams, they are easily the most respected. Unlike other Mokolé, these ancient reptiles have archid forms that appear as the dragons of legend. Also, while some Zhong-Lung are kin to monitor lizards or freshwater crocodiles, many are related to the large ocean-going salt-water crocodiles. These beasts are found all across coastal Asia, from Myanmar to China, as well as the shores of Indonesia and Australia. The sea-going Zhong-Lung have close ties both with others of their kind who live in rivers and swamps, and with the Same-Bito with whom they share the same seas.

Although they can be fierce warriors when something threatens them or their allies, when not facing an immediate threat, most Zhong-Lung remain lost in the dreams of Mnesis. Even homid Zhong-Lung

take little interest in the activities of humans or in events beyond the scope of their families and local Beast Court.

Organization

The lives of male and female Zhong-Lung are very different. Male Zhong Lung (or *k'iulung*) usually live alone, coming together only to mate, confer, defend their homes or attend to court matters. Female Zhong Lung (or *chi'lung*) are far more social, living in groups of three or four called *ching-tu*, to protect their young and any pregnant females. A female elder known as an "aunt" (*aiyi*) rules each *ching-tu*. Male Zhong Lung typically spend several months with their



mates before resuming their solitary life. When the female gives birth, the aunt invites the father to pay respect to his mate and greet his progeny.

Unlike Mokolé, Zhong-Lung only breed with partners of their breed form. Each *aiyi* is in charge of approving and overseeing courtship and mating rituals for the members of her *ching-tu*. Homid *k'iulung* usually enter into storytelling or artistic competitions to impress their prospective mates; suchid *k'iulung* more often resort to physical combat to first blood for the same purpose. Both breeds enjoy riddle contests as a means of settling disputes. Although Zhong-Lung do not hesitate to fight the Emerald Mother's foes, they keenly understand how limited their numbers are and avoid spilling blood over mating practices.

Zhong Lung Traits and Gifts

The Middle Dragons differ significantly from their brethren elsewhere. Most notably, the Zhong Lung have four Auspices based on the seasons, rather than the cycle of Heaven; each corresponds with one of the Mokolé solar Auspices. Additionally, all Zhong Lung who are members of the Beast Courts can take Gifts from the Garou's Galliard list as Auspice Gifts.

Finally, the Zhong Lung have mastered a number of Mokolé Gifts rarely seen outside of Asia:

- **Chi'ih Ming (Level One)** — This Gift, taught by a bird-spirit, allows the Zhong Lung to walk on air.

System: The player spends a Gnosis point and rolls Stamina + Athletics. Each success allows her to walk or run on air for one minute.

- **Dragon Milk (Level One)** — As the Theurge Gift: Mother's Touch. Other Mokolé can not learn this Gift even from a Zhong Lung directly. It requires the character to mix his blood with that of the one to be healed.

- **Shou (Level One)** — As the Level Three Philodox Gift: Wisdom of the Ancient Ways.

- **Clap of Thunder (Level Two)** — As the Shadow Lord Gift.

- **Send the Dream (Level Three)** — As the metis Gift: Mind Speech.

- **The Dragon's Tongue (Level Three)** — The Zhong Lung calls down lightning upon his enemy. A storm-spirit teaches this Gift.

System: The player spends a Willpower point and rolls Strength + Intimidation (difficulty 7). The target suffers one level of aggravated damage per success.

- **Anger of the Wani (Level Four)** — As the Level Five Wendigo Gift: Invoke the Spirits of the Storm, save that the Zhong Lung falls into a deep sleep for an hour after using the Gift, during which time he dreams his thanks to the Dragon Princes.

ZHONG LUNG: UNBALANCED?

Players may be inclined to wonder: Doesn't the Zhong Lung's position among the Beast Courts give them a leg up on other Mokolé, mechanically? They effectively have *two* Auspices, thanks to their universal access to Galliard Gifts.

The answer is—well, yes. It does. The Zhong Lung have been treated as the enlightened 'heart' of the Beast Courts since time immemorial, and have better relations with the spirit courts of Asia than just about any other *shen*. While the rest of the Mokolé have hidden away in their wallows in isolation, the Zhong Lung have moved openly, enjoyed widespread support, and accumulated great power. Of course, as the Zhong Lung themselves would be the first to point out, the quantity of power laid at one's feet matters far less than how one uses it.

- **Harmony of the Soul (Level Four)** — As the Children of Gaia Gift: Serenity.

- **Sleep of Si Wang Mu (Level Four)** — This Gift allows the Zhong Lung to hibernate, concentrating his life force to extend his life. A servant of Si Wang Mu teaches this Gift.

System: The player spends one dot of *permanent* Gnosis, and the character falls into a deep sleep for one lunar month. When she awakens, 12 years are added to her natural lifespan.

- **A Thousand Secret Faces (Level Five)** — This Gift allows the Zhong Lung to assume the perfect likeness of any human, of any age, gender, ethnicity, or station. It is taught by ancestor-spirit.

System: The player spends one Willpower and one Gnosis point, and rolls Manipulation + Subterfuge (difficulty 7). The Gift lasts for one day per success, during which time the Zhong Lung may don or remove her disguise with only a turn's concentration.

Asian Places

Most Western Changing Breeds who know anything about the Beast Courts assume that they exist only in China and Japan, never realizing the fact that the heng-e yokai extend all across Asia. The ease of international travel has led to an increase in the numbers of Sunset

People visiting Asia and an increasing number of hengeyokai and their human Kinfolk visiting or immigrating to areas outside Asia. Many come to the United States or Canada, but many areas of Europe, Africa, and Australia are now home to small numbers of hengeyokai.

Indonesia

The outlying islands of Indonesia number among the wildest places in Southeast Asia and are home to most of the Changing Breeds that make up the hengeyokai. Unfortunately, some of these remote islands, like West Papua, are the site of brutal and violent oppression by the Indonesian government. While much of this oppression is rooted in the human urge for violence and conquest, some government officials are under the control of Bakemono who want nothing less than the total destruction of the isolated wilderness. The situation is far worse on the densely populated island of Java, where much of the population works under almost slave-like conditions in giant factories. Some of these manufacture goods exclusively for Pentex subsidiaries, including deadly toxins that poison both workers and customers, and cheap consumer goods. Everything that comes out of these factories carry a spiritual infection causing buyers all across the world to crave the cheap goods coming out of the islands.

The Beast Courts on the nation's outlying islands spend most of their time defending their own territory and have little time to worry about pollution in the industrial centers. Many of the Beast Courts on Java feel the same way about the outlying islands. Cooperation is made even harder by the Nezumi's domination of the Javanese Beast Courts, while the wererats are relatively uncommon on the more remote islands. In those wild places, the Tengu and Zhong-Lung make up most of the hengeyokai, and both Nagah and Same-Bito are at least as common as Nezumi.

Worse, the infighting means the Bakemono are winning. Human soldiers and police officers under the control of the Bakemono slaughter suspected human kinfolk in West Papua, and are planning to use similar tactics on other remote islands. All across Indonesia's outlying islands, isolated tribes that contain large number of human kinfolk face extinction. At the same time, the Nezumi and other hengeyokai living in and near Jakarta are desperate. A growing area encompassing the densest slums and most polluting factories is now too dangerous for even the Nezumi to spend more than a few hours in. These poisonous zones grow daily, and the local Bakemono have weaponized toxin-laden smog to get a foothold in more remote regions.

Los Angeles

The Los Angeles Metropolitan Area is now home to approximately one and a half million people born in Asia, and many more whose ancestors moved to the United States within the last several decades. Though vast majority of these immigrants are ordinary humans, several hundred are hengeyokai and their human Kinfolk. Today, there are more than two dozen hengeyokai in Los Angeles. Similar to cities across Asia, the Nezumi are the most common of the urban Changing Breeds, but LA is also home to most of the denizens of the Beast Courts, with even a few Hakken and Same-Bito.

LA is also home to several packs loyal to the Garou Nation, as well Balam, Corax, Nuwisha, and Ratkin. Because the city is sprawling and segregated, the members of the Beast Courts rarely encounter the other Changing Breeds in the course of their daily lives.

Hundreds of small oil wells operate inside the city limits, and while most are remarkably toxin free, their presence draws fomori and Wyrms-elementals who sabotage the wells and spread toxins throughout the city. The city is also home to one of Pentex' corporate headquarters, and the megacorporation often uses the area to as a test market for its corrupted products. As a result, all of the Changing Breeds who live in LA regularly confront large and dangerous threats. Over the last decade, members of the LA Beast Court and the other shapeshifters have grudgingly worked together to defeat some of the deadliest of these threats.

The local Nezumi and Ratkin have a close alliance, but they're the only Breed with such a connection. Even when dealing with their American fellows, the Nezumi keep the Nagah's existence a secret. Relations between members of the other Changing Breeds are far more strained. The Hakken and Garou have open contempt for each other, and even the Tengu and the Corax — normally happy to share stories and secrets — distrust one another so close to a Beast Court. The last time the Same-Bito ventured far from the shore, they encountered a slew of Rokea who forced them to retreat onto land. The only exception to this culture of suspicion and violence is the Nuwisha, who are fascinated by the hengeyokai. Most Nuwisha care far more about their own curiosity than about rules or propriety, but their obvious knowledge of the Umbra has prevented most of the Beast Courts from attempting to kill the overly curious werecoyotes.

Malaysia

Many in the human world consider Malaysia to be one of the major Asian success stories — it has rela-

tively high income, a greater degree of freedom, and a reasonable standard of living for most residents. The local Beast Courts know far too well the price of this prosperity. Malaysia now has fewer than 500 tigers and no habitat for more. Humans have cut down almost a third of the local jungle, and loggers are cutting more down every day. Because of this destruction, the Beast Courts are determined to protect the half of Malaysia still covered by old growth tropical forests. These forests are home to a wealth of animal life, as well as several powerful Dragon Nests.

Malaysia is currently one of the major battlegrounds for the hengeyokai. The Kumo and Bakemono launch regular attacks the local Dragon Nests, while the Beast Courts stage daring raids on their enemies when not defending themselves from attack. Beyond open warfare, the Beast Courts are also working on longer-term strategies for victory. Nagah have started assassinating human leaders who serve the Bakemono — or are their unwilling pawns — while the Nezumi foment urban unrest to disrupt the local industry, while pushing for the chance to turn plagues on their foes. Meanwhile, the Tengu are attempting to identify enemies, allies, and potential dupes of their own among the humans, while the Khan simply kill loggers and other humans who trespass on their territory.

Some Same-Bito have turned to piracy to aid the Beast Courts. They capture cargo ships passing through the Strait of Malacca that separate Malaysia from Indonesia, kill the crew and passengers, destroy the cargo and scuttle the ships. Recently, the Zhong-Lung prevailed upon the Same-Bito to steal valuable cargoes rather than destroying them; the Tengu and Nezumi sell the cargo on the black market to fund freedom fighters and terrorists throughout Malaysia and Indonesia.

The Bakemono, in turn, have deployed similar Wyrn-tainted smog in Malaysia as in Indonesia in an attempt to control the human population. At its worst, this smog and smoke can kill the elderly and infirm, and transform a few humans into monstrous Bakemono themselves. Many people suffer a mild form of taint from the smog that leaves them inured to the strange appearances and actions of the Bakemono. Zhong-Lung sages and diviners predict that if the Beast Courts cannot stop this smog soon, as much as a quarter of the population of several large Malaysian cities could succumb — eventually transforming whole cities into mutated agents of the Corruptor.

Myanmar

In much of Asia, the hengeyokai covertly aid local human freedom fighters and environmental activists. These humans are working to halt pollution and envi-

ronmental destruction, and forcing an autocratic regime to become more accountable to its populace. For many hengeyokai, Myanmar is a very different — and far less ethically comfortable — situation.

For 50 years, a brutal and repressive military dictatorship has ruled Myanmar, but within the last three years the dictators have instituted some democratic reforms. The regime's repression prevented Myanmar from industrializing, which kept the populace far poorer than any of the other Southeast Asian nations. The lack of industry kept Myanmar from suffering from the same combination of pollution and burgeoning population as the rest of Southeast Asia. The sudden upswing in freedom enticed outside industry into the nation. The sudden start of industrialization has split the country's hengeyokai.

Myanmar currently has more tigers than the rest of Southeast Asia, and the Khan fear that industrialization and modernization will lead to their deaths, but their ties to their human kinfolk mean that they also wish to see the people become safer. Unlike many of the other Breeds, including the Nagah, Tengu, and Zhong Lung, most of the country's Khan were born among the tigers and put the needs of their animal Kin above those of the country's human population.

In this they have unlikely allies: Myanmar's Nezumi are universally opposed to the changes occurring throughout the country. They want to prevent industrialization and the population growth that is almost certain to follow. Some wererats advocate sabotaging the increasing democracy and openness by attacking the government, hoping to provoke a backlash of government repression.

Heated and often somewhat violent discussions now fill most local Beast Courts. Some of the Nezumi want to take matters into their own hands, killing every important official from a transnational corporation who sets foot in Myanmar. Meanwhile, several Nagah nests are carefully watching these wererats and the Khan who speak up for them. Some of the more extreme Nezumi have received ambassadors from the Kumo who have offered to help their efforts. After all, violent chaos would allow the werespiders a chance to feed on humans more openly.

Vietnam

Before the American War, most of the central and northern highlands of Vietnam were untamed jungles inhabited by isolated groups of humans, an abundance of animals — and the hengeyokai. The war brought soldiers, napalm and poisonous defoliants like the infamous Agent Orange that devastated the jungle and the shapeshifters who lived there, displacing Khan, Tengu, and Zhong Lung alike. The Blights created during the fighting last to this day, long after the war has ended.

Within the past 15 years, the costal cities have swelled as a result of massive amounts of industrialization; the amount of pollution spewing into the air and water has increased at a similar rate. The nation's already large population has doubled since the end of the war.

Today, the Nezumi remain by far the most populous of the Vietnamese hengeyokai, with many hundreds of their kind in both Ho Chi Minh City and Hanoi. They do their best to try to curb urban populations with all manner of diseases but advances in medicine now protect even the urban poor from most contagious diseases. In response, the Nezumi work with Ratkin elsewhere in the world to develop new and ever more deadly plagues. Vietnam's rich coastal farmland also has a dense and growing human population, and the Nezumi's diseases take root far more easily in these poorer rural areas. Here, they have slowed the growth of Vietnam's population — but not the cities.

For the past decade, Vietnamese Beast Courts have faced another threat: tourism. More than six million tourists a year travel to the previously unspoiled parts

of Vietnam, forcing the government to develop more and more of the wilderness to cater to them. Bakemono often enter Vietnam disguised as tourists and attempt to spread corruption to the Dragon Nests that are close to new tourist hotspots. Those Bakemono who can pass as Sunset People have an even easier way to make trouble for the hengeyokai. As long as they make sure that people see them regularly, their sudden disappearance — or grisly murder — will draw attention from foreign governments.

In their mountainous jungles, the Khan and the Zhong Lung hear rumors that these visiting Bakemono deliberately travel to the Blights created during the war. Precisely what they want with the Banes that dwell in the poisoned land, none of the hengeyokai can be sure. In truth, these agents of the Wyrn are planning a large coordinated attack on at least a dozen Dragon Nests throughout the north of Vietnam. To soften up the defenders, the Bakemono created in the jungle Blights have started raiding Dragon Nests; many of the local Beast Courts have suffered serious losses in battles with these monsters.



Creating Beast Court Characters

Characters sworn to the Beast Courts of the Emerald Mother are mostly generated as is standard for their Changing Breed, but there are a few small twists, detailed below:

- **Beast Court characters** may exchange one of their starting Gifts (player's choice) for a General Hengeyokai Gift.

- In addition to any natural Auspice, Aspect, etc, that the character might have, he also has a Beast Court Auspice (Lantern, Fist, Mirror, Leaf, Pillar, or Courtier). Characters almost always take the Auspice that best matches any natural Auspice role they might have — an Ahroun is almost always a Fist. Exceptions are rare, and still always somehow tie into a character's role in her sentai. For example, a Hakken Ahroun might act as her sentai's Pillar, while a Khan serves as its Fist.

- Beast Court characters may exchange one of their starting Gifts (an Auspice or Aspect Gift, if the character has such things) for a Gift from his Beast Court Auspice list.

- Beast Court characters may buy additional Gifts from the General Hengeyokai list and their Beast Court Auspice list for (Level x 4) experience points.

Hengeyokai Gifts

These general Gifts are widely employed throughout the Beast Courts — any hengeyokai may learn them from spirits generally allied to the Beast Courts as a whole.

- **Balance (Level One)** — As the Stargazer Gift.
- **Create Element (Level One)** — As the metis Gift.
- **Mindspeak (Level One)** — As the Galliard Gift.
- **Sense Wurm (Level One)** — As the metis Gift.
- **Blaze Talons (Level Two)** — The hengeyokai can cause his hands, claws, or wings to burst into flame. This Gift is taught by a fire elemental.

System: The player spends a point of Gnosis and rolls Strength + Primal-Urge. Each success causes the flames to last for two turns. The Gift adds one automatic level of aggravated damage to any damaging attack made with the character's forelimbs. Same-Bito, Zhong Lung, and Nagah must learn this as a level Three Gift due to their attunement to water.

- **Courtly Speech (Level Two)** — As the homid Gift: Speech of the World.

- **Resist Temptation (Level Two)** — As the Stargazer Gift.

- **Sense Balance (Level Two)** — As the Level Three Philodox Gift.

- **Clarity (Level Three)** — As the Stargazer Gift

- **Part the Wall (Level Three)** — This Gift allows hengeyokai that cannot normally gain easy access to the Yang World to do so as easily as the Garou.

System: The character may step sideways as if she were Garou. This Gift's effects are permanent.

- **Waking Dream of Unity (Level Three)** — This Gift sends waking dreams into the minds of a group of hengeyokai, making communication easier than with Mindspeak. A Chimerling or spirit-servant of the Ministers of Heaven teaches this Gift.

System: The player spends one Willpower point and can place up to 30 willing individuals into silent communication. Only those present at the time of the activation of the Gift are included.

- **Exorcism (Level Four)** — As the Level Three Theurge Gift.

- **Mindblock (Level Four)** — As the Silver Fang Gift.

- **Walking the Bone Road (Level Four)** — Assuming the character is able to step sideways, she may step sideways into the Yin World as easily as she normally does the Yang World. A death-spirit teaches this Gift.

System: This Gift's effects are permanent; the character chooses which world she enters when stepping sideways from the physical realm.

- **Elemental Gift (Level Five)** — As the lupus Gift.

- **Way of Ten Thousand Cities (Level Five)** — As the homid Gift: Assimilation.

Auspice Gifts

The Beast Court sentai Auspices are similar, but not identical, to the Auspices of the Garou. Each has its own list of traditional powers, which characters are free to explore or ignore as the needs of their sentai dictate.

Lantern

- **Fangs of Judgment (Level One)** — As the Philodox Gift.

- **Persuasion (Level One)** — As the homid Gift.

- **Scent of the True Form (Level One)** — As the Philodox Gift.

- **Truth of Gaia (Level One)** — As the Philodox Gift.

- **Command the Gathering (Level Two)** — As the Philodox Gift.

- **King of the Beasts (Level Two)** — As the Philodox Gift.

WAIT A MINUTE, MY HAKKEN GETS FIVE GIFT LISTS?

Effectively, yes. Two of those lists (general Hengeyokai and Beast Court Auspice) are more expensive than native Gifts, but they're still less expensive than, say, picking up a Silver Fang Gift.

So what gives? Why are hengeyokai so much stronger than western shapeshifters?

The answer has nothing to do with Asian mysticism or superiority, and everything to do with history and hard work. The Changing Breeds elsewhere in the world have spent all of history since the War of Rage in isolated, balkanized enclaves when they weren't either going to ground to avoid discovery altogether—or tearing one another's throats out. The Fera retreated from the world, mistrustful of the rage of the werewolves and of each other.

The hengeyokai, while not without their shortcomings and problems, managed to hold it together to a far greater degree. They came together and built something. They took their strength, and made it the strength of their brothers. Beast Court characters have more advantages than other shapeshifters because they're the beneficiaries of thousands of years of hard-won unity and back-breaking spiritual labor undertaken by their ancestors. Because of this, Beast Court characters have some perks to emphasize this point—unity and understanding bring concrete benefits, while the wage of infighting's is death. Perhaps, if there is any time left before the Apocalypse, the Sunset People could learn from the Hengeyokai.

- **Strength of Purpose (Level Two)** — As the Philodox Gift.
- **Mental Speech (Level Three)** — As the metis Gift.
- **Wisdom of the Ancient Ways (Level Three)** — As the Philodox Gift.
- **Roll Over (Level Four)** — As the Philodox Gift.
- **Take the True Form (Level Four)** — As the Philodox Gift.
- **Geas (Level Five)** — As the Philodox Gift.

- **Strength of Will (Level Five)** — As the Ahroun Gift.

Fist

- **Falling Touch (Level One)** — As the Ahroun Gift.
- **Inspiration (Level One)** — As the Ahroun Gift.
- **Pack Tactics (Level One)** — As the Ahroun Gift.
- **Razor Claws (Level One)** — As the Ahroun Gift.
- **Resist Pain (Level One)** — As the Philodox Gift.
- **Shield of Rage (Level Two)** — As the Ahroun Gift.
- **Snarl of the Predator (Level Two)** — As the Get of Fenris Gift.
- **Spirit of the Fray (Level Two)** — As the Ahroun Gift.
- **True Fear (Level Two)** — As the Ahroun Gift.
- **Combat Healing (Level Three)** — As the Ahroun Gift.
- **Thunder of Susano'o (Level Three)** — As the Get of Fenris Gift: Might of Thor.
- **Wind's Returning Favor (Level Three)** — As the Stargazer Gift.
- **Wrath of Gaia (Level Three)** — As the Silver Fang Gift.
- **Full Moon's Light (Level Four)** — As the Ahroun Gift.
- **Stoking Fury's Furnace (Level Four)** — As the Ahroun Gift.
- **Kiss of Helios (Level Five)** — As the Ahroun Gift.

Mirror

- **Liar's Face (Level One)** — As the Ragabash Gift.
- **Persuasion (Level One)** — As the homid Gift.
- **Spirit Snare (Level One)** — As the Theurge Gift.
- **Spirit Speech (Level One)** — As the Theurge Gift.
- **Umbral Tether (Level One)** — As the Theurge Gift.
- **Battle Mandala (Level Two)** — As the Theurge Gift.
- **Call to Duty (Level Two)** — As the Philodox Gift.
- **Command Spirit (Level Two)** — As the Theurge Gift.
- **Name the Spirit (Level Two)** — As the lupus Gift.
- **Liar's Craft (Level Three)** — As the Ragabash Gift.
- **Pulse of the Invisible (Level Three)** — As the Theurge Gift.
- **Umbral Camouflage (Level Three)** — As the Theurge Gift.
- **Web Walker (Level Three)** — As the Theurge Gift.

• **Blurring the Mirror (Level Four)** — As the Theurge Gift.

• **Grasp the Beyond (Level Four)** — As the Theurge Gift.

• **Scent of Beyond (Level Four)** — As the Philodox Gift.

• **Spirit Drain (Level Four)** — As the Theurge Gift.

• **Spirit Ward (Level Four)** — As the homid Gift.

• **Malleable Spirit (Level Five)** — As the Theurge Gift.

• **Ultimate Argument of Logic (Level Five)** — As the Theurge Gift.

Leaf

• **Blur of the Milky Eye (Level One)** — As the Ragabash Gift.

• **Open Seal (Level One)** — As the Ragabash Gift.

• **Scent of Running Water (Level One)** — As the Ragabash Gift.

• **Whisper Catching (Level One)** — As the Shadow Lord Gift.

• **Blissful Ignorance (Level Two)** — As the Ragabash Gift.

• **Pulse of the Prey (Level Two)** — As the Ragabash Gift.

• **Spider's Song (Level Two)** — As the Ragabash Gift.

• **Taking the Forgotten (Level Two)** — As the Ragabash Gift.

• **Monkey Tail (Level Three)** — As the lupus Gift.

• **Pathfinder (Level Three)** — As the Ragabash Gift.

• **Umbral Camouflage (Level Three)** — As the Theurge Gift.

• **Umbral Dodge (Level Four)** — As the Ragabash Gift.

• **Whelp Body (Level Four)** — As the Ragabash Gift.

• **Paws of the Newborn Cub (Level Five)** — As the Silver Fang Gift.

• **Thousand Forms (Level Five)** — As the Ragabash Gift.

Pillar

• **Beast Speech (Level One)** — As the Galliard Gift.

• **Call of the Wyld (Level One)** — As the Galliard Gift.

• **Heightened Senses (Level One)** — As the lupus Gift.

• **Infectious Laughter (Level One)** — As the Ragabash Gift.

• **Mother's Touch (Level One)** — As the Theurge Gift.

• **Perfect Recall (Level One)** — As the Galliard Gift.

• **Call of the Wyrn (Level Two)** — As the Galliard Gift.

• **Command the Gathering (Level Two)** — As the Philodox Gift.

• **Distractions (Level Two)** — As the Galliard Gift.

• **Dreamspeak (Level Two)** — As the Galliard Gift.

• **Sight From Beyond (Level Two)** — As the Theurge Gift.

• **Eye of the Cobra (Level Three)** — As the Galliard Gift.

• **Song of Heroes (Level Three)** — As the Galliard Gift.

• **Song of Rage (Level Three)** — As the Galliard Gift.

• **Song of the Siren (Level Three)** — As the Galliard Gift.

• **Bridge Walker (Level Four)** — As the Galliard Gift.

• **Gift of Dreams (Level Four)** — As the Galliard Gift.

• **Fabric of the Mind (Level Five)** — As the Galliard Gift.

• **Wall of Granite (Level Five)** — As the Philodox Gift.

Courtier

• **Breath of the Wyld (Level One)** — As the Black Fury Gift.

• **Lightning Reflexes (Level One)** — As the Get of Fenris Gift.

• **Master of Fire (Level One)** — As the homid Gift.

• **Perfect Recall (Level One)** — As the Galliard Gift.

• **Persuasion (Level One)** — As the homid Gift.

• **Flame Dance (Level Two)** — As the Fianna Gift.

• **Sight From Beyond (Level Two)** — As the Theurge Gift.

• **Staredown (Level Two)** — As the homid Gift.

• **Wuxing (Level Two)** — As the Stargazer Gift.

• **Exorcism (Level Three)** — As the Theurge Gift.

• **Open Moon Bridge (Level Three)** — As the Ragabash Gift.

• **Scent of the Oathbreaker (Level Three)** — As the Philodox Gift.

• **Song of the Siren (Level Three)** — As the Galliard Gift.

• **Attunement (Level Four)** — As the Bone Gnawer Gift, but when learned, the Courtier must decide whether the Gift functions in the city or the wilderness. The “city” version is identical to the Bone Gnawer Gift; the “wilderness” version is similar, but the roll required is Perception + Survival.

- **Beast Life (Level Four)** — As the lupus Gift.
- **Bridge Walker (Level Four)** — As the Galliard Gift.
- **Head Games (Level Five)** — As the Galliard Gift.
- **Geas (Level Five)** — As the Philodox Gift.

妖怪文化

Army of the Night

Aaron Alberg
 Alan Heah
 Alex Dallow
 Angela Mellott-Daley
 Anthony S. Vornheder
 Ash Walter
 Bert Isla
 Corrine Stanek
 Cory D'Aiutolo
 Cristo Fe Crespo Soro
 Federico Medina III
 Ian A. A. Watson
 Jack Rezor, SS — CoF
 Jennifer StarPaws
 Jim Burdo
 Jim Ryan
 John Bridges
 Johnny Raid
 Liselle Angelique Awwal
 Lu Yuan
 Lucius Wayne
 Luke Van Buren

Marcelo "Pecs of Steel" Caraballo
 Mark Taormino
 Master of Fish-Planes
 Matt M McElroy
 Michael Silva
 Moreno Bianconcini
 Nikki MacGregor
 Serena Lightbringer
 Starglyte
 Steven Carroll
 Tactical Support Viking
 Tamsyn 'Destroyer of Worlds' Kennedy
 Tarran Mer MacCuilenteagh
 Tassy Crewse
 Trey Son of Dragonfly
 Walter F. Croft
 William Brightblade
 Wyldcard
 Xiang Ziya
 . . .
 Elijah Kaine
 Garrett Alspach

Howly McGee
 Hunter Matthews and mate,
 Rosie Cordoba
 kts2008
 Noble Thayer Graves, Clan Tremere
 Totyh
 . . .
 gurpsgm
 . . .
 Jehzavere
 Rand Brittain
 . . .
 Chris Gawne
 Adam Lake
 Angelo Pileggi
 Bernard J Wright II
 Christopher Gunning
 Loriean
 Matt Wontroba
 Megan Greathouse
 Peter "PJDanger" Dean

Fera Kinfolk

Aaron Scott
 Adam Krump
 Al Provance
 Alexander "Guddha" Gudenau
 Alice Lanteigne
 Allen Web
 Amir
 Andrew McWhirter
 Andrew Peregrine
 Andrew Stein
 Andrew Wilson
 Andy Kwong
 Angus Lee
 Anna Bradley
 Antti Knutas
 Aron Hoskins
 Aurora B. Sapata
 Black Gauntlet
 Bobby Chow
 Brian "Chainsaw" Campbell
 Brian Griffith
 Bruce Ralston
 By Night Studios
 Cackleberry
 Chainsaw Todd

Charles Lines
 Chris "Toroka" Bartholomew
 Chris and Amber Roberts
 Chris Campione
 Chris Michael Jahn
 Christian Panten
 CLAN PLOEGER
 Craig "Shadow Talker" Brierley
 Dances to Disco
 Daniel Bomm
 Daniel Neault
 Daniel Reinle
 Darkshifter
 Darryl Green
 Dave Scheidecker
 David Cowie
 David Cuneo
 Dente Amarelo
 Duncan Newbury
 Ed Goehe
 Elissa "The Miss E" Ayadi
 Ellen Schousboe
 Eric Folco
 Ernesto "Nimbral" Guevara
 Ernie "pookie" LaFountain

EviL JoN
 Felipe Nascimento
 fernando rojas, Ajaba Kinfolk
 François Labelle
 Frank Vulpes McCormick
 Golpe Nocturno (Alvaro Saavedra)
 Homer Turgeon
 Imran Inayat
 Ironhoof
 Jacob "Stormsinger" Flores
 Jared Tinker
 Jarvis Mishler
 Jason Berry
 Jason Brennan
 Jeremy Brown of the Stone Otter Cairn
 Jesse Reynolds
 Jessica Leahs
 John C. Spainhour
 Jordan Springer
 Josh Epperson
 Joshua Edwards
 Joshua Little
 Kailindorian
 Kajimatt
 Kevin Maynard

Kimberely Altomere
 Lisa Padol
 Luke Jordan
 M. R. Innes
 Matthew McDonnell
 Michael "Razorvine" Smith
 Michael Murr
 Mikael Assarsson
 Mike Montgomery
 Mike Spector
 Mike 'The Chief Comes from Heaven to Kill the Night'
 Nathan Henderson
 Nuno Vargas
 Orastes
 Peter Gates
 Phil E
 Phil Hattie
 Pierre-Jean Cottalorda
 Raiden Drake
 Raphael Bourdot

Raziel Olhos do Falcão
 Rebecca Stoner
 Riccardo "orso" Fausto
 Richard Addy
 Richard Morris
 Richard Stern
 'Ringbender'
 Roxane Tourigny
 Rush of Storms
 Ryan Hammell
 Scott Kuban
 Simon 'Where's my f***ing book, Spider?' Edwards
 Skips-Stones-In-Battle
 Star Eagle
 Stefano d'Ovidio
 Ted Ludemann
 Teddy Geran
 Thomas Wolf
 Tim Bogosh
 Tyler Doyon

Warrick Voyzey
 Wynand CJ Hart
 Xyrus Oblisk aka Hieu 'Tony' Nguyen

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Allen Crealy
 Critas Paine
 Danilo Alexandre Soares Takano
 Debbe McEwen
 Eric C. Magnuson
 Jason Corley
 Matthew Earlywine
 Michael Brewer
 Nico Michael Kappenstein
 Rebecca Talldeer — Nuwisha
 Roman Degtyar
 S J Jennings
 Schaeffer Tolliver
 Sean M
 Vitamancer
 Ziv Ragowsky

Fera

Aaron and Heidi Chiles
 Aaron Buttery
 Aaron Nowack
 Ada Brake
 Adam "Sham" Talicska
 Adam Mock
 Adam Whitcomb
 Aidenn Ossorio & Rain Pletcher
 aj
 Albert Schroter
 Alexandra Pietropaolo
 Alonso O. Rubio
 Alquick the Amazing
 Alyssia Ashkevron
 Amanda Schoen
 Amy Waller
 Ander Rabann
 Andrés Montañez
 Andrew "Haunts-the-Dunes" Cummings
 Andrew David Watkins
 Andrew J. Trujillo
 Andrew Jay Cardinal
 Andrey Stroilov
 Andy Blanchard
 Andy Eaton
 Andy Zeiner
 Anthony A davenport
 Anthony Howell
 Anthony Princeton, Mountain Guardian,
 Defender of Horicon Marsh

Ariellen De' Solving
 B R McCann
 Beachfox
 Ben Dinsmore
 Benjamin "Damocles Thread" Walker
 BLU_sKrEEem
 Brenna Graydon
 Bret Anderson
 Brian D. Nazaryk
 Brian 'Psychochild' Green
 Bryce Perry
 C Jared Castor
 C. Hartley
 C.W. Fox
 Caitlin Eckert
 Chad Griffith
 Chad Horsley
 Charles "Fianna Ragabash" Wright
 Charles Chapman
 Charlie "PookaKnight" Cantrell
 Chris "Diablerist" Hitchcock
 Chris Dulskey
 Chris Snyder
 Chris Wagner
 Christopher "Ju Ju" Merrill
 Christopher A. Greene
 Christopher Blanton
 Chrysantas
 Chuck Childers
 Clinton "Vermin" Cheek

Colin R. Jones
 Collin H Smith
 Conor S.
 Coral Weatherson
 CourtCat
 Craig Gaddis
 Crispen Gray
 D Sonderling
 Dane "Noctis" Madsen
 Dani Moran
 Daniel "Huntingmoon" Weber
 Daniel Dwyer
 Daniel Sellers
 Danielle & Michael Beekman
 DarkBlaze
 Dave "Lymal" Bruno
 David & Kristin Rosson
 David Laster
 David Light
 DeAnna Rossi
 Dee Taylor
 Derek Guder
 Devin & Linny
 Donna Freeman
 Doug Grayson, Leiren Jarvis, Kenneth Politte
 Dr. Suess
 Drew "maybe i'm a lion" Bennett
 Dustin Harms
 Ed Fuqua
 Ed Reinhardt

el Mäko
 Erhannis Kirran
 Eyes in the Dark
 Fenris Lorsrai
 Follows-the-Flame
 Frank Clements
 G Miller
 Galen Brownsmith
 Galen Gentleheart
 Gimble Gax
 Grampybone
 Granpa Billy Montague
 Greg Rebelo
 Greg Valleau
 Gunner Eberhardt
 Gust Kontos
 Hailey McAuliffe
 Hamlet Singing-Claw
 Haroon Alsaif
 HPLustcraft
 HR 'Nixx' Davis
 Huntermun / Tyler N. Sewell
 Ian Hamilton
 Ian Sargeant
 Iarlais
 Indi Coyote
 Irven "Myrkwell" Keppen
 Isabell "Sings into Legend" Morna
 J. H. Frank
 Jacob "Sparky" Segal
 Jacob E. Gillam
 Jaleen and John Wallen
 James H. Ziegler IV
 Jamie Smith
 Jared "InverseThunder" Batora
 Jared Koon
 Jason "Walks-in-Shadows" Inczauskis
 Jason Best
 Jason Connors
 Jason Kenney
 Jason Kiniry
 Jason Marks
 Jason Place
 Jayna Pavlin
 jeff novak & sarah conway
 Jeff Wilson
 Jeffrey Fowler
 Jeffrey Pittman
 Jeremey D Walker
 Jeremy Kostiew
 Jerrin Strongblade
 Jim Long
 Joanna Marshall "Morning-After" Corax
 Jody Bowman
 Joe "Big Dog" Bianco
 Joe Carron

Joe Sousa
 John D. Kennedy
 John McNulty
 Jonathan Grimm
 Jonathan Morse
 Jordan Gibson
 Justin Caletges
 Justin Haruo Sawai
 Justin Kennedy
 Kaliska
 Kate "Blows Shit Up" Anderson
 Katy Crumb
 Keith MacArthur
 Keith Morrison
 Kelly-Rose Perdot
 Ken Loves Sandy
 Kitka
 Kneedles
 Kraig Blackwelder
 Kristina VanHeeswijk
 Kristopher "Foofaraw" Deters
 Kyle Krebs
 Lee Leggett
 Leonis "Runs-through-the-Stars"
 Leslie and Ryan Schaad
 Levinia Forest-Speaker
 Liam Ryley
 Lindsay N Skinner
 Lior =^ _^=
 Logan "Hand-of-Flame" Kaysle
 M Arendt
 M.W.A. RatGuy
 Majicou83@hotmail.com
 Marcus Maniakes
 Marcus Xavier Figuerola
 Mark
 Mark Moore
 Mason Jones
 Matt "Swara" Strawn
 Matt Gnepper
 Matt Leitzen
 Matt Piasecki
 Matthew Dames
 Matthew Dashner
 Matthew Galloway
 Matthew Horoszowski
 Matthew Laine
 Matthew Millman
 Matthew York
 Maynard Caine
 Michael Dyer
 Michael Tears-of-Joy
 Mike & Brian Goubeaux
 Mike Macary
 Nancy Calvet-Warren
 Nate Swale

Nick Esposito
 Nick Hayes
 Nikki Walker
 Njeri Pride-Stalker
 Octavio Arango
 Oenghus
 Oliver Wilde
 Omer Ahmed
 OmNom NomNom
 Orin Spiess
 Oublette
 Patrick "Scarabus" Hanna
 Patrick "Stout" Gerrity
 Patrick and Michelle Cunningham
 Patrick Koeppen
 Patrick Walters
 Paul Singleton
 Pawahtakinew
 Pentex 5
 Philip J. Binkowski
 PlagueRat AKA Kills-With-Disease
 Plato's Prodigal
 Preston L. Bobo
 Psynix Varis
 R.J. Miller
 Randall Crawford
 Rebecca Sappington
 Ree "Bayou" Soesbee
 Renee Knipe
 Reuben Israel Beattie
 Richard Pruiett
 Riley "Dawn-Seeker" Haswell
 Rivalyn Phoenix, "Tears of the Fallen"
 Rob Hall
 Rob Herman
 Robert "Jefepato" Dall
 Robert Gradeless
 Rogan Hamby
 Roger Y.
 Ronald "One-Eyed Jack" Conner
 Ross Thomas
 Rowan
 Saitoh "Aku-No-Ryoushi" Souji
 Sam Gorton
 Sameer Yalamanchi
 Sasha Dillman
 Scott Cullinane
 Sean K.I.W./Arcane
 Sean Kirkpatrick
 Sean Silva-Miramón
 Septymes
 Shan W Simpson
 Shaun D. Burton
 Shawn "Sutekh" Glass
 Shoshana Kessock
 Snowstorm

Song Weaver
 Sparky-Laugh-Last
 Speaks-from-Darkness
 Stephen Morgan
 Steve Huntsberry
 Steven "Klaw Commander" Bradley of the Simba
 Steven "Old Man Trashpot" Addison
 Steven J. Pope
 Stormypoo
 Taelsin
 Taylor Dale Wright
 Thaddeus Ryker
 The Bartole Family
 The Great Gilgamesh
 Thom Clancy
 Ties-the-Wyrm's-Shoelaces-Together, Nuwisha Wise Guy
 Tim Darr
 Tim Flannigan
 Tim Link
 Tommy G "sinew between teeth" Rokea
 Tracy Cook
 Troy Essmann
 Twitch
 Ursus Americanus Kermodeii
 Viktor Sturmkind
 Wakshaani
 Walks-Among-Shadows
 Weston Harper
 William "Fox" Coleman
 William Becket
 William Perry
 Willie Davis

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(un)reason
 Alex Barth
 Alexander Ducharme
 Alexander Kratochwill
 Alexandra Markusson
 Alexis Hodieux
 Alexis Sunchaser
 Alun Powell
 Ammariel Melwasul
 Ana Mizuki
 Andara Shadowfang
 Anders Holmström
 André Roy
 Andreas "Zanity" Bengtsson
 Andrew 'Whitenoise' Rogers
 Andy "Don't give a ratkin-ass"
 Angel Spiliopoulos
 Anja Kraus
 Arman Kia
 Arthur Walks-The-Lanes
 Ben Baccaert

Ben Treeby
 Benjamin L. Liew
 Benoit Devost
 Bloodlust the Great Wolf
 Brett Wilson
 Bruno Pereira
 Burning Raven's Shadow (Patrick Chapman)
 Carlos Vergara
 Cédryck Mimault
 Chad & Christine Geraghty
 Chosokabe Ori'hanna
 Chris Hall
 Claude Martel-Olivier
 Claus Mahler Larsen
 Colin Anderson
 Colm O'Hara
 Colt watching death
 Craig Bishell
 Craig Chapman
 Damian 'Bulya' May
 Dan Trandberg Jensen
 Daniel "Shadows Lord" Fernandez
 Daniel Dos Santo Esteves
 David Karan
 David van Nederveen Meerkerk
 Dean Stuart McNabb
 Dhaunae De Vir
 Dobroslav
 Doc Marc Brown
 Dominika "Blanche" Stepień
 dr Michal Soltysiak
 Drew "Industrial Scribe" Scarr
 Egon Thorachrac
 Eoin Burke
 Erwin Burema
 Exubitor
 Gareth Willcock
 Georg Mir [Michtim]
 Gunnar "VVolfson" Kulleseid
 Helder Lavigne
 Hyades Luine
 Ian Dominey
 Ikalios
 Inger Andrea Kivle
 Ivo de Mooij
 Ivo Manca
 Jackal-Tail
 jacob kleffel
 Jakub "Behalior" Rocznik
 Jan-Willem Kaagman
 Jason C Marshall
 Jason MacGillivray
 Javier "He-who-walks-between-worlds" Montegrís
 Jean-Baptiste Vlassoff
 Jean-Francois Ethier

Jeffrey Pikul
 Jens Thorup Jensen
 Jess Santino
 Joel Purton
 John 'FearMeForIAmPink' Franglen
 Josaphat Niebler
 Kaisa Vitikainen
 Katelyn "Howler-of-Tales" Menzies
 Katie "Ignites-at-dusk" Sandström
 Kayt Armstrong
 Kevin Paul Warmerdam
 Kieran Carder
 Kim Mehlen
 Kimberly Horne
 Kishijoten Summerhill
 Klimt Silverpeak
 Kolya Moonoak
 Krellic
 Krzysztof Zajkowski
 L Weatherstone
 Lachlan
 Luke Parsons
 Maik Stich
 Marc Petersen
 Marc-André Perreault
 Marcelo "Toguro" Cabral
 Marco "Wyrmripper" Biringer
 Markus Bedenk
 Matt Dive
 Matthew "Random_Interrupt" Keevil
 Melusine daughter of Roses
 Merrox
 Michael Kently bani Merinita, Corax Kinfolk
 Michal "Szozana" Rozycki
 Mikael "Krank" Bergström
 Mikko Leho
 Nibbio
 Nick Stylianou
 Nicole Mezzasalma
 Niklas Nordberg
 One Shot
 Panu Laukkanen
 Peibargh
 PERROT Claude-Arnaud
 Peter De Kinder
 Peter George Coulthard
 Petri Wessman
 Picks-at-Flies
 Pierre 'Victor' Brun
 Quentin "Laugh-At-The-Dark" Kowalski, of the Nuwisha
 Ricardo Foureaux
 Rob Andre'
 Robert "Dice" Pierson
 Rune Printzlau
 Seana McGuinness

sev
 Seven Tan
 Shadar Twilight-Claw
 Shining Kate Cockatoo-Collins and Concealing Zaccharias Tizonneaux
 Snapjaw, Brightwater of the Deep
 Søren "Growls-at-the-Moon" Hjorth
 Special Agent Max Stilwell, FBI
 Stalks-the-Reef
 Stephen Lea Sheppard
 Stephen McElvaney
 Sven 'Nobis' Neeus
 Tácito "Tremere" Reis
 Tansee Daw Sunan
 Theresa 'Seeker of Truth'
 Thomas Schindler
 Tjerk Bieringa
 Tobias Amann
 Tobias Schulte-Krumpen
 Travis Carpenter
 Tshonka
 Tyde Ratmeat
 Usekh
 Vai Hiroyuki
 Ville Ojanperä
 Wajanai Snidvongs
 William James Birchall
 Xiaio(TNT)Makenzie
 Yan Brodeur

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A.Fernald
 Adam Lowrey
 Akela "Claws-Like-Ice"
 Alan "Fynikz" Volz
 Alyson Martz
 Amanda "The-Hyena-That-Laugh-Menacingly" Johnson
 Amanda Spikol
 Andres Lazcano, Mauricio Perez
 Andrew "Mends-the-Rift" Goodman of the River Keepers
 Andrew DiNovo
 Andrew H. Behrens
 Angela "Spottedhyenae" Prendergast
 Annida Christofi-Clark
 Anonymous
 Anthony E Harbo
 Ariel Kaiser
 Ashley Bright
 Austin Haught
 Bane Ripper (Pumonca Metis)
 Ben Lawson
 Benjamin "eSca" Reed
 Benjamin and Elizabeth Hollendonner
 Benjamin Handelman
 Berek Marcus

Bill James
 Blake Thomas
 Bobby Danger
 Brandon Masters
 Branwen
 Brennen Willer
 Brian King
 Brianne "Treads-Softly-on-Snow" Sifert
 Casey Johnson
 Cecoyotl
 Chad Hazel-Kepler
 ChaoticCore
 Chris "Odin's Bane" Lyden
 Chris "What-the-Fox-Say" Schetzle
 Chris Dyer
 Chris Eggers
 Chris McDaniel
 Christian "Su-tehp" Fernandez-Duque
 Christopher Bertell
 Christopher Kyle
 Cineris
 Clete D. Collum
 Cloud Walker aka Thunder Kitty (Carl Capler)
 Cod Dobbs
 Coyotekin
 Craig Nuckels
 D. Lacheny
 Dade "Still a mage" Thompson
 Damien Shadowmane
 Dan Frazier
 Dani 'Ninja-Kitty Runs-Like-Puppy Walks-With-A-Big-Stick Shadowed-Ice Right-Time-Right-Place Wandering-Dusk' Barnsley
 Daniel "Lead Collector" Gaghan
 Daniel "Twist" Rainier
 Daniel R. of the Gurahl
 Dante Laughing-Coyote
 Daoine Sidhe Bishop
 Dashekita N. Brooks
 David "JustDave" Talboy
 David Bresson
 David M Hubbard
 Davin Wärter
 Devil's Grinn
 Dolan Ross Scherfel
 Don Cleary
 Donnie "Lord Aludian" Roos, Jr.
 Doug Atkinson
 Douglass Kern
 Dustin Carpenter
 Echo of the Kings
 Ed Moretti
 Ed Paczkowski and Heather Kuzmich
 Eidan Rodriguez, Shadows-In-The-Moonlight
 El Diablo Feo

Eric "The Ragabash" Francis
 Eric Brennan
 Erica Winberry
 Felix "Nebulosa" Gato, Ilani Bagheera
 Floki "Get of Pegasus" Eurydiceson
 François Labaye
 Fury-of-Kings
 Gado "Storm-Chaser"
 Gamerstable — Cueto
 Geoffrey Rabe
 George H. "Trace" Webster III
 Grant Marthinsen
 Grey
 Henry F. Bruckman Vargas
 Herald of Storms
 Ian MacRae
 Jack "Kinslayer" Heinrich
 Jacob Williamson
 James Heche
 James Schall
 James White
 Jane "Blue Feather" Stormcrowe
 Jared Sies
 Jason & Amy Berteotti
 Jason DeForge
 Jason Dickerson
 Jason Freston
 Jason Geis
 Jason Ross
 Jason Seitz
 Jaye Barnhart
 JAYSON "the14thguest" TURNER
 Jen "Last Stargazer" Jenkins
 Jen Nelson
 Jenny Langley
 Jeremy "JBZY" Brown
 Jim Flood
 JJ JEREMIAH WHITE
 John "Deacon" Bonar
 John "King" Roberts
 John Bellando
 John Henley
 John P. Baggett
 John R. Trapasso
 Jonathan "Lark" Perrine
 Joseph Cottin
 Josh Brand
 Josh Heath
 Joshua T. Jenkins
 Joshua Talltrees ("Honors-the-Old-Ways")
 Julian Krause
 Justin Jones
 Kahir de Umbras
 Kate Gryn
 Katherine Ursa's-Song
 Katie "Seren" R.

Kevin "Hold-The-Skies" Hislop
 Kevin C. Wong
 Kevin DeVorner
 Kevin L. Tapper
 Kim Dong-Ryul
 Kimberly Morris
 Kirk Foote
 Kristoff Williams of the Bagheera tribe
 Lars Haymaker
 lea
 LeAnn 'Ellyham' LaFollette
 Leonard Holding
 Lindela-The one who waited
 Lindsey Douglas IV
 Logan Maxwell
 Lordkillmore
 Luxen Hawk Gauges-Balfour
 Majdi "Totally Not An Octopus" Badri
 Marian Blackwood
 Marisa "Jet" Cotilletta
 Mark Austin Fleming
 Martin J. Manco
 Mathew "Grant Tyr" Daley
 Matthew Bresee
 Matthew Finco
 Matthew Koelling
 Matty I Love
 melpomene white
 Michael "Dawn Breaker" Thompson
 Michael G. Howard
 Michael Kiesling
 Michael P Jacobson
 Michael P Porter
 Michael Pietrelli
 Michael V. Roberts
 Micheal (Voss) Leahy
 Michelle "Kaiaeta" Flamm
 Mike Sciamie
 Mouseychan
 Nane "Death-Forge"
 Nanuk Tusk-Breaker
 Natalie "Mother of Dragons" McElhone
 Nibbles-on-French-Fries
 Nicholas Cler
 Nick Stier
 Nikika Giovanni
 Nuwisha Anonymous — Greg D —
 Nyle Parr
 Patrick Pocher
 Paul Ripley
 Pröhl of the Northern Reaches
 PsyberOwl
 Rage Before Beauty
 Rajamal
 Raven Streamjumper
 Redfuji6

Rick Cotten
 Rig Ardral "White Howler King" Moon
 Rob Gatlin
 Robert "Rev. Bob" Hood
 Robert C. Allen
 Robert H. Mitchell Jr.
 Robert Jordan
 Roger Robinson
 Romi Ten-Zeniths
 Rum Tugger
 Ryan A. Rose
 Sage, Ratkin Shadow Seer
 Saleem Halabi
 Sam Feipel
 Sam Hing
 Saoirse Chainbreaker
 Sarah Gulbrandson
 Sarah Morgan
 Scott Kendrick
 Scribbles with Crayons
 Seshemw
 Sethreich Ardestahdt
 Shan "Shanathan" Morris
 Shane Gilman
 Shawn Becker
 Smokes-in-the-Shade
 Soren Haurberg
 Soul Ember
 Stephen Struharik
 Steven Lau
 Stuart "Quill" Melville
 Sunshine "Kissed-By-Helios" Caldwell
 Sylvanwulf
 Talia
 The Bard
 The Plaid Mentat
 Timothy Cook
 Toby "Silent Stalker" Khan
 Tom Hoover
 Tristan Smith
 Troy W
 Troy Warrington
 Tumblebuck
 Uniform Two Six
 Walks-with-Sun
 Walter Soto
 Whispers in Darkness
 Wile E Nuwisha
 Wilhelm Von Carolinas the Younger
 william lane
 Z. Daniel Esgate
 Zach Hodge
 Zachary Becker
 Zachary Davis
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 "Mr. Impolite" Sascha Jung

Ace & Jack
 Adam 'Shadowfox' Tullett
 Alan Douglas
 Alan Orr
 Alessandro Rossi
 Alessandro Vario, Federico Sala
 Alexandre "Magnamagister" Joly
 Amy "Yee Tsun" Morgan
 Andrea Migone
 Andreas Reck
 Andrei Antonio Gonzalez Reyes
 Andrew Waterfall
 Anon
 Arnaud "Khentar" Martin
 Baptiste 'Krazilec' Moulinier
 Bardo de valfenda
 Ben Liddell
 Benoit Primeau
 Brent Russell
 Brett Easterbrook
 Brynjar Sigurðsson
 C.James Blukacz
 Candy Oldcar Guadalupe Canto Mac
 cantrip
 Carlos Gustavo Ojeda Stelin
 Carsten Bolk
 Casidhe Nebulosa
 Chiou Ping
 Chris Smythe
 Christian A. Nord
 Christopher "Tarquin" Grierson
 Clarissa "Blessed by the Umbra" Two-Moons
 Craig "Renfield" Crowe
 Craig Johnston (flash_cxxi)
 CSN
 Dacar Arunsone
 Dado Viciado
 Dale 'Clayton' Millward
 Damian "Jack Valance" Elias
 Daniel "Morthar" Wernerred
 Daniel K. Lundsby
 Daniel Persson
 Danny Rushton
 David "Davegotsu" Mann
 David 'dj' Coleman
 David Murphy
 David Rego
 David Rose Fraser
 dawn flowerdew
 Dennis "Rampage Rick" Müller
 Docteur Half
 Dominic Robertson
 Edouard Contesse
 Eduardo Camara
 Eduardo Oliveira Ribeiro de Souza
 Evanx Risa Estridente

Felipe Marques
 Gabriel Costa
 Gobbos
 Greg "Wind Chaser" Meyer
 Greg Phillips
 Guillaume 'Lenny' Asset
 Gunnar
 Guy-Samuel
 Haley Blue
 Heath Banyai
 Heimi
 His Tyrannical majesty Simon Teece
 Howls Satanic Ink
 Igor "Bone" Toscano
 Ismael Salgado
 Jake Kroker
 Jason Burrows "Bright Ray Ascendant"
 Jean "Troll Traya" Faiderbe
 Jean-Marie CONSIGNY
 Jesper Julskov Schlie
 Jessy Tremblay-Bigras
 Joe Dunham
 Joerg Diener
 Johan Utstrand
 John "The Bear" Horler
 John Doe
 John Lambert
 Jose Luis Perez Zapata
 Joshua Mellor
 Juan "Outsider" Dominguez
 Julián Navarro Rivas
 Kai Schiefer
 Keiko
 Kenny Soete
 Khara 'Eats the Sun' Bon Bhat of the Pumonca
 Kirilee "Moonlost" Lester
 Kokiteno
 Laszlo 'Grath' Benyi
 Laughs-at-Rage
 Laura Bennett
 Lewis Davies
 Lifestealer
 Lin Liren "Wings of Courage"
 Locke Bendeckar
 Lord Raath
 Lord Vox Anteron
 Louis
 Luca Sacchini
 Lucas Paynter
 Luis Eduardo Garcés Rodríguez
 Łukasz Korzeń
 Luzbhel
 Marc Blinn
 Marcel "MacBane" Roßborsky
 Marcos "Vrykos" Pereira
 Marcos Almeida Leite Bomfim

Marcos Dacosta
 Mariano Alejandro Leonardi
 Mark "Thunderhowl" Brunsdon
 Mark Lazure
 Mark S
 Martijn Kruining
 Martin Bourque
 Martin Brown
 Martin Insaurrealde
 Matthew Sanderson
 Matthew Wasiak
 Matthias Pettersson
 MaTThias Svensson
 Mattia "Ebrithil" Pellin
 Maxime Lemaire
 Michael Connolly
 Michele Beltramini
 Mikael Ulfstedt
 Mr.Poke
 Nelson Candanedo
 Nicholas "Talon the Skies-Breaker" Homid
 Daylight Khan Elder, Warder Sept of
 the Green
 Nik May
 Oberon McRizzo
 Oliver Steckmeier
 Olivier Jobin
 Onno MM Ebbers
 Patrick O'Donnell
 Paul 'Ogrebear' Baker
 Paula Toledo Palomino
 Pedro "Pescaldo" Fuscaldó
 Pedro César Díez Ramón — "Coren Ojos de
 Fuego"
 Per "BloodHowl" Nyrud Kaas
 Peter Merkel
 peter peretti
 Philatis
 Philip Minchin
 Quasi Mortuus
 Rafael Rodrigues
 Ralix "Guttersnipe" Oaken
 Renato Nunes Cosentino
 Renaud "Ozorus" Caminita
 Richard Seiwerath
 Richard 'Vidiian' Greene
 Rizzo the mad Rat
 Rob Buck
 Rob Chow
 Rory Chambers
 Rowan P. C. Tritton
 Scott Forward
 Scott Mullock
 Sebastian N. Behrndtz
 Shasta
 Sil O'Dowd

Somalucard
 Spi
 Stephan Hamat-Rains
 Stephen Birks
 Steve Rhodes
 Stilles Wasser
 Stuart "Anansi" Adam
 Sylvain "OgGy" Tanguy
 Talita "Setheus" Amaral
 Tara Imbery
 Thiago Henrique Righetti e Silva
 Thomas "Angus" Le Moullec
 Thomas Delicourt
 Timur Hahn
 Torben Lindqvist
 Torgeir Johansen
 Virgile "Mafalda" Gaspard
 Vishron
 . . .
 Aaron Riutta
 Andrew Chang
 Andrew P Gibson
 Avery Thomas
 Bill Shaffer
 caelim
 Carolyn Self
 Colin Urbina
 Dan Williams
 Daniel COhen
 David Mortensen
 Gregory Stuart
 Hiryo, Kitsune Legend
 Jeff Schaller
 Jon Koenig
 Kali Bears-the-Future
 Kevin R Fallick
 Kir Badrang
 Kristen Volpi
 Lady Gwyneth of the Shattered Crown
 Ld. Fearadhach MacCongail MecRaudri
 Mike Roberson
 Patrick "Yellow Behind the Ears" Hutchison
 Phonzy
 Robin E. Burns
 Ryan Junk
 Sara and Toast Peters
 Seith Metts
 Stephen Michael DiPesa
 Thomas E Huddleston
 True of Mind and Heart
 Tyler J Bales
 . . .
 Amy Banker, Anonymous
 Bron "Arctic-Turtle" Lambert, Unity
 Crowned Mokole-Mbembe and Jessica
 "Inspiration" Schultz

Christopher Walks A Beat Greer AND
 Franklin Protects the Weak Armstrong
 Claire Conte; and Emily Brumfield & Susann
 Hessen
 Dane "Searches-After-Truth" Poe, Shiyan
 "Guardian-Fist" Feng
 Dineen Thornton, Sayuri Mouri
 Greg Krakovich | Matt 'Wears a sweater even
 when he goes topless' Millman
 Jessica Lilith "Stormdancer" Darke and Darleen
 "Furia Gata" Yanke
 Joshua Coyle, Chelsea Coyle
 Matthew G Payton
 Michael and Johanna Faulkner
 Morgain, Chung Kuel Stands-In-Fire
 Nicholas D. Dragisic, Tim Prisching
 Raul Urbina, Edward Hernandez
 Samuel Paine "Walks Alone" and Gwen
 Seven Lives.
 Sara A. Mueller and James F. Mueller
 Sean "Sunchaser" Ashcraft, Scott "Roamer"
 Bollhoefer
 Terrance Colligan, The Jaczko Family
 William J. Schebler, Ron Ile

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Alex Cullum
 Atamaski Watanabe "Fang of Dragons Rage"
 Borderline
 Bradley Yesko
 Elzo Tovani Benzaquen
 Felipe "Ditrian" Novaes
 Four-Ways-Fabulous
 Jason Lund
 Jonas Hansson
 Lenus-Nel Bronkhorst
 Martin A. McDowell
 Michel Foisy
 Mirko a. Mitta
 Morris McClelland
 Nathan Patten
 Nikolai "Awesome" Steen
 Philippe Poulin
 Song of the Unicorn
 Ulrich Draug'rbane
 William Dovan

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A. Leslie
 Aaron J. Schrader
 Bear
 Ben Lyons
 Bob Oton
 Bobby Walker
 Brenna Reaves
 Brent Logan Reitze
 Brian G. Dunfee
 Charlie Rose
 Derrick Dodson

Elijah Kautzman
 Fenroth Keonsaytr
 Flies-By-Night
 Frank Larrea
 Hades Omicron
 Heather Shannon
 Hope Basoco
 Ian Tullis
 Jeb Woodard
 John Cooey
 Joshua E. Brown
 Kamikaze Wind-Of-The-Gods
 Kate Ford
 Kate Kirby
 Kevin Wolfe
 Kristine Roper
 Magus
 Matt "Catapult" Wang
 Mike Craft
 Nathaniel Cole
 Nicholas Muehlenweg
 Nokofa (Ajaba)
 Odawino
 PantherPage
 Ravenstorm
 Robert T. Sagris
 Ron Hills
 Shonie Laughs-at-Death
 Steven Thesken
 Thom Langan

• • •

Andreas 'Cifer' Gruner, Sirana
 Dunkelschimmer, Jade Frostfeuer
 Gregg Workman, Joe Doherty
 Jakob Kiilerich and Henrik Kirchoff Borre of
 the LTG Roleplaying Club
 Kane Ikokala, Lyndsea Makoto
 Kenneth Peltokangas, Julius Sepponen
 Kevin Lietz, Christian Lietz
 lace Zuula
 Luciana Nogueira Soares, Carolina Voigt
 Manolis Kemerlis, Petros Panagiotidis
 Mark Kelly & Aaron Jacob Kelly

• • •

Mathias Thomsen, Shouhei Marishikami
 Mehmet "Khan" Ortaç // Burak "Plicare"
 Türköz
 Michael "Ruatma" ST & Morkai "The Pack
 Killer"
 Michael Gunn, Nicholas Chevallier
 Mikkel Lund & Andreas "ESSO" Jensen
 Oliver Schuster, Marco Klomfas
 Prometheus Subject 22, Christian Morgan
 Rick Anger, Anton "Noah" Slavic
 Rudel Sturmbirke, Mungo Weisszahn
 Seona Nyakane, Eric of The Blue Moon

The Foolish Scarab & Geb Flamewalker,
 Tomislav Ivek — Grey Hunter
 Veata "Windspiel" Hate-Irons, Adren, Lupus,
 Ahroun der Stargazer / Patrick Irons

• • •

Anders Hole
 Chris Caley
 Colin Janke
 Dawn Hammett
 F. Vilmot
 Glenn Clifford
 Issar
 Jamie Frazier
 Nic Matuzic
 Paul Jonathan S. Tio
 Robert Breen

• • •

Amunet "Amy" Johnson
 Anonymous
 Benjamin Kesner
 Bob Stauffer
 Brad D. Kane
 Chasym
 Chris Shaffer
 Crusher-of-Cities
 Daniel "KarmaCappa" Sato
 Daniel H. Spain
 Daniel J. Majdali
 Daniel Niekerk
 David N Dow
 Deke "Fist of Stone" Reisig
 Derek Swoyer
 Donaithnen
 Drew McCarthy
 Emily McCabe
 Ernie "Strikes-at-Dawn" Sawyer
 Everett K.Y. Lo
 Gizmo Da Engineer
 Gordon G. (Eldagusto) Gordon
 Gregory "GM" McIntire
 Heather A. Harrelson
 He-Who-Shines-Brightest
 J. Quincy Sperber
 J. W. Bennett
 James McKendrew
 Jamie Culpon
 Jason Van Pelt
 Jeremy "Walks On Clouds" Cue
 Jeremy A. Mowery
 Jonathan Crow
 Jonci Aguillard
 Joshua Brucki
 Keith "Hibernates-Atop-Your-Mom" Scholz
 Keith Reynolds (William Furhie)
 Ken Cheng

• • •

Kevin Butcher

• • •

Lewis "Crashes the Reef" Baustian

Marcus Arena

Matthew Middleton

Merideth Nimble~Claws~the~Fire

Michael R. Lawrence, Not Forgotten

Nicholas Faust

Omen Jamat Best

Owen Milton

Philip "Pip!" Martinez

S.A. Wolf

Sarah Williams

Sean "Slays-the-Horde" Masters

Sean W

Sephie Lunawind

Talon Waite

Thomas Stalks-the-Woods

Tim "Lost-Wisdom-Remembered" Peterson

Tim Mushel

Tristan Savage

Warren P Nelson

William "Mond-Stier" Delmar III

Wonko

Zachary Thomas Tyler, Gharial varna Zarad

Makara Sufi mystic

• • •

Anthony "Selketh" Dennetiere

Bryce Undy

Chris Daher

Chris Stewart

Christopher 'eChryxius' Wai

Dawid "Salubrus" Wojcieszynski

Demian Buckle

Dos Miradas

Dreaming Lilliane

Durro-Dhun

Emiliano Marchetti

Ferdinand von Schenkl

Frankie Mundens

Frédéri "Volk Kommissar Friedrich"

POCHARD

Heinrich Krebs

Henning "The Lieutenant" Hauser

Iain MacPhee

Jen Kinloch

Jeremy Brown

Kingsley Wolfe

Lars Holgaard

Lars Pedersen

Luke K. Johnson

Marc-André Laurence

Mark Bussey

Mel Thivierge

MetalDane

Nicholas A. Tan

Nick Brunskill

Paul Ryan

Robert "Cryn" Schlesier

Robert Biskin

Steve S

Tannyx et Miettinator

Thomas Maund & Hazel Bell

Tom Depoorter

Weltwandler

Willy kaceres

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Mark Garbrick, Jennifer Bedell, and the

Atomic Empire team

• • •

Judie Cooper, Sammie "Shadow" Parker,
Crystal Greenlee, Wayland Four-
claw, Nels "Unibutt" Gray, Eats
Boats, Torence, Vanishika, Chris
Bozwell, Finley Vasilev

Nick, Matt, Jeff, Jade, and Salem, Warriors
of Gaia's Blood.

The Court of the Jade Wolf: Jiao River-
Dragon, Hua Lee, Takeda Koworu,
Higa Saigonaime, Kan, Sorbet, Higa,
Yuki, Mountain Bear, Playful Thunder

• • •

Ben, Nico, Felix, Nina, Peter

Charles Trécourt; Louis Trécourt; Yannick
Peyrède; Trollune; Spirit of
Chantelouwe

• • •

Andreas G Schramm of Clan Gangrel; Erik
"Blutfeder" Olafson; Max Killraven,
Ahroun of the Get of Fenris; Heiko
"Fey Dancer" Fabian; Timo "Calls
Through The Worlds" Gatzke, Founder
of House Tattered Curtain; Okhie
Mehr Schiggie Miggie Nafib, Ratkin
Engineers Metis; Lars Ansgar "Fenris"
Herold" Thorkarson; Corax Blinky,
Corvid — Scout of the Nighthowl —
Sept

Claudio Cianferoni, Alessandro Manetti,
Giovanni Giolitti, Claudia Pini,
Emiliano Pellegrini

Manfred Krause, Sven Langrock, Sibylle
Langrock, Christian Klinkewitz, Carina
Rink

Stefan Lundsby, Mikael Bakkely, Lise
Hannesdatter Rasmussen, Silje Jarls-
dottir, Jacob Jack Guldbrandsen

Renowned Fera

Erol Mazhar "the Mokolé" Aksoy (on behalf
of ANADOLU Storytellers)

Ibrahim Al Hajj, Bubasti Curator at the
Anderson Foundation, London (from
my Chronicle "Libros y Espinas"
(Books and Thorns), Club Mecatol
Rex, Madrid, España)

Paradim

• • •

Arthur "Torakhan" Dreese

Christie Craig

Crystal A. Chappelle

Felipe Escopelli

Jill Jenkins

Kokopelli GrrBrool "Bites-the-Tail" LaTrans

Matthew Roberts

Plays-with-Fire

S. Snyder

Scott Sytten

Simon Klein

Toxic & Noxious

• • •

A. Treamayne

Cora Anderson

Fabio "Wolfen" Machado

Gabriel Hunts-the-Moon

Henry R Moore III

Kray Meran

• • •

Dominic "WolfSnow" Parent

jon hicks

Leis Stonewater

Matthew "The Gentleman Gamer" Dawkins

Michael Patrick Thomas Hartwell

Pablo "Astillahuesos" Caracciolo

Ville & Petri Rantavalli

• • •

Ashley Jade "Blaze" Wiles

Ben Scanlon

Brandon Brown — Alex Shadowclaw "Twi-
light Ceilican" Oberon's Shining Blade

Carrie Scott

Dark-Storm-Swims-the-Unknown

Harald Hellerud

Jack A. Kaplan

Michael "Blood on the Moon" Romanov

Shila Claws-Rage-Rend-Foes

CHANGING BREEDS

Name:

Player:

Chronicle:

Concept:

Attributes

Physical

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

Social

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

Mental

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

Abilities

Talents

Alertness _____ 00000
Athletics _____ 00000
Brawl _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Leadership _____ 00000
Primal-Urge _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000
_____ 00000

Skills

Animal-Ken _____ 00000
Crafts _____ 00000
Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Larceny _____ 00000
Melee _____ 00000
Performance _____ 00000
Stealth _____ 00000
Survival _____ 00000
_____ 00000

Knowledges

Academics _____ 00000
Computer _____ 00000
Enigmas _____ 00000
Investigation _____ 00000
Law _____ 00000
Medicine _____ 00000
Occult _____ 00000
Rituals _____ 00000
Science _____ 00000
Technology _____ 00000
_____ 00000

Advantages

Backgrounds

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Gifts

Gifts

Renown

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Gnosis

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Health

Bruised _____ □
Hurt -1 _____ □
Injured -1 _____ □
Wounded -2 _____ □
Mauled -2 _____ □
Crippled -5 _____ □
Incapacitated _____ □

Experience

CHANGING BREEDS™

No
Change

Strength()___	Strength()___	Strength()___	Strength()___
Stamina()___	Dexterity()___	Dexterity()___	Dexterity()___
Manipulation()___	Stamina()___	Stamina()___	Stamina()___
Appearance()___	Manipulation()___	Manipulation()___	Manipulation()___
	Appearance()___		

Difficulty: Difficulty: Difficulty: Difficulty:

Other Traits

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

Fetishes

Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		
Item: _____	Level: _____	Gnosis: _____
Power: _____		

Rites

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Combat

Weapon/Attack	Roll	Diff.	Damage	Range	Rate	Clip
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex + Brawl	5	
Body Tackle	Dex + Brawl	7	
Claw	Dex + Brawl	6	
Grapple	Dex + Brawl	6	
Kick	Dex + Brawl	7	
Punch	Dex + Brawl	6	
A=Aggravated Damage B=Bashing Damage			
Armor: _____			



History

[illegible]

Description

Age: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Sex: _____

<i>Height</i>	<i>Weight</i>

Battle Scars:

Metis Deformity: _____

Visuals

Group Chart

Character Sketch

CHANGING BREEDS™

Creatures of the Wild

The Garou are not the only changing creatures to stalk the world. Other shapeshifters hunt in places where wolves do not tread, from sun-lost seas to the darkest jungles, or seek out hidden truths, using the secrets they uncover in the battle against the Wyrn. Shapeshifting spiders spin webs as deftly as they manipulate those around them. Bloody-handed serpents kill swiftly, and then vanish into shadow and myth. The Changing Breeds have their own crucial parts to play in these End Times, and must work together or Gaia will surely fall.

A Menagerie of Gaia's Children

This book brings the Changing Breeds right up to date, giving both players and Storytellers all of the tools needed to integrate shapeshifters other than werewolves into the World of Darkness. Eleven extant Changing Breeds are described in detail, along with three long-extinct Lost Breeds.

The Book of Changing Breeds contains:

- Updated details on eleven Changing Breeds present in modern times: Ajaba, Ananasi, Bastet, Corax, Gurahl, Kitsune, Mokolé, Nagah, Nuwisha, Ratkin, and Rokea.
- Character creation information for each Breed, including brand new Gifts, rites, fetishes, and more.
- New information on three Lost Breeds: the Apis wereaurochs, Camazotz werebats, and Grondr wereboars.

