

WEREWOLF THE APOCALYPSE TRIBAL SPOTLIGHT PACKET

FOR WEREWOLF: THE APOCALYPSE
MADE FOR THE USE OF
ONE WORLD BY NIGHT (OWBN)





DARK PACK

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BLACK FURIES

POP CULTURE

Wonder Woman - DC Comics
Captain Marvel - Marvel
Night Witches - Historical
Cara Dune - Star Wars
Ciri - The Witcher
Xena, Warrior Princess - TV Series

CAMPS

Amazons of Diana • Avenging Mother
Bacchantes • Freebooters • Moon-Daughters
Temple of Artemis • Sisterhood
Order of Our Merciful Mother

KEYWORDS

Motherhood • Sisterhood • Fury
Guardianship • Feminism • Equality
Matriarchy • Old meets New
Greco-Roman Complications

BASIC TRIBE OVERVIEW

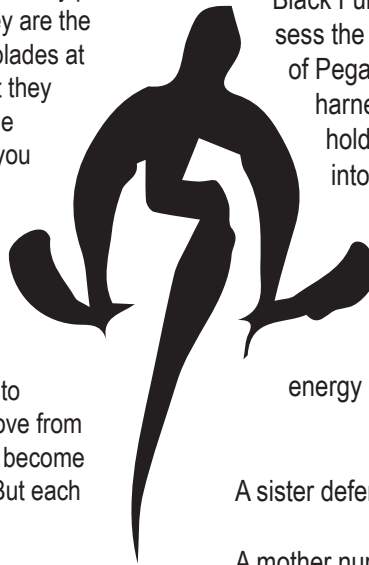
The Black Furies are one of the more misunderstood Tribes. Many would like to see them as hysterical man-haters. And those that make that mistake show themselves to be the truest fools to be ignored. The Black Furies are a Tribe that uplifts women, defends the helpless, protects the Wyld, and seeks the greater mysteries of the world. Their home territory is found in Greece, on the mainland and amongst the many islands. They revel in the power of the cycle of womanhood, the magic of the land, and the destruction of any who would harm those they protect. They are the howls in the fog creeping over the hills. They are the shadows at your door. They are the fists and claws and blades at your throat should you trespass against them and all that they hold dear. They are vengeance personified. They hear the calls of the helpless. They will hunt you down and show you only the mercy you gave your victims.

Pegasus will accept only women into the Tribe with one exception: male Metis of the Tribe are accepted by the Totem. It goes without saying that trans women are women and are wholly accepted by the Totem. Many of the Tribe's Gifts and Rites are linked to the age roles of Maiden, Mother, and Crone. One can move from Maiden to Crone without ever being a Mother, and some become Crone before their time due to battle scars and the like. But each has its place and power in the cycle.

There are many kuklos, camps, within the Tribe that focus on different aspects of what the Tribe holds dear. Their secrets are guarded jealously even from each other and no non-Black Fury Garou can learn any of their gifts. The Tribe as a whole is overseen by The Outer Calyx, thirteen Black Furies who are chosen completely and utterly at random (though no one under Adren has ever been chosen, no male Metis has ever been chosen, and Iona Kinslayer has been a member for decades). Artemis herself chooses the five members of The Inner Calyx, one of each Auspice. Their tasks for the Tribe are beyond what any of us can comprehend.

These are the Laws of the Black Furies:

*Suffer no Abuse to Woman
Remember Your Parents
Train the Weak; Protect the Helpless
Keep the Wyld Places Pure*



Black Furies and the relentlessly aggressive mechanics that make the tribe what they are can be summed up into one single sentence: The Furies are known masters of a battle style that consists of a flurry of attacks so unfair, so fierce, and so chaotically deadly that they leave no trace behind except the matted fur and blood of their targets that are left scattered across the floor. And yet, much like the Matriarchal principles that guide them, so too do the Black Furies possess the power to heal as much as they possess the power to hurt. Deeply attuned to the Wyld, a Daughter of Pegasus is able to take the swirling chaos of creation and harness it to bring judgment upon those that target what she holds dear or to revive the world around her that has fallen into destruction and disarray.

As a Black Fury moves through her existence, so too does her purpose within the tribe and so too do her battle skills adapt to flow with the ever changing energy of the lifespan.

A sister defends.

A mother nurtures.

A crone remembers.

TOTEM

Pegasus is the totemic spirit that adopted the Black Fury tribe when their rage towards men had gone too far. While a noble and honorable spirit, he is still a spirit of the Wyld, unwilling to be ridden by another man after he was gelded. Instead he protects the sacred places of nature and the animals within. While he calls on his children to protect women, he is not patronizing or spiteful in his mission, instead empowering them to find their own fire within.

FAMOUS TRIBE MEMBERS

MARI CABRAH • ALESTRO • KULA WISEBLOOD • DIAN AXEBEARER • VOULA KOSTIKIDAS • KLYMTRA • LANYA WINGS-AFIRE • LEUKIPPES • LYCORIS MOON-SISTER
ALTHEA BANESLAYER • BALL-BITER • ATHENA MOTHER'S-CHILD • CIRCE CHISHOLM • DEBORAH THE BULLETPROOF • APHRODITE DELPHIUS • WUNGALA ROSE
ESTELLA SMITH • ELECTRA SHIELDMAIDEN • IOBA FAREYE • ANTIGONE AND AESCHYLUS • TATIANA • TEIRESIAS • VOLCHEKA IBARRUR • KELONOKE WILDHAIR
SISTER MARY WINDHOWL • IONA KINSLAYER • KATJA • DARA ZETIAN

BONE GNAWERS

POP CULTURE

Kaylee - Firefly
Rose - Star Wars
Walt Longmire - Longmire
Clare Temple - Marvel/Luke Cage/Dare Devil
Bowery King - John Wick
Ghost Dog: The Way of the Samurai

CAMPS

The Swarm • Frankweilers • The Hood
Rat Finks • Hillfolk • Deserters
Road Warders • The Man Eaters

KEYWORDS

Hobos • Kinfolk • Metal Cans • Poverty
Rags • Family • Pizza! • Downtrodden
Cardboard • Resourceful • Creativity
Patience • Selfless • Succor

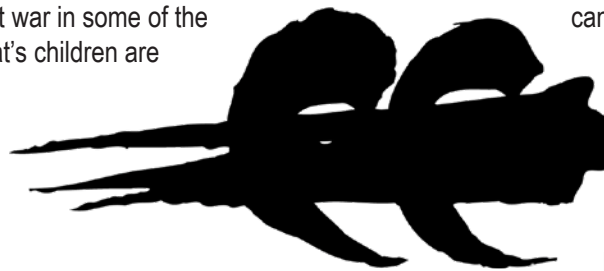
BASIC TRIBE OVERVIEW

Nothing beats the hobo life, stabbin' folks with the hobo knife.

To be one of Rat's children is to be looked down on by the rest of the Garou Nation, dejected and mocked relentlessly. That said, to be one of Rat's children is also to endure and survive. In all loving irony, no tribe can claim greater self reliance or ability to thrive in the most inhospitable cesspools inside the human city landscapes scarred into Gaia's face.

Unlike the Silent Striders who operate in the ever shrinking spaces between urban landscapes or the Glass Walkers who draw on their connection to live above the filth and danger of the streets- the Bone Gnawers wage a constant war in some of the deepest areas of corruption in the world. Rat's children are like a mold that eats through drywall or like a dandelion which grows in the cracks of concrete. They have no resources, command no respect from the high tribes, and are frequently face to face with some of the deadliest machinations of the Wyrms found roaming the twisted and infected alleys of inner cities with nothing more than what fetishes and talens they could make from the discarded garbage and refuse of the world which has all but forgotten them. And yet they endure.

Forced to wage a war of attrition against a hostile world social standing in the omega tribe is not determined by wealth, power, or combat prowess but rather how far you go to protect the helpless and the weak, how far you go to provide for the needy and the most forgotten of Gaia's children. Rat turns away no children and the Bone Gnawers follow their patrons example. No other tribe knows the unifying strength that comes with being forgotten by those above you nor the exhaustion of living day by day in the very belly of the Wyrms. And yet they endure.



MECHANICS

While the quintessential image of a Bone Gnawer is that of a homeless individual huddled around a makeshift fire warmed in a garbage can on the cold streets of an urban landscape, the Bone Gnawers as a whole find themselves making the best out of whatever situation life hands them. Their gifts are all about taking things others would look past as being something that can't be possibly be useful and turning it into something that, after the fact, you could never have done without.

A Bone Gnawer can turn an average pizza delivery into the luck that turns the tide of battle. A cardboard box can become a fort that can keep you safe from the elements. A rock can take down Goliath. What others see as junk, the Bone Gnawer sees as the keys to their palace. They take nothing and they make something from it. Where others would fall apart, they survive. They survive by using the tools provided by the environment and by the camaraderie that is found from gathering with one another.

A Bone Gnawer is never alone, he simply hasn't found the other Bone Gnawers in the hood yet.

Also, knife wrench.

TOTEM

Rat is the totemic deity that keeps watch over the Bone Gnawer tribe. She united her children when they were begging for scraps, raising up the downtrodden with her stern, motherly way. She offered one gift: the will to adapt and survive. She only asks that her children do what no one else is willing to do. Rat's children live in the city, fighting against both Weaver and Wyrms from the shadows, rooting out corruption in a guerrilla war, living among the forgotten and empowering them.

FAMOUS TRIBE MEMBERS

**MOTHER LARISSA • ANGIE CARLOTTI • JOHNNY • LODI CLAWFOOT • BACKALLEY • BANANA SPLIT • AUNTIE MAME • MEAT PUDDING • CARLITA BIG SIS
MOTHER PASTA • KYLE • CHESTER • GRACIE • DONNA • RUFUS MCLAREN • CRICK • RUMWRANGLER • ARMAGEDDEON RYDELL • IGOR VALKOF
NICHOLAS ZUKEINE • FATHER ISAAC**

CHILDREN OF GAIA

POP CULTURE

Peter Parker - Marvel/Spiderman
Leslie "Bull" Allen - Australian Hero
Carla Espinosa - Registered Nurse
Finn - Star Wars
Supergirl - DC Comics
Clarke - The 100

CAMPS

The Anointed Ones
Seekers of the Lost Tribes
Servants of Unicorn • The Patient Deed
Imminent Strike • One Tree
Bringers of Eternal Peace

KEYWORDS

Peace • Healing • Harmony • Metis • Drugs
Acceptance • Love • Blindness • Support
Pacifism • Burnout • Rainbows • Unicorn

BASIC TRIBE OVERVIEW

While the stereotype for a Child of Gaia is a Hippie who has decided that things such as hygiene and stable employment are the tools of the Wyrms, the Children of Gaia are far more capable than the rumors would imply. Accepting of all who come to her doors, Unicorn's children understand that all failures, with support and hard work, can be surpassed and overcome if an individual is willing to put in the effort and try. They steadfastly support all those who come their way as the Children of Gaia at their very core, embody the love of the Mother who created all things. They see the beauty where others see nothing worthwhile. They see hope where others only see despair. An individual who might fall down seven times will be encouraged to stand up eight times more.

While not all of the tribe is as patient as has been described above, the bulk of the tribe is known for its tenacity in helping those who have lost their way find the pathstones that lead them back home. With one noted exception, the Children of Gaia are non judgmental of the person, only the actions that person may have taken. They see the whole picture and encourage others to do the same. A bleeding heart Child of Gaia is often the shield between life and death for those with less emotional regulation and control. Despite the complaining other Tribes might vocalize about the Children of Unicorn's tendency to forgive first, ask questions later, none can protest the results. Their methodology saves lives.

This is why, by contrast, losing the support of a Child of Gaia in one's case to prove their worth can be so damning; if the Children of Gaia give up on you, it is very difficult to believe there is anything left that could possibly be redeemed. The Children of Gaia preach that, even in cases of an individual having fallen so far off the beaten path there is no return back to the light, even in death, restraint should be utilized. The One Tree Camp in particular seeks to see such individuals returned to the cycle in such a way that the Wyrms is not empowered by their destruction.

Even in death, there is love.

MECHANICS

A Child of Gaia, mechanically speaking, has two modes. Healing and Destruction.

A child of Unicorn can learn how to heal even the worst of wounds the Wyrms can inflict upon its foes, from wounds that remove limbs to the wounds placed upon the very soul of that which has incurred the Wyrms's displeasure. These gifts placed into their toolset is why there is no more potent healer among Gaia's forces than the potent cleric found in a well trained Child of Gaia Theurge.

Despite the stereotype of peace and love over war and strife, there are very few Children of Gaia who do not understand that there is a time and place for peace and a time and place for War. True to their core beliefs, the Children of Gaia do not believe that the suffering of those they face should be drawn out; their gifts are intended to end an altercation as quickly as possible and with as few casualties as possible. They are extremely effective murder machines when Gaia calls them to action and task.

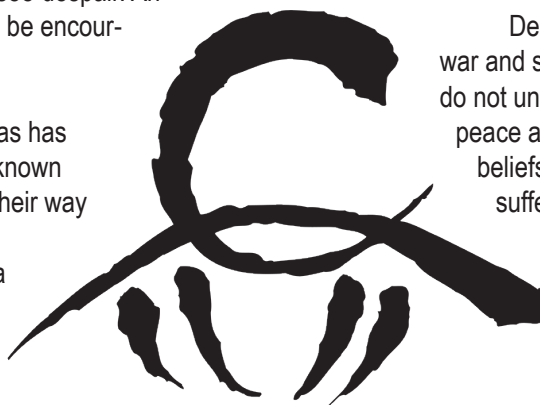
Beyond their ability to take out targets quickly and effectively, the Child of Gaia is also able to pull aggro away from the weaker members of the party. Even in the heat of battle, a Child of Gaia is able to use their skills to protect those he or she holds dear.

TOTEM

Unicorn, the totem of the Child of Gaia, loves all of Gaia's children. She is living embodiment of peace, purity, healing, and harmony. She knows Garou do not have an easy path in their fight to end all suffering via the destruction of the Wyrms and seeks to encourage her chosen Children to remind others of the love that Gaia has for them and provides them with the tools to show their brothers, sisters, and cousins that unity in and of itself can bring peace.

FAMOUS TRIBE MEMBERS

**LORE-SPEAKER GRON • RAYMOND HAWKINS • SARAH RASHEEDA • BEN-FASIL • INNANA • CHASTITY BIDWELL • NELSON CHIANG • JASPER COVINGTON • CRIES
HAVOC • ALYOSHA LYUBOV • EATS-PINECONES • SIDURI SABITU • GARRET FAITHFUL • GRAY RAVEN • TARA MITCHELL • MICHAEL 'TEARS OF JOY'**



FIANNA

POP CULTURE

Chibs - Sons of Anarchy
Molly Weasley - Harry Potter
Merida - Brave
Detective Stabler - Law & Order SVU
Mad Sweeny - American Gods
Red Sonja - Red Sonja Comic Series

CAMPS

Brotherhood of Herne • Children of Dire
Grandchildren of Fionn
Mother's Fundamentalists
Songkeepers • Tuatha De Fionn
Whispering Rovers

KEYWORDS

Passion • Stories • Love • Betrayal • Brooding
Changelings • Pariahs • Celts • The Hearth
Family • Spears • Fellowship
Second Breakfast

BASIC TRIBE OVERVIEW

The Fianna, the children of Stag are best known, best recognized, and best remembered for their passion. The Garou tribe born from the ancestral people of what would become modern Ireland this tribe of Garou has enjoyed the bounty of powerful natural defenses- ocean, cliff, isolation, all this and more has given the children of Stag an immense advantage to defending their protectorate. Their Galliards will be the first to tell you that their island home has never been successfully invaded by the minions of the Wyrms- their mighty fortress of Silver Tara boasting a legendary history to shine as bright as any of the old sacred places of Gaia.

The Fianna are a tribe of intense and ancient customs- steeped in their unique and tested tribal history, which they will happily boast as quickly as they will drink. The tribe's ancient traditions and origins are also what ties them to their most ancient pact through their patron Stag- the Fairies of the Dreaming. Though several tribes have had dealing with the Fair Folk from time to time, the Fianna boast a true bond and ancient pact. Stag calls on his children to support and always come to the aid of the fae. The Fianna tell of ancient battles where fae and wolf fought side by side in mystical battles filled with legendary deeds. Like their passion- adherence to these ancient rituals is a double edged sword as it leaves the Fianna divided between the world of Garou and the world of the fae and it falls to each Fianna to have sufficient wisdom to balance their dual oaths and responsibilities.

Passion and tradition are the pillars of the Fianna tribe which must constantly reign in these elements lest they lose themselves to the folly of passion or dreams of better days. After all a flame that burns twice as hot lasts half as long.

MECHANICS

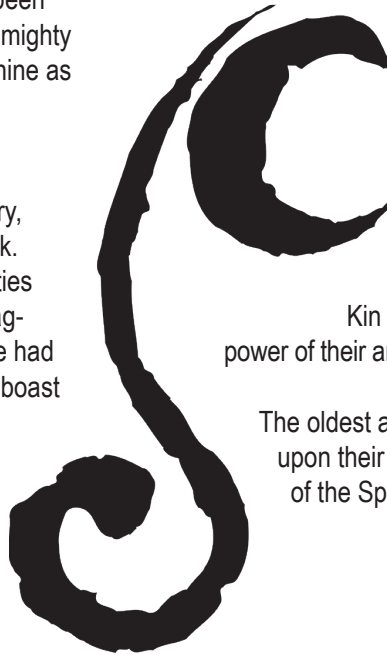
Stag blesses his children with gifts that have aided his children since the first days of the tribe. Just like their strengths, the Fianna's gifts deeply reflect them as a tribe- gifts like Salmon's Leap and Spear Dancing provide powerful athletic feats to the Fianna.

Gifts like Fair Fortune, Resist Toxin, and Havgan's Healing help keep Stag's Children in the fight. Fianna also have a rather unique gift in Pin the Eagle's Wings- a powerful gift tied directly to their preferred cultural weapon, the spear.

The Fianna have a suite of gifts that draw on their connection to the fae such as Fairie Light beats back the darkness, Balor's Gaze which wracks their enemies with pain. Fairie

Kin actually allows the child of Stag to draw on the power of their ancient connection with the fae to call on them for aid.

The oldest and most skilled of Stag's children can even draw upon their enchanted nature to change form with gifts like Gift of the Spriggan or Forms of Cernunnos.



TOTEM

Stag is the totem of the Fianna, an ancient spirit that embodies masculinity, virility, and the wild power of nature. He embodies both light and dark aspects as he demonstrates to his children the importance of a healthy balance between wild and tame, life and death. He entreats his children to embrace their inner passions and to guide others back to them when they are lost.

FAMOUS TRIBE MEMBERS

ARD RIGH BRON MAC FIONN • JONAS MOON • BRIDGET OF THE FLASHING-EYES • BREOGHAN "DANCES-IN-CLOVER" • BOUDICCA • DOUGAL "MOUNTAIN-SPEAKER" CINVORTRIX • SCREAMS-OF-NIGHTMARES • SHANDY • STUART BROWN • EDIE DAVIS • ELIM • FIONN MACCUMHAIL • DUNCAN "STRONG ARM" O'HARA • BARTHOLOMEW "WISE-IN-THE-WAYS-OF-THE-WYRM" • MAMA FRYING PAN • SIOBHAN "DEFIES THE RED GOD" TIERNEY

GET OF FENRIS

POP CULTURE

Luke Cage - Marvel
Audie Murphy - US Hero
Thor - Marvel/Norse Mythology
Ragnar - Vikings
Octavia Blake - The 100
Opie - Sons of Anarchy
Isaiah Bone - Blood and Bone

CAMPS

The Valkyria of Freya • Hand of Tyr
Fangs of Garm • Mjolnir's Thunder
The Glorious Fist of Wotan
The Swords of Heimdall
Ymir's Sweat • Loki's Smile

KEYWORDS

Fenris • Hammer • Valhalla • War • Fimbul
Winter • Rainbow Bridge • Battle • Blood
Midgard • Skald • Holmgang • Viking
Berserker • Kin • Intolerance

BASIC TRIBE OVERVIEW

The Children of Fenrir do one thing better than any other tribe of Garou; they survive and conquer. Every child of Fenrir is a full blooded Fenrir. No Fenrir is too small to learn to use what Gaia has given them to push back against that which seeks to destroy them. Tooth and Claw or Hammer and Sword, maybe even a kitchen chair; anything that needs to be a weapon can become one. These warriors of Gaia, more than any other Tribe, understand that the Fight will not wait for them to be prepared for it to begin.

Primarily Nordic in heritage, the Fenrir value dedication to one's family, by blood or by choice, and commitment to the cause over all else. Cowardice is something that must be eliminated from the soul of all Fenrir. A willingness to go into a battle with the knowledge that they may not come back alive or that if they do come back alive, they return with fresh battle wounds or spouting a new scar, is a fundamental character trait instilled early and often in the hearts and minds of young Fenrir youth. A focus is placed on the story behind each mark of glory incurred. Brash and often criticized for a perceived lack of empathy, the Fenrir do not always make friends but they do produce results in regards to killing and defeating the Agents of the Wyrms.

But none can say the Fenrir do not learn from their mistakes. The horror of the actions taken by the likes of the Swords of Heimdall was not something the Fenrir chose to forgive, or forget. What remains of the camp has slowly but surely been hunted and will continue to be hunted until it is extinct.

There is no place in Asgard for Nazis

MECHANICS

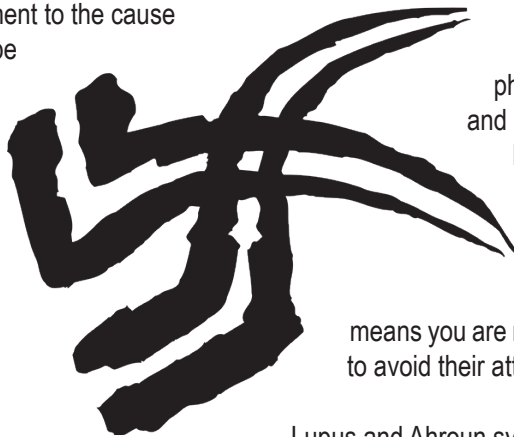
The Fenrir are Gaia's most formidable front line warriors, and their Gifts are designed to allow even their 'non-combat' Auspices to bring the pain.

Troll Skin and Resist Pain compliment their Tribal Advantage of an extra Health level, and its worth considering Huge Size to go with them. Razor Claws and Fangs of the North make even unarmed Fenrir formidable, while Scream of Gaia can be devastating against large groups of foes.

The mechanics of Might of Thor mean that you need to put careful thought into choosing your physical traits from Character Creation forward, and the Fetish: Favor of Fenris (Hammer and Klaive) makes that care even more vital.

Combined with Strength of the Ancestors, a well-built Fenrir will outbid just about anything in game on Physical Traits, which means you are not only more likely to hit your enemies, but also to avoid their attacks in turn.

Lupus and Ahroun synergize very well with Fenris' Bite.



TOTEM

Great Fenris is a totemic deity whose warrior tribe bears his name. In their legends, the Get of Fenris claim that Fenris was the Ahroun of the First Pack, and their culture is one that revolves around the heroism of that auspice. He values strength, both physical strength and strength of will, shunning cowardice and uncertainty. Fenris has a reputation for cruelty that often puts him at odds with other tribes, but so long as he gets results, he will wait for his naysayers on the mound.

FAMOUS TRIBE MEMBERS

**KARIN JARLSDOTTIR • JURGEN KREIG • AESCHYLUS • ANDREW LEE • GORDON KENT • BLADETOOTH • ARN GUTH STORMBRIGHT • DEIDRA • RAGNOR
STAFAN "BLOOD-MOON-CHILD" • MAGNI "MOUNTAIN-BREAKER" • ANTON NORDENSKALD • GOLGOL "FANGS FIRST" • SAMUEL NORGE • MACIE "DEMONS-BANE" KERN
SKY-THROAT • DAG "HATEFUL HAND" • TARJEI HARDRULE • HECKLES-THE-WYRM • TRENT "HUNTS WITH LOKI" • LARS SORENSON**

GLASSWALKER

POP CULTURE

Suri - Black Panther
Dr Cox - Scrubs
Tony Stark - Marvel/Iron Man
Trinity - The Matrix
John Dillinger - Real Life Figure
Gordon Gecko - Wall Street
Penelope Garcia - Criminal Minds

CAMPS

Random Inturupts • Corporate Wolves
Cyber Dogs 2.0 • Wise Guys
City Farmers • Dies Ultima • Umbral Pilots

KEYWORDS

Innovation • Technology • Influence • Money,
Urrah • Cities • Weaver • Banal • Selfish
Guns • Ecoterrorism • Digital Web • Hacking

BASIC TRIBE OVERVIEW

The first thing one must understand about the children of cockroach is that the children of cockroach are a diverse corporation of individuals (fuck the man!) who bring their unique skill sets to the table to create a well working corporate machine that seeks to better the world around them not just for those who live in the cities that they call their home but to the world itself. From seeking the advancement of cybernetic prosthetics and other electronic enhancement to creating new ways to grow large amounts of food, if you've met one Glasswalker, you've met one Glasswalker. While they often share such traits as a desire for innovation, technology, elevation and societal progress, (SCIENCE!) Glasswalkers do not often find a true sense of identity in being a Glasswalker, moreover, their identity is found in the actions and successes they find as enabled by being a child of Cockroach.

Cockroach desires creativity and adaptation in her children and as such, the most flexible of Garou often find themselves face to face with the weaver totem at the end of their rites of passage. Cockroach is known for her attempts and often her successes at poaching those who would have drifted to other tribes in centuries past. Many disenfranchised youth of the classic 'high tribes' have found their way to the meritocracy of the Glasswalker Tribe.

While they are not a single mind unit, they do have a considerable amount of organization in how their tribe is structured. Primarily comprised of 7 Camps, the Glasswalkers split up their own into areas of interest, seeking to put like minds together so that they might work together for the greater good of all. Leadership, assigned, appointed, or voluntold, from each of these camps will meet on a regional level to discuss current projects and ensure that, on a 'company' level, things are running as they should.



MECHANICS

If Silicon Valley had a "trail blazing" award, it would belong to the Glasswalkers. As a tribe, they consistently reinvent themselves to adapt to the current age. As the world around them demands it, they equally adapt, improve and disregard gifts as necessary. Anything and everything can be re-purposed for Gaia. Glasswalkers as a whole have more gifts than any other Tribe and those gifts are all about versatility. Nearly every gift from basic to advanced relates not just to technology but also to how technology is used and how technology is integrated into a spiritual and multi-planer lifestyle. Despite the fact that Glasswalkers are heavily identified as the "Tools of the Weaver", their patriarchal totem Cockroach is partially Wyld spirit in splat. The creation aspects of adaptation and new development can be seen as coming from this part of the Triad.

A Glasswalker usually finds their home in the cities and this is where they are most powerful. Their gifts tend to highly focus on the manipulation of technology for the own betterment or to simply take control of anything electronic within line of sight.

Consequently, Glasswalkers tend to be the most out of place in the wilderness where they must more heavily rely on creativity, advanced planning and whatever technology they may be able to carry. They are so tied to the city that a Glasswalker in the Woods is often as useful as a Red Talon on a Subway.

TOTEM

Cockroach is the totemic deity of the Glasswalker tribe. Adaptability, creativity, and survivability; these are the traits that cockroach values in her children. As a totem of Wisdom and Technology, she pushes her children to learn and grow within the vast reaches of the city. To those she favors, she blesses with the control of technology and machines. With Cockroach, it is often out with the old and in with the new. Ever evolving, ever changing, the Wyld and Weaver's flesh.

FAMOUS TRIBE MEMBERS

**GENEREADER • ANDREA MACNINOC • GIANLUIGI LUCCI • ENID "SPEAKS LIKE RIVER" • BILDERDECK • BRUCE HARPER • CODE RED • CYNEN • PETER WARD
PYOTOR • ROUGH TANGENT • GRAHAM DALY • ROGER DALY • ALDODI DENEZIA • PATRICK SCHULDE • JULIA SPENCER • ADAM SUTTON • BORIS TSEGOV
KANAKIS • JO WU • WU YONG • LEILA VEIL-SHREDDER • GABRIEL VAN DER LINDEN • TED RODGERS**

RED TALONS

POP CULTURE

Moro - Princess Mononoke
Maugrim - Chronicles of Narnia
Malia - Teen Wolf
Scar - Full Metal Alchemist
Cheza - Wolf's Rain
White Wolf - Balto

CAMPS

The Lodge Of The Predator Kings
Warders Of The Land
Whelp's Compromise • The Dying Cubs

KEYWORDS

Nature • Wyld • Wolf • Feral • Teeth • Dying
Claw • Lost • Lonely • Human Flesh
Impergium • Lupus

BASIC TRIBE OVERVIEW

What fury, what rage, comes when one hears the cries of children who's mothers cannot hear their pleas for milk, for comfort, for love? What anger dwells deep within the souls of those who watch those they care for lapse into suffering and sorrow only to see the world turn their backs on those who need them the most? Would you not be consumed by anger, by bitterness, by rage, to see such blindness around you? Would you not step up and take a stand against such injustice and demand something change?

The Children of Griffin, the children of the wolf, have spent many years listening to the sorrowful howls of pups whose mothers, fathers, and siblings, have been lost in the tides of progression. They have spent centuries seeing the writing on the wall grow ever closer to becoming a reality as more and more weaver tech infiltrates the world around them, taking the land of the Lupus and corrupting it beyond repair.

The Children of Griffin are no fools. Despite their hatred of the Homid born, most children of Griffin do not suffer from a lack of intelligence. They know that progression has the potential to eliminate the Lupus born entirely and that the howls they emanate will one day fade into dust on the wind but still they howl. Still they rage. Still they remind their Homid counter parts that the Lupus are a piece of Gaia, chosen by Gaia for a purpose. A purpose that the Homids ignore because it is easy to ignore that which the world tells you does not matter.

They know instinctively that the howl for lupus at the beginning of each moot will one day be silent. No more lupus will walk along the earth. So long as they have breath, they will howl. So long as they have breath, they will rage.

The Homids that took everything from them cannot be allowed to forward in life unchecked.

A wolf needs three things to survive. Food, Water, and Shelter. The gifts of the Red Talon, the pups of Griffin, revolve around these three aspects of feral survival. Finding prey, securing prey, and leaving no trace behind of the prey you captured are aspects of their gift set. The gifts of Griffin make no distinction between a deer and a human; prey is prey and thus the children of Griffin often find themselves 'accidentally' killing humans and yet strangely there are gifts available to them that help keep the veil intact, even with copious amounts of mysteriously coincidental human murder.

The red talons benefit greatly from the gift of Gorge at the intermediate level, allowing themselves to always be prepared to survive when tempers may be scarce.

Red Talons are savage brutal fighters which benefit heavily as a Lupus breed to secure the kill on the prey they have hunted. With such gifts as Go for the Jugular, One Thousand Teeth and Clenched Jaw enhance the latent abilities of the wolf born.

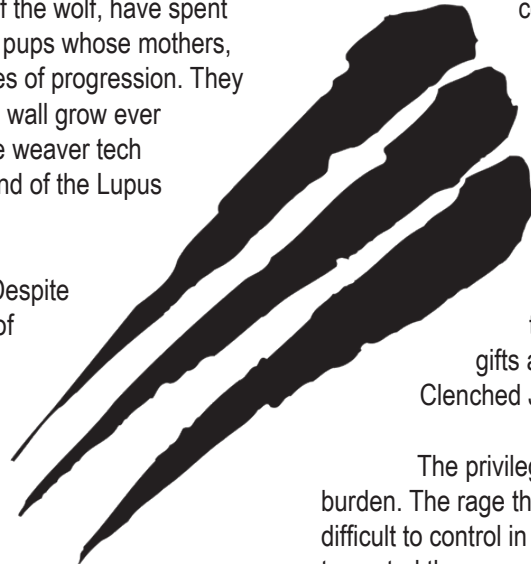
The privilege of being a child of Griffin is also its greatest burden. The rage that comes from seeing the Lupus born die is difficult to control in the younger years but as they grow, they learn to control the rage within and harness it's power. Red Talons are, after all, the dying wolf heart, the rage of a people who have been eliminated and the voice to their wolf kin, still struggling to live on.

TOTEM

Griffin is a totemic spirit the embodies the rage of the Red Talons. A spirit of war, Griffin despises the blight of humanity and takes every opportunity to cull their numbers. So deep is Griffin's hate, he will not even patronize Homid born Garou even if they embody his likeness. His protection and care for the lupus born, however, is matched by none.

FAMOUS TRIBE MEMBERS

**HRAR "SWIPES-THE-WYRM'S-STUFF" • LYNX-KILLER • BLOOD EYE • BURIED-FOR-LATER • STARS IN RIVER • MAMU • CRY OF THE MANY-TALONED
SONGS OF SHADOWS • SPOTLIGHT • STORM-EYE • EATER-OF-BEARS • DARK BLOOD GUSHING • FIERCE HUNGER • FIRECLAW • FOREST-RUNNER • TALL WOLF
TEETH-SPLIT-BONE • THREE PAWS • TUNDRA RUNNER • WYRMBAITER • WEARS-MANY-STORIES • GREY NOSE • STORM OF RAGE**



SHADOWLORDS

POP CULTURE

General Leia Organa - Star Wars
Parker - Leverage
Arya Stark - Game of Thrones
Geralt - The Witcher
Witold Pilecki - Polish Hero
Broyles - Fringe
Creasy - Man on Fire

CAMPS

Major

Lords of the Summit • Children of Crow

Minor

Bringers of Light • Judges of Doom
Children of Bat • Lazarite Movement

KEYWORDS

Loyalty • Thunder • Thuggery • Ruthless
Driven • Pain • Shadows • Whisper •
Duty • Respect • Integrity • Ambition
Goal-Oriented • Honor

BASIC TRIBE OVERVIEW

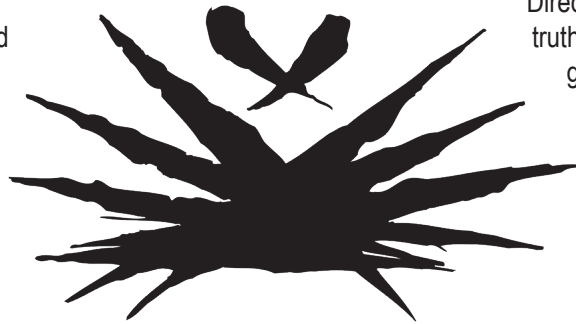
For every job done in the light, another job must be done in tandem in the shadows. For every leader there must be those that guide them on their path. Every worthy leader requires guidance, and the unworthy require replacement. There will always be matters that must be undertaken for the greater good, regardless of what others think, regardless of cost. This, in essence, is the purpose of the Shadow Lords.

At their very core, they do whatever must be done for the greater good of Gaia, the Nation, and the Tribe. The costs of these actions are shouldered by the tribe because they know the Children of Thunder are only ones strong enough to carry such a burden. Because 'necessary' is, at times, a subjective concept, the Shadow Lords often find themselves living in two worlds: the world of their Tribe and the world of the Nation around them. They accept and embody that one does not need to be liked to be effective and they accept that their role amongst the Nation means that many will view them with suspicion, caution, or even total distrust. This creates an Inner / Outer culture that reflects itself in the fact that Shadow Lords are different people amongst their tribe at their whispered-of Shadow Moots than they are in when exposed to the general public. The burden of doing what is necessary for the Greater Good can only be shouldered successfully via a strong no-nonsense support system. The Children of Grandfather Thunder take care of their own. Shadow Lords who find themselves distanced from their tribe are the most likely of this tribe to fall to the Wyrn.

The children of Thunder take on the jobs no one wants to take and they do so with the understanding that duty to Gaia comes before a personal desire to avoid getting their hands dirty. What must be done will be done, by any means necessary.

Above all else Shadow Lord gifts work best in clinch moments- either by creating opportunity or by capitalizing on it. At the core of their gift canon are the set up gifts like Whisper Catching or Fatal Flaw which provide insight, information and advantage over their opponents. Gifts like Seizing the Edge or Open Wounds allow them to take full advantage of a moment of weakness. Meanwhile Gifts like Cold Voice of Reason or Icy Chill of Despair make full use of a Shadow Lord's manipulative nature to stifle opponents and set up opportunities without even lifting a finger. Versatility is the name of the game and there are few situations a skilled Shadow Lord cannot take advantage of. If an enemy is proving too strong,

Shadow Weaving can even the field. If a pack mate frenzies, Direct the Storm can keep them in the fight. In truth, it boils down to the fact that Shadow Lord gifts are highly specialized and highly situational- a Shadow Lord who is best able to read each situation is a Shadow Lord truly in their element.



TOTEM

Grandfather Thunder is the totemic deity of weather that resides atop the Shadow Lord Tribe. Like a storm itself, he is vast, powerful, unrelenting and unforgiving. He expects his children to be crafty, wise and to do what must be done. He does not tolerate failure. Those who have pleased their patron totem may be granted the right to call upon his flock of storm crows in their time of need. Those who cross this deity of weather will often find themselves on the receiving end of a final thunderbolt.

FAMOUS TRIBE MEMBERS

MARGRAVE YURI KONIETZKO • GRANDMASTER OF NORTH AMERICA EVELYN CONSTANTINE • ALEXANDER VOLKAV • SHERRICK DRAST "LAST-ONE-OUT"
MADISON "WEARS THE FANGS OF LEECHES" BLYTHE • MIKHAIL "UNEXPECTED STORM" • JULIE DARKFIRE

SILENT STRIDERS

POP CULTURE

Black Widow - Marvel
Winchester Brothers - Supernatural
Antonio Banderas - The 13th Warrior
Shadow - American Gods
Ziva - NCIS
Indiana Jones - Indiana Jones Series
Michonne - The Walking Dead

CAMPS

Harbingers • Seekers
The Dispossessed • The Swords of the Night
Wayfarers • Eaters of the Dead • Bitter Hex

KEYWORDS

Death • Family • Egypt • Longing • Isolation
Motion • Speed • Leeches • Lost • Hope
Wraiths • Reunion

BASIC TRIBE OVERVIEW

The nomadic nature of the Silent Striders serves them well as the messengers and scouts for the Garou Nation, but it also leaves them with a mysterious reputation among other tribes. That reputation acknowledges their importance to the nation, but is colored by the darkness that has followed their tribe from times long past, making their welcomes to most caerns respectful but strained.

Trouble has shadowed the tribe for millenia. The Silent Striders were forced from their homelands in Egypt and North Africa by a powerful curse levied against them by a Wyrms creature, an ancient vampire they call Sutekh. They have a complicated relationship with the dead - their ancestors disappeared at the time of the curse, and the Restless Dead hound their every step.

The Silent Striders gather information from all over the world to better prepare all Garou to fight the agents of the Wyrms. The Children of Owl have a particular hatred towards vampires, making them a most dangerous foe to leeches anywhere. But tempering that thirst for vengeance is the mercy and aid they offer to the ghosts that are drawn to the tribe.

While their wandering started as a necessity, Silent Striders seem driven to roam. They rarely linger anywhere for long. Even those who do settle down for a time, to join a caern or pack to stave off the loneliness, rarely stay for more than a few years. That itinerant nature is found even amongst their Kin.

Restless and resilient, the Silent Striders continue to search for a way to redeem their homelands and find their ancestors. Rumors say that some of the tribe have already rescued a small collection of their honored dead. But if they have, those successes have only pushed them to do more. Their dedication to the Nation rivals their desire to bring the tribe home again, making the Silent Striders some of the most determined opponents of the Wyrms among the Garou.

MECHANICS

Many Silent Strider gifts focus on aiding them in their role as messengers between caerns. Some boost the inherent strengths of their bodies, increasing endurance with Messenger's Fortitude or quickness with gifts like Speed of Thought. Other gifts, like Heaven's Guidance and Axis Mundi, make sure the Striders never lose their way.

As Silent Striders travel all over the world, they must be skilled at blending in with any culture. Gifts like Speech of the World and Attunement give the Striders knowledge enough to keep a low profile, while Blissful Ignorance and Silence allow them to avoid attention in most situations.

Because of their connection with the restless dead, Silent Striders also have a number of gifts that allow them to see and track wraiths, like Visions of Duat. Striders have also focused on gifts that give them advantages over vampires, such as Dam the Heartflood.

While the Silent Striders have lost their homelands to the leeches, they still maintain cultural ties with their Egyptian roots. Weapons most common among them include the d'siah and jambiya, which is the most common shape for a Silent Strider klaive.



TOTEM

Owl is the totemic spirit that guides the Silent Strider tribe. Owl is a spirit of Wisdom, acting as a teacher toward a tribe of wanderers and protector of those on a journey, especially the journey to the afterlife. Having been cast out of their home, he encourages his children to travel and explore and learn from their wanderings. While patient, Owl is still a fierce hunter in his own right and sends those who interfere with the journey of death to their own final rest.

FAMOUS TRIBE MEMBERS

**ABNATHA THE LAUGHING ONE • ZOSHO ALEMEIN • BENNU • BES-POR-NUMIN • BURIES-THE-DEAD • ANUBIS FARSTRIDER • ANUBIS HILLWALKER
HORUS THE SWORD • KHEPRI LEAPS-THE-DUNES • ZUBEIDA • NATIFA • WHEEL-DREAMER • SEKHET WHEEL-DANCER • WEPAUWET • WALKS-WITH-MIGHT
TANZUT • VIK STRYKER • LUKAS ATKINS • ROAD WALKER • SAM PATEL • MEHMET**

SILVER FANGS

POP CULTURE

Thanos - Marvel
Black Panther - Marvel
Louis XIV - French King
Garnet - Final Fantasy IX
Aragorn - Lord of the Rings
Daenerys Targaryen - Game of Thrones
Hamlet - Shakespearian Play

CAMPS

Houses:

Austere Howl • Blood Red Crest • Crescent Moon
Gleaming Eye • Unbreakable Hearth • Wise Heart
Wyrmlife

Lodges: Sun / Moon

KEYWORDS

Duty • Command • Example • Tragic
Responsibility • Crown • Silver
Sun and Moon • Klaive • King • Leadership
Madness • Burden

BASIC TRIBE OVERVIEW

Silver Fangs always come from a lineage of Silver Fangs before them. Silver Fangs are not made. Silver Fangs are Chosen. Members of this tribe fall into one of two categories, Traditionalist and Renewalists. Traditionalists hold fast to the view point that the old ways are the best ways and that while we've had horrible things happen, we've always come out the other side due to the trustworthy and steadfast nature of the Traditionalist leadership mindset. Renewalists on the other hand disagree strongly with this sentiment and point instead to the stagnant nature of the Traditionalist philosophy as the reason wars start in the first place. They cite progress and adaptation, the core philosophies of the Reknewalist theory, as the reason Wars come to an End.

Which house a Silver Fang is born into determines the mindset in which they are raised. Houses Crescent Moon, Gleaming Eye and around half of House Wise Heart hold firmer to the old ways where as Houses Wyrmlife, Unbreakable Hearth and Austere Howl look towards more progressive methodology in how they view the world and leadership. While it is not unheard of to change one's house, it is certainly not common to abandon the family into which you are born. The Two Lodges of the Silver Fang tribe on the other hand, that of the Sun and Moon, reflect personal choice. Those who are more suited to politics find themselves in the Sun Lodge where as those who are more attuned to the spiritual world find themselves in the Moon Lodge.

No good Silver Fang will ever admit the fatigue of leadership. Silver Fangs never speak of their Quirks, especially to those outside the tribe. They simply carry on. Heavy lies the crown.

MECHANICS

Silver Fangs Gifts are designed for their role as Alphas and leaders of the Nation. While a few, such as Mastery, allow them to outright command their subjects, more Gifts are about giving them the tools to lead from the front.

Luna's Armor and Sidestep Death help the Fangs to survive, while Silver Claws, Hand Blade, and Luna's Avenger make even non-Ahrouns a force to be reckoned with in a fight. Inspiration and Empathy place them in leadership roles even when they are not Alphas, and they are also surprisingly good at dealing with Spirits and performing Rites: their Tribal Advantage functions as a retest on any Rite that uses a Social Challenge, and Secret of Gaia covers two different Theurge Gifts.

Of all the Tribes, Silver Fangs possess the most Klaives, and many specialize in Klaive Dueling, sometimes known as Klaivaskar. It's important to consider both House and Lodge when building a Fang, as both can add powerful tools.



TOTEM

Falcon is the totemic spirit that grants the privilege of ruler-ship to the Silver Fang tribe and empowers the Silver Crown. He only accepts those who reflect the qualities of leadership as his children: honorable, loyal, strong of character, and with impeccable breeding. For Falcon, the leadership of the first tribe is not a right, it is a duty, and those who shirk the responsibilities associated with their tribe, or worse, abuse them, quickly find themselves out of Falcon's favor.

FAMOUS TRIBE MEMBERS

**JONAS ALBRECHT • TAMARA TVARIVICH • SINGS-FOR-THE-BEAST • KONSTANTOS THE SAVAGE • MARIA ORRELAND • ISAIAH MORNINGKILL • JACOB MORNINGKILL • PRINCESS ANASTASIA
ARKADY ICECLAW • MONTGOMERY ABERCORN • ROSHEN ONE-ARM • KING EARL BLAZE • KOLYA BLOOD-OF-IRON • SOPHIA AND YURI TVARIVICH • PETROS THE UNYIELDING
NICOLAI PREDATELSKI • COLLETTE DELACOURT • FOMA • TSAREVICH IVAN • GEORGES OF ARMENIA • GREYFIST • GRIMFANG • UTRA • VASSILI • VSLAV • BARON TARL
FIGHTS WITH WORDS • ILYA TSVAREVICH**

STAR GAZERS

POP CULTURE

Kueng - Rumble In The Bronx
Master Oogway - Kung Fu Panda
Louis Stevens - Only The Strong
Yoda - Star Wars
Iroh - The Last Airbender
Ip Man - Ip Man

CAMPS

Heavenly Successors Of The Demon-Eater
Inner Path • Klaital Puk • Sacred Thread
Trance Runners • The World Tree • Zephyr
Ana-gamin • The Metastatic Birth
Ouroboroans

KEYWORDS

Balance • Mysteries • Puzzles • Riddles
Enigmas • Centered • Change
Enlightenment • Martial Arts • Meditation
Philosopher • Passive • The Middle Way

BASIC TRIBE OVERVIEW

The endless question. The endless riddle. The fight for balance in a cycle where the question of what is balance. Each Stargazer must deal with the question of where they belong, the East or West? Much as the tribe asks itself that question too. A generation since the losses in Tibet, within the Nation, the Stargazers are a small and decentralized tribe, where it is often a struggle to find tribemates to learn from. It is because of this that Stargazers are deeply connected to their Ancestors to a level and daily dedication that most tribes lack. Without guidance there can be no growth.

To debate the question and riddles of past, present, and future is the essence of the tribe. Does a Stargazer choose to work to reclaim and rebuild the past or only look forward to make new paths in the fabric of fate? Does a Stargazer focus on East or West or try to be a bridge to both? Or is the mysterious nature of the Ethereal realm their true calling? Chimera offers little guidance to its children on which path they should walk for themselves.

Many say that Stargazers are only reactivate, too passive, even prone to inaction and yet the Tribe would offer the rebuttal that many outside the tribe are too quick to discount that sometimes, inaction is the best choice to make. This style of ebb and flow between black and white is empowered by the fact that Chimera's brood are spirits of mystery, magic, and bygones. Some might say that as Chimera's children, the Stargazers are meant to fight the Weaver. Others might say they should bring the Weaver into balance. Like so many aspects of being a Stargazer, this question must be answered by each individual. No two answers will ever be perfectly alike.

For the Stargazers of the Nation, the road to purpose and identity is more difficult than it is for those who chose to stay east. Disjointed and unorganized, each Stargazer is an island to their own, a solitary monk on a journey all their own with very few to walk along the road beside them.

MECHANICS

Stargazers tend to be the most introverted Garou, much more comfortable without a pack than other tribes. Their calm natures and introspection further distinguish them - at times, one might even forget that they have Rage at all. They also tend to forgo fetishes and to some degree even talens - they are not unheard of in the tribe, but their traditions place far more emphasis on self reliance rather than powerful weapons and tools. The Stargazers learn gifts that focus on perception, understanding, inner strength, and balance.

Some of the basic gifts such as Inner Strength, Iron Resolve, and Muladhara focus on reinforcing the Garou's will and spiritual strength. Others, such as Balance and Falling Touch express that understanding of Balance as a physical concept, not just spiritual.

Finally, gifts such as Sense Wyrms, Seed of Speech, or Sense the demonic serve to increase the Garou's understanding of both the world around them and of other beings.

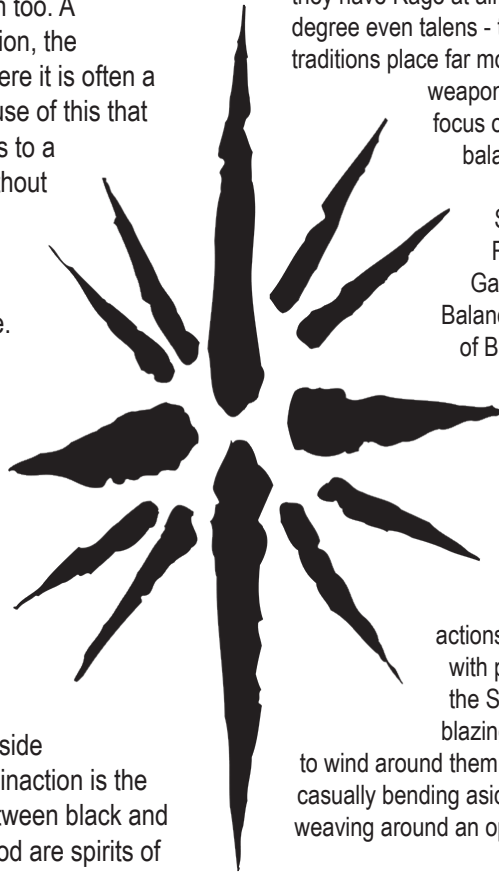
As a whole, most Stargazer gifts are subtle things. They tend to enhance abilities the Garou already possesses or allow them to perform actions that would theoretically be possible for anyone with perfect perception, precision, and practice. Rare is the Stargazer gift that creates a giant conflagration of blazing energy to strike a foe. But fate itself often seems to wind around them protectively, and foes often find a Stargazer casually bending aside to avoid what should have been a fatal blow and weaving around an opponent's defenses to strike them down.

TOTEM

Chimera is the patron guide that resides over the Stargazer Tribe. While the Western Aspect of Chimera is considerably weaker than its Eastern Counterpart, Chimera still requires her children to constantly seek out the riddles of the world and to seek out imbalance and correct it. She desires her children seek after balance, harmony and enlightenment so that the mistakes of the past are not repeated in the life of the present.

FAMOUS TRIBE MEMBERS

ANTONINE TEARDROP • AWENA • GABRIEL "SHINING-GOLD" • KLAITAL STARGAZER • CHIEN SUN • CAPRICE • GALILEO "CROSSES-THE-STAR" • THUNDER TIGER LAO "TWO-TONGUES" • ULU • LEOPOLD VALKENBURG • LUTHER "GAZES-INWARD" • JACQUES LAPOINTE • ZHAN XUE • PUJARINI "SONGBREAKER" THOKMAY



UKTENA

POP CULTURE

Qui-Gon - Star Wars
Calypso - Pirates of the Caribbean
Charles Smith - RDR 2
Kidagakash 'Kida' Nedakh - Atlantis
Chief - One Flew over Cooockoo Nest
Moana - Moana

CAMPS

Bane Tenders • Earth Guides
Path Dancers • Scouts
Raiders • Skywalkers
Web Walkers • Wyld Children

KEYWORDS

Curious • Knowledge • Oppressed • Secrets
Shadows • Solitude • Lore • Discovery
Remembrance • Forbidden • Flowing

BASIC TRIBE OVERVIEW

It is hard to draw a box around what it means to be an Uktena, because Uktena are inherently drawn live outside them. Uktena himself is the same - cougar, stag and serpent together. A creature of the water, yes, but much more of rivers and lakes than the ocean. Wooded lake shores and deep cut riverbeds. Uktena's children are expected to seek out and walk the edge between sun and shadow, between wisdom and foolishness. This is why the Uktena so often press close to learning too much of the Wyrms. It is also why they are so close with their secrets. Walking that edge and not tipping over requires an enormous amount of inner strength, and when talking about the more dangerous borders to push, training. Some knowledge, the Uktena know, is inherently dangerous, and should not be shared lightly.

The Uktena are one of the few tribes focused upon what might be termed "spiritual warfare." Uktena are extremely adept at healing mental and spiritual scars. Walking along those narrow, treacherous paths is a strain, and not one that can - or should - be borne alone. Complete solitude is vulnerability, one which the Wyrms can easily exploit. The tribe keeps a close watch on its own for signs that the strain is becoming too much. An Uktena who does not have any bonds with his tribemates is not entirely trusted - no one demands extroverts, but the tribe needs to know that those walking the closest to the dark things have a support structure around them.

The life of an Uktena is often diving into dark, dangerous waters. Searching the muddy bottom for a scrap of knowledge that will help your friends, and hoping that you can make it back to the surface before those dark waters seep into you and turn you into one more terror lurking at the bottom and waiting for new divers.

When one looks at the surface of the water, they often cannot see that which lies at its depths. So too does one look at the skills provided to the descendants of Older Brother. While some gifts, such as Sense Magic, are simplistic in their explanation and purpose, other gifts, such as Rend the Craft, are far more murky in both their origins and capabilities. The descendants of Older Brother also find comfort in darkness and the deep. Coils of the Serpent and Shroud allow them to carry the depths with them wherever they may be sent or wherever they may choose to go.

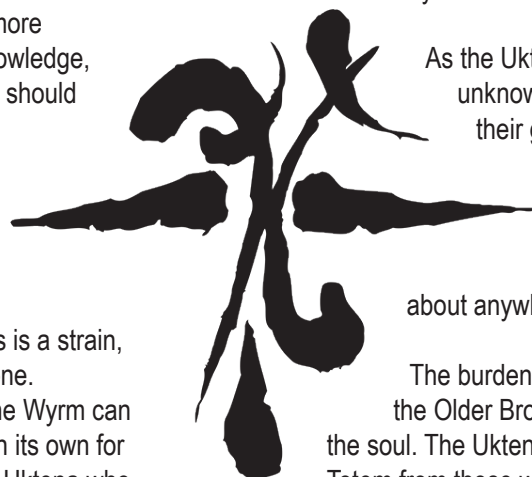
As the Uktena is always searching out that which is unknown and that which must be found, so too do their gifts reflect this. Uktena's Passage and Umbral Compass prevent the wandering Uktena from being lost to a point they can never return to the family they have left behind and Invisibility allows them to sneak into just about anywhere sight unseen.

The burden of responsibility placed upon the shoulders of the Older Brother is one that sometimes weighs heavy on the soul. The Uktena have been tasked with the duty to remove a Totem from those who cannot serve it honorably and to take temporarily from an individual the gifts they have been entrusted with should they witness them used irresponsibly.

The Older Brother is the protector of his family and thus, if it should be required, he will give his life so that his family might live on.

TOTEM

Uktena is the patron spirit of the Uktena tribe. An ancient water spirit with the body of a great serpent proceeding to the head- a massive 'upper' body of a cougar wearing a crown of stag horns. He teaches that there is no such thing as forbidden lore- only dangerous lore. He commands his children to seek out all mystic knowledge and orders them cultivate sufficient wisdom to wield it in their fight or have sufficient wisdom to bury what they cannot yet control.



FAMOUS TRIBE MEMBERS

JUBATI • TJINDERI "KNOWING-SMILE" • BULL ROARER • OWL EYES • COROS • CAVALO • AMY "HUNDRED-VOICES"
JARED CHAVEYO "RANDOM VISTAS"

WENDIGO

POP CULTURE

Autumn Peltier - Activist
Rosalie Fish - Athlete
Wolverine - X-Men
Eagle Flies - Red Dead Redemption 2
Declan Harper - Frontier
Leonard Peltier - Activist
Connor - Assassin's Creed 3

CAMPS

Warpath
The Sacred Hoop
The Secret Hoop
Ghost Dancers

KEYWORDS

Frozen • North • Native • Indigenous
Struggling • Vengeful • Proud • Bitter
Steadfast • Estranged • Violent

BASIC TRIBE OVERVIEW

Close your eyes, and listen for the howl of a wolf in the distance. You can hear his cry, lonely and longing. Where do you imagine this taking place? Feel the chill as the cold passes over you; the frozen northern forest, grown old and tall with snow covered trees. This is the Pureland. The cries are that of Wendigo.

The Wendigo, or younger Brother, retains distrust for the Uktena, or Older Brother, due to the pain of loss from losing the Croatan, or Middle Brother. Wendigo's children are an old and proud tribe. Descended from the Native people of Northern America, the Wendigo hold to fierce wisdom long forgotten by other tribes and yet they too are in danger of being forgotten.

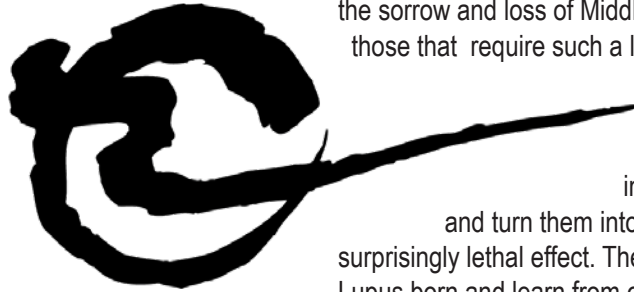
The struggle of the Wendigo is therefore that of a dying people. They are a people whose ways are slowly being forgotten, by slip or by push in the same way as Middle Brother before them.

The claws of the Wendigo rage with undying fury against the defiling of the lands they once thrived on. Like their totem, the Wendigo have learned to be as immovable as a glacier. They often make their homes in snowstorms and blizzards that might have swept away a weaker people. They pride themselves on their steadfast hardy nature. They survive where others die. They will always survive, no matter what it takes to do so.

The Wendigo tribe today strive to reclaim what they once had, while not losing more to the changing world. They fight, perhaps more fiercely than other tribes, in order to remain a considerable strength in the war against the Wyrms, and to remind the world with their tundra echoing howls, that they are still there and the fury within them still burns.

MECHANICS

The gifts of the Wendigo focus on Cold, Storms, and Survival. In the beginning, the children of Wendigo learn to control the winds. As they grow, they can begin to summon winter storms and after lengthy study and obtaining the rank of Elder, can completely change the weather of any given area via the gift Invoke the Spirits of Storm. They also focus on survivability, as witnessed through the gifts Strength of Pines and Shelter of Needles and being able to ignore pain through gifts like Ignore Pain and Blood of the North. When battle calls, the Wendigo can call upon the same strength to smite their foes through gifts like Cutting Wind, Call the Breeze, Call the Ice, and Heart of Ice. They are also able to share the sorrow and loss of Middle Brother through the gift Harano upon those that require such a lesson.



Wendigo are hardy hunters, regardless of the form they are born into. They very often use Tribal weaponry and turn them into powerful Fetishes and Talons with surprisingly lethal effect. The Wendigo respect both Homid and Lupus born and learn from one another, knowing that Grandmother Gaia gave wisdom to all different breeds. However, this wisdom is kept within the Wendigo for the wyrmbrothers have brought ruin to us all.

TOTEM

Wendigo is the totemic deity that sits atop the Wendigo Tribe. Called the Cannibal Winds, the Wendigo is a First People manifestation of Hunger and Vengeance. Some say the Wendigo followed a more tempered totem once but any questions of said nature to Wendigo are met with rage and claw. Wendigo blesses aggressive warriors, staunch defenders of the old ways and vicious tricksters. There is no room for weakness around he who would devour hearts.

FAMOUS TRIBE MEMBERS

**EVAN "HEALS-THE-PAST" • ARGUES-WITH-ANGER • MOON HOWL • BLOOD ON THE WIND • JOHN "NORTH WIND'S SON" • TAKA-KANÉ
JIM GEORGE • VOICE-OF-STONE • CLAWS OF FURY**

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