



# Silent Striders

## An OWbN Genre Packet

A packet for Silent Strider players and Storytellers  
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# Table of Contents

<b><u>Introduction</u></b>		4
<b><u>History</u></b>		5
<b><u>Set's Curse</u></b>		6
<b><u>Culture</u></b>		7
<u>Political Camps</u>		7
<u>Strider Communication</u>		8
<u>Prophecy of Nephys</u>		9
<b><u>Enemies</u></b>		11
<u>Setites</u>		11
<u>SoulDrinkers</u>		11
<u>Others</u>		11
<b><u>Allies?</u></b>		12
<u>Ajaba</u>		12
<u>Bubasti</u>		12
<u>Mokolé</u>		12
<u>Mummies</u>		12
<b><u>Gifts</u></b>		13
<u>Revised/Third Edition</u>		13
<u>Unrevised/Outdated</u>		14
<b><u>Fetishes</u></b>		16
<u>Fetishes</u>		16
<u>Talens</u>		17
<b><u>Totems</u></b>		19
<b><u>Rites</u></b>		
<b><u>Merits &amp; Flaws</u></b>		
<b><u>FAQ</u></b>		
<b><u>Credits</u></b>		



# Introduction

Every story has a hero, and there is no question that the Garou were made to be heroes. But there are many brands of heroes, and many types. The story of the Silent Strider tribe is one of tragedy, loss and pain, so it is only fitting to consider them Tragic Heroes. Not all Legends of the Garou end in victory, but the story of the Silent Striders, individually and collectively, is not over yet. Just as Owl, who is their totem, journeys into death and returns, so too might the Silent Striders return from their defeat at the hand of Sutekh's curse, to claim victory...



# History

*Throughout history it has been the inaction of those who could have acted, the indifference of those who should have known better, the silence of the voice of justice when it mattered most, that has made it possible for evil to triumph.*

*--Haile Selassie*

When the humans of Egypt first began to build and grow in culture and magic the Garou who would later become the Silent Striders were already there, watching. Immortalized in the culture of the Egyptians as Anubis (Anpu), the Jackal-god who freely walked between life and death, the Striders always had a place in the land of Khem, until their line was cursed by the vampire-god Sutekh.

Made forever outsiders walking the fringes of the homelands of others by this curse, the Striders have spread throughout the world, becoming premier messengers, though distrusted as shiftily indigents and foreigners. Filled with the sorrow of their clan's circumstance, many push away outsiders who reach out in sympathy or pity, perpetuating this mistrust.

This is the part in the story where I could talk about the finer details of Strider history throughout the world, and about how they have forged ties with other wandering cultures, such as the gypsies, for example but **Tribebook: Silent Striders** and **Rage Across Egypt** are more than adequate in that regard. Rather than rewriting it, I'm just going to suggest you read one of the two.

For the last two centuries the Silent Striders have gently and subtly encouraged the other Tribes of Garou to increase their populations in Egypt and its immediate area, unnoticed among the increasing numbers of foreigners present, though the curse has kept them on the sidelines. Combined with rumors of some breaking the Curse of Set, and the dramatic increase of Shemsu-heru (mummies), this has begun to fracture the stranglehold vampires have kept on Egypt for 2,000 years. But for a people so plagued by tragedy, no victory is without setback. That same Maelstrom which ultimately led to the increase in Shemsu-heru also destroyed the Dark Umbral homerealm of the Striders, known as Ta-tchesert, scattering the inhabitants, and destroying that last spiritual anchor of the dispossessed tribe.

The most significant events in recent OWBN History were both the reclamation of a single Sept about 100 miles west of Alexandria, just inside Egypt's border, and it's downfall later. The Sept is called the Sept of Ma'at's Blessing. Although this is about all the typical tribe member would have heard about the rise of the Sept without having spoken with one of the Striders who had helped restore this Caern, more information might be available to the average character about this Sept's fall, which happened in early 2006.

The two published Septs in Egypt where Striders can sometimes, at least for short periods of time, escape the Curse of Set are the Sept of the Second Night in Asyut and the now-Child of Gaia-held Sept of the Healing Dawn in Qena (see **Rage Across Egypt** pg 57 for more information).

There is little else of significance in OWBN history that differs from White Wolf's portrayal of the tribe.



# Set's Curse

*Black magic operates most effectively in preconscious, marginal areas. Casual curses are the most effective.*  
—William S. Burroughs

**"By the names I have spoken, O Lupines, I curse you. I place my mark upon you, that you shall be forever severed from thy dead fathers and mothers. I damn you with my touch, that never again shall you rest in the lands of thy people. May the names of your ancestors be forgotten, and may their ghosts fade from hunger in the Duat. As I was cast out, so then shall you be exiled, voiceless and lost forevermore."**

This was the curse lain upon the Silent Striders by the vampire Sutekh, also called Set. It seems simple, but it manifests in many ways. Striders are unable to regain Gnosis through meditation or the Sacred Hunt while in Egypt, and if a spirit attempts to give a Strider Gnosis while in Egypt, the Gnosis leaks away during the transfer (and as the spirits know this, they normally turn down pleas for Gnosis from Striders in Egypt).

Beyond this technical aspect, Striders experience horrible nightmares of serpents, and the screams of their ancestor-spirits when sleeping in Khem, anywhere outside the caern of Solace, wherein they only experience mildly unpleasant dreams. Striders often find sleep fearful and draining, and even resting without sleep makes them edgy. The only two ways a Strider can regain Gnosis while in Egypt are the Rite of Mocking the Serpent and the Rite of Sacred Gift (see **Rites**).

When thinking about this curse it is very important to first understand the Egyptian beliefs about names and naming, and the Follower of Set beliefs about names. Egyptian culture was very literate, and Egyptians cared about names for the same reason they mummified bodies and built monuments: having your name remembered was part of immortality. Egyptians believed in the compound nature of humans, each composed of a number of physical and spiritual components. These components separated after death, and sometimes in life, each carrying out differing purposes, and going to different afterlives. One of these parts was, the *ren*, essentially the magical True Name of a person.

When a person died and went to the Western Lands of Duat, their name was part of what maintained their existence there, much as their memorial (mummies, tombs, grave goods, decedents, etc) did. To have your name forgotten was to die a second death, and cease to exist. For a culture believing in reincarnation there can be little more horrifying. Because of these beliefs, for example, Followers of Set traditionally do not acknowledge the existence of those among themselves who have become Nameless (had all records of their name and life destroyed), and often seek to actively destroy them.

This is why Set invokes names, presumably the *ren* of the leaders of the Striders or of gods whose power he invoked for his curse. This is also why he curses the ancestors of the Striders to be forgotten via their names, as the loss of their names in living record or memory would cause them to cease to be reborn, and to cease to exist. This disconnection from their Ancestors is reflected in the MET Tribal Flaw of being unable to purchase the *Ancestors* Background, and unable to summon Ancestor-spirits to teach them Gifts.

It is also noteworthy that Striders have noticed over time, a correlation between the physical area the Curse covers and the borders of whatever is considered the country of Egypt at the moment. As the borders of the country shift, so does the area within which the Striders suffer the full effects of the Curse, implying to Theurges and other experts, the clear use of name-magics tied to the country of "Egypt".

But times are changing. Bennu was the first to hear the Ancestors again in 1998, however since that time, it has begun to happen. With the appearance of the Red Star, though it is still few and far between, some rare cubs have begun to hear the ancestor-spirits. No known older Striders have heard them, and those few Ancestors that have spoken have all been ancient, predating the Curse of Sutekh. The most accepted reason for this startling occurrence is that the storms in the Underworld, which have been observed to blow spirits all the way back into the lands of the living again, have somehow pulled the ancestor-spirits from their home realm, through the lands of the dead.

# Culture

*For any culture which is primarily concerned with meaning, the study of death - the only certainty that life holds for us - must be central, for an understanding of death is the key to liberation in life.*  
—Stanislaw Grof

## Political Camps

(And Secret Societies)

### Bitter Hex (Secret Society)

Dedicated to avenging the wronged dead who suffer or suffered under curses, no one joins the Bitter Hex without first being chosen and invited by a current member. Primarily homid in makeup, this group is more of a secret society than a political camp, and members do not advertise nor admit their affiliation.

This camp is **not** suitable for starting characters, and Storytellers are asked to contact the Silent Strider TN and Changing Breeds Coordinator before allowing PC Bitter Hex members.

### Dead Goddess Cult

This fringe cult, lead by Road Walker, is rarely, if ever encountered. They believe the Red Star is a sign the prophecy of Fire Walker has already come to pass and that Gaia has already died, unbeknownst to most of the Garou. Since they're normally encountered only through rumor, most Striders have very little idea what they seek to accomplish. The three most common beliefs are: look for a new home in the Deep Umbra, find Gaia in Duat to protect and remain with her, or somehow return Gaia to life.

This camp is **not** suitable for starting characters, and Storytellers are asked to contact the Silent Strider TN and Changing Breeds Coordinator before allowing PC Dead Goddess Cult members.

### Dispossessed

The Dispossessed are focused, or possibly even obsessed, on finding or recovering a homeland for the Silent Striders. Prominent leaders have emerged among the Dispossessed in recent years, including Walks-With-Might and Buries-The-Dead, re-igniting the push to recover the Strider homeland in Egypt. Their successes have begun to light a fire in the rest of the Tribe.

This camp is suitable for starting characters.

### Eaters of the Dead (Secret Society)

This renegade group of flesh-eaters continues to exist.

Rumor among the Tribe says that these repulsive ones...these outcasts among outcast, have found a way around the Curse laid upon the Tribe by Set. By eating the souls, as well as the brains of their victims, the rumors say, they are able to regain the Gnosis the Curse causes the land to deny them.

The reality of the fact is that they discovered the secret to breaking the Curse, beginning in December of 1999, when a pack of Eaters consumed a vampire recently returned from her native Egypt, learning enough about Egypt and the vampire culture of Egypt to travel there unimpeded, and learned too the final line of the Curse in its original language. From this, Eater Theurges have created a Rite the Eaters call "Mocking the Serpent" which allows them to absorb Gnosis from a victim instead of knowledge.

When Jackal Fever swept through the Strider's homeland, turning large sections of the Bone Gnawers to cannibalism, the Eaters of the Dead allied with them, hiding the Maneaters' consumption of human flesh from discovery in exchange for help procuring victims.



This camp is **not** suitable for starting characters, and PC Eaters of the Dead require Silent Strider TN and Changing Breeds Coordinator approval.

### **Harbingers**

The second oldest camp of Striders, this is the camp most Garou are familiar with. These Striders, who were originally a branch of the Seekers, travel from place to place, appearing just long enough to give warning of an impending and previously unknown Wyrms-threat. Because they are always messengers of ill news, these Striders have contributed heavily to the mistrust and perception of Silent Striders as signs of impending disaster held by many other Garou.

Although Harbingers *may* be suitable for starting characters, Storyteller discretion is advised when allowing any Harbinger PCs (especially starting characters), as they must inherently travel constantly, which may be impractical in a LARP setting.

### **Seekers**

This oldest camp of the Striders is focused on recovering or discovering forgotten knowledge and lore, particularly for aiding the attempts to break the Curse of Set.

This camp is suitable for starting characters.

### **Swords of Night** (originally called **Daggers of Nut**)

These Striders are dedicated to destroying the undead, especially the Followers of Set. In the past, this camp was officially disbanded, due to pressure from other Tribes, but in reality the members merely continued their work in secret. In recent years the increase in vampiric activity has caused the Strider elders to once again sanction this camp officially.

Although Swords of Night *may* be suitable for starting characters, Storyteller discretion is advised when permitting them as starting characters. Storytellers should also take note of the strong possibility of cross-genre, cross-Chronicle interaction between Swords of Night Silent Strider PCs and OWbN vampire Chronicles.

### **Wayfarers**

This camp is mistrusted by other Silent Striders, as they serve as principled mercenaries for whatever they deem a “worthy” cause. Selling their services causes some other Silent Striders to regard them with some contempt for putting profit before responsibility. Wayfarers simply regard the Striders’ lack of a homeland, and ability to go almost anywhere as a natural business opportunity. This camp has become more common in recent years.

This camp is suitable for starting characters.

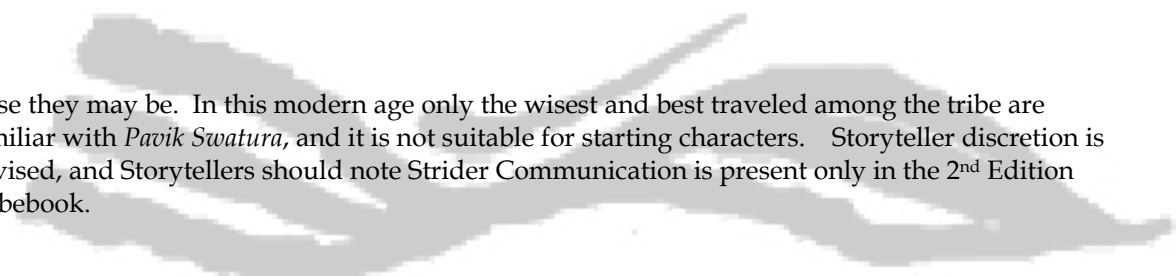
## **Strider Communication:** This is an optional system available at Storyteller discretion.

*(from Silent Strider Tribebook pg 48)*

*Silent Strider Characters who devote one dot of Linguistics to “Strider Communication” should be considered fluent in all these means of speech without speech.*

Note that if your home chronicle uses a skill level system where each language known must be purchased on a scale of 1-5, reflecting fluency, Strider Communication is considered a non-verbal language.

The dance-tales of *Pavik Swatura* that allow fluent Silent Striders to communicate secretly through coded Egyptian symbolism buried in dance movements are complex, and cannot be learned without a teacher. Silent Striders **do not** teach this code to allies, however valued and



close they may be. In this modern age only the wisest and best traveled among the tribe are familiar with *Pavik Swatura*, and it is not suitable for starting characters. Storyteller discretion is advised, and Storytellers should note Strider Communication is present only in the 2<sup>nd</sup> Edition Tribebook.

## Prophecy of Nephys

Variations of this Prophecy, first recorded in the generations following the exile of the Striders from Egypt, are numerous. The prophecy, presumed to relate to the Triat, is not often shared with non-Striders. The common interpretation is that the destruction of any one of the three Triat members will result in the destruction of Gaia.

*I saw four deaths  
One death  
The shaper namer definer liar  
The spider  
Her legs ripped from her  
Smothered by her web  
The world crumbles  
One death  
The destroyer corrupter liar  
The dragon  
Impaled through the heart  
Crushed beneath his hoard  
The world starves  
One death  
The creator liar  
The whirlwind  
Quelled  
Becalmed  
The world freezes  
One death  
All three paths lead this way  
The mother*



# Enemies

*There is nothing so likely to produce peace as to be well prepared to meet the enemy.*  
--George Washington

## Setites

In a land where king and commoner alike desired life everlasting, is it surprising these Leeches flourished? Claiming decent from the god Sutekh, better known in the West as Set or Seth, these deceivers have sunk their teeth deep into the Strider's ancestral homelands. For every light there is a shadow, and the Followers of Set are the shadow to the Silent Strider's light, serving as antagonists to their protagonist.

## Soul Drinkers

Although Soul Drinkers are a bane exclusive to Egypt, they are included here as their preferred prey are Silent Striders, and they will feed on other Garou or Fera **only** if no Silent Striders are available. They physically materialize in the deserts of Egypt at night (remaining in the Umbra during the day) and are attracted to the spilling or spending of Gnosis. In the words of Samir the Jackal, The Galliard Who Speaks 'Til Sunrise, spending Gnosis in the deserts of Egypt at night is like, *"hanging a bloody shirt in a tree in the woods. You might not attract anything, but if you do, it's going to be hungry."*

These banes, the most common of the Strider's homeland, can track Silent Striders from any distance, generally picking up on them if a Strider has used Gnosis. They can also drain Gnosis, adding it to their own essence, including Gnosis stored in containers, Fetishes, etc. Other dangerous foes, such as larger banes or Black Spiral Dancers often follow Soul Drinkers, taking advantage of the Soul Drinkers' ability to so readily track Silent Striders.

(Rage Across Egypt)

## Others

Pentex and its subsidiaries build unchecked in Egypt. In a country where 96% of the population lives in the river delta, pollution takes a heavy toll. If something is not done soon, the Striders may well find they have no homeland left to return to.

Mages, who manipulate the Names given to all things by Gaia and the Weaver are often attracted to the powerful magics of Ancient Egypt. There are even rare rumors of assassin-sorcerers that stalk the streets of Egypt, though these rumors have never been substantiated.

# Allies?

*It is difficult to say who do you the most mischief: enemies with the worst intentions or friends with the best.*  
--E.R. Bulwer-Lytton

## Ajaba

Rarely, if ever, seen outside of Africa, these hyena-shifters are disliked and distrusted by most, but are part of the Ahadi. The Ahadi is a new tentative pact between the Fera and Garou of Africa, including the Ajaba, Bastet, and Mokolé, pledging mutual respect of territory, and assistance battling the Wyrms.

## Bubasti

The Egyptians in the image of the goddess Bast have immortalized Bubasti, just as the Silent Striders have been the mould for the image of Anubis. Bastet of all sorts have long been more numerous in Egypt than Garou, perhaps causing the plethora of feline-headed deities. The Striders should be grateful for their presence, as it was this greater number of Fera than Garou which led to accommodation and dramatically decreased carnage in Egypt during the period of time that elsewhere is called the Impergium.

After the Striders were cursed, almost all other Garou and Fera left Egypt as well, as did the mummies. Only the Bubasti never budged, bound to the land, just as the Striders are banished from it, seemingly forced to return, even as the Striders are forced to always leave Khem. Their feline kin all slain or enslaved by the Followers of Set, the Bubasti would pay any price, spending their own lives and the lives of others like water to achieve revenge and free their enslaved, ghouléd kin. Risky allies at best, for it is this zeal and hatred towards the foe common to the Striders, that has led the Bubasti so far down the Wyrms' road.

Typically contacted through the city of Zagizig, also known as Bubastis, these Fera are relieved by the return of the Garou and the Striders to Egypt, as without their presence, the Bubasti were long overwhelmed and pushed back by the vampires, especially the Followers of Set. One might even say a tentative alliance is being formed between the Bubasti and the Silent Striders, as each reaches out to the other for the help they require, praying they will not be betrayed, each seeing the other as the untrustworthy outsiders in their homeland.

## Mokolé

Although the Mokolé were once among the numerous Fera of Egypt, the Strider's homeland, they vanished long ago, disappearing after the Curse of Set was placed on the Striders, perhaps following them out, as so many other Garou and Fera seemed to do. Lake Moeris in Egypt was once arguably the largest Mokolé "caern" in the world, but it has been abandoned for centuries now, though worshippers of the crocodile-god Sobekh continue to venerate the spot to this day.

As so many Mokolé share a common culture with the Striders, many Mokolé have interest in the Striders overcoming their Curse and retaking their homeland.

And indeed it is noteworthy that the Mokolé seem to have in overabundance what the Striders lack: sleep and ancestral memory.

## Mummies

Mummies, properly known as the Shemsu-heru, the Undying, were created by Horus to serve a purpose similar to the Garou: to protect and maintain the balance of Ma'at. Formerly neutral and largely unknown, their recent resurgence in numbers is leading to increasing familiarity and an increasing number of alliances, especially against their mutual enemy, the Followers of Set.

# Gifts

*When I dare to be powerful, to use my strength in the service of my vision, then it becomes less and less important whether I am afraid.*  
--Audre Lorde

Silent Strider Tribal Gifts, and Silent Strider Camp/Secret Society Gifts.

Note that although Dark Ages and Wild West Gifts appear on these lists, they are naturally inappropriate in most games, and it is the Storyteller's decision whether or not to allow them in a game. It is possible, but should be unlikely, for characters to learn Gifts from other Camps, and all but inconceivable to learn Gifts from Secret Societies they are not members of. (For information on learning Gifts typically taught by Ancestor Spirits, see *Tribebook: Silent Strider* pg. 79)

## Revised/Third Edition

### Basic Gifts

Blissful Ignorance	MET: Laws of the Wild (revised)
Call to Duty ( <i>Wayfarers Camp Gift</i> )	Tribebook: Silent Striders
Curse of Hatred ( <i>Bitter Hex Camp Gift</i> )	Tribebook: Silent Striders
Graceful Strike ( <i>Dispossessed Camp Gift</i> )	Tribebook: Silent Striders
Grim Resolve ( <i>Harbingers Camp Gift</i> )	Tribebook: Silent Striders
Heaven's Guidance	Tribebook: Silent Striders
Messenger's Fortitude	MET: Laws of the Wild (revised)
Sense of the Prey ( <i>Seekers Camp Gift</i> )	Tribebook: Silent Striders
Sense Wyrn	MET: Laws of the Wild (revised)
Silence	MET: Laws of the Wild (revised)
Speed of Thought	MET: Laws of the Wild (revised)
Summon Talisman	Players Guide to the Garou
Tireless Running	Tribebook: Silent Striders
Tread Sebek's Back	Tribebook: Silent Striders

### Intermediate Gifts

Adaptation	MET: Laws of the Wild (revised)
Attunement	MET: Laws of the Wild (revised)
Dam the Heartflood	Tribebook: Silent Striders
Death Track	Players Guide to the Garou
Fleet Footed ( <i>Dark Ages</i> )	Dark Ages Werewolf
Ghost Touched ( <i>Harbingers Camp Gift</i> )	Tribebook: Silent Striders
Great Leap	MET: Laws of the Wild (revised)
Guiding Hand of Djeheuty	Players Guide to the Garou
Mindblock ( <i>Swords of Night Camp Gift</i> )	Tribebook: Silent Striders
Scale of Ma'at	Tribebook: Silent Striders
Speed Beyond Thought	MET: Laws of the Wild (revised)
Touch of Death ( <i>Eaters of the Dead Camp Gift</i> )	Tribebook: Silent Striders

### Advanced Gifts

Gate of the Moon	MET: Laws of the Wild (revised)
Fetish Doll ( <i>Bitter Hex Camp Gift</i> )	Tribebook: Silent Striders
Reach the Umbra	MET: Laws of the Wild (revised)

## Unrevised/Outdated

These Gifts are out of date. Storyteller discretion is strongly advised when allowing any of the below Gifts. Grey text indicates a listing above, reprinted for Third Edition.

### Basic Gifts

Axis Mundi	Ways of the Wolf
Blissful Ignorance	MET: Laws of the Wild
Dark Peering ( <i>Wild West</i> )	Ghost Towns
Dust Talking ( <i>Wild West</i> )	MET: Laws of the Wyld West
Faceless Stranger ( <i>Wild West</i> )	Frontier Secrets
Heaven's Guidance ( <i>Dark Ages</i> )	MET Journal 6
Hide in Plain Sight ( <i>Wild West</i> )	Werewolf: The Wild West
Messenger's Fortitude	MET: Laws of the Wild
Sense Wyrn	MET: Laws of the Wild
Smoke Signals ( <i>Wild West</i> )	Wild West Companion
Speech of the World ( <i>Dark Ages</i> )	Werewolf: The Dark Ages
Speed of Thought	MET: Laws of the Wild
Trailblazer ( <i>Wild West</i> )	Wild West Companion
Tread Sebek's Back	Silent Strider Tribebook
Troubleseeker ( <i>Harbingers Camp Gift</i> )	Silent Strider Tribebook

### Intermediate Gifts

Adaptation	MET: Laws of the Wild
Dam the Heartflood	MET Journal 6
Eyes of Ma'at	Silent Striders Tribebook
Gaia's Resilience ( <i>Wild West</i> )	MET: Laws of the Wyld West
Gibberish ( <i>Wild West</i> )	Wild West Companion
Great Leap	Werewolf: The Apocalypse 2 <sup>nd</sup> Ed.
Hide In Plain Sight ( <i>Wild West</i> )	MET: Laws of the Wyld West
Leap the Chasm ( <i>Wild West</i> )	Werewolf: The Wild West
Long Running	Werewolf Players Guide 2 <sup>nd</sup> Ed.
Message Glance	Werewolf Players Guide
Speed Beyond Thought	MET: Laws of the Wild
Summon Talisman	MET: Laws of the Wild
Tongues	MET: Laws of the Wild
Touch of Death ( <i>Eaters of the Dead Camp Gift</i> )	Silent Strider Tribebook
Windrunner ( <i>Wild West</i> )	Werewolf: The Wild West

### Advanced Gifts

Attunement	MET: Laws of the Wild
Gate of the Moon	Werewolf: The Apocalypse 2 <sup>nd</sup> Ed.
Invocation of the Pharaoh	Silent Striders Tribebook
Open Moon Gate	MET: Laws of the Wild
Reach the Umbra	MET: Laws of the Wild
Train of Thought ( <i>Wild West</i> )	MET: Laws of the Wyld West

# Fetishes

*Inanimate objects can be classified scientifically into three major categories; those that don't work, those that break down and those that get lost.*

*--Russell Baker*

## Fetishes

Fetishes are separated by Level, listed alphabetically for each level.

### Wanderer's Friend

#### Level 1, Gnosis 4

This Fetish takes the form of an odd-looking compass, with glyphs and a second compass-needle. Used and held only by low-ranked Striders (usually given away upon achieving Rank Two or Three), the compass, when active, hears and remembers verbal directions. See *Tribebook: Silent Striders* pg 80 for more information.

### Stone-Headed Mace

#### Level 2, Gnosis 5

This Fetish Mace grows with the wielder as they shift from Homid to Glabro to Crinos, with damage increasing with size. See *Tribebook: Silent Striders* pg 80-81 for more information.

### Stormcloak

#### Level 2, Gnosis 7

This fetish helps protect the wearer from the spirits and phenomena of the Dark Umbra. See *Hammer and Klaive* pg 92 for more information.

### D'siah

#### Level 3, Gnosis 6

These "blades of the moon," are crescent moon-shaped flint ritual blades, carried by some Silent Striders. When activated, they inflict aggravated damage to Wurm-tainted creatures (and additional aggravated damage to serpent-like creatures and Setites), also draining a Gnosis from the foe when applicable. See *Tribebook: Silent Striders* pg 81-82 for more information.

### Jambiya

#### Level 3, Gnosis 5

Essentially a Klaive forged in the form of a D'siah, these Fetishes grow in popularity as that of the D'siah diminishes, as they are far less fragile than D'siah. See *Tribebook: Silent Striders* pg 82 for more information.

### Mirror Blade

#### Level 3, Gnosis 7

This fetish reveals nearby Penumbral spirits, allows the wielder to strike these non-materialized spirits, and upon a successful hit, automatically pulls the wielder into the Umbra. See *Hammer and Klaive* pg 92 for more information.

### Sarcophagus of Anpw

#### Level 3, Gnosis 4

This unusual item renders a user effectively "dead" for 24 hours, protecting them from all supernatural powers designed specifically to affect mortals and from all disease or magics duplicating mortal disease. Wound penalties are slightly reduced, as are difficulties to enter the



Dark Umbra. Excessive use of this fetish may well kill the user permanently. See *Silent Strider Tribebook* pg 51 for more information. Storytellers please note this is a 2<sup>nd</sup> Edition Fetish.

### **Universal Message Tube**

#### **Level 3, Gnosis 6**

Especially popular with Wayfarers, when activated, this object can hold anything smaller than the Strider in Homid form. When activated again, the object can be removed. See *Hammer and Klaive* pg 92 for more information.

### **Cheops' Brick**

#### **Level 4, Gnosis 5**

Properly employed this object wards a campsite against minions of the Wyrms. See *Silent Strider Tribebook* pg 51 for more information. Storytellers please note this is a 2<sup>nd</sup> Edition Fetish.

### **Mask of the Assanbonam**

#### **Level 4, Gnosis 5**

This fetish allows the user to become insubstantial excepting the mask, to fly at double normal speed, and bite, using the mask's mouth, per Hispo, until deactivated or daybreak. See *Silent Strider Tribebook* pg 51 for more information. Storytellers please note this is a 2<sup>nd</sup> Edition Fetish.

### **Mummy Amulets**

#### **Level 5, Gnosis 8**

These amulets, bequeathed by mummies and beyond the skill of Garou to create, grant bonus Attribute Traits (all forms, possibly above maximum) in a category when worn. Wearing them for extended periods induced Harano. Losing one of these rare fetishes causes the loss two *permanent* Wisdom renown and one *permanent* Honor renown. See *Silent Strider Tribebook* pg 51 for more information. Storytellers please note this is a 2<sup>nd</sup> Edition Fetish and the Silent Strider to Shemsu-heru relationship has been substantially re-written with 3<sup>rd</sup> Edition.

### **Owl Talon D'siah**

#### **Level 5, Gnosis 7**

There are only two surviving Owl Talon D'siah. Carved to resemble clutching owl talons rather than the crescent moon, these d'siah channel drained Gnosis to the wielder. This Fetish can also drain Blood Traits from vampires with a successful hit, converting them into Gnosis for the wielder, albeit with minor Wyrms-taint. See *Tribebook: Silent Striders* pg 82 for more information. Storytellers please note that Owl Talon D'siah ought to be considered R&U as unique, published White Wolf items.

### **Sword of the Sun**

#### **Legendary Fetish**

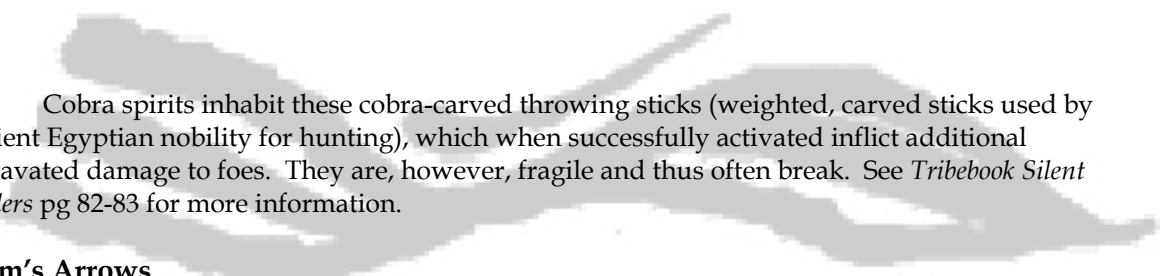
This d'siah was turned to gold by Helios, and when activated the blade becomes made of sunlight. See *Hammer and Klaive* pg 119-120 for more information. Storytellers please note that the Sword of the Sun ought to be considered R&U as a unique, published White Wolf item.

## **Talens**

Talens are listed by amount of Gnosis.

### **Wadjet's Fang**

#### **Gnosis 6**



Cobra spirits inhabit these cobra-carved throwing sticks (weighted, carved sticks used by Ancient Egyptian nobility for hunting), which when successfully activated inflict additional aggravated damage to foes. They are, however, fragile and thus often break. See *Tribebook Silent Striders* pg 82-83 for more information.

### **Atum's Arrows**

#### **Gnosis 7**

When fired, these arrows burst into flame and split in three. See *Hammer and Klaive* pg 92-93 for more information.

### **Pectoral of Terror**

#### **Gnosis 8**

These rare Talens are used as tricks and traps for Black Spiral Dancers or traitorous Garou. If a Garou uses the polished metal surface of the Talen to attempt to cross into the Umbra, the ghost bound inside pulls them instead into the Dark Umbra.

# Totems

*Whoever obeys the gods, to him they particularly listen.*  
--Homer

## Totems of Respect

### Scarab

(Silent Strider Tribebook)

#### Background Cost: 4

The quiet burrower, Scarab builds and destroys with relentless patience. Symbol of the ancient pharaohs, Scarab is equally honored by the Striders for her tenacity and timelessness.

**Traits:** Scarab grants her followers *Enigmas* x2 and decreases by one their difficulties to breach the Gauntlet. Additionally, Scarab can impart Pharaoh's Majesty: Once per month a Strider may invoke Scarab and be treated as though he had Pure Breed 5. Finally, Scarab teaches victory through patience: Followers of Scarab are considered +2 Traits on all extended challenges, after the first challenge, and on all tests of perseverance.

**Ban:** Followers of Scarab must help defend a threatened caern, no matter what the odds. They must also seek to improve the reputation of the Silent Striders, usually be example.

## Totems of War

### Crocodile

(Silent Strider Tribebook)

#### Background Cost: 5

The patient lurker in the muck, Crocodile is placid in peace, yet terrible in war. Striders honor Crocodile for his balance and his perfect control over his frenzies.

**Traits:** Crocodile's brood gain *Stealth* x2 and are considered to be +2 Traits when bidding Stamina-related traits to avoid taking damage from attacks or sources not involving fire or cold. His children also gain the ability to communicate in the Mokolé tongue (this is automatic, not requiring the purchase of Linguistics). Finally, the Crocodile's brood do one extra damage with all bite attacks.

**Ban:** Followers of Crocodile may not may not attack or seek to bring harm to Mokolé. Garou who assist the werealligators are more likely to earn Crocodile's favor, although other Garou may well regard them as traitors.

### Tsetse Fly

(Silent Strider Tribebook)

#### Background Cost: 5

Cruel and sinister, Tsetse Fly is the implacable mistress of vengeance. Once angered, she will not rest until her foe is slain. Her bite is virtually impossible to defend against, and she prefers to strike when a foe least suspects. Striders following Tsetse Fly are relentless foes, nurturing thousands of years of frustration and anger anew into a simmering stew of Rage, then lashing out from the shadows.

**Traits:** Striders following Tsetse gain *Medicine* x2 and can put the "mojo" on their enemies. They must truly hate the enemy (mechanically they must have spent at least five points of Rage against him), must have a piece of his body or a personal effect, and must make a Social Challenge (retested with Intimidation) against a difficulty of the target's Willpower and spend between one and five points of Rage. Success inflicts the mojo curse on the foe; the foe suffers a one-trait penalty to all actions and tests per point of Rage spent by the Strider. for the duration of the

night. A botched Social Challenge turns the mojo curse on the Strider for the night. A mojo may only be cast on a given foe once per year (Tsetse Fly expects her followers to take advantage of a weakened enemy!).

**Ban:** Followers of Tsetse Fly must always gain revenge against their enemies. Additionally, because Tsetse Fly is seen as an unclean totem, followers of Tsetse Fly subtract one point from any temporary Honor renown they gain.

## Totems of Wisdom

### Ibis

(Silent Strider Tribebook)

#### **Background Cost: 5**

The ancient bird of Thoth, Ibis imparts wisdom and aids recollection. Striders revere Ibis, for only through him may they regain even a fraction of their sundered memories.

**Traits:** Followers of Ibis gain the power of Eidetic Memory per the Merit. Also, the difficulties of all magics used against them (including mage magick, hedge magic and vampiric Thaumaturgy, but not wraith, werewolf or changeling powers) are increased by one.

**Ban:** Followers of Ibis may never harm a bird (this applies to Corax as well). They must also seek out lost and forgotten lore.

### Sphinx

(Silent Strider Tribebook)

#### **Background Cost: 6**

The eternally vigilant Sphinx is the guardian of the ages, and eternity is bound in its ancient riddle. For Striders, Sphinx serves as a reminder of all that they have lost and all they hope to regain one day. Strider Theurges often petition Sphinx, seeking portents of the impending Apocalypse, but many who delve too far into the unknowable sink into Harano and worse.

**Traits:** Followers of Sphinx gain the *Clever Mental Trait*, which does not count towards the follower's Trait maximum. Additionally, they may spend a Willpower Trait, once per month and thereby gain any Lore at x6 for a single scene.

**Ban:** If a follower of Sphinx loses or refuses a riddle contest, she sinks into a deep Harano curable only by a successful Umbral quest for forgotten lore.

# Rites

*'Tis no sin to cheat the devil.  
--Daniel Defoe*

Silent Strider only Rites, Camp Rites, and other Rites pertinent to the Silent Striders, listed alphabetically.

## **Decent into the Dark Umbra (Mystic)**

*This Rite was replaced with Decent into the Underworld in Third Edition.*  
(Silent Strider Tribebook)

## **Decent into the Underworld (Mystic)**

The Strider sacrifices a living animal, marks all participants with its blood, and draws sigils on the ground nearby with the remaining blood. The ritemaster then enters the Underworld. Additional Tests in MET to bring other participants along are left to Storyteller discretion, however additional Static Tests, performed by the ritemaster, for each other participants are recommended, as the MET conversion (Tribebook: Silent Strider pg 78) is unclear.

(Tribebook: Silent Striders)

## **Gathering of Wanderers (Caern)**

This rite allows Striders to hold a Moot even in bare wilderness, far from any Caern. A summoned Engling sanctifies the proceedings, and must be given Gnosis not only by the leader of the rite, but by each Garou bringing a matter before the Moot. The Engling must return to the Umbra without having been hunted when the moot is over.

(Tribebook: Silent Striders)

## **Rite for the Watchful (Death)**

This rite was long unused by the Tribe, serving only as barter for access to the resources of other Tribes. Now however it is used to reveal which Strider cubs have the ability to call upon their Ancestors, as it reveals the faint traces left upon the spirit by an Ancestor's touch, revealing the deed-names of said Ancestors to the ritemaster.

(Tribebook: Silent Striders)

## **Rite of Dormant Wisdom (Mystic)**

**\*\*This Rite requires TN and Coord approval for PCs\*\***

*Eaters of the Dead Camp Rite*

Using this forbidden rite, the practitioner and his aides may gain the knowledge of a dead person by ritually devouring the deceased's brain. The corpse can be long dead, as long as the brain hasn't fully decomposed. No special abilities (Disciplines, Gifts, etc.) can be learned from this rite, but the Eater may learn any number of passwords or occult knowledge.

However, the Wyrms touch is on this rite. If the rite is practiced more times than the character has Gnosis, then the character will become wholly of the Wyrms, servant of Foebok, Urge Wyrms of Fear. Although his appearance will not change, he will begin working towards the Wyrms interests (Sense Wyrms reveals the taint normally). A botched attempt to perform the Rite of Dormant Wisdom will also destroy the character's mind, making him an insane slave to the Wyrms, sending him into a Wyrms-frenzy from which he never recovers.

If the ritemaster and his aides each spend a permanent Gnosis point, they may perform this rite on a Garou or other shapeshifter, or a Mummy. The rite also works on mages and other “supernatural” humans, as well as on immobilized or torpid vampires, although cutting into a Leech’s cranium will certainly awaken it.

(Tribebook: Silent Striders, Rage Across Egypt)

### **Rite of Meeting and Parting (Minor)**

This minor rite is for the rare occurrences when two Silent Striders encounter each other on the road, consisting of anything from sharing food, to merely howling as they pass one another at a full run. It is not typically used for arrivals at a caern.

(Tribebook: Silent Striders)

### **Rite of Mocking the Serpent (Mystic)**

**\*\*This Rite requires TN and Coord approval for PCs\*\***

*Eaters of the Dead Camp Rite*

Though slightly easier to use than the Rite of Dorman Wisdom, this rite is still only taught to Eaters of the Dead and typically only those who plan on traveling to Egypt. This rite allows the practitioner to absorb Gnosis from the victim’s brain instead of knowledge.

This rite functions on any being with Gnosis (any shapeshifter, some Kinfolk, even some fomori), any being with an understanding of magic or the supernatural (mages, most vampires) or any sentient being of especially strong will (anyone with Willpower 7 or higher). Eaters of the Dead prefer to use this rite on tainted individuals such as Black Spiral Dancers and, of course, vampires. When running low on Gnosis in Egypt, however, more than one Brain Eater has chosen to inflict the Delirium on a small group of people and capture the one who seems to keep his head the best. While the cult is loathe to use the rite on Garou it does sometimes happen.

This rite is similar to the Rite of Dormant Wisdom in execution. The ritemaster kills or immobilizes the prey and consumes the brain, absorbing a number of Gnosis, up to the victim’s current temporary Gnosis (if applicable) or Willpower (if the victim has no Gnosis). While Mocking the Serpent is “safer” to use than its parent rite, it still carries risks. A Garou who uses this rite to regain Gnosis a number of times equal to his own permanent Gnosis consecutively without regaining Gnosis in another way loses the ability to do so. Thereafter the Garou can only regain Gnosis by means of this rite.

(Rage Across Egypt)

### **Rite of Purification (Death)**

This burial ritual is performed only for, by, and in the company of, Silent Striders, though it does not replace Gathering for the Departed, should some wish to mourn the deceased. The body is ritually washed and laid out. Scarab is invoked and beetle-spirits strip the body to the bones, which are then laid to rest.

(Tribebook: Silent Striders)

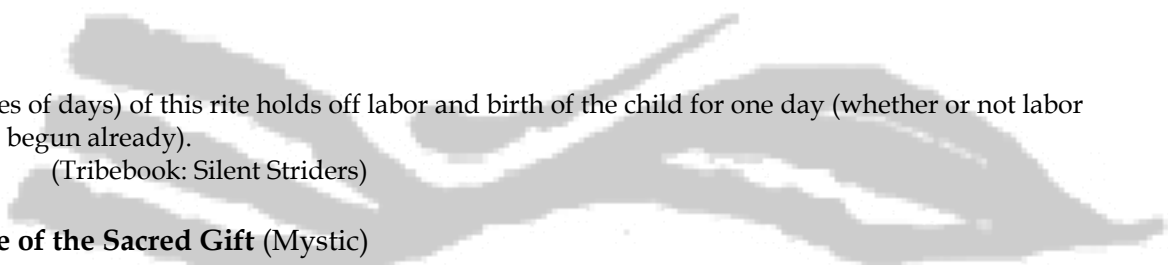
### **Rite of the Jackdaw (Punishment)**

This punishment rite causes the subject to uncontrollably reveal the most private and trivial matters of his own life to everyone around him. It is used as a punishment for one who has broken a promise of secrecy. This rite lasts for one day.

(Tribebook: Silent Striders)

### **Rite of the Midwife (Accord)**

This rite protects newborns from harm or taint by hurrying or delaying birth and labor. Typically the mother must be a Silent Strider or Kinfolk, though Owl may be induced to assist others with proper chiminage. Each use (and it is often both necessary and desirable to use for a



series of days) of this rite holds off labor and birth of the child for one day (whether or not labor had begun already).

(Tribebook: Silent Striders)

### **Rite of the Sacred Gift (Mystic)**

**\*\*This Rite requires TN and Coord approval for PCs\*\***

#### *Children of Gaia Tribal Rite*

This rite was developed by the Children of Gaia in Egypt centuries ago in an attempt to combat Set's curse. It simply allows one werewolf to shunt his Gnosis into another. In theory this rite could be used to transfer Gnosis to or from Fera as well, but this has never been attempted (at least not to the knowledge of anyone living).

The rite is simple enough to perform: the ritemaster drinks from a cup, lifts it and utters a blessing, and then, while still holding it, tilts it so the recipient can drink. If the cup leaves the ritemaster's hands at any time during the rite, the ritual is disrupted and the Gnosis is lost.

The player spends the Gnosis she wishes to grant the recipient. Failure indicates the character has dropped the cup of water and any Gnosis spent is lost (and may well attract Soul-Eaters, a bane unique to Egypt, the only place this Rite is ever performed). Success allows the recipient to absorb the Gnosis and add it to her temporary Gnosis Traits (cannot exceed permanent Traits).

(Rage Across Egypt)

### **Rite of the Spoken Page (Mystic)**

This rite summons an ibis-spirit, which reads aloud the designated material. It does not translate the material, but for material less than a month old, reads it in the voice of the original author. The spirit reads until the next moonrise, or until dismissed.

(Tribebook: Silent Striders)

### **Ritual of Life (Mystic)**

#### *Seeker Camp Rite*

This rite, which must be employed before the subject's dead body cools, and does not work on non-Strider Garou, allows a Seeker to return a Silent Strider to life. The subject, although returned to life, must immediately enter the Umbra or Dark Umbra, never to return to the physical world, as nothing that has died can dwell in the lands of the living. Remaining in the physical world causes the now-revived subject to take three levels of aggravated damage every turn. The subject will still suffer the effects of prolonged stays in the Umbra without contact with the physical world. The effects of this ritual on humans or non-Garou supernatural creatures are still under investigation by the Seekers.

(Tribebook: Silent Striders)



# Merits & Flaws

*Water which is too pure has no fish.  
--Ts'ai Ken T'an*

## Tribebook: Silent Strider Merits & Flaws

### Ghost Sight (4 pt. Supernatural Merit)

You have periodic glimpses into the Dark Umbra when something important is happening in the Dark Umbra or places significant to the dead. Often developed in childhood, Ghost Sight is suitable for Strider Kinfolk as well.

### Gift of Wepauwet (5 pt. Supernatural Merit)

**\*\*This Merit requires TN and Coord approval for PCs\*\***

You somehow do not suffer from the Silent Strider Tribal disadvantage, and may purchase Ancestors as if you were a member of another Tribe. You also receive one Honor, one Glory and one Wisdom for free. The spirits of your Ancestors come to you in your times of need and you are an embodiment of the great hope of the Silent Striders. You had best live up to everyone's expectations.

## Silent Strider Tribebook Merits & Flaws

These Merits and Flaws are Second Edition, and are allowed, when acceptable, only at Storyteller discretion.

### Long Distance Runner (3 pt. Physical Merit)

You must have a minimum of 4 Stamina-related Physical Traits to purchase this Merit. When running you may double your normal speed for one action per Stamina-related Physical Trait you have. The effects of Gifts improving movement are calculated from this new speed while it applies. Thus with this Merit and speed-improving Gifts you can travel at amazing velocity.

### Noted Messenger (3 pt. Social Merit)

Your reputation as a reliable and uncorruptable messenger precedes you. You can enter most septs unchallenged, as long as you have a message for someone residing there. In addition, few Garou will attempt to hinder you in your duties, and most will let you cross their territories unmolested. However, the mere word of your presence will sometimes stir up rumor and intrigue, as the locals wonder what message it is you carry.

### Freak Magnet (4 pt. Supernatural Flaw)

You attract the very worst sort of ghosts. Thus, when your "Haunted" weakness comes into play, the ghost attracted to you is always a Spectre (see **Oblivion**). For those of you without **Oblivion**, a Spectre is the absolute nastiest kind of ghost --- for all practical purposes a powerful bane --- that will either seek to do you physical or psychological harm or corrupt you into ruin.



# FAQ

*Every clarification breeds new questions.*  
--Arthur Bloch

**How does Linguistics: Ancient Egyptian work in OWbN and why didn't you cover that in this packet?** Linguistics: Ancient Egyptian (often called the High Tongue by Striders) is discussed in the Setite Genre Packet for OWbN, which passed Council in 2002, and has been binding as part of a genre packet since that time. The Setite Genre Packet discussion of Linguistics: Ancient Egyptian covers both the conventional geometric progressive Ability system of LotWr, and the skill level system preferred by some Chronicles. Essentially, Linguistics: Ancient Egyptian allows you to speak Ancient Egyptian, as well read Hieroglyphics and Hieratic (cursive Hieroglyphics). Demotic, a late-period alphabet that developed from Hieroglyphics, is considered a separate language for purposes of Linguistics. Coptic, which uses a modified Greek alphabet, is also a separate language for purposes of Linguistics. Please see the OWbN Setite Genre Packet for more information.

**Why is there so much focus on Egypt? My Strider isn't Egyptian.** Many Striders aren't, even though they will often look the part, due to blood from surrounding regions. Egypt is an inseparable part of Strider Tribal culture, with roots so deep that to tear it out would tear out the heart of the Tribe. Egypt is a symbol of what their Tribe as lost, and everything they can regain, from a home, to their Ancestors, to the greater trust they might receive from other Tribes of Garou if they could cease to wander. In addition, although Striders receive Deed Names as normal, they also take on a Remembrance Name after their Rite of Passage. A Remembrance Name is always Egyptian (or a Greek translation of such) is intended to remind Striders of where they all come from and help, "keep the spirit of Khem alive," in their hearts. (For more on Remembrance Names see *Tribebook: Silent Strider* pg. 41)

**I'm a Storyteller for a Vampire game, what do you think is most important for me to remember about Silent Striders and Garou?** Garou are creatures of passion, driven by intense fires of purpose and life, the likes of which no vampire could ever possess. The driving passion of the Silent Striders is (as a Tribe,) tragedy. Sorrow and the patient desire for justice should burn inside each and every one of them, over the wrongs they have been subjected to. Silent Striders, as a Tribe, are defined by this struggle, as Protagonists, against the Followers of Set and others.

**Okay, more passion and fire than vampires, got it. Anything else?** Yes, Garou should have buried deep inside them the primal awareness that they are part of a greater whole. It is this, among other things, which will cause Garou to set aside personal differences and work together for the greater good. Vampires cooperate because of power, selfishness and compulsions. Garou work together, ideally as a flawless unit, because it is their nature and their sacred purpose. If you want to throw Garou at your game's vampires, especially at Followers of Set, remember that these Garou should use group tactics whenever possible. The vampires' greatest weakness is their infighting and insular nature, for they are so numerous in comparison to Garou that if they cooperated to the degree that Garou are capable of, the Garou would long ago have been wiped out. Well do the Garou know this, and well do they take advantage of this weakness.

**I'm a Storyteller for a Garou game, what do you think is most important for me to remember about Followers of Set?** I'd suggest you start by reading the OWbN Setite Genre packet, or at least the introductory Clan history there. The important thing about Followers of Set is that they truly religiously believe everything they are doing is for the good, and for the right reasons.

**How about just vampires in general?** As for vampires in a more general sense, remember that while it takes years to make a Warrior of Gaia, it takes less than five minutes to drain someone's blood and put in the few drops of vitae that bring them back as Kindred. On the other hand, in order to feed off of humans without adversely affecting them, the rule of thumb number is 1 vampire to 100,000 humans since vampires use up blood automatically every night, just waking up. It's hard to make generalizations about how vampires should act but here is an attempt: a) most vampires don't know or think they are evil, with some of them continuing to be as humane and nice as possible, b) most vampires (though not necessarily most that Garou encounter) know little more than folklore about Garou, and c) when you've lived for a couple of hundred years, no precaution is too small, and no cowardice/paranoia too hard to justify, if it keeps you alive another night. Ultimately the nature of vampires is predatory, insular, and solitary, with all of their relationships (bloodbonds, Sects, broods, etc.) being artificial. However, because vampires used to be human, their previous nature (usually) conflicts with their inherent vampiric nature, with the vampiric predatory nature gaining ground over time in most cases. This struggle between their human and monstrous natures defines vampires, and allows for a variety of "flavors" of vampire antagonists based solely on how the antagonist responds to the struggle.



# Credits

*The road is long from the project to its completion.  
--Jean Baptiste Poquelin Moliere*

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