



# DARK PACK

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**OWbN Gangrel: Genre Guide**  
*A Sourcebook for One World by Night*

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## SECTS, CULTURES, & BLOODLINES

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Clan Gangrel is unified in half as many ways as it is divided. Given its propensity for infighting, that is saying a lot.

The main divides, from the outsider's perspective, in Clan Gangrel have been Anarch, Camarilla, Independent, and Sabbat for as long as the Major Sects have existed, those who spend a bit more time with the clan realize that rifts and alliances run much deeper. Clan Gangrel is one of innumerable Bloodlines, Cultures and subsects.

-- Wah'Sheen (Camarilla Coordinator Approval)

Veil of Night, pg 132:

These Gangrel tend towards the ways of Turks and Bedouin, nomadic travelers who avoid cities and follow the pre-Islamic ways of Ancient Arabia. Although, they do break up this lonely lifestyle with occasional forays into more populated areas for weeks, months, years, or even decades in order to test themselves against other vampires.

-- Taifa (Camarilla Coordinator Approval)

Libellus Sanguinis 3: Wolves at the Door, pg 21:

These Gangrel numbered amongst the Ashirra as the Wah'Sheen but leaned more towards civilization and were much more definitively Islamic. They tend to identify more with other Islamic groups than Clan Gangrel as a whole. Devout, scholar warriors sometimes briefly aligned with the Assamites.

Taifa do not participate in traditional Gangrel rites of Challenge or Boast, instead simply deferring to the oldest Taifa present.

Taifa and Wah'Sheen tend to hate each other with a religious passion.

-- Einherjar – (Gangrel Coordinator Approval)

Wolves of the Sea

The Slain, Chosen warriors of the All-High. Einherjar are a Gehenna cult, disguised as a culture, disguised as a sub-sect, disguised as a line of Gangrel. They are a group of Norse (Mostly Gangrel) from the Viking Age and earlier. They tend to live according to an Iron Age mentality of blood, debt, and omen.

-- Neo-Einherjar –(Gangrel Coordinator Notify)

This group of Gangrel follows the old ways of Germanic Paganism but was not present during the time period or joined the group later. They are sometimes more fanatical in their ways than the actual Einherjar as they try to live up to the boastful legends of ancient Norsemen. Most Neo-Einherjar are Anarchs.

-- City Gangrel –(Gangrel Coordinator Approval if embraced outside of America or before 1870)

Gangrel Clanbook: Revised, pg 50

These Gangrel tend to be almost exclusively Sabbat and number similarly to their "Country" brethren within that Sect. Some claim that these Gangrel are descended from the first Einherjar to reach the New World, some claim simply that they are the descendents of the first Sabbat Gangrel packs, still others claim them to be descended from the elusive Greek Gangrel. By and large City Gangrel don't care which if any legend is true. City Gangrel tend to have more unusual forms and Traits than their cousins; including the more obvious urban adaptations but also insectoid and odder.

-- Ghost Singers --(Gangrel Coordinator Approval)

These recent additions to Clan Gangrel are said to be descended from Ramona and are the results of sometimes Dark Magics. Ghost Singers absorb some of the animus of dead Gangrel to enhance their stories. They are still making their way in the clan, trying to find a place where they are sometimes not wanted.

-- Greek -- (Gangrel Coordinator Approval)

Libellus Sanguinis 3: Wolves at the Door

Most Gangrel would consider these Gangrel to live more like Nosferatu than Gangrel. They are said to have originated in Greece in the Old Roman aqueducts. Greek Gangrel possess the powers of Animalism, Obfuscate, and Protean. Scholars and informants, Greek Gangrel tend to know what is going on where ever they call home.

-- Mariners --(Gangrel Coordinator Approval)

Gangrel Clanbook: Revised, pg 51, World of Darkness: Blood-Dimmed Tides, pg. 34-36

This pseudo-bloodline of Gangrel seeks the isolation and solitude of the sea, hoping it can take them outside the reach of both mortal and kindred. They tend to be very protective of the waters that provide them their solace considering it sometimes deity, home, or anchor to humanity.

Mariners are almost always Independent, rarely choosing to involve themselves in any form of politics. Mariner Traits come from aquatic creatures. Mariners encountered by, anyone else, are often considered pirates. This is more a function of land-dwellers clinging too closely to the concept of possession than Mariner's having an inherently larcenous tendency. Mariners do not breed true as the "Bloodline" is more of a lifestyle choice than a function of vitae. Mariners can embrace non-mariner Gangrel as non-mariner Gangrel can embrace Mariners.

-- Ahrimanes -- (2/3 Majority Vote)

Gangrel Clanbook: Revised, pg 48, Sabbat Storyteller's guide, V20

Another pseudo-bloodline of Gangrel, this one the result of Gangrel-Antitribu and a Native American Shamanic ritual. The result could not embrace but could perform the ritual on other Gangrel, forever converting them. The ritual was only performed on women and resulted in the Ahrimane. Ahrimane were a very reclusive and secretive "bloodline" nominally associated with the Sabbat before they disappeared. They had a closeness to the spirit world as a result of the ritual performed in their creation and some say they possessed a form of thaumaturgy, while others claimed they possessed a unique discipline called Spiritus. Still others in the quiet of a predawn fire whispers tales that they were once something else.

-- Anda --(2/3 Majority Vote)

Gangrel Clanbook: Revised, pg 50, Wind from the East, Guide to the Low Clans

The Anda were fierce and loyal Mongolian warriors that followed the hordes of the Khans. They possessed an even greater wanderlust than the majority of the clan and were uniquely proficient in what they referred to as Ma, combination disciplines. The entire bloodline was wiped out by Dark Eastern Magics.

-- Lhiannan -- (2/3 Majority Vote)

Gangrel Clanbook: Revised, pg 51, Etc

The Lhiannan were probably the inspiration for the legends of leannán sí or perhaps just an example of parallel evolution. Either way they were a vehemently pagan bloodline of Gangrel that fought against the coming of Christianity as well as non-native vampires to celtic lands. Always isolationist, they never got along with the majority of Clan Gangrel. These "druids" were extinct by the 14<sup>th</sup> or 15<sup>th</sup> century. In the last 100 years interest in all things celtic has revived and it is rumoured this bloodline may have as well.

-- Noiad --(2/3 Majority Vote)

Dark Ages: Europe, pg 151, Etc

The Noiad are a very reclusive offshoot of clan Gangrel that dwell among the Sami/Lapps in the far northern portions of Finland, Norway, and Sweden. A shamanic, nomadic people the Noiad rely on their mortal people more than perhaps any other vampiric populace. Legends claim these quasi-vampires were masters of their own type of thaumaturgy that predates the Tremere. However, even finding a Noiad is a herculean task.

-- Akunanse -- (Anarch Coordinator Approval)

Kindred of the Ebony Kingdom, pg 14, Dark Ages, Etc

Akunanse, once mistakenly referred to as Laibon are a bloodline of gangrel who take their name from the spider legends of the Ashanti and other West African Tribes. Laibon is the term for those of the society they are part of, similar to the word of Kindred or Cainite. During the Dark Ages they were some of the only travelers out of Africa and the name stuck. This bloodline rarely leaves Africa but travels extensively within its bounds.

--Ferals

Gangrel on any of the Beast morality paths are referred to as Ferals and make up their own pseudo-society. Even animals have order after all and that is something outsiders sometimes forget. Ferals claim themselves to be the closest to a natural existence and sometimes protect "holy" sites and songlines. Other times they are beasts in human shape. Still others, Ferals are the best representation of the clan's focus on survival.

--The Cults of Veles and Perunn

Two rival groups of Slavic pagan Gangrel who held the act of the wild hunt to be sacred. For them the wild hunt is necessary for the cycles of life, the seasons, years, days, etc. Once a year they are given a vision of who must be hunted and friend or foe they hunt their sacrifice.

#### --Disciples of Anubis

A very secretive pseudo-bloodline/sect of Gangrel who view it as their holy duty to thwart Set and all of his minions. They have been at this duty for millennia and are nearing failure. Those initiated into the group are changed. Were there rumours of their existence those rumours might say they sometimes work in association with the minions of Isis and some of the lupines.

#### --Victorian

Not all Gangrel are heights of barbarism and a fair number of gangrel hail from the Victorian Age and the courts of Britain. Sometimes huntsman, sometimes big game hunters, sometimes archeologists, always gentlemen and ladies.

#### --Knights of Avalon

If the Victorian Gangrel can be courtly then the Knights of Avalon are the heights of knightly civility. These Knights are fanatically loyal to the Camarilla and particularly to Mithras and his memory. They shun the beast traits others of the clan so readily embrace.

There are as many Gangrel factions as there have been cultures. The Huns, the Native Americans, Bikers, Celts, Rom, Burners, Hillbillies, Guttersnipes, Aztec, Latino, Mayan, Santeria, Urban, Bayou, Anubi, and many many more.

## ABILITIES

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### **RENDING** (Gangrel Coordinator Approval)

Anarch's Cookbook pg. 54-55

The vampire must declare her attempt to Rend when she makes her claw attack. This attack is retested with Rending, not Brawl. If the player has no Rending left she may not initiate a Rending Challenge. If Successful the target loses one Blood Trait regardless of damage dealt unless all the damage from the attack was negated with Armor. The loss of Blood from Rending only functions against Vampires.

**Note to Players:** *This ability can only be learned from a Gangrel that has Rending 3 or higher*

### **SAGAMAN**

Wolves of The Sea pg. 68

This skill covers the ability to compose and recite epic poetry in the traditional Norse style. It also covers knowledge of Scandinavian history, legend, religious practices, kennings, and aphorisms. A skilled Skald commands much respect and can find a seat in any hall, either reciting saga or composing the story of the hall's lord.

Similar abilities exist for other cultures and ones proficiency in said skill goes a long way towards reinforcing ones place in that culture. (Poet's Language in the case of the Celts, for example)

**LORE: Clan: Gangrel** (Gangrel Lore 5 is Gangrel Coord approval)

## MERITS & FLAWS

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- Gift of Proteus (*2, 4, and 6 Trait Merit*) Adapted from Gangrel Clanbook pg. 37

Perhaps Ennoia has blessed you from afar, or maybe the clan's blessings are just thicker in your blood, or it may have been your previous knowledge of the animal kingdom as a mortal. Regardless of why, your character is capable of changing into additional animal forms, depending on the points spent on this merit.

At two points, you may choose one additional animal, be it fight or flight form, to change into.

At four traits, you can choose one different flight and one different fight form.

At six traits, you can choose three different forms total, at least one of which must be flight and one fight.

These forms use the normal rules for gangrel animal forms. See the revised Gangrel Clanbook.

- Runewise (*5 Trait Merit*) Wolves of The Sea pg. 76 (Disallowed)

- Extinct Animal Form (*2, 4, and 6 Trait Flaw*) (Gangrel Coordinator Approval)

Whether it is because of some spiritual tie to your beast form, or the years that you have spent in torpor, the animal form(s) that you are able to turn into with Protean is now extinct. While mask of 100 faces can change your appearance to a degree, the tracks left in your passage, as well as possible photos or camera recordings can definitely lead to your downfall.

If this flaw is taken at the two point level, your flight form is an extinct animal of some kind, and at four, your fight form is extinct, and at six traits, both are extinct.

Remember that regardless of the form chosen beast forms cannot be larger than your normal human body.

-Clan Friendship: Gangrel

There is a level of rugged individuality and general contrariness amongst the Gangrel. Reputation for them is only what they have personally heard of and so the Clan Friendship merit for Clan Gangrel may be ignored by any Gangrel who do not recognize it.

## MORALITY

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Clan Gangrel has a unique relationship with the Via Bestiae and all its many variations and permutations. Said to be the first path developed and to have been created by the clan founder Ennoia, herself, Gangrel have always been its primary practitioners. The clan has historically also embraced the Via Humanitatis as well as the pagan variations on Via Caeli. While path of heaven followers have dropped off and even Beast followers have dwindled, Humanity still runs strong. It is not unheard of to see a Gangrel walking Kings, Sin, Cathari, Einherjar, Aesirgard, Watchful Gods, Eightfold Wheel or even Lilith.



Some Paths are almost exclusively found within a given Sect, while others keep mostly to the Independents.

Hunter, Nomad, Einherjar, Aesirgard require Gangrel Coordinator Approval

Non-Sabbat Gangrel on Caine, Honorable Accord, or Orion require Gangrel and Sabbat Coordinator Approvals

Certain paths are further restricted for Camarilla characters

## **POWERS**

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### **DISCIPLINES**

Ogham (Gangrel Coordinator Approval)

Faith and Fire, pg 187-189

Protean variants

Protean has many variations among Gangrel, from changing what color Eyes of the Beast glow to what forms an individual Gangrel takes to in very rare cases what they meld with to more significant variation such as those seen in the Mariner.

Mariner Adaptations

Basic Protean - Dolphin's Unisight

Blood-Dimmed Tides, pg 36

MET: This power replaces Eyes of the Beast and allows those who learn it to replace vision for most tasks (except reading and discerning color or the like) while underwater. This sense is fully effective out to 100 meters and suffers a +1 difficulty for every 50 meters beyond that, this includes ranged combat.) This power is useless on land.

Basic Protean - Phocidae Webbing

Blood-Dimmed Tides, pg 36

This power replaces Feral Claws and allows those who learn it to triple their underwater swimming speed and negate all difficulty penalties for underwater movement. While Phocidae Webbing is active the Gangrel is down two Traits on fine manipulation Challenges. This Webbing causes Aggravated Damage as Feral Claws.

Abombwe (Gangrel Coordinator Approval)

Faith and Fire, pg 152-154

## COMBINATION DISCIPLINES

<i>Combination Discipline</i>	<i>Restrictions</i>
Alpha Glint	Storyteller discretion.
Aura of the Accursed Rage	Brujah Coord approval required.
Bear Skin	Gangrel Coord approval required.
Beast's Vigor	Gangrel Coord approval required.
Call the Wild Hunt	Storyteller discretion.
Claw Immunity	Storyteller discretion.
Enhance the Wild Ride	Gangrel Coord approval required.
Ennoia's Mastery	Gangrel Coord approval required.
Fenris Talons	Gangrel Coord approval required.
Flesh Wound	Storyteller discretion.
Itügen's Embrace	Gangrel Coord approval required.
Loki's Gift	Gangrel Coord approval required.
Read the Winds	Gangrel Coord approval required.
Revoke the Gift of Adam	Storyteller discretion.
See the Reflected Form	Storyteller discretion.
Shared Entombment	Gangrel Coord approval required.
Shared Strength	Gangrel Coord approval required.
Shattered Fog	Gangrel Coord approval required.
Steal the Terrible Swiftmess	Gangrel Coord approval required.
Stone Meld	Gangrel Coord approval required.
Wintering	Gangrel Coord approval required.
Wolf's Lament	Storyteller discretion.

MET conversions are suggested mechanics and supported by the Gangrel Coordinator Office.

Alpha Glint (Animalism 4, Fortitude 3)

Council of Primogen, pg 104

MET: Alpha Glint can only affect those creatures that have Beasts. The player makes a contested Willpower Challenge with anyone acting aggressively towards her, retested with Animal Ken. She adds half her Social Traits on this challenge unless the aggressor is a Lupine. If the Gangrel is successful her opponent is cowed and behaves respectfully toward her for the rest of the scene. If the Gangrel attacks this effect is broken for the person she attacks.

MET Cost: 10

Aura of the Accursed Rage (Animalism 3, Presence 2)

Players Guide to the Low Clans, pg 158-159

MET: The player spends one blood point and makes a Static Social Challenge against a difficulty of 9 Traits, retested with Intimidation. The difficulty of all Self-Control challenges to resist frenzy increases by 2 for the rest of the scene. This power affects all vampires within range of the character's sight – including the character using the power. Leaving line of sight does not end the power early nor does entering line of sight later cause the newcomer to be affected.

MET Cost: 11

Bear's Skin (Animalism 2, Protean 4)

MET Journal 5, pg 27

Beast's Vigor (Animalism 3, Fortitude 3)

Players Guide to the Low Clans, pg 159

MET: This power is reflexive but must be used immediately after the vampire receives the wounds; the player spends one blood point and makes a Static Physical Challenge difficulty 10, retested with Animal Ken. Success transfers one health level of damage plus an additional level for each physical trait spent after success to a single animal ghoul within line of sight. The ghoul must be the vampire's own.

MET Cost: 11

Call the Wild Hunt (Animalism 5, Protean 4)

Libellus Sanguinis 3: Wolves at the Door, pg 30

MET: As written except the player makes a Social Challenge difficulty 8, retested with Animal Ken. Success affects one of the vampire's ghouls, that can see the vampire, plus one per Social Trait expended. Ignore the botch mechanic.

MET Cost: 10

Claw Immunity (Animalism 2, Fortitude 4)

Gangrel Clanbook: Revised, pg 72

MET Cost: 9

Enhance the Wild Ride (Animalism 4, Protean 4)

Libellus Sanguinis 3: Wolves at the Door, pg 29-30

MET: This power works the same as Subsume except where noted, use the following table in place of the one used for that power.

One Trait	Auspex, Presence
Two Traits	Dominate, Dementation, Animalism, Obfuscate
Three Traits	Thaumaturgy, Chimerstry, Fortitude
Four Traits	Protean, Potence
Five Traits	Celerity, spend blood to enhance phys traits

The vampire may spend the animal's own blood pool, however if it drops below half it dies instantly. The Negative Feral Traits garnered from the use of this power are removed at a rate of two Temporary Willpower per Feral rather than the one per Feral of Subsume.

MET Cost: 8

Ennoia's Mastery (Animalism 1, Protean 3)

Road of the Beast, pg 72

MET Cost: 11

Ghost Song (Auspex 3, Protean 3)

The Ghost Singer is instinctively drawn to sites where Gangrel have fallen. Upon arrival, the Ghost Singer may Earth Meld, remaining there for a full day during which time the Singer absorbs some of the animus, the psychic residue of the fallen. This results in vague, emotional, and indistinct dreams. The Singer may expend the power of this emotional resonance when telling a story before a group of Gangrel to inspire them. This telling is augmented by ghostly images and sounds which accompany the Singer's chosen story.

System: When a Singer Melds with the site of a Gangrel's death, which has not been already absorbed by another Singer, they absorb some of the psychic residue of the Gangrel's death. As long as the Ghost Singer holds the power of a Song she suffers as if she possessed the Nightmares flaw. A Ghost Singer may hold up to half her Permanent Willpower Traits in "Songs". A Singer may expend a song she has absorbed when telling a story before a group of three or more Gangrel to inspire them. This expenditure adds cosmetic effects to the tale in the form of ghostly sensations. Images drawn from the tale, smells, sounds, emotional impressions, etc. Any Gangrel who listens to the story gains the benefit of one free Inspiration magical retest on any challenge which may not be cancelled and must be used within the next 24 hours.

Ghost Song costs 8 Experience Points to learn.

Ghost Songs: Ghost Songs are not immediately available for pick up by Bloodline Ghost Singers. A 60 Day (Two Month) moratorium will be placed on a fresh death while the emotional and psychic residue is still too strong.

Fenris Talons (Fortitude 2, Protean 2)

MET Journal 5, pg 27

Flesh Wound (Fortitude 2, Obfuscate 3)

Gangrel Clanbook: Revised, pg 72

Official MET Cost: 8

Itügen's Embrace

Wind from the East, pg 71

Loki's Gift (Animalism 4, Protean 4)

Players Guide to the Low Clans, pg 162

MET: This power works as written except as follows: The player makes a Static Social Challenge difficulty 11 Traits, retested with Subterfuge. This power lasts an hour, the duration may be extended an additional hour for each Social Trait expended at the time of the Challenge and for each Blood Trait expended towards extension while the power lasts.

MET Cost: 14

Read the Winds (Animalism 4, Auspex 5)

Libellus Sanguinis 3: Wolves at the Door, pg 30.

MET: The player makes a Static Mental Challenge difficulty 9, retested with Animal Ken. Upon success the player expends a number of traits to determine Distance and Detail.

Traits	Distance	Detail
1	Within Earshot	General impression
2	About a Mile	Blurry details
3	A couple of miles	See details
4	50 miles	See details, hear faintly
5	100 miles	See and hear clearly

The player divides (the number of traits + 1) between Distance and Details. For example, if a player expended 3 traits he could use three to get the range of a couple miles and one to get a general impression (it is raining). He could instead spend three to see details of things within earshot, like whether there is a Lupine in that area. With the expenditure of a single trait, the vampire gets a general impression of the area within earshot. The vampire cannot see things that are Obfuscated or hidden using this power.

Gangrel often use this power while interred in the earth.

MET Cost: 10

Revoke the Gift of Adam (Animalism 4, Protean 4)

Road of the Beast, pg 73-74

MET Cost: 14

See the Reflected Form (Auspex 4, Protean 4)

Gangrel Clanbook: Revised, pg 72-73

MET Cost: 12

Shared Entombment (Animalism 1, Protean 3 or Potence 1 Protean 3 (for corpses))

Players Guide to the Low Clans, pg 165-166

MET: No translation necessary.

MET Cost: 11

### Shared Strength

Wind from the East, pg 70

Shattered Fog (Auspex 1, Protean 5)

Players Guide to the Low Clans, pg 166

MET: No Conversion Needed.

MET Cost: 18

### Steal the Terrible Swiftess

Wind from the East, pg 71

Stone Meld (Fortitude 2, Protean 3)

Players Guide to the Low Clans, pg 166

MET: No Conversion Needed.

MET Cost: 11

### Wintering

Wolves of the Sea, pg 71-72

MET: The mechanics modified by this power do not exist in this edition. It doesn't do anything.

MET Cost: 9

Look into Torpid Hibernation instead (Player's Guide to the Low Clans, pg. 167).

Wolf's Lament (Animalism 1, Obfuscate 2)

Players Guide to the Low Clans, pg 168

MET: As written except as follows: The Player makes a Static Social Challenge difficulty 8, retested with Animal Ken and then expends a number of Social Traits for distance.

Traits	Distance
1	5 Miles
2	10 Miles
3	50 Miles
4	100 Miles
5	250 Miles

MET Cost: 7

## One World By Night Specific Gangrel Bloodline

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**Ghost Singer** (Gangrel Coordinator Approval)

**Requirements:** Must be descended from a PC Bloodline-Ghost Singer

**Sobriquets:** Singers

**In clans:** *Animalism, Protean, Auspex.*

**Clan Advantage:** In addition to the standard Gangrel advantage, a Ghost Singer is instinctively drawn to sites where Gangrel have fallen.

Upon arrival, the Ghost Singer may *Earth Meld*, remaining there for a full day during which time the Singer absorbs some of the animus, the psychic residue of the fallen. This results in vague, emotional, and indistinct dreams. This advantage functions identically to the Ghost Song Combination Discipline.

**Disadvantage:** In addition to the standard clan disadvantage, these impressions continue to haunt the Ghost Singer while they sleep, resulting in the equivalent of the Nightmares flaw while they hold the power of a song. Ghost Singers are also down Two traits against Auspex powers due to their openness to psychic energies.

**Special:** The Ghost Singer bloodline may teach their power of the Ghost Song to other Gangrel as the Ghost Song Combination Discipline.

### **Mixed Blessings, Beast Traits, and Ferals (Repugnants too, technically)**

One of the defining features of Clan Gangrel is their flaw. This flaw is in name mostly, as Gangrel tend to wear their Traits as marks of pride. Too many *or too few* can be shameful. The Gangrel Flaw gives Traits whenever she enters Rage Frenzy, whether controlled or not, and while she caps out at 5 Negative Traits this does not stop her from accruing more features and habits for Role-Play purposes.

Most Gangrel will Costume at least some of their Traits.

It is extremely unusual for a Gangrel to start without a Bestial, Feral, or Repugnant Trait from their Flaw garnered at the very least upon embrace.

Mixed Blessings should be more or less limited to one per Gangrel but it is not absolutely unheard of for someone to have more than one.

See the Gangrel Clanbook Revised for examples and relative power level.

### **CONTRIBUTIONS**

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Michael Gilson

Gangrel Coordinator, 2016

Some of the sources used in the creation of this document are:

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- Archons and Templars (WW2424)
- Bood-Dimmed Tides (WW3350)
- Chaining the Beast (WW2432)

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- Clanbook: Gangrel (WW2052)
- Counsel of Primogen (WW2429)
- Dark Ages: Europe (WW20020)
- Dark Ages: Iberia by Night (WW2834)
- Dark Ages: Libellus Sanguinis 3: Wolves at the Door (WW2823)
- Dark Ages: Players Guide to the Low Clans (WW20006)
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