

# *Child of Gaia Packet*

*2009*

A genre packet for OWBN

By Rachael Stoutenburgh





# DARK PACK

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2009. Written by Rachael Stoutenburgh for One World by Night.



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# Introduction

The Garou are a nation at war. Indeed, when Gaia first made the Garou, she made them to be Her soldiers. But what is war, if there is no peace. Called by Unicorn, the Children of Gaia fight as hard as any Fenrir, but they fight the concepts of war, of hate. There is no denying how Gaia crafted them, but they fight for peace.

## History

The majority of the history of the Children of Gaia in One World by Night mirrors the tribebook. Perhaps the event of largest impact in OWbN was when Kay Lawson challenged True Silverheel for the right to have the tribes camps back. The challenge was set forth that three of lower rank would convince those of higher rank why the camps should be reinstated. The low rank won. The camps were reinstated with these restrictions; a) there would be no gifts or rites of any camp, b) any that was created was shared with the whole tribe, c) two camps could never come back, The Anointed Ones and the Bringers of Eternal Peace. Other than that one deviation from the book there isn't much difference.

When the Stargazers left the Nation at the Concolation in 2001, the Children of Gaia were the first tribe to stand up before the King of the Nation and declare that they supported any Stargazers who remained, and that they would continue to respect them without judging them for the departure of the others. Quietly, the Children of Gaia spread the word that they would welcome adopting any remaining Stargazers into their tribe.

In the fall of 2003, Stalks from Above, Elder, Lupus, Philodox, Child of Gaia informed the Red Talons that he had learned that Brings the Future, a Talon who believed that the Apocalypse was a lie and felt she could prove the lie by fulfilling the signs, had found a rite and a ritemaster that had allowed her to become pregnant with a homid child, which would fulfill the Red Talons' most important sign of the coming darkness.

It was discovered the rite was going to be cast by a pack of "Bringers of the Eternal Peace," a twisted camp of the Children of Gaia seeking to bring ultimate, final peace to the world through resolution of the Apocalypse. Together with a Get of Fenris, a Silver Fang, and several Children of Gaia, the Red Talons hunted down the Wyrms-tainted Child of Gaia pack and their Red Talon charge. The rite needed to do this required an Elder Child of Gaia, but none were found amongst the dead Bringers, leaving the possibility a fallen Elder could still be lurking.

# Famous Members

*This is PC's only; the Triat of the Nation and other famous NPC's are listed in the Tribe Book*

Kay Lawson - Homid, Philiodox, Elder, Child of Gaia

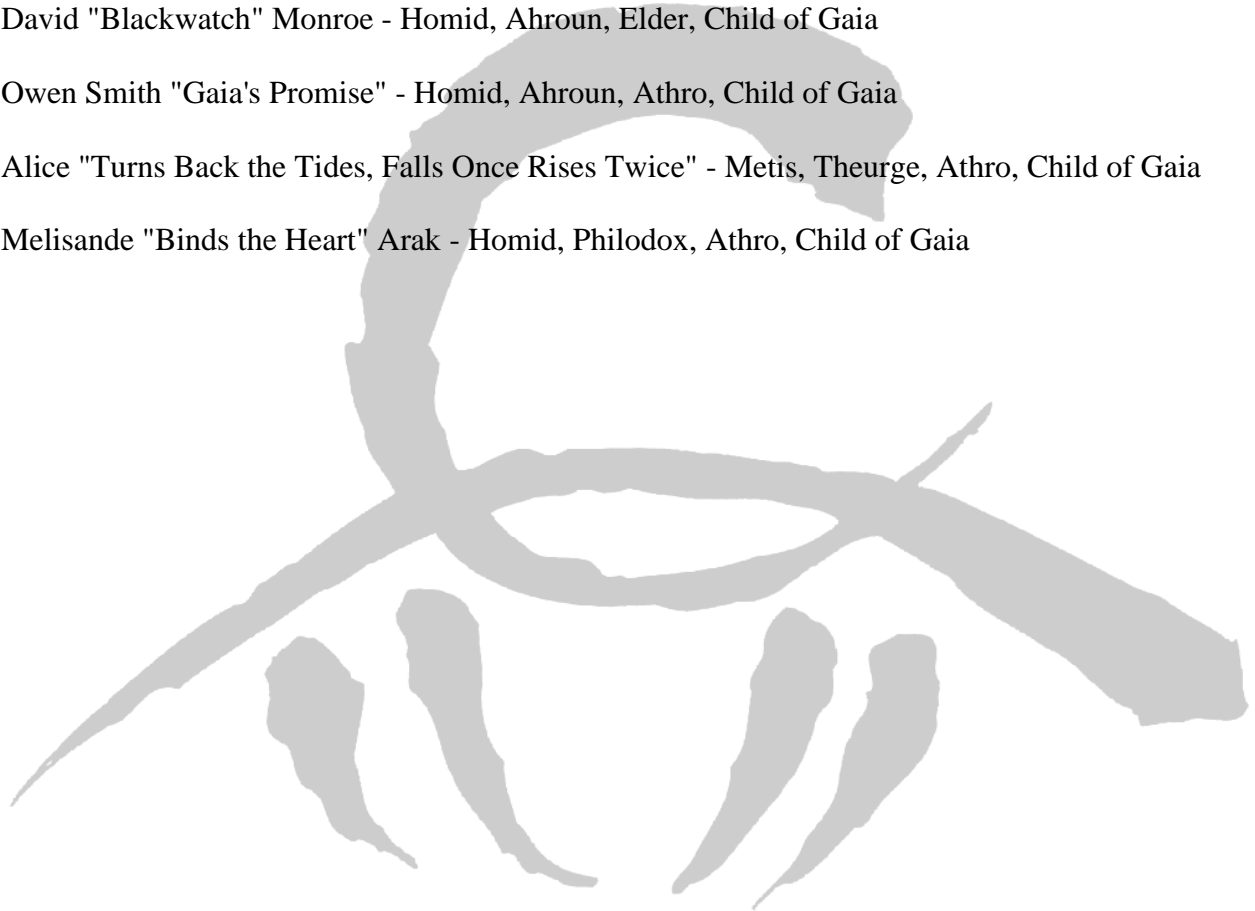
Eric "Judged Worthy he who Stands before Gaia and Brings Hope from the Abyss" Clayborne - Homid, Galliard, Elder, Child of Gaia

David "Blackwatch" Monroe - Homid, Ahroun, Elder, Child of Gaia

Owen Smith "Gaia's Promise" - Homid, Ahroun, Athro, Child of Gaia

Alice "Turns Back the Tides, Falls Once Rises Twice" - Metis, Theurge, Athro, Child of Gaia

Melisande "Binds the Heart" Arak - Homid, Philodox, Athro, Child of Gaia



# Culture

## TRIBAL STRUCTURE AND LEADERSHIP

### NATIONAL LEADERSHIP

National Leadership of the tribe is a triat body of Elder NPCs controlled by the Changing Breeds Coordinator Office:

**The Voice of the Goddess**- She is always a female, and is chosen by Gaia herself. She is the idea bringer, the one who makes decisions, and the one who announces these decrees amongst the tribe. She is the figurehead. **Currently, she is "Pearl of the River", Elder CoG Homid Theurge. She is also Sept Alpha of the Hand of Gaia caern in NYC. True Silveheels speaks on behalf of "Pearl of the River" much of the time.**

**The Arm of the Goddess**- He is always male, and is chosen by Gaia herself. He is the enforcer of the decisions (not always physically), the one who carries out the ideas, and the one who does what needs to be done for Gaia. He is the one who sets the example. **Currently, he is "Mouse", Elder CoG Lupus Ahroun.**

**The Heart of the Goddess**- He/she is always outside of the mating rites (ie, sterile, metis, too young or old to breed, gay, etc- - not making cubs). He/she is the one not speaking or doing for Gaia, but simply being for Gaia. He/she is the one who believes and keeps the beliefs alive, the one who feels and connects the Voice and Arm, and the one who gives the tribe energy, drive and life. He/she is the one who centers the tribe and keeps them aware. **Currently, he is Rain McDermott, "Breaks the Tides" Elder CoG Metis Philodox.**

### REGIONAL LEADERSHIP

Regional Leadership of the tribe is a triat body of PCs from each region, overseen by the Changing Breeds Coord Office. The three positions and roles are as National- Voice, Arm and Heart. There are three tribal protectorates for the CoGs: Notheast, Southeast, and MidWest, as defined by the Changing Breeds Coord Office. Each of these three regions has a Voice, Arm and Heart.

The following criteria apply for PCs who hold or wish to hold the regional positions:

**TRIAT:** All three positions must be filled to maintain the regional positions for that region. This means that no one may claim Voice of the MidWest if there is no Heart or Arm, etc. All three must be held for any of them to hold meaning or purpose.

**RANK:** The PCs must be of Adren rank or higher. If the region lacks a PC of rank, but needs the position filled, the National Leaders will address the issue by naming a PC of lesser rank to fill the role until they are either of rank, or another Garou of rank is found.

**BREED:** There are no breed requirements of any of the three positions. It is preferred the Voice be Homid for ease of communication, the Arm be Lupus for strength and dominance, and the Heart be Metis to be removed from breeding. None of this is required, though the Heart **MUST** be outside breeding rites for some reason.

**AUSPICE:** It is preferred the Arm be Ahroun, but nothing is required.

**TRIBE:** Must be a Child of Gaia, and must follow Unicorn, preferably Unicorn herself and not Black Unicorn or any other variation. There are no restrictions on Garou born of other tribes and adopted into the Children of Gaia- They may hold these positions as any other tribemate.

**OTHER REQUIREMENTS:** Again, the Heart of the Goddess must be outside the mating rites. The Voice is always a female, and the Arm is always a male. Sept Triats may balance with a female Arm / male Voice and metis Heart.

The other Children of Gaia should look to these three for guidance and leadership, and also for examples of how to be, while other Garou will look to them for diplomacy, mediation and peacemaking. The triat leaders should be prominent in resolving conflict amongst Garou, and should have a reputation as such. There are no OOC mechanical trait or ability requirements, though Leadership, Tribe Lore, Mediation (if your chronicle uses it), Empathy and Politics are all important.

These positions may be claimed if unheld, or challenged for if the current holder is not doing an adequate job. It is considered poor etiquette to challenge for one of these positions if no reasonable issue exists with the current holder.

**ACTIVITY:** The PC/Player must be active on the Child of Gaia IC List, the OWbN Garou IC list, and most importantly, their home chronicle. The player should also have at least neutral relations with their home Storyteller staff, the ST staffs of other games in their region, the TN, and the other members of their Tribe on an IC basis. Also, the Player must realize that the position is an IC responsibility, not an OOC one. They have no authority over the players when game is off.

Since the position is an IC entity, the player and PC should both realize that they may be challenged by other PC's for the title. Likewise, the National Leadership Triat may find it necessary to step in, direct or remove a given character's area of responsibility.

**RESPONSIBILITIES:** The Regional Voice is expected to provide direction and leadership for the tribemates in her region, and to show a voice of peace and reason to the other Garou in the Nation. The Regional Arm is expected to carry out and enforce the Voice's directions and leadership for the tribemates in his region, and to show an example of what it is to be Child of Gaia to the other Garou in the Nation. The Regional Heart is expected to provide empathy, support, encouragement and feeling for the tribesmates in his/her region, and to share the warmth and peace of Gaia to the other Garou in the Nation.

# CAMPS

The camps have been reinstated, with the exception of the Anointed Ones and the Bringer of Eternal Peace, if anyone is found to be claiming to be a member of these they will be returned to Gaia's loving embrace.

*Aethera Inamorata* – This camp's philosophy surrounds itself with sexual and sensual healing. They actively work to promote loving relationships, both sexual (mates) and familial. It is this camp that often monitors kinfolk pregnancies and strives towards intermarriages between kinfolk and garou.

*Angels in the Garden* - This camp believes they are the protectors of humankind, creating underground Kinfolk networks to help protect, defend and save humans from abuse of the Wyrms. They also push Gaia's ways to human children through children books and children's media, to combat the Wyrms through this exposure.

*The Anointed Ones* – This camp no longer exists. The Anointed Ones were complete pacifists. Renowned for teaching Gifts and Rites to help deal with rage, this camp was fully disbanded with True's call to end camps because it coincided with the destruction of their main enemy, the Seventh Generation. Members of this camp became campless, or joined the Seekers of the Lost Tribes.

*Bringers of Eternal Peace* – This camp is NPC only. This camp has not danced the spiral, but are fallen to the Wyrms. These Children of Gaia believe ultimate peace can be found in bringing the Triad back into balance by facilitating the Apocalypse. NO PC is allowed in this camp, any NPC that is found to be in this camp will be hunted down and returned to Gaia's loving embrace. Membership in this camp requires approval by Changing Breed Coordinator (including NPCs).

*Crest of the Horn* – A small camp to begin with, this camp has died off in the past few years. This camp thought to lead the nation through democracy, and actively worked to depose the Silver Fangs.

*Demeter's Daughter* – Demeter's Daughter's espoused the philosophy that a return to nature and rise of Naturalism will heal Gaia. As active environmentalists, this camp was behind extensive outreach programs to humankind, pursuing reintroducing and exposing them to nature as much and as early in life as possible.

*Imminent Strike* – Perhaps the most widespread in the underground camp movement, and most populous in OWbN, Imminent Strike appears on the surface to be everything the Children of Gaia do NOT stand for. They believe the rest of the tribes and camps are too consumed with their own ideals to survive the final battle. They are willing to give up their personal and tribal ideals to win the War, whatever it takes. They teach others to defend what they have, invented Iskaku, collected war fetishes, and challenged other Garou with riddles and tests to be sure they were ready for the Apocalypse.

*The One Tree* – This militant group took a different approach on aggression. They



actively hunted and killed all that was of the wyrm - whether human, Black Spiral Dancer, or simple bad thoughts and feelings. Their philosophy was that they did not kill out of malice, hate, or love of conflict, but rather as a tool of Gaia. If any PC wants to be a member of this Camp please contact the Changing Breed Coordinator.

*The Patient Deed* – The camp reached it's height in the mid 60s and early 70s. They preached that Garou should heal themselves and should work to understand all tribes and tribal customs, particularly focusing on learning the tales of the past and the mistakes of histories.

*Seekers of the Lost Tribes* – members of this camp strive to find kin – and hopefully Garou - from the lost tribes of the Croatan, Bunyip and White Howlers. This camp also strives to save Black Spiral Dancers, particularly cubs.

*Servants of Unicorn* – Before the abolition of the camps, the Servants of Unicorn boasted the largest numbers in their camp. This camp epitomized the tribe as they strove for peace, actively working for diplomacy between Septs and tribes before the End Times.

### **Common Views and Beliefs**

*On Metis:* Because the tribe sanctions love between Garou, the Children of Gaia are particularly careful to not produce Metis. The tribe accepts and adopts all exiled metis, and believe that how we treat the lowest among us is how we truly are. While the tribe is much less harsh than other tribes on the parents of metis, it is still a breach of the litany, and the parents will be punished.

*On Mercy:* The Children of Gaia try to heal above everything else, physically, emotionally, and what is often forgotten, politically. The strive for inner peace within ones self is as important to them as peace between the tribes.

*On Peace:* The Children have an extra tenent to their litanty – Create and Pursue Peace Wherever You can. While this doesn't mean nonviolence is always the way (sometimes you must fight for peace), the Children of Gaia always seek peace for Gaia. This tenent is one of the core things that set the tribe apart from others.

*On Rites:* Children of Gaia believe that knowledge, when used wisely, helps Gaia. As such, they are very open with their tribal knowledge – as long as the person seeking it seeks to use it wisely, and for the good of Gaia.

The Children of Gaia guard the secrets of the Rite of the Clouds and Rain and the Rite of the Parted Veil. The former could be interpreted as Garou Mating with Garou, the latter as Breaking the Veil. They also guard Rite of Sin Eating in the same manner because it appears to outsiders as ingesting the Wyrms into yourself. Any who shares knowledge of these with those not of the tribe are hunted and silenced. The End Time Rite should never be taught to non Children of Gaia, as the tribe is the only one prepared for its interpretive

visions, though its existence is not a secret.

*On Iskaku* – If approved in a chronicle, it is recommended to run it as per the MET rules in the 3rd edition tribebook. The Children of Gaia do not guard this art form, but rather teach it to those they deem worthy (which should be a difficult test to pass). This staff fighting style is a non-lethal method of combat.



# Homeland — As told by *True Silverheels* - Elder Ahroun Lupis

When most people think of our tribal homeland, they think of it as too peaceful, sweet, and basically almost sickening. In fact, I've heard time and again how our Umbral homeland proves that we're too peaceful to be true Garou. Well, they either haven't been there or have only seen the cover of the homeland.

Now it's true that all of Gaia's creatures, great and small, are welcome to our homeland. On top of this, Unicorn grants one of her own brood to the defense of all Fera and Garou who enter the homeland. These Heart Guides, as we call them, represent the piece of that Fera or Garou within Unicorn. You will learn more of them when Unicorn's and her brood are spoken of, but let me speak of one legend. This legend of the Children of Gaia states that a Black Spiral Dancer was once brought to the homeland. Upon entering the homeland, a Heart Guide representing the good that must lurk somewhere within the twisted fur was formed, and with the help of the Heart Guide, the Children of Gaia were able to guide the Dancer back to Gaia. Yes, I see the bit of hope already sparkling in your eyes, along with a great deal of doubt. Your question would be if this worked, then why don't we work to do it with all, or at least more Dancers. I'll get this when I speak of the Wyrms. Am I not kind to leave you hanging?

Back to our homeland, even some humans live there and do not suffer from the Delirium. The grasslands roll to distant mountains and unicorns, both in groups and alone, can be seen and even befriended by the good and patient. The unicorns prove to be loyal and entertaining friends and certainly worth the work it takes to befriend one, if you ask me. Cares and worries of those who live in the homeland are seen to by Unicorn and her brood, giving our homeland the appearance of being a happy and rather "spineless" place as I once heard a Get phrase it.

Well they're wrong. As the final days near, an ever growing storm lurks on the horizon around the mountains. Rumbles of thunder roll over the land, causing the occupants of our homeland to stir and murmur among themselves. On a ledge overlooking the grasslands and the mountains, Unicorn herself can be found time to time watching the storm as though looking for an omen of sorts. She'll also take time occasionally to disappear off into the storm, during which the thunder and lightning of the storm grow all the more fierce. I took it on myself to seek her out once to ask her about the darkening storm. I learned that the storm is the running grounds of the Karkadan and the followers of this aspect of Unicorn. Through him, there is always a piece of Unicorn racing with rage that would amaze even the Get of Fenris. The strength of the storm is equal to that of the Rage of those running through it. As the Apocalypse nears, so will the storm grow with the rage of Unicorn and her brood. It never threatens the peace of the grasslands, but the distant thunder is a reminder of the coming war. If anyone doubts that you are a true warrior of Gaia, take them to run with you in the storm, let them feel Unicorn's rage, and never let them forget that this rage fuels our drive.

# Gifts

## *Revised/Third*

### *Basic*

Calm - Page 136 Mind's Eye Theatre Laws of the Wild Revised

Domestic Seeming - Page 66 Child of Gaia Tribe Book (revised)

Grandmothers Touch - Page 66 Tribe Book (revised)

Jam Weapon - Page 66 Child of Gaia Tribe Book (revised)

Luna's Armor - Page 136 Mind's Eye Theatre Laws of the Wild Revised

Mercy - Page 137 Mind's Eye Theatre Laws of the Wild Revised

Mother's Touch - Page 126 Mind's Eye Theatre Laws of the Wild Revised (as theurge)

Mule's Bane - (metis only) Page 66 Child of Gaia Tribe Book (revised)

Resist Pain - Page 128 Mind's Eye Theatre Laws of the Wild Revised (as philodox)

Swallow Rage - Page 66 Child of Gaia Tribe Book (revised)

Water Conning - Page 65 Child of Gaia Tribe Book (revised)

### *Intermediate*

Beast Life - Page 137 Mind's Eye Theatre Laws of the Wild Revised (see also page 123 lupus)

Cleaving Hoof - Page 67 Child of Gaia Tribe Book (revised)

Dazzle – Page 137 Mind's Eye Theatre Laws of the Wild Revised

Lover's Touch - Page 67 Child of Gaia Tribe Book (revised)

Pain Chain – Page 191 Players Guide to Garou

Parting the Velvet Curtain - Page 134 Book of the Umbra

Serpent Driving - Page 68 Child of Gaia Tribe Book (revised)

Soothe the Savage Beast - Page 67 Child of Gaia Tribe Book (revised)

Sprit Friend – Page 137 Mind’s Eye Theatre Laws of the Wild Revised

Stinging Blows – Page 190 Players Guide to Garou (1<sup>st</sup> Ed)

Strike the Air – Page 137 Mind’s Eye Theatre Laws of the Wild Revised

Uncaught since the primal morn - Page 68 Child of Gaia Tribe Book (revised)

Unicorn's Grace - Page 67 Child of Gaia Tribe Book (revised)

Word of the Alpha - Page 67 Child of Gaia Tribe Book (revised)

### ***Advanced***

Halo of the Sun – Page 137 Mind’s Eye Theatre Laws of the Wild Revised

The Living Wood – Page 137 Mind’s Eye Theatre Laws of the Wild Revised

Trust of Gaia - Page 68 Child of Gaia Tribe Book (revised)

### **Unrevised/Outdated**

*These Gifts never had a published MET version. A suggested MET conversion is added for your convenience. These gifts should be less common and ST Discretion is advised when allowing players to acquire them.*

Eyes of the Cobra - Page 110 Laws of the Wild 2nd (intermediate)

MET: The garou can lure the subject to his side and into a docile and amiable state. Eye contact is required to use this Gift. The Garou attempts to win a Mental Challenge against the target, and if he is successful, the target will approach, and must remain civil and non-confrontational for the remainder of the scene. If the victim is attacked by any source (including verbal assault), the Gift's power is immediately broken. (May also use current Galliard Gift as an alternate conversion)

Good Faith – Page 50 Litany of the Tribes (intermediate)

MET: Static Mental challenge diff 6 (retest Expression). Anyone who actively wants to resist finding common ground or negotiating in good faith must make a contested Willpower challenge against the Garou's Willpower. If he fails to resist, his opposition will be betrayed by his sudden flatulence, and he will likely be shunned and viewed as absurdly inflexible by those who bargain in good faith.

### Guilt Trip - Page 39 Werewolf Players Guide (intermediate)

MET: The player must role-play out the plea; otherwise the Gift automatically fails. Perform a series of static Social challenges (retest Empathy) with a difficulty of the target's Willpower. One success barely gets a Bone Gnawer to lift his pinkie, whereas ten successes can force a proud Silver Fang to beg for forgiveness. The target can spend Willpower points to resist this Gift.

### The Guilty Mind - Page 110 Laws of the Wild 2nd (intermediate)

MET: The garou can draw forth a state of guilt or remorse in her target. the Gift requires the Garou to defeat the target in a Social challenge. If the garou is successful, the target will do the ethical thing, because of the guilt he feels trying to do anything else. For example, a Get of Fenris might apologize to someone he wronged, or a Shadow Lord could admit to an under handed plot that she was involved in. Note: "Ethical" in this case is Defined as "Whatever a stereotypical Child of Gaia would think was appropriate"

### Serenity – Page 110 Laws of the Wild 2nd (intermediate)

MET: Spend 1 Gnosis. Engage in a contested Social challenge vs target's current Willpower (retest expression). If successful, the target is incapable of using Rage at all the rest of the scene. He may not spend Rage points, but neither may he frenzy.

### Spellbinding Oration – Page 49 Litany of the Tribes I (Basic)

MET: Static social challenge vs difficulty 6. If successful, the garou gains Persuasive x2 and Eloquent x1 for the remainder of the scene. If the Garou is actively trying to exhort his audience to anything other than combat (in any form), he gains an additional Eloquent, raising the total social traits gained to 4 instead of 3. The Garou must orate for at least five minutes. The effect lasts for one scene.

# Fetishes and Talens

**\*\* Child of Gaia Tribebook Revised\*\***

Level 1 Dice of Challenge page 78

Level 2 Tattoo of True Shape page 78

Level 2 Belt of the Unicorn page 78

Level 2 Cup of the Alicorn page 78

Level 3 Mirror of Princes page 78

Level 3 Comforter of the Architect page 79

Level 3 Pilgrim's Staff page 79

Level 4 Unbroken Cord page 80

Level 6 Chalice of Renewal page 80 UNIQUE ITEM under control of the CBC

Talen Final Draught page 80

**\*\* Child of Gaia Tribebook Second Ed \*\***

Level 2 Truth Feather pg 53 Duplicates Truth of Gaia

Level 3 Goggles of Sight from beyond pg 53 Duplicates Sight from Beyond

Level 5 Gaia's Ghost Shirt pg 53 gives 2 extra healthy levels, 4 extra if attempting to subdue, 5 extra if not fighting back. Negates gifts as listed in the book.

# Totems

\*\* Child of Gaia Tribebook Revised \*\*

Respect:

Father Mule (5 pts) page 76

War:

Black Unicorn (5 pts) page 77

Eagle (9 pts) page 77 (note other broods have other eagles. theirs suck more than this one)

Wisdom:

Sea Otter (4 points) page 77

\*\* Child of Gaia Tribebook Second Ed \*\*

Wisdom:

New World Trinity (5 points) page 53

+3 to use gifts involving persuasions. This does not mean +3 traits when using the gift perusasion, but +3 traits to activate it.

gifts: Wisdom of the Ancient Ways and Dreamspeak



# Rites

**\*\* Child of Gaia Tribeook Revised \*\***

Minor:

Rite of the Teachers pg 70

The Bowels of the Mother pg 70

Accord:

Level 1 Rite of the Pregnant Mule pg 71

Level 2 Rite of Comfort pg 71

Level 2 Rite of Clouds and Rain pg 72 **\*\*WE DON'T TALK ABOUT IT\*\***

Level 3 Rite of Anger's Purge pg 72

Mystic:

Level 1 Last Blessing pg 72

Level 3 Rite of Asklepios pg 73

Level 3 Rite of Blood Kin pg 73

Level 3 Sin Eating pg 73 **\*\*WE DON'T TALK ABOUT IT\*\***

Level 3 Sing the Many Shapes pg 73

Level 3 Rite of Talisman Adapataiton pg 74

Level 4 Rite of Resolution pg 74

Level 5 Rite of the Sacred Peace pg 74

Level 5 Alternation of generations pg 74

Level 5 End Time Rite pg 74

Level 5 Rite of the Parted Veil pg 74

\*\* Child of Gaia Tribebook Second Ed \*\*

Mystic:

Level 3 Rite of Gaian Blood:

Mental challenge diff 7 Wyrms creatures or vampires must make WP Challenge (against 6 traits) to touch or attack.



## Merits & Flaws

**\*\* Child of Gaia *Tribebook Revised* \*\***

Distant Sire 1 pt merit (pg 75)

Supporter 2 pt merit (pg 76)

Naive 1 pt flaw (pg 76)

Vegan 1 pt flaw (pg 76)

Charach 1 pt flaw (pg 76)

Docile 1-3 pt flaw (pg 76)

Burned out 3 pt flaw (pg 76)

Ahimsa 4 pt flaw (pg 76)

**\*\**Litany of the Tribe Volume 1*\*\***

Horn of the Unicorn 1 pt merit (pg 54) Heals one extra level of damage once per scene.

Proselytizer 1 pt flaw (pg 54) ST discretion on when WP spends are necessary to avoid rambling on endlessly about your pet project

Metis Disfigurement: Unicorn's Horn pg 54

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