



Uktena

An OWbN Genre Packet

A packet for Uktena players and Storytellers

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Introduction – The dangers of being born Uktena, told by Jared "Random Vistas" Cheveyo, Uktena, Homid, Theurge, Elder, father of Muha, Taba, and Ishkode.

My children were born three years or so ago, born from Spirit and Garou, named Ishkode, (Paa), Muha and Taba. One was all Spirit, Ishkode, bound to the spirit of pure destruction; un-corrupted Wym. One was Garou, bound to the spirit of sane weaver. And finally one kin, bound to the spirit of pure creation.

There was a prophecy that was bound to my children. *‘Three are born of spirit wolf, fathered by fleshy Garou, brought together by a mother of one who was born by the kin of the other. Three are born with three bloods, three shapes, three paths. One born Spirit. One born Garou. One born Spirit touched Kin. Three will guard and shape their lives courses. One who fathered will guide. One who fosters and will love. One who watches will teach. The three who shape will share no blood yet hold kin and custom in common. The three will grow with time. The three will change all. One will save the world of the mother. One will save those the shapers share. One will destroy all three, and in destruction save them all.’*

I cannot think what would best describe them, but there are several events in the world that they were responsible for.

First, Taba is the father of a young girl, it is yet to be seen what her future will hold.

Ishkode is responsible for the cleansing of the area that was once called Howling Winds, when Scorched Earth attacked and defiled that Sept it was he who came to that location can cleanse the entire area with fire so it could be reborn into the glade it is becoming and the Sept that I hope will come there again.

The lease known deed is that of Muha, she saved me from a fate worse than death. To understand this you must understand what has happened to me and my family. It is not commonly known that I died several weeks ago, I did not rage back but was dead, and am only here by the virtue of where I died. I was rebuilt by the very place that I had died. The scars from that are severe and I do not know if they will ever heal, but the worst scar that I received was the severing of the link with Taba. This severing of the link, caused my children to become unbalanced. Their control of their power was wholly dependent on the link between us, and without it Ishkode was becoming more powerful with that power he was losing control over the destruction it created around him. But worse was that he knew, deep down inside, that the destruction was correct and he desired to do it to the entire world. Taba lost what connection to the real world there was, before what he touched life ensued, his very touch could heal the most horrible wounds, replace limbs, even remove battle scars, but this was different. Life not only flourished where he touched, but it was almost like Pangea was flowing from his footsteps.

And finally but most likely most importantly, we may never know. Muha, saved me, my pack, my children and probably the entire nation from events that would have been more than I could bear. She bound the other two so their destruction and creation would not spread into the world, rending the veil and perhaps destroying them and us all. If they had been allowed to go into the world I would have been obligated to bind, or perhaps even destroy both Taba and Ishkode. I am sure you could see how that would affect me and my pack. She bound Ishkode because he was no longer sane and wanted to destroy everything, and she bound Taba because he did not know what he was doing any longer. Neither one was sane any longer, had no thought except destruction and creation.

She had them bound, and brought them together and in that moment Ishkode found his opening and destroyed them all. Muha’s binding held though and the destruction was limited to the three of them.

Muha’s final words to me will be with me forever, ‘You think that I bound them and they went insane, you have the order wrong. I bound them because they were insane, perhaps mad grandmother spider was not as mad as we all thought she was.’

Uktena of the Past – OWBN Uktena now deceased:

Rends, (Adren, Theurge, Uktena, Lupus, Sky Walker) was a member of the Sept of the Flying Rose in Chicago. He served the Sept well with his mystical talent and Umbral knowledge. At a Sept moot he cracked the bone before a challenge could be resolved between Baits-the-Hook (now Elder, Ragabash, Metis, Silverfang) and Julie Darkfire (Elder, Ahroun, Shadowlord, Homid). He was later killed without challenge by Julie and her kinfolk, Ki Jon.

Blackfeather is of note mostly due to his and his cousin's, (Last Rites, Athro, Theurge, Homid, Uktena) aspirations to slay the Fianna Ghoul Ossian. He successfully participated in an Ancestor Ceremony with some of the Nation's other Uktena and has gained Uktena's favor in his mission, then faked his own death when it became apparent that Ossian knew Blackfeather was hunting him. He is also known as spear heading the call for the Philodox of the Nation to agree that there is no other appropriate punishment for the violation of a Caern besides death. He resurfaced in Kenosha to fight a green dragon and died along with all the other Garou in that area.

Amara Darkmoon, (Elder, Theurge, Homid, Uktena, Skywalker) was an elderly Native American woman (Dine) whose very presence emanated spiritual power. She was the Alpha of the Sept of the Burning Sands in the Black Sands of Nevada. She was both a widow and a Grandmother, and while she gave birth too many children, only one is known to be Garou. Her Sept was the site of the Grand Conciliation in May 2002. At this Conciliation, amongst other notable topics, the Red Star, the leaving of the Star Gazers and the Litany violations of "The Chairman" Medici (Elder, Philodox, Homid, Glasswalker) were discussed.

As a medical doctor, Amara later agreed to remove a cortex bomb placed in a Garou's head by Medici. Medici took this opportunity to explode the bomb from afar and permanently blind Amara. The two have had only enmity for each other since. Another enemy of note of Amara's is Christian, (Elder, Theurge, Lupus, Shadowlord, -Later punished via Satire Rite, Winter Wolf, and secretly Renunciation to Malakai "Lost Cries", Galliard, Lupus, Shadowlord) who attempted to assassinate Amara months after she brought him up on charges.

In addition to her duties as Alpha of the Burning Sands, she mentored several of the Nation's most potent mystics. There was some amount of rumor that she was a Bane Tender, but this was clarified at the Beltane celebration (2004) when Jonathon "Quells-the-River" Blackfeather, (Elder, Philodox, Lupus, Uktena, Earth Guide) confronted her during an Ancestors Ceremony. Truth be told, she would have made an excellent Bane Tender, but the Earth Guides of her Sept had other plans for her.

Amara would bear the brunt of Medici's revenge. A group of Garou and kinfolk were captured by the Chairman and brainwashed to carry out an assassination attempt. They came to Burning Sands claiming to seek council. When they met with Amara, they unleashed the first of Medici's altered Wyld spirits. Amara managed to save the Sept from destruction, but was killed by the spirit.

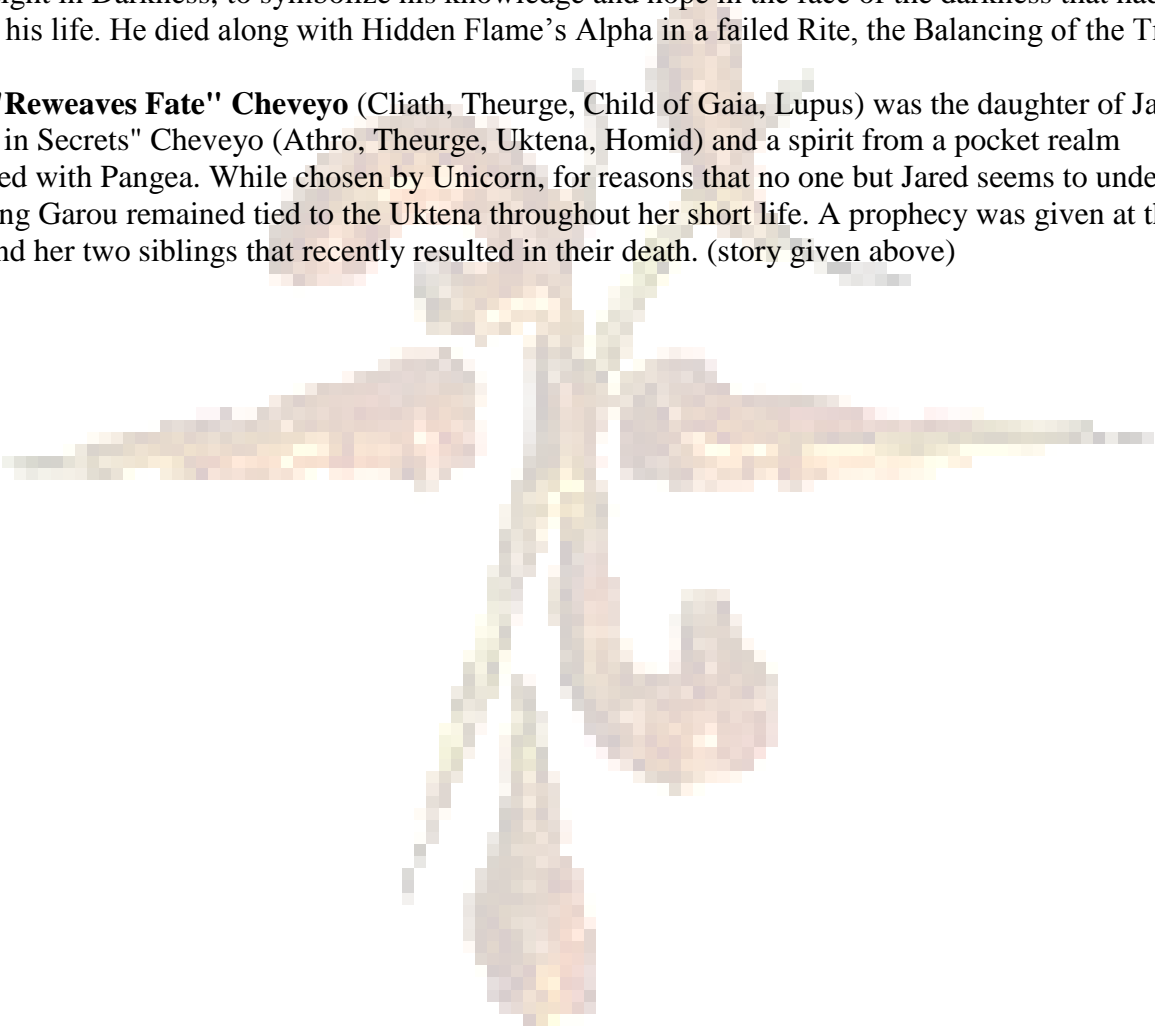
Jason "Light in Darkness" (Adren, Theurge, Uktena, Lupus) was a member of the Sept of the Hidden Flame in Rhode Island. This mysterious Uktena came to Providence after the fall of his home Sept and a lost battle with the great Wyrms spirit hash'nu'ma'un, the Eater-of-Thoughts. He brought with him the knowledge of the Uktena. He brought with him great burdens of loss and taint.

He helped the fledgling Sept recover a powerful Caern of Truth, and was welcomed into their first pack. He fought by their sides with glory and honor and wisdom. He served for a time as Ritemaster, despite the

darkness in his soul. But time took its toll, and the Wyrn became stronger than the young Theurge could bear. He was removed as Ritemaster and pushed away from the Caern. He turned his energies inward to his private battle with the Wyrn, but it would not be enough.

His Septmates had visions, visions of a burning road. It took them much time to discover the truth behind the visions. As they searched, the Wyrn grew. Finally, they placed Jason Walks-with-Clouds upon the burning road to Hakahe's realm. When he returned, he was changed, transformed by the burning fires of Hakahe's kiln. No longer Jason Walks with Clouds, he was renamed Born of Fire and, after much testing, was welcomed to the Sept once again. Upon making his way back into Garou society, he struggled against the suspicion leveled against him for his past taint. Upon achieving the rank of Adren, he took a new name, Light in Darkness, to symbolize his knowledge and hope in the face of the darkness that had clouded his life. He died along with Hidden Flame's Alpha in a failed Rite, the Balancing of the Triat.

Muha "Reweaves Fate" Cheveyo (Cliath, Theurge, Child of Gaia, Lupus) was the daughter of Jared "Trades in Secrets" Cheveyo (Athro, Theurge, Uktena, Homid) and a spirit from a pocket realm associated with Pangea. While chosen by Unicorn, for reasons that no one but Jared seems to understand, this young Garou remained tied to the Uktena throughout her short life. A prophecy was given at the birth of her and her two siblings that recently resulted in their death. (story given above)



Culture:

TRIBAL STRUCTURE AND LEADERSHIP

For the most part the Uktena tribe is exceedingly loosely organized. Their highest level of organization occurs four times a year at the turning of the seasons. Elders gather in a Great Council to discuss matters that affect the tribe as a whole. The reality is it is very rare that much is accomplished at these councils, but it is a good opportunity for the higher ranks to trade secrets and the lower ranks to gain a few.

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

CAMPS

Earth Guides – This camp is dedicated to preserving the culture and traditions of the first people. They are often in conflict with the Bane Tenders.

This camp is appropriate for NPCs and PC characters

Skywalkers – This camp focuses as much upon the Umbra and its mysteries, as the Earth Guides focus on the Tellurian and its history. Currently they focus on the mystery that is the Red Star, Anthelios.

This camp is appropriate for NPCs and PCs. It might be most appropriate for PCs who travel, or do not attend game very often, as Skywalkers travel frequently. It is not appropriate for starting characters.

Bane Tenders – This camp are somewhat of a dark secret of the Uktena tribe. They exist solely to tend the banes that are too powerful to be slain directly. Some of these banes lie directly beneath current Septs “owned” by the Wurmcomer tribes. They spend ALL of their time watching over their charges. They age and wither long before their times, mostly due to the Wurm energies they must endure during their vigil.

This camp is restricted for Player Characters as full fledged Bane Tenders. Due to the nature of the camp, players cannot feasibly sit on a bane, and deal with that, and still interact with a local Sept, or the Nation. It is perfectly acceptable for a rising Uktena to work TOWARDS retiring as a Bane Tender, though it is requested to speak with the Uktena Sub-Coord for communication purposes. STs with plots that require Bane Tender NPCs are strongly encouraged to consult with the Uktena Sub-Coord for assistance.

The Children of the Wyld – Seekers of the Wyld’s erratic and dangerous wisdom, the Children rarely spend time with the rest of the tribe. When they do attend gatherings they are listened to carefully, if with some degree of wariness, for whatever wisdom they have gleaned.

This camp is appropriate for PC and NPC characters.

Web Walkers – Somewhat of a parallel to the Children with slightly less stigma, these Uktena spend time in the cities and indeed consider the Glass Walker tribe as close allies.

This camp is appropriate for PC and NPC characters.

Ghost Dancers – This group has members in the Wendigo tribe as well and serves to make the land whole and clean as it once was. They are, however, slightly less blood thirsty than their Wendigo counterparts, though just as dedicated.

This camp is appropriate for PC and NPC characters. It requires notification of both the Uktena Sub-Coord and the Wendigo Sub-Coord in order to ensure coordination of camp efforts.

Scouts – Acting as messengers and intelligence gatherers, the Scouts often go on ahead of packs to get a first look at the enemy. Sometimes they see to the needs of the Bane Tenders and there are rumors of Scouts who search the Umbra for lost Totem Spirits.

This camp is appropriate for PC and NPC characters.

Raiders – This group is similar to the Scouts in that they go on ahead, but are more sinister in that they seek to raid the Wyrms' fortresses for its dark arsenals. Some say they destroy what they find, others say they hoard it away in hidden caches for later use and study.

This camp is appropriate for PC and NPC characters. It is not generally appropriate for starting characters, though starting characters are not restricted from it. Most Raiders start off in the Scout camp and are recruited from their ranks.

Path Dancers – This highly exclusive group seeks power beyond that given by Gaia and are rumored to practice Hedge Magic. You are chosen by the Path Dancers, not the other way around.

This camp requires both Garou Coord & ST permission for PCs and Garou Coord notification for NPCs. PCs will have an introduction to the camp run by the Uktena Sub-Coord or a PC camp member designated by the Sub-Coord upon approval. Approval will not be granted for Cliath characters and seldom for Fostern, but PCs of this rank can gain assistance in working towards this camp. STs are strongly cautioned to make sure that they understand Hedge Magic rules and are prepared for the impact of a PC using Hedge Magic in their game before they approve PCs in this camp.

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

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

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

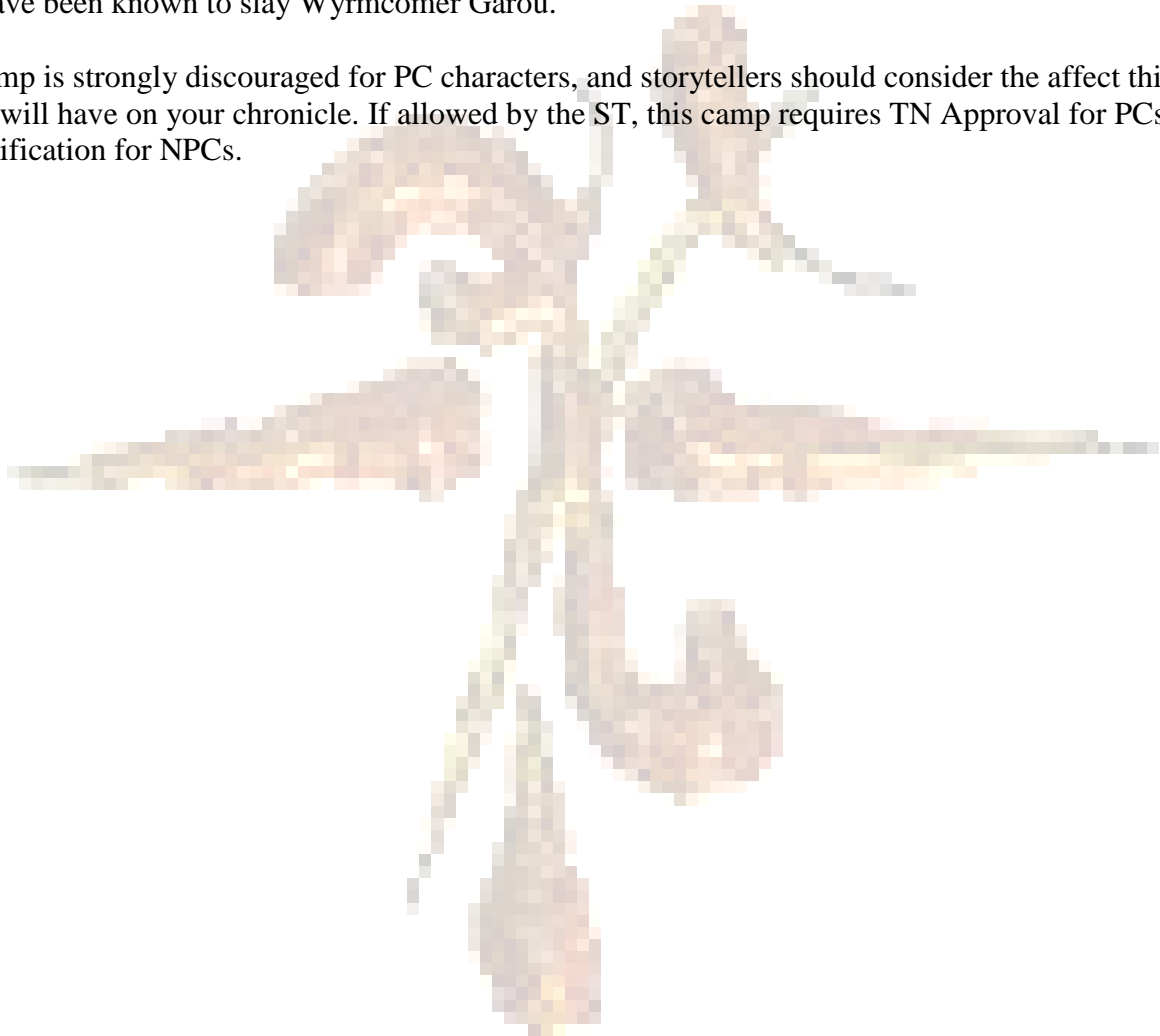
Gifts: Detect Balance – Allows the Garou to sense their balance amongst the Triat.

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

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

Society of the Bitter Frost – They are outcasts amongst the Uktena for rumors of accepting the Wyrms' gifts in order to empower themselves against the Wyrmscomers and their defilement of the Pure Lands. They have been known to slay Wyrmscomer Garou.

This camp is strongly discouraged for PC characters, and storytellers should consider the affect this society will have on your chronicle. If allowed by the ST, this camp requires TN Approval for PCs and TN Notification for NPCs.



Active Pureland Caerns in OWB

Sept of the Vigilant Light

Pureland Origin: Croatan/Uktena

Location: Nantucket Island, Cape Cod, MA

Game Associated: Rage Across the Cape (PC Sept)

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

Sept of the Hidden Flame

Pureland Origin: Croatan

Location: Providence, RI

Game Associated: Hidden Flame (PC Sept)

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

Sept of the Howling Winds – Destroyed by Scorched Earth

Pureland Origin: Wendigo

Current Alpha: None

Location: North East Montana

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

Information Known: This Sept was destroyed by Scorched Earth. There are rumors about attempts to reestablish a Caern in that location by the Wendigo, but there is currently no Caern on this site. In the place it once stood is a large crater, filled by trees that look a good bit older than they should in a place wiped clean so recently. After the death of Jared's three children, it was publicly revealed that his spirit child, named Ishkode but commonly known as Paa, cleansed the site through the total destruction of everything that had been left behind after Scorched Earth and creating the crater that is now there.

Sept of the Secret Waters

Pureland Origin: Uktena

Current Alpha: None named, NPC Caern

Location: South East of Elko Nevada

Game Associated: Hidden Flame (NPC Sept)

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

Pea'pepa

Pureland Origin: Uktena

Current Alpha: None named, NPC Caern

Location: Pyramid Lake, Nevada

Game Associated: Hidden Flame (NPC Sept)

Information Known: This Paiute only Uktena Caern is unknown outside of those related to the tribe members. If you have never been led into the Caern you will not find it without help from an Uktena

brood spirit or a member of the tribe. If you are led there and should not have found the place you will not be allowed to leave.

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

Pureland Origin: Croatan

Current Alpha: N/A, no longer a Caern

Location: New Jersey

Game Associated: Honor from the Shadows (PC Sept)

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

Sept of Valley Forge

Pureland Origin: Uktena and Wendigo

Current Alpha: None named, NPC Caern

Location: Valley Forge, PA

Game Associated: Urban Renewal (NPC Sept)

Information Known: Originally, this was a Wyld focus in the middle of Valley Forge Park, the energies of this place have been channeled into a new Caern, held jointly by the Wendigo and Uktena.

Sept of the Black Fang – Destroyed by Scorched Earth

Pureland Origin: Wendigo

Current Alpha: None

Location: Poconos, PA

Game Associated: Urban Renewal (NPC Sept)

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

Sept of Gaia's Memory and Hope

Pureland Origin: Uktena

Current Alpha: Unknown

Location: Florida

Game Associated: NPC Sept, Formerly controlled by Swamp Reclamation

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

Sept of the Ancient Harvest

Pureland Origin: Croatan

Location: Lake Macbride, Iowa

Game Associated: Fields of Rage (PC Sept)

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

Sept of the Stone Truce (Sept of Flint)

Pureland Origin: Croatan

Location: Burlington, Iowa

Game Associated: Fields of Rage (NPC Sept)

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

Sept of the Burning Sands

Pureland Origin: Uktena

Location: Black Rock Desert, Nevada

Game Associated: Changing Breeds Coordinator's office

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

Sept of the Hidden Rivers

Pureland Origin: Uktena

Location: Outside Georgetown, California

Game Associated: River of Shadows: Shifts in Perspective

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

Active Uktena in OWBN by Sept

For all PC's active and Dead please see the Silver Record:

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

Sept of the Red Moon Rising:

Yuma "Night Bringer" Homid, Theurge, Elder, Bane Tender, NPC

Sept of the Stone Truce:

Tecumsah "Walks the Sky", Metis, Theurge, Athro, NPC

Sept of the Ancient Harvest:

Wise in Ways of Beast and Man, Lupus, Theurge, Elder, NPC

Traveling or not associated with a known Sept:

Redfeather, Homid, Theurge, Adren, NPC, Florida

Rocio "Parts the Water" Homid, Philodox, Athro, Scout, TNPC

Dr. Eric Jamison, Homid, Philodox, Elder, Webwalker, TNPC

Kai "Whisper in the Trees", Homid, Ragabash, Adren, Skywalker, TNPC

Metawan "Veils the Shadow's Secrets" Homid, Galliard, Athro, TNPC

Gifts

Uktena Tribal and Camp Gifts

Note that although Croatan Song and Wild West Gifts appear on these lists, they are likely inappropriate in most games, and it is the Storyteller's decision whether or not to allow them in a game. Only Uktena specific Gifts from Croatan Song are included. Croatan specific Gifts from this book are classified as Rare and require a Council Vote for use.

Uktena have no Camp Specific Gifts in the Revised Edition, though Ghost Dance does have one Gift listed in the Wendigo book, included below. First Edition Camp gifts are listed in the outdated section, but there is currently no MET conversion for them. Legend Gifts are not listed. Gifts from Rage Across the Heavens are also not listed as these are not available without traveling to the Ethereal Real and thus require Changing Breed Coordinator permission. Player/ST created gifts for the Skywalker and Path Dancer camps are listed here and rules for them are in the optional rules section.

Revised

Basic Gifts

Sense Magic	MET: Laws of the Wild (revised)
Shroud	MET: Laws of the Wild (revised)
Spirit of the Bird	MET: Laws of the Wild (revised)
Spirit of the Fish	MET: Laws of the Wild (revised)
Spirit Speech	MET: Laws of the Wild (revised)
Strut	Tribebook: Uktena
Implacable Grip	Tribebook: Uktena
Blending	Tribebook: Uktena
Overlook	Tribebook: Uktena
Another's Moccasins	Tribebook: Uktena
Reveal the Hidden	Tribebook: Uktena
Coils of the Serpent	Tribebook: Uktena
Indian Giver	Tribebook: Uktena
Uktena's Freezing Stare	Tribebook: Uktena
Virgin Snow – Ghost Dance	Tribebook: Wendigo

Intermediate Gifts

Banish Totem	MET: Laws of the Wild (revised)
Call Elemental	MET: Laws of the Wild (revised)
Hand of the Earth Lords	MET: Laws of the Wild (revised)
Invisibility	MET: Laws of the Wild (revised)
Death Trance	Tribebook: Uktena
Sing Down the Rain	Tribebook: Uktena
Wisdom of the Ancient Ways	Tribebook: Uktena
Lay of the Land	Tribebook: Uktena
Spirit Horse	Tribebook: Uktena
Guardian's Fortitude	Tribebook: Uktena

Advanced Gifts

Fabric of the Mind	MET: Laws of the Wild (revised)
Fetish Doll	MET: Laws of the Wild (revised)
Uktena's Glare	MET: Laws of the Wild (revised)

Unrevised/Outdated/Player Created

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

Basic Gifts

Moonstruck Path	Croatan Song
Pull Water	Croatan Song
Sight of Hidden Places	Croatan Song
Natural Camouflage	Tribebook: Uktena (1 st Ed)
Ancestral Recall - Earth Guides	Tribebook: Uktena (1 st Ed)
Umbral Compass – Skywalker	Tribebook: Uktena (1 st Ed)
Fast Track – Scouts	Tribebook: Uktena (1 st Ed)
Sense Medicine (Sense Magic)	MET: Laws of the Wyld West
Sense the Tunneler's Passage (Sense Wurm)	MET: Laws of the Wyld West
Flick of the Fish's Tail (Spirit of the Fish)	MET: Laws of the Wyld West
Pass as the Shadow (Blissful Ignorance)	MET: Laws of the Wyld West

Intermediate Gifts

Uktena's Passage	Croatan Song
Bare the Heart – Earth Guides	Tribebook: Uktena (1 st Ed)
Strength of the Guardian – Bane Tender	Tribebook: Uktena (1 st Ed)
Curse of Corruption – Bane Tender	Tribebook: Uktena (1 st Ed)
Call Forth the Wyld – Wyld Children	Tribebook: Uktena (1 st Ed)
Flame of the Sun Dance	MET: Laws of the Wyld West
Sharing Raven's Supper	MET: Laws of the Wyld West
Call the Four Brothers (Call Elemental)	MET: Laws of the Wyld West
Secrets	Werewolf Players Guide 2 nd Ed.
Umbral Sight	Werewolf Players Guide 2 nd Ed.
Pointing the Bone	Werewolf Players Guide 2 nd Ed.
Sideways Attack	Werewolf Players Guide 2 nd Ed.
Null Zone Travel – Skywalkers ONLY	Optional Rules Below
Eyes of Smoking Mirrors – Path Dancers ONLY	Optional Rules Below

Advanced Gifts

Fist of the Winds	MET: Laws of the Wyld West
Call on Ancient Medicine	MET: Laws of the Wyld West
Kachina's Luck	MET: Laws of the Wyld West

Fetishes:

Name	Level	Gnosis	Book
Bane Seal	5	7	Tribebook: Uktena (Rev)
Spirit Dagger	4	7	Tribebook: Uktena (Rev)
Moon Bow	3	7	Tribebook: Uktena (Rev)
Snake Bow	2	5	Tribebook: Uktena (Rev)
Uktena Scale	2	6	Tribebook: Uktena (Rev)
Flint Arrow Shirt	2	7	Tribebook: Uktena (Rev)
Jar of Secrets	1	5	Tribebook: Uktena (Rev)
Lie Finder	1	6	Tribebook: Uktena (Rev)
Scarification	1 or 2	5	Tribebook: Uktena (1st Ed.)
Dragon Klaive	5	5	Tribebook: Uktena (1st Ed.)
Bane Lock	5	8+	Tribebook: Uktena (1st Ed.)
Story Bag	3	5	Croatan Song
Dance Mask	2	5	Croatan Song
Porcupine Quill	2	5	Croatan Song
Eagle Claw (Female Only)	1	7	Croatan Song
Badger Claws	3	6	Croatan Song
Bear Claws	2	6	Croatan Song
Dream Catcher	2	5	Croatan Song
Owl's Talon	1	6	Croatan Song
Peace Pipe	1	6	Croatan Song
Sapiya	3	7	Croatan Song
Turquoise	1	5	Croatan Song
Turtle Shell Rattle	4	7	Croatan Song

Talens:

Name	Gnosis	Book
Vision Paint	5	Tribebook: Uktena (Rev)
Sun Arrow	6	Tribebook: Uktena (Rev)
Corn Pollen	7	Croatan Song
Owl Feather Arrow	7	Croatan Song

Totems:

Name	Cost	Type	Book
Roadrunner	3	Cunning	Tribebook: Uktena (Rev)
Dragonfly	3	Wisdom	Tribebook: Uktena (Rev)
Frog	4	Wisdom	Tribebook: Uktena (1st Ed)
Elephant	4	Glory	Tribebook: Uktena (1st Ed)
Wild Turkey	5	Respect	Tribebook: Uktena (Rev)
Trout	5	Wisdom	Croatan Song
Hummingbird	6	War	Tribebook: Uktena (Rev)
Thunderbird	6	Respect	Croatan Song
Gila Monster	7	War	Tribebook: Uktena (Rev)

Rites:

Name	Level	Type	Book
Boat Rite	Minor	Minor	Croatan Song
Confederacy	Minor	Minor	Croatan Song
Rite of Adoption	Basic	Accord	Tribebook: Uktena (1st Ed)
Washing the Spirit	Basic	Accord	Croatan Song
Rite of the Sacred Fire	Basic	Mystic	Tribebook: Uktena (Rev)
Prayer of the Seeking	Basic	Mystic	Tribebook: Uktena (Rev)
Rite of the Potlatch	Basic	Renown	Croatan Song
Rite of the Song Duel	Basic	Renown	Croatan Song
Rite of the Black Drink	Intermediate	Accord	Croatan Song
Rite of Balance	Intermediate	Accord	Tribebook: Uktena (Rev)
Rite of the Spirit Cage	Intermediate	Mystic	Tribebook: Uktena (Rev)
Rite of Chained Secret	Intermediate	Mystic	Optional Rules Below
Rite of Bane Binding	Advanced	Mystic	Tribebook: Uktena (Rev)
Mockery Curing Way	Advanced	Mystic	Tribebook: Uktena (Rev)
Rite of Death Crafting	Advanced	Mystic	Croatan Song

Merits:

Name	Cost	Book
Human Tribal Status	2 to 4	Tribebook: Uktena (1st Ed.)
Elemental Affinity	7	Croatan Song

Flaws:

Name	Cost	Book
Dark Moments	4	Croatan Song
Blabbermouth	3	Croatan Song
Unsuited to Tribe	3	Croatan Song
Witch Finder	3	Croatan Song
Anti-Wyrmbriinger Bias	1	Tribebook: Uktena (1st Ed.)
Taint of Suspicion	3	Tribebook: Uktena (1st Ed.)

Optional Rules:

Flight Speed of a Garou – The Gift "Spirit of the Bird" on pages 147-148 in Laws of the Wild makes it clear that the Gift is actually meant to be used in combat, but flight speed is given as 20 mph with no conversion to combat movement rates. Per Laws of the Wild page 170, a turn in Garou is approximately four seconds, but variable at ST discretion. Standard movement per round is three steps, approximately 9 feet. Optional conversion is provided below for all of those odd combat situations your Uktena get themselves into. Note, these are optional and given for informational purposes, STs should use whatever works best for their game. **DO NOT ARGUE WITH YOUR ST IF HE OR SHE CHOSSES NOT TO USE THIS!**

Seconds per hour	3600
Rounds per hour	900
Feet per mile	5280
Feet per 20 miles	105600
Feet per round	117 1/3
Flight speed in steps per round, vertical or horizontal	13
Flight speed in steps per round, angle (figured at 45 degrees using angle-side-angle)	9

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

Skywalker Camp Gift – Null Zone Travel - Intermediate:

Prerequisite: CosmologyX3 or Umbra Lore X3, spec in Null Zone Travel. Specialization can only be taught by a member of the Skywalker Camp for purposes of buying this gift. Gift taught by an Ancestor Spirit from the same camp.

System: The knowledge possessed by the Skywalker Camp makes access to the Null Zone easier, safer, and more reliable, though all of those aspects are relative and use of this gift is never truly safe. This gift improves travel time by a factor of 100 through access to the Null Zone. Spend a Gnosis and make two challenges to determine location and timing of nearest opening.

1) Make simple test to generate location – Distance to opening can be modified by use of other gifts or abilities as appropriate (ie. Bridgewater, Flight, Rage, etc.)

- a) Win – 2 actions away
- b) Tie – 20 actions away
- c) Loss – 200 actions away

2) Make simple test to determine earliest available time – portal remains available until end of scene or hour.

- a) Win – Exists currently
- b) Tie – Available in 10 rounds.
- c) Loss – Available in 15 minutes

3) Once at the portal, make a normal test to cross the gauntlet. Additional individuals can be brought at the cost of one WP per person, up to a maximum of five additional individuals. If an individual cannot normally access the Umbra on their own, the Skywalker must bring them into the Null Zone using Grasp from Beyond with the normal costs for that gift (Gnosis and 3 WP) instead of at the 1 WP cost, and the number of additional individual is limited to 2 more (totaling 5 WP maximum). If the Skywalker does not have Grasp from Beyond they cannot bring individuals without independent ability to access the Umbra with them, regardless of what other gifts other individuals in the group may have.

4) For every 100 miles traveled, make 2 simple tests. Failure on both initiates a complication to be determined by the ST running the scene. Suggestions include inadvertent exit in random Umbral Realms or arrival at entirely unexpected locations.

Path Dancer Camp Gift – Eyes of Smoking Mirrors – Intermediate

Prerequisite: Sense Magic (basic Gift) and initiation into Path Dancer Camp and purchase of first Hedge Magic path. Gift is taught by Uktena through the closer link established by initiation into the Camp.

System: While any Uktena has the potential to learn to sense magical disturbances, the Path Dancers need a more persistent and detailed way to observe magical events and processes. Spend a Gnosis and Willpower to activate Gift for a scene or hour. While the gift is active, the Garou can "see" any magical effects in the area. Effects can be sensed as they are being created or initiated, sometimes allowing, at ST discretion, a preemptive response. For any effect that the Garou can see, the power level (basic, intermediate, advanced, etc.) and source of power (spirit, mage, leech, etc.) is evident, though for types of magic the Garou has not previously encountered the type will come up only as "unfamiliar". The target and source of the effect are also evident if both are present and specific, but area effects previously set by a source not present will not show these aspects. So if a Ward against Kindred is set and the Tremere who cast it has since left the Garou would not be able to automatically tell what the Ward was targeting or that the Tremere who set it is now in Paris.

By focusing on a particular effect and making a static mental challenge based on the level of the power (7 for basic, 9 for intermediate, 11 for advanced, and at least 13 for anything higher), the Garou can study the effect in more detail and obtain a single piece of information about it. Doing so is a free action that can be performed once per round, but cannot be repeated on Rage actions.

The Garou may attempt to gain information about the purpose of the magic as a regular action. If the effect is complex, the first time he chooses this piece of information the Garou gets a general statement like "spiritual protection" or "elemental attack". He can choose the same piece of information again for subsequent challenges for more clarity. The more straightforward the magic, the fewer successful challenges are needed to fully reveal its purpose. Standard one turn effects should generally require only the initial success, up to 4 or 5 rounds for complex and intricate magics. Repeated uses of magics previously identified by the Garou become easier with each successful identification.

The Garou may also focus on the nature of the magic. This allows for identification beyond rough categories (Mage, Garou, etc.) Thus, a spirit charm might be further identified as a weaver spirit charm. As with the identification of purpose above, using multiple actions will further narrow down the nature of the magic.

By looking for weakness and oddities, the Garou can attempt to find non-obvious limitations on the power. Initial study only gives a yes or no answer as to whether there are odd permutations to the power. Further exploration gets you more information (there is a password, the password is "Ubagabada").

Finally, the Garou can ask the ST any reasonable miscellaneous question about the magical effect. In general this cannot be used to instantly generate a way to bypass or defeat the effect of anything complex or powerful, but can be used to narrow things down. Examples are "If I move this candle, will it disrupt the ritual?" and "If I move this candle, will anything bad happen to us?"

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

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

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

Rite of the Chained Secret – Intermediate - Mystic

(Created by Steve Puppy Addison "Walks in Two Worlds" and David "Black Watch" Monroe)

Spend 1 Gnosis; Mental Challenge vs. 8 traits This Rite is used for teaching Rites or Lore which the teacher does not want spread freely. While the Teacher and Student are under the effects of this Ritual a single Rite or level of a Lore may be taught. The Student will gain all of the benefits and use of the taught Rite/Lore, but cannot teach the learned Rite/Lore to another individual. If they attempt to do so, the attempt fails and the rite or lore is removed from their memory.

Rite of Hiding the Mind's Eye – Intermediate – Mystic

(Created by Jared "Trades in Secrets" Cheveyo)

This rite turns an area invisible to Physic, magical, and supernatural sight. It requires a minimum of 5 participants and all must fast for at least 3 days to purify themselves. The rite master must have the Gift Invisibility, for he must be invisible while performing the rite. The performance of the rite causes the area to take up the properties of a chameleon's power, showing on each side what is on the opposite side of it. Make a static social challenge against the Gauntlet rating plus eight traits. All participants may contribute gnosis to this rite, and must gather 14 or more gnosis to make the effect permanent. Otherwise the Caern remains hidden for one hour plus one hour per gnosis per gnosis Trait spent. When trying to hide an area larger than the Caern, the required gnosis is increased by four Traits for each one-mile increase in radius.

Rite of Circle Binding – Advanced – Mystic

(Created by Jared "Trades in Secrets" Cheveyo)

This rite binds a creature to a specified location. The Area must be circular and ringed by a single material, defined at the casting of the ritual. The rite master must focus on a central location to set the center of the binding, at the completion of the rite (1) gnosis the rite master spends (1) Permanent Willpower to enact the binding for 1 year, then (1) permanent mental trait to add 100 years to the binding. This binding is permanent to the extent that only the rite master of the rite can stop the rite, otherwise the bindings will hold until the specified time passes. Additional traits after the first WP and mental trait are optional and limited to normal trait expenditures per individual game house rules. But traits must be risked prior to the completion of the rite. This is an advanced rite. Static social challenge against 14 traits, retest with rituals. (Occult is not an appropriate retest for this rite.)

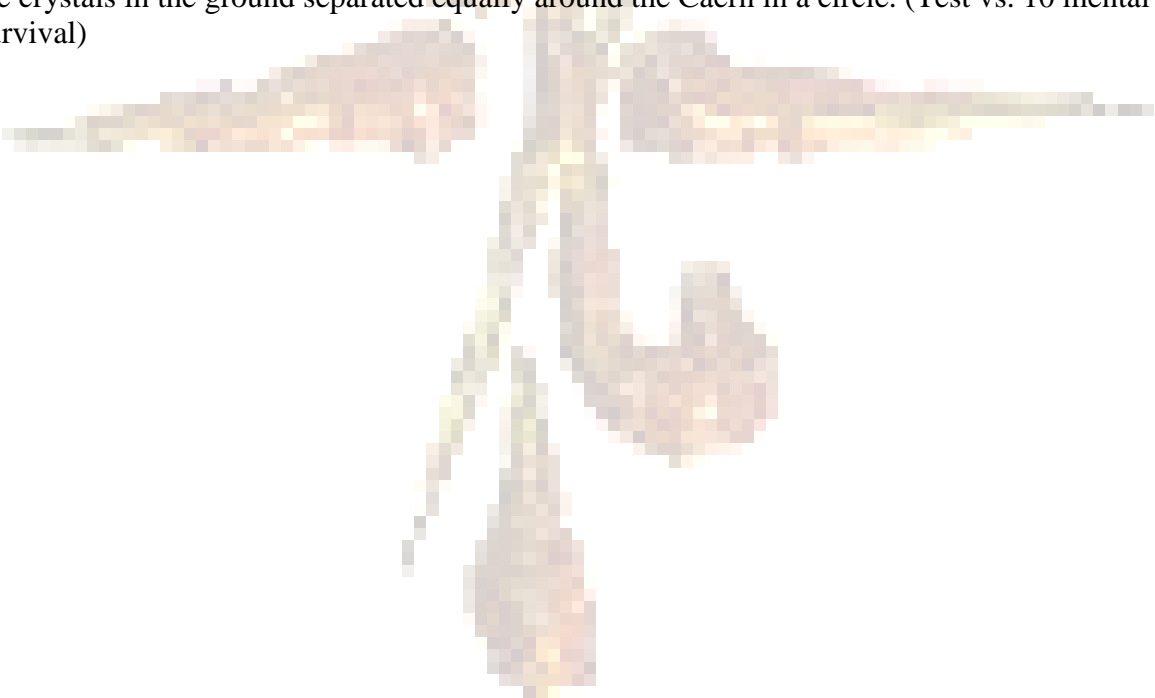
Mask the Ley Line – Advanced – Mystic

(Created by Jared "Trades in Secrets" Cheveyo)

As all know the lines of power that create the nexus points move across the face of Gaia in many ways, when enough of these lines meet in a junction point there is a node created. That node is a place of power, a place where a Caern can be created or a place where a mage can draw power from. Mages can sense these lines and thus locate potential locations that can be a Caern.

This rite bends light and changes the apparent flow of the Ley lines to appear to not converge at a specific location. It begins the divergence of the lines many miles away and bends the light and feelings that emanate from these lines to make them appear to come very close together but they never do touch. This gives the impression to all that are capable of looking or sensing these lines of power that there is no nexus in the area and thus no place to draw power from. This will successfully make the area that this is cast upon appear like a normal piece of earth that is of no consequence, to any and all that can detect this type of thing.

After gathering 8 quartz crystals that have been soaking under the light of Luna for 14 days the rite-master gathers at least 8 Garou that are willing to perform the rite and four of them stand at the cardinal headings and then the other four take places between each of them. They hold hands with the crystals in their left hands and the rite-master in the center of the circle, when the sun is directly over head, the rite-master then beseeches Helios to infuse the crystals with light. (Test vs. 14 social traits. Retest Occult) Then each Garou infuses the crystal in their left hand with a **permanent** Willpower (1 WP from each character). When this is completed the rite-master will take each crystal from the gathered Garou after he has gathered them all he will infuse the combined crystals with one **permanent** Gnosis and one **permanent** Willpower to bind them together (1 Gnosis, 1 WP). (Test vs. 14 social traits. Retest Occult). Then he will place the crystals in the ground separated equally around the Caern in a circle. (Test vs. 10 mental traits, retest survival)



Stories of the Tribe:

Battle of Wolf's Heart, multiple authors, edited for length

Hear our words, for they carry a song of loss, but also, of an end to a threat which has destroyed Caerns. May the winds bring you our voices as we tell the tale of the Battle of Wolf's Heart!"

I am Conrad "Bridges the Ravine in Hostile Lands" O'Conner, Galliard, Fianna, Homid, Adren to the Nation. The winds carry also the voices of Janelle "Skips the Silver Path" Aigencourt, Galliard, Fianna, Homid, Athro; Song of Life "Blessed by Raven", Galliard, Wendigo, Lupus, Adren; Raisin Caine called "Father's Tongue", Galliard, Glasswalker, Homid, Adren; Chance "Lady Luck Rickrolls the Wyrn" Kincaid, Galliard, Silent Strider, Homid, Cliath; and finally, Katya, Galliard, Homid, Cub.

Ours is a tale of warning, and division within the nation. Let those who hear this tale know that the Nation stands strong, but that there are fault lines that draw us apart-- that Garou once of the Nation fell to the service of the Wyrn, and in doing so, did more damage to the Nation than packs of the Black Spiral Dancers have done in a long time. Six Caerns have fallen, last among them Wolf's Heart. Those who fell from the service of Gaia have been put down; but division remains. We ask that you watch your hearts and seek the spirit of brotherhood within the Nation.

The Threat

[[Voice of Chance]]

Well, it seems we have a big ass tale to tell. There's a lot to it and a whole lot of Galliards doing the telling. I suggest you pull up a chair, sit back and relax. This one's gonna be good.

Since we have to start with the first attack of Scorched Earth and I was the only Galliard present during this discovery, I get to go first. Now that's out of the way.....

So no shit there we were just hanging out around the Trasheap Caern of Urban Renewal, me Silence of Ma'at Homid Ahroun Silent Strider Adren and at the time Anruth, and Galatea Homid Ahroun Black Fury Beta of the Sept of Hollowed Bones when Dmitri Constantine Silent Strider Kin came running up to us. By Jove! He had a vision which showed the destruction of the Black Fang Sept in the Poconos Mountains.

Just then, a weary, beaten and almost dead Uktena showed up. All he could get out before he died was the Black Fang Caern was under attack.

We sent word to the Alpha at the time, Mariesk "Dove's Blood" Homid Theurge Shadowlord Adren, hence forth know by me as Pussy Ass Bitch.... And I'll get to why later... So, she orders us Anruth.....me and Silence of course, as well as Galatea and the Kinfolk to go to Black Fang and see what we could do.

Now, being members of the SSSSTR pack...which stands for Super Secret Swift Stealthy Team Revised, we had the best chance of getting there the fastest. So, I tossed Dmitri on my back like a sack of potatoes and Silence took Galatea on his, much better than a sack of potatoes I might add, and we ran to the mountains from Philly.

Silence and Galatea got there first because Silence is much quicker than me. By the time I got there, they had yet to determine the how many were dead and if the enemy was there.

So, we took our time and scouted. We found all members of the Sept, comprised mainly of Fenrir and Uktena, were dead and the Alpha Roland Homid Philodox Get of Fenris Adren was roasting on a spit. Galatea went to release him which set off a few bombs. Dmitri couldn't get out of the way in time and took a bit of damage from the blast. We then heard it; the unbearable Joker from Batman comics like laughter coming from a mirror of ice. We saw an Uktena and he disappeared.

With nothing else left, we began to collect and bury the dead. It was then a book was found with descriptions of the military tactic of Scorched Earth, meaning burn everything to the ground. We then saw tattoos of the world on fire on some of the bodies and we figured out those were the enemies.

We returned to Urban Renewal and Pussy Ass Bitch ...I'll get to her later... ordered me, an Anruth to spread the news. But first I had to go to Gaia's Blessing and speak with the Fenrir there first because Pussy Ass Bitch refused to take any actions until she knew how they wanted to handled everything.

Being a loud mouth and a Strider, I couldn't resist, so I left. I got stuck waiting around at Gaia's Blessing for about a week or so until I spoke with Angryr Homid Ahroun Get of Fenris Elder. He told me they would do whatever they could to help and they would be up to perform a Gathering for their fallen.

So, I rushed back to Philly with the news only to find out other Caerns had been attacked. I'll let Song of Life take it from here....

[[Voice of Song of Life]]

"First word was a Caern, that of Sept of the Black Fang where Wendigo and Get of Fenris lived side by side and shared space in peace, was destroyed. Not just fell, was utterly destroyed. Those who investigated found a strange, tainted land and no sign that a Caern had ever been there, no feel of power, nothing but creatures behaving out of season and bodies. Some of those bodies were those of Black Spiral Dancers, but others bore Wendigo and Uktena purebreeding and a strange tattoo, that of the Earth on fire. Those with the gifts to do so spoke with the dead and found that this was a new group called Scorched Earth, a group of the Purelands who chose to, as they believed, use the Wyrms to wipe out all of those not of this land from the land so that it could be made pure again."

"The attacks continued, two more mixed Septs, one Sept of Glasswalkers. Through this our Sept began establishing or reestablishing links to others and making plans as we are more hidden than most and thus a safe gathering point. Then word came through from one Sept we linked to, Sept of the Howling Winds, a small all Wendigo Sept in Montana, mixed of those Wendigo of the Plains that were born there and those of the Naskapi who reinforced the place after a cowardly attack against them many moons ago."

"They attacked Sept of the Howling Winds for the 'crime' of having a moonbridge linking to a single Sept that was not all Purelander, our Sept, despite an agreement that none not of Older or Younger Brother would enter unless they were under attack. It took just over ten minutes, thanks to the Gifts Sohka grants our pack, only ten minutes to assemble four Septs worth of war packs to come to Howling Winds' aid. In that time Howling Winds was utterly destroyed and Scorched Earth was gone, leaving behind kinfolk barely alive and attached to Weaver bombs that would explode if they were moved. Those who had gifts to jam weaver things worked with those who had gifts to move quickly to save the kin, then all were told to withdraw."

"It was determined that they had a namebreaker working with them. The man of the tree, a Mage known as Riordan, in our Sept was consulted and agreed to help defeat him, but that ended up not being needed. Several Theurges, including Hidden Flame's Alpha, Feathered Wisdom-rhya, and "Trades in Secrets"-rhya, and others from other Septs prepared a trap, made a place look like a Caern and lured them into attacking. The namebreaker was destroyed. However a vision was granted by Salamander's wisdom. We all saw different things, but the message was the same regardless of the image delivered. Unless every part of Scorched Earth is destroyed they will regrow and continue to kill Caerns, namebreaker or no. More attacks were predicted.

A Black Fury Caern was predicted to be the next to fall on the day the two legs celebrate the mass killing of turkeys, but that attack was repelled by a group from Sept of Urban Renewal with support from many other Septs. After that the next Caern predicted to be attacked was that of Urban Renewal, at the time of the homid new year, a little less than half a moon after the Longest Night. That attack was delayed by two weeks by actions of the Sept of the Urban Renewal and many agreed to come and defend it."

[[Voice of Chance]]

Okay, so now we are back to me, your resident loud mouth again. Here's where things went wrong. Remember Dove's Blood? The one I've been calling Pussy Ass Bitch? Well, she decided to order her tribemate Jake Homid Ragabash Shadowlord Fostern to infiltrate Scorched Earth!! He shall be known as Dumb Fuck.

Back on track. So, Dumb Fuck leaves to infiltrate Scorched Earth. Meanwhile, Silence of Ma'at challenged Pussy Ass Bitch for Alpha of Urban Renewal since she was making us former Anruth do all the work anyway and she wasn't doing squat to help the Scorched Earth issue. At the time, we didn't know about the orders she gave, otherwise we would have just killed her.

So, the battle for the Spruce Barren Caern in New Jersey happened. Lots of fighting, lots of fetish dicks being tossed at Black Furies who started masturbating with them, and the Caern was almost lost. Pussy Ass Bitch sacrificed herself to save the Caern, which was a success. I have theories she was really trying to do something right since she knew how badly she fucked up by sending Dumb Fuck to Scorched Earth.

Silence and I went to the Battlegrounds Realm after the Caern was saved to see what happened. We saw Pussy Ass Bitch bite a fetish staff the Elder pack of S.E. was using to drain the Caern. She interrupted the rite they were performing by doing so, but she aged very quickly. She tried to run after she knew she succeeded, but they quickly caught her and destroyed her. This is how we came to find out of the Fetish.

Oh! I almost forgot to tell you how we found out about Pussy Ass Bitch and Dumb Fuck's plan! After Pussy Ass Bitch's gathering, Dumb Fuck sent a spirit to Silence saying he was infiltrating S. E. and he was giving them all of the Wolf's Heart Caern defenses and we should probably fix them. He also told them we were onto their plan and were expecting their attack and that we were studying their tactics! We were so screwed. Thus, we began planning for the attack. I'll let someone else take it from here. I'm mad now....

[[Voice of Song of Life]]

Hidden Flame sought a vision that was interpreted to mean that if every bit of Scorched Earth was not destroyed the remnant would rise up again and become a threat that would eventually overcome the world.

[[Voice of Bridges]]

Visions had also been granted to Urban Renewal. War was coming to their Sept. Signs were misinterpreted; Mariesk had interpreted some of them to mean that she could only defend one Caern, and so chose to abandon Wolf's Heart. To his credit, Silence of Ma'at couldn't stand the idea of just letting a Caern fall, and so challenged her for the position of Alpha over it. This is how Urban Renewal's leadership was so askew out of the deal.

Silence knew that Wolf's Heart was the best opportunity to defeat Scorched Earth, and knew that duty, honor, and the Litany bound him to the defense of Wolf's Heart. But he had precious little time to get a real defense together, and all the time further visions of what was about to occur kept pouring in. Just remember that bit as the story goes forward.

Chance and Sparrow Bloom were dispatched by Silence of Ma'at to seek aid from other Septs. While they felt that their voices were not as loud as they would have liked them to be, both being Cliath of the Nation, their voices were heard. Aid began to make its way to the Sept of Urban Renewal.

Aid arrives

[[Voice of Raisin Cain]]

Monroe had called more than a moon back and his words had been simple, "Scorched Earth comes for Urban Renewal," to which I responded, "then we come for Scorched Earth." It's all spit and vinegar really. Words like "we" are thrown around and our numbers dwindle more and more each year. I had been in Milwaukee when Scorched Earth came for them. We arrived with our teeth and our claws and they moved with a swiftness that was unimaginable. From what I remembered by the time we arrived we could little more than but hear their laughter fading in the trees as the broken and bent bodies of our brothers and sisters, warriors all, littered the ground, their blood seeping unto what should have been the vibrant heart of their Caern. But that was not the case. Scorched Earth had killed that Caern as they'd killed Iron Mountain near Chicago prior to that and left so many more garou warriors like so much refuse in their wake.

But this time would be different. Word had been whispered into the ear of the wind and the wind spread the call to the lands of our warrior brethren, or so I believed. The night air carried the scents of all over. Rhode Island and Delaware, Chicago and Maryland, Philadelphia and Vermont. Bone Gnawers and Children Of Gaia, Fenrir, Fianna and Furies, Glasswalker and Stargazer, Shadowlords and Wendigo, Silver Fang and Strider, Uktena and a Red Talon or two.

They came. They answered the call. Our numbers seemed small yet mighty. This night, the night before any would come to scorch our mother's body we met and the spirit that ran through our ancestors, the spirit that ran through our mothers and daughters and fathers and sons, this night we hungered for war.

[[Voice of Bridges]]

Those who came, all told, were:

Alexandria "Born Through Four Deaths" Furlex



Nim "Punches the pimp"
Rhianon "Fires of Troy"
Chance "Luck be a lady Tonight" Kincaid
Corbin Woods
Darvya
Laurali Catranides
Sparrow "chases the Cat" Bloom
Fasa
Jason Morrissey (died)
Magnus
Meegan
Marcus Kohl
Priest "Silences the Fallen"
RC "Father's Tounge" Raisin Caine
Torvold "Pheonix Rider" Magnusson
Vihtori Takala
Wapi Tala
Gemini
Kataya
Janis Drake
Athena "road rage" Feuerhammer
Dave Nowak "Haole Hits Like da Wave"
Kimo Kaaihue "Low Tide Reveals da Reef"
Tiny "Cast Iron Don't Float"
Found under a Rock
Dimitri Constantine (kinfolk)
Armand "Feathered Wisdom Unleashes the Fire within" DosSantos Conrad O'Connor "Bridges the Ravine"
David "Black Watch" Monroe
Broken Tooth
Silence Of Ma'at
Jared "Trades in Secrets" Cheveyo
Janelle "Skips the Silver Path" Aigencourt
Song of Life "Blessed by Raven"
Tikhon Yaroslav
Steve Aarons Puppy Addison "Quells the Rage"
Weighs the Scales
Sara "Winters Hearth" Johnson
Crystal "Knows Her Way Around the Umbra" Delano

Others also traveled to stand guard over Urban Renewal, Caern of Trash Heap, but theirs is not the story we have gathered to tell. Let it be said that without their honorable and wise aid, we could not have mounted the defense of Wolf's Heart that we did, and perhaps could not have ended the threat of Scortched Earth, for the Sept of Urban Renewal watched over two Caerns, and it would have been foolish to leave one ill defended while meeting battle over the second.

Silence's original (disastrous, foolish) plans

[[Voice of Bridges]]

If you've been to these kind of rodeos before, generally there's a plan of action. Usually, when a Sept needs help, they know what kind of help they need, they just don't have the hands on deck to swing it.

That wasn't quite the case here. Silence of Ma'at had challenged Mariesk for the position of Alpha, but that had been only a shortly before. He'd had maybe a month, a little bit more to put together a plan.

To be blunt, it wasn't a good plan. When dealing with Wyrms threats of this level, it takes more than the usual array of Gifts to deal with them. Silence had a way of opening a portal to the lands of the dead-- how I don't care tae know-- and his backup plan in case everything went tae shit was tae throw open that door and throw Scorched Earth through. Just how to get them through that door wasn't something he had a plan for-- he figured that was something Galliards could herd them through, or maybe use their gifts tae Call the Wyrms. On the gateway he was going tae open up on the Caern. The Caern that is roughly about spitting distance from Philadelphia.

At least he knew it was a pretty shit plan; coming up with a better one was top of the order. We gathered those of Adren Rank or higher and a few selected others and prepared to put together a better plan. While this was going on, two other things were happening.

Oil slick on the river

First, Scorched Earth had hijacked several oil tankers, and had dumped them all into river that ran upstream of Wolf's Heart. They did it in a place that would be just right for the oil slick so that the river would carry it to the Caern when the visions granted Urban Renewal said Scorched Earth would attack Wolf's Heart.

A team was dispatched; they bargained with water spirits to dispose of the oil slick, and deployed Clearwater talens. After that, we didn't give much thought to the issue, figuring we had caught them at trying to set a trap, and stopped them from riding a river of fire into their assault on the Caern. We were right on one front, it was a trap. But on deducing what that trap was, we were wrong. We were very wrong, but we didn't know it yet.

Journey to Battleground

We also sent another group to the Battlegrounds, to watch the assaults that had been launched on other Septs by Scorched Earth.

[[Song of Life's Voice]]

Through viewing events in the Battlegrounds and visions others learned that the Caerns were being drained by something that acted like, but was not, a fetish created by the Namebreaker that had worked with Scorched Earth. All information known about this object was described to Riordan, called Wolfheart, a Fianna kinfolk Mage that is allied with Sept of the Hidden Flame. He identified it as something called a Talisman, an object created by ritual that is the embodiment of a Namebreaker's will. Exorcism would not work on this object as it had no spirit in it.

[[Voice of Bridges]]

Other things were learned by the trip to Battleground. Scorched Earth had methods of turning the Garou

of the Septs they ruined to their will, of forcing them to fall and breed. These they would send as a first wave, banishing spirits from the Sept, and using their Philodox to use the gift of Call to Duty to draw even more spirits away from the Sept under assault.

Then, when battle was met with the first wave, the elder packs would enter the fray-- and simply walk through it to the Caern Heart, where the magic of the staff would activate. It would take the Staff less than ten seconds to drain a Caern heart dry, wiping it from the blessed face of Gaia.

A new plan is formulated-- details of plan

Silence of Ma'at and the Sept of Urban Renewal had known that it was this staff which had drained the Caerns of the attacked Septs dry; they had supposed it to be a Fetish, however. The plan on dealing with it was simplistic, but still marginally effective. Silence of Ma'at planned on using his gifts of stealth to hide, and to simply attempt to steal the staff from the hands of the fallen Elder who carried it, then to use his gifts of speed to get the staff as quickly as possible to Crystal "Knows Her Way Around the Umbra" Delano, Theurge, Glasswalker, Homid, Elder to the Nation, who would be waiting about a mile away from the Sept. Originally, Crystal was to have exorcised the staff, when it was believed the Staff was a Fetish, and then to cast it into a Basket of Bones.

But we determined from the reports that it was not Fetish, as Song of Life, said, it was a Talisman created by a Namebreaker. Simply attempting to break the staff was not like to suffice; it was briefly discussed contacting the Magi Riordan of Hidden Flame for aid, but in the end it was decided that the Basket of Bones was the best way of dealing with the thing. Whatever it was would still be destroyed, utterly. We just didn't know what the repercussions of it would be.

None of us were certain that Silence could spirit the staff from the hands of an Elder-- after all, who in the Nation hasn't spent time learning the hard way that Elders are good at keeping things in their hands away from those of lesser rank trying to steal it from them? But we did have an asset; his name was Jared "Trades in Secrets" Cheveyo, Theurge, Uktena, Homid, Athro to the Nation.

Jared lives up to his deed name, and he has put together some very interesting and useful abilities unlike those seen elsewhere in the Garou Nation. He could teleport Silence of Ma'at directly to Crystal, without an intervening time between. Which was good, because Silence would need all of his speed to get back to the battle at the Caern Heart as quickly as possible. It was better, because if he had to he could teleport not only Silence and the Staff, but the Elder still holding the Staff. An Elder vs. an Elder Theurge, and an Adren Ahroun-- the tables would balance out in our favor.

Key to this, however, was another bit of magic "Trades in Secrets" knew. There is a magic he knows which can seal a land and the Umbra which surrounds it away from the outside world and Umbra for hundreds of years; while things can break in, breaking out is impossible, and breaking in is pretty damned hard to do as well. With these tools, we created a plan that would work, a plan that did work as you will hear soon.

We would dispatch Raisin Caine to organize the forces of the rest of the Sept on the Realm side, to meet the initial onslaught and also to put on a good show in an attempt to trick Scorched Earth into believing that the Sept of Urban Renewal was devoting everything to the front lines. After all, they would not know which Garou if any had answered a call for help. They would know that Silence of Ma'at was adept at stealth, and of course Magnus would be on the front lines, clearly evident as the big hunk of Fenrir he is.

When we started to arrive, the gathered forces were to be blunt in disarray. The forces Silence from the Sept of Urban Renewal had brought to this battle were mostly Cliath and Fostern they worked together as packs effectively, but there was no plan of order. Silence had been rather puffed-up and proud that under his leadership there was no long-held position of Wyrmling or similar Sept position; he had named Magnus Beta and there was no Garou in his Sept whose main duty was to lead and organize its battles beyond.

Hence, there were no real battle plans for the front on the Realm side; the most thought Silence had put to it was that there should be someone there, and that Magnus would be big and bulky in stature as a Fenrir to convince Scorched Earth that we had devoted the entirety of our available forces to the main assault. The specifics of organizing that assault... well, there was no plan of action for them forwarded by Silence. A good number of dubious traps and other defenses had been made, but there was no substantive plan of battle. Well, unless you count opening a door to the lands of the dead and Calling the Wyrmling on the bawn of a Caern a substantive plan of battle-- but for the record I don't.

That was the mess that Raisin Caine walked into; and out of it he forged a detailed plan and brought the assembled Garou together into a well-organized front.

Now I've seen a number of greater battles fought by the Nation against threats of the scale posed by Scorched Earth. Usually, they are better organized, and there is a working plan of operation at play. Tactics are as important as strategy, and frankly it seemed to me like Silence of Ma'at hadn't thought too hard about the tactical situation that faced us at Wolf's Heart.

It was a good thing Raisin was there. The tactical operation he put together was second to none, and it is a true testament to his skill as an effective leader of Garou that it was so well formed. His battle planning was a key element of why so few Garou were to die in the battle to come.

[[Voice of Raisin]]

They would come in waves. We'd been told the night before that they would come in two waves. The first wave would be a distraction. It would be their intent to wear us down, to cause our resources and our energies to be spent on this, their first wave. We were told that they would come hard and fast, in swathes. For every one of us there would be three or more of them.

"According to our calculations that means that they're not bringing nearly enough," someone yelled, perhaps it was Torvald "Phoenix Rider" Magnusson or maybe Vihtori Takalaor. But the words belonged to us all. That sentiment was in all of our hearts. But there were other thoughts as well that hid in the recesses of our hearts. Our cubs were hungry for battle. The Fenrir pack was ready to hit something, anything. A great primate-like changer prowled restlessly, I would later learn that his name was Fasa. And the Furies growled, a hungry sound and a Sparrow spread her plumes declaring her presence.

We stood proud that day, but we were foolish and haughty.

The chosen war leader for this Sept had, at this point, not arrived. He'd been delayed with some business or other preparing yet other Sept defenses. The voice that issued from me was my own – and yet it was not. My father led and his father led before him. Although the battleground was different – the necessity is the same, in a time of war if not given direction an army will consume itself.

I turned to the Fenrir pack, "We're going to war today and we need a plan! Gather round!" I am always

just a bit surprised when all heads turn toward me – there’s usually slight pause – and then people tend to do what I say. In our corporate board room I am never surprised, in fact, I expect it – and he will rue the day someone fails to jump when I say jump. But here, on this battle field, I am surprised. Nonetheless, I give orders, and I formulate a plan and I ask the more seasoned warriors, the Ahroun and the Fenrir, where my plan is flawed. I ask the logicians where the plan may be improved and demand of them all where they see flaws in this plan and chinks in our armor. They study the battlefield that I have etched with crude pen and paper and they examine the strategy laid out before them.

“Can we guarantee that the enemy will approach in this way?” asks one. “Dispatch the kin to see to the ground traps, and arm them and bring the wolf kin to me, now,” these orders are executed with expediency.

Never will I be prouder of any kin than I was on that morning. They joined our ranks. They offered their support. This was their home as much as it was any of the garou who snapped and snarled. The hunger was vibrant and raw.

Battle is Met

[[Voice of Bridges]]

They came, as we knew they would. Those tasked with defending the Caern Heart were secreted in our hiding places, and the battle on the front lines was met.

They came with packs of Dancers, but mostly they were made up of packs of Cliath and Fostern Uktena and Wendigo who had fallen to Scorched Earth's twisted philosophy. They had fallen so far that they now worked openly with the Wyrms, giving up any pretense that they served any purpose other than the Wyrms'.

Realm side battle

First we heard the sound of an airplane. Though it coughed and sputtered, it was clear that it came for us. Then we saw it. What we’d heard was not actually a plane, rather it was the spirit of a corrupted Clashing Boom Boom. As it passed us the first time it began to drop bombs amid our ranks. On its first pass we stood our ground and dodged the debris where the bombs fell. Jared surrounded the area with a spirit cage and then Feathered Wisdom commanded the corrupted Clashing Boom Boom spirit, causing it to flee. It ran itself again and again into the walls of the spirit cage until it dissipated.

The first wave of ground assailants were met by the wolf and the armed human kin. They fought gloriously with tooth and claw and they rebuffed what they could of the first wave, but they soon fell. Then that we heard the alarms from the Metis farm. Hearing the alarms I turned to Magnus, as it was his home Sept. We agreed that we would stand our ground. The next series of alarms rang from the kin town some distance off. As I looked around I saw anguish and rage on the faces of the garou present.

Scorched Earth was trying to distract us. They were trying to get us to break our ranks. Teeth were bared and hearts enraged with sorrow and anger, but we held our ground. We would disrespect neither our kin nor ourselves this day. The human kin would fight and many would die. Were we to break ranks at this point then surely all would be lost. The decision to hold our ground was made between Magnus, the Fenrir pack and myself. We gritted our teeth, all of us, hearing the screams of fellow warriors engaging in this deadly embrace. Wolf-kin and human kin roared into battle and they gave their lives for the heart of

this Caern and for us. We would not dishonor any of them by breaking rank. And we did not.

The bile that was Scorched Earth struck harder and with more power. We were swarmed and it the garou stood their ground, because I hadn't given any of them leave to die.

[[Voice of Chance]]

Naturally, being part of SSSSTR, I was part of the Stealth team. We were comprised of Fasa “None Shall Pass” Smith Metis Ahroun Child of Gaia and leader of our section and the guy who looks like a Gorilla, Jason “Inside Trader” Morrissey Homid Ragabash Glasswalker, Sparrow “Chases the Cat” Bloom Homid Ragabash Child of Gaia, Gemini “Gem walks the Road” Homid Ahroun Bonegnawer packed with me for the day, and Rhiannon “Fires of Troy” Homid Ragabash Black Fury.

We are all Cliaths.

We were to hide with out gifts of Stealth and allow all of SE members through and flank them from behind. We kept Mindspeak and pack telepathy so we could all communicate. The white out came. The screams from the kin folk town floated on the air. But we held our ground.

We heard the Metis of Scorched Earth with bombs attached them come through. We blew them up. Inside Trader laid maltov cocktails all around and with his guns did a wonderful trick to set them all off.

One particularly bad dude came through and tried to stand his ground between us. None Shall Pass took him out and placed his head upon his sword at the opening Scorched Earth was going through. He broke his silence to scream “None Shall Pass!” to the enemy, letting them know this Rag-tag group of Cliath would not back down. And that is why I named him such after the battle.

Those who flew above us told us to leave, to back down. They did not know of our orders. They were not in charge during this time of war. We did not listen to them. We did not back down.

Once the large group from Scorched Earth came to the opening, we were ordered by Raisin’ Caine to fall back closer to the main group of Gaia’s warriors, but maintain the front line.

We were attacked by Fallen Furies, Silverfangs and Shadowlords. They out ranked us from what we could tell, but we held our line.

Inside Trader almost died, but we all pulled together to help him. None Shall Pass took down the most while Gem and I used our daggers to kick ass. Chases the Cat was awesome with a shot gun and Fires of Troy flank the group to take them out from behind. None Shall Pass claimed the last one for his own kill.

[[Voice of Raisin]]

From my vantage point on the battle ground I watched our troops engaging the enemy on all fronts. Magnus fought alongside the Fenrir. From what I could see Fasa and those that stood at his side fought viciously, turning the white snow red with blood and rage. The air grew colder and the temperature continued to plummet.

I saw four of the enemy facing Priest and I could barely make out Priest’s cold glare as he stood fast. Alex and Laurali took to the air, Alex carrying Laurali, Laurali’s staff upraised. I know neither the specifics of

how or what, but Alex was struck and I watched the two of them plummet Earthward, then strike the ground hard. At this point I caught the attention of three of the four enemy and suggested that they would rather fight for me than against me. They agreed. Priest's bullets tore through the chest of the one remaining and Laurali, who had survived her rough landing dispatched another of the trio whose attention I held. I sent the remaining two to fight alongside the stealth pack and they obeyed with haste.

It was in this battle that Alex fell for the first time. Perhaps the cold was her salvation. I saw Laurali gather her body and rush to the triage center, that Dmitri might begin his work. Priest joined the Fenrir pack and the battle raged on.

The second wave came hard and fast, before we had barely caught our breath. We were attacked by a green dragon and at least 10 BSDs who wore vests with pockets of what looked like gray putty and wires. We did not run. The garou fought in earnest. Attacking the green dragon with gifts, and teeth and staffs and claws. Oddly, seven of the vested BSDs acquiesced to my suggestion that they attack the dragon as well. They pulled the pins on their jackets and one by one set off a series of explosions that were impressive, but had little effect on the dragon. The dragon roared and the Fenrir Pack and roared right back. It breathed balefire, a writhing horror to behold. From Adren through cub we gathered the hate in our hearts and we dug our heels in and we fought and fought. Some fled before the breath of the dragon, but to their credit, they only ran as far as a new foe and re-engaged.

A BSD pack of five fallen furies appeared from the rear of the dragon's flank and began their trek toward the heart of the Caern. We'd been told what their talisman might look like. The Staff. As my brethren garou were otherwise occupied, I invited the ladies to dance and they accepted. I had no illusions about being able to engage them all, but I also knew that when this battle ended, with or without my life, that talisman would die. They fired arrows that had been laced with wyrm taint. If struck, their sting would corrupt, poison and kill its victim.

At the time she was a Cliath, and someday her dedication and valor will put elders to shame, pray Gaia that she live to see the day. The Cliath, Alex, had fallen once earlier in the day (as I have already told you) and under the ministrations of Dmitri she was saved. Praise be to the kin Dmitri's hands. None would have faulted her for resting for taking the time to heal, but she would have none of it. I imagine the ring of battle roared in her heart and in her blood.

I was surprised to see Alex return to battle. What surprised me more was that I did not see Laurali, but I would learn later that she was kept saving the forger. Alex smiled broadly as she hurled herself toward the green dragon. From where I stood I cannot tell you much of her deeds, as she was blocked from much of my field of vision, but in the flashes in her eyes that I caught, there was fire and rage aplenty.

A roar issued from her throat - a roar that was echoed by Torvald and Magnus and Fasa - all of them. She fought at their sides, as furious as any of them. From what I could see, the cubs, Tikhron and Katya, were at the rear of the Fenrir, someone else should tell part of this tale.

It was in the midst of this fight I saw Alex dive for the ground - and then all went dark. A thin blackness filled the air around them and I saw more balefire, a brilliant green, like the breath of sick god, rolling in wave after wave. Some ran from the darkness for cover, some ran in terror, some remained within the mystic black. And some had simply not moved fast enough.

I watched the roiling flames engulf her, Alex, covering her body like a crashing wave, and again my heart broke and the rage inside of me welled up. The cub Tikhon slipped his bow from his back and pulled an

arrow from his quiver. Now, there are very few garou who, when they tell their kids that stared into the eye of a green dragon, will not be full of shit. But he won't. I watched Tikhon plant his feet and stand his ground. He drew his bow and fired, his mouth drawn in a rictus awkward smile the whole time. He loosed the shaft and his arrow struck true, piercing the eye of a green dragon. And then his smile broadened into a wide grin.

I was later told that some garou, perhaps Torvald...perhaps someone else...healed Alex. In the legend, let me believe that they commanded her to stand because no one had given her permission to die.

[Voice of Katya]

The air was chilled and the wind stung the skin. We were set up from two different sides as heavily tattooed Uktena and BSD approached us. I was with another cub, Tikhon, who mostly kept to himself, but did as he was told. He did not turn away from the battle. With us were Fenrir. Some of them were able to see through the white out. Myself and a few others were not able to do so. We called out to one another, worked with one another. One that could see would trip one up, we would bring it to its death. I, myself, fought along side Marcus Blitzkrieg, and despite the separation of rank we fought together well. I got my first kill in this battle of a BSD, then a second. We maneuvered around as the BSD tried to get past us, but we did not allow them past our line. Our differences were not significant, neither tribe, rank nor auspice. In this battle we were one. In my group, no one died because of it. If we had not fought as one body, I have no doubt that I, among with my companions would have died. I had started to pick up a rhythm in battle, and my heart beat with everyone else's. I would not lie me down and neither would they.

Once the white out faded, you could see the hundreds of dead bodies throughout the battlefield. The BSD, however, they were just cannon fodder. What came after the battle had well gotten underway was a green dragon. We fought the dragon, and the creatures who attended it.

Just as I thought I had been granted my sight back darkness enveloped our battle, . We persisted, and whenever the dragon would breathe balefire, we would dodge his breath and then attack. It did not care for whom it killed; targeting both us as well as its allies.

It sent many away in terror, but I and those beside me managed to hold our ground. When we had drawn its attention away, myself, the other cub, and the Fenrir attacked in succession. We killed it. I can't recall who struck the killing blow. Then more enemies came. For some reason or another, a few minutes after we had killed the green dragon, their numbers retreated. I wasn't sure of what caused that at the time. I was told we needed to move to get to the others, and I followed.

When we arrived, the earth shook. Many fell. When I was back on my feet, others had already taken fighting positions. We stood and faced something that I...I do not have the words for what came next.

So that was my first battle, and my first kill.

Umbral side battle

[Voice of Bridges]

Battle of a different sort would wage across the Gauntlet.

There, I waited with Jared, Monroe, Skips, Twilight, Silence, Quells, Feathered Wisdom, Winter's Hearth,

Weighs the Scales, and Broken Tooth. We had hidden ourselves on the Umbral Side near the Caern Heart, waiting for Scorched Earth. Weighs the Scales would stand in meditation, channeling Rage, Gnosis, and force of Will to those who would meet battle with the Elders and Athros of Scorched Earth, while Winter's Hearth would use the gifts of Unified Force to coordinate our actions, standing guard over Weighs the Scales as he meditated. Everything was going according to plan.

The Gauntlet rose sharply; by the plan, that meant that the front lines had engaged in battle. That locked us in; if the staff appeared in the Realm, it would be up to the Warder and Grandfather of the Uktena to stop Scorched Earth. We heightened our preparedness, and waited. Scorched Earth appeared; a pack of five, the five that Quells had seen in the Battleground. They carried the staff that would drain Wolf's Heart of its Gnosis dry in but a handful of moments. We were locked and loaded.

Song sprang into action, throwing the Moon Sign at the feet of their Theurge, who carried the Talisman. The Talen worked.. the Elder Theurge was forced to shift to the form of the wolf, and hence no longer had hands to hold the Talisman. Silence of Ma'at sprang afterwards, grabbing it before the staff could be clasped by any other hand. Jared cast his magics, and Silence was transported instantly to Crystal. He left the Talisman for her to destroy, and returned to the battle using every gift of speed at his disposal. The first part of the plan had been executed flawlessly.

Monroe used his gifts to make the pack turn to fight him, and Quells cast his gifts to weaken them further. Skips and I activated our Eyes of Balor, and their Theurge was dead before he could take an action. Jared threw up the first circle. None would leave Wolf's Heart until Scorched Earth was destroyed to the last member.

Feathered Wisdom banished their Totem, while the rest of us turned to the grim business of battle. Their Philodox threw up a wall of granite, dividing them from Monroe's battle prowess, leaving their Ragabash to wage his gifts of stealth against Monroe's formidable skills of war. We fell upon their Ahroun, and Jared threw up the second Circle. No aid would come to Scorched Earth from their forces at the Bawn, and Silence had raced back just in the nick of time not to miss the rest of the fight. The plan was holding up pretty well, as plans go.

Another of Scorched Earth had forced his way across the Gauntlet, with two Black Spiral Dancers, twisted in the way of the Wyrn. We destroyed the last of the pack which had been our first mark, but that was when our luck started to turn. Their pack Totem had returned, having no place to escape to beyond the Outer Circle. Jared had prepared rites of Binding for this contingency, and he attempted to Bind their Totem, what appeared to be an Uktena spirit corrupted to the Wyrn's purpose.

That was when our luck turned for the worse, as the Totem was also attempting to Possess Silence of Ma'at. The Binding did not complete, but we managed to destroy the Elder Uktena who had forced his way across the Gauntlet, and one of the Dancers who he had brought with him. The Totem stretched its spirit essence between the statue Jared had attempted to bind it into, and Silence, who was clearly no longer himself.

All plans fail eventually, and this was where circumstances had exceeded our ability to plan.

The sprit empowered Silence beyond his normal strength, and the first sign anything was wrong was Silence turning away from the BSDs to fling Song farther than you'd think a Crinos Garou could be thrown. Skips attempted to attack him, lashing out at him only to find that the spirit had wrapped him in it's essence, giving him a kind of armor. I plugged him with a spear, but it couldn't get past that armor, nor

could the arrows of Quells. Silence brushed Skips aside, sending her flying, though she was caught by Quells. His next blow was for me, also sending me far from the battle. I was not so lucky.

Jared exorcised the spirit from Silence, but it only jumped Broken Tooth, whom Silence had added to this war party on some feeling of fate. The Spirit possessed him more fully... and began to transform him into an Uktena, growing the snake tale, the panther's claws, the antlers. Before us stood not Broken Tooth, but a powerful fallen spirit of Uktena, wrapping it's essence around Broken Tooth and transforming through him into a true Uktena. We faced a Spirit who had once been Garou, who had in turn used an old and powerful gift of the Uktena to transmogrify into a Totem of Uktena. By possessing another Garou it could use that gift again to absorb the Garou as so much Essence.

Monroe had finally bested the Ragabash who plagued him, and he was the first to reach Broken Tooth so possessed by the tainted spirit. Using the staff skills of the Children of Gaia, he struck a blow designed not to damage the spirit, but to put Broken Tooth within into unconsciousness. The spirit continued to grow; what we had thought was the final Garou facing us of Scorched Earth, the Dancer whom had been brought across, was in truth another piece of this spirit, which it reabsorbed unto itself.

Throughout the combat, Feathered Wisdom had kept his eye on the magics that flew like a flock of angry birds through this combat, and warned us as a powerful Spirit of the Wyld broke into Jared's twin Circles... before us stood a Spirit of Twister, a Winter Child, bloated with the Essence of Flux itself. It had come to defend Wolf's Heart, but sadly it would be too late. But none knew that quite yet.

We would in those last few seconds join forces against the bloated, corrupt spirit of Uktena before us, free Broken Tooth, and bind the Spirit. But what we didn't realize was that the forces that had crossed the Gauntlet were a last desperate diversion, to keep us from crossing the Gauntlet ourselves. There the Warder, <Sits in Darkness>, and the Garou they had chosen to stand with them were in battle with the second half of Scorched Earth, who had still a third Talisman.

The Gauntlet was so high that among us only Twister's Winter Child could sense the Namebreaker's magic that was draining the Caern; in rage, it would lash out at the Gauntlet itself.

Gauntlet falls, Caern is lost

[[Voice of Raisin]]

I don't have the words to tell this part. As yet there have not been words spoken that will accurately give name to the losing of a Caern.

There was an explosion, I guess that's the only way to describe the waves of energy and power that washed over us all. Somehow we lost. With all of our power and might and our blood and our will, we had not been enough.

The energy that was released threw us all, everyone, to the ground. We were scattered like leaves in a harsh wind. Thrown to the ground like just so much refuse. We lost the Caern and none of us knew how.

Later, in hushed tones, some would say that we had lost focus. That we'd become distracted. Wendigo and the Theurge among us would later tell us that their numbers had used tainted water to teleport or travel to the heart of the Caern. Be that as it may, the story that I will always tell...the story of the day the Scorched Earth was destroyed...is the story of garou who fought diligently and with honor. The story of warriors

ever vigilant who fought with every tool of war that they held at their disposal. And the tale I tell of these warriors, the warriors who fought at the birth of a new year, their story is glorious. There are not words to describe what it is to continue to fight a battle when your heart has died...but we do. For on that day, once the Caern had been lost, we stood, and we fought on.

What followed is a tale of binding great banes, of using song and tale to hold the attention of one who can only be described as a force gone mad. What followed is the tale of cubs, and Black Furies and Wendigo and Glasswalker and Uktena and Children of Gaia and Ragabash and the nation all continuing to fight once we had lost that which was most precious.

We fought side by side, each brother at their brother's back. Each sister strong in fury and greatness, and we were mighty.

This is the tale that will be told in the years and in the eons that follow the now. And when they tell this tale - this tale that will keep them strong in their fights, let them remember our names.

[[Bridges Voice]]

The fall of the Caern reverberated through the Gauntlet, and the hearts of all Gaian creatures cried out. Soaked with the power of the Wyld's own realm, Twister's Winter Child brought the Gauntlet crashing down, making the bawn of what had been Wolf's Heart one across Realm and Umbra.

The last of Scorched Earth stood where the Caern Heart had once been. Once of the Wendigo, his breeding could not be but obvious. He began to cut himself, bleeding rivers of blood. None were certain what should be done, whether he should be stopped. It was clear he was making of himself a final sacrifice-- for the good or ill wasn't clear.

Jared Cheveyo called him as his target, and the fallen Wendigo continued to bleed, until his life passed from him. With the last of Scorched Earth's bloody self-sacrifice, no less than four Great Banes were released, rising from his blood, spirits they had bound to gain power in their quest to further the Wyrms' aims.

Lucky we were that the Twister's Winter Child was there, and swelled with the Gnosis of Flux no less. The spirit's winds blew out from it's central, spinning axis, and engulfed the Great Banes, capturing them and spinning them around in the force of it's winds. They were trapped, for a time, but even soaked in the power of Flux as the Winter Child was, there was only so long it could hold the Banes before they freed themselves from its whirling vortex.

Quells quickly bound one of the Banes, having been prepared to quickly bind yet another Totem Spirit in the main battle, binding it into the nearest vessel that could be found, the body of the fallen Wendigo itself. It was a piece of great luck that the first one was bound so easily. The others would be harder to bind.

All present gathered quickly to begin to perform the Rite of Binding. Those who could not aid howled loudly, Calling the Wyld and for those Galliards of rank not binding, calling Distractions to the Great Banes, distracting them so that they became easier to bind. One by one, the Great Banes were bound, and the winds of the Winter Child blew calmer, eventually dissipating. The battle was truly over now; Scorched Earth had unleashed every tool at their disposal. We still stood, and they were no more. We had lost a Caern, but we had defeated them to the last of their warriors. It was no victory, but it was a loss that

was much closer than it very well could have been.

F: Aftermath

It was not long before the battle was over that Kheton, once called Seeker to Restore the Balance, Ahroun, Wendigo, Lupus, Athro to the Nation appeared. A child of Twister in the truest sense himself, it is not unusual that he followed his kin the Winter Child of Twister, though sadly he had been too late to aid in defending Wolf's Heart. He would not be the only Garou of Rank with a tie to Wolf's Heart that would come to see it after its fall that night.

Together with Jared, Skips the Silver Path, Monroe, and others they selected to aid them in the task, they took the body of this fallen Wendigo into which the Great Banes had been bound, taking it to be disposed of properly, so that the threat was ended.

We were left to count the dead.

[[Voice of Bridges]]

Laying the dead to rest.

When finally we gathered, not knowing any of the fallen I asked for their stories from the Sept mates who should have known. Jason's pack told his story, but none knew the story of the fallen Kinfolk or the Metis who had died on the farm.

But Eric "He Who Stands Before Gaia and Brings Back Hope from the Abyss ", Galliard, Child of Gaia, Homid, Elder to Nation had come, the winds carrying the fall of Wolf's Heart to him. He knew their stories. More, he knew the story of Wolf's Heart itself, and it was told by him to all those who had fought to defend it. Song stepped forward to tell the tale of the loss of the Croatan, so that none who had fought there could say they did not know the story of the lost tribe and the sacrifice they came to make.

Finally, it was time to sing them home. Raisin and Crystal took Jason's pack to lay him to rest in the way of Glasswalkers. I sang our dead home with Song and Skip's aid.

Credits:

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

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

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

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

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

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

Authors: Thomas Stratman.

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

Authors: Peter Woodworth.

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Tribebook: Uktena, ISBN 1-58846-321-4.

Authors: Forrest B. Marchinton and Deena McKinney.

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Uktena Tribebook, ISBN 1-56504-333-2.

Authors: Jackie Cassada and Nicky Rea.

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

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

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