

## Stargazer Tribal Packet

Objective – The purpose of this packet is to create a baseline for the One World by Night Community and the Garou Genre. While some of the information found within will be summarized from Garou resources, our purpose is to apply that information to the larger organization as a whole. This packet is not intended to serve as house rules for gifts, rites, or chronicle oriented story. Instead, it is to define and provide a consistent environment for the Garou Nation.

### **TRIBAL HISTORY:**

The Stargazers have left the nation. After the failure of the Nation to respond to the pleas for help that the Stargazers as a tribe issued on behalf of their home caern in Tibet, the Stargazers retreated from the Nation in an attempt to join with the Beast Courts. Upon attempting to do so, they have discovered that they have a very cool reception, unlike all they were expecting. Due to this, many of the Western bred Stargazers, have returned to the Nation, seeking to mend differences and continue the struggle. This separation has left many of the tribe considering whether the initial leaving was the correct move, as now those returning are looked upon as weak at best, or traitors at worst while those in the Beast Courts are struggling to build upon a reputation that the Hengeyokai hold against them for both their actions, and those of the rest of the Garou Nation.

To describe it best, there is a state of confusion amongst the Stargazers. Many have shouldered the burden and seek merely to continue with their work. Ignoring the remarks, and harsh words that many send their way, the Stargazers as a whole continue to strive to defend Gaia or the Emerald Mother.

### **TRIBAL STRUCTURE AND LEADERSHIP**

There really isn't one. Each Stargazer is believed to have their own beliefs and their own wisdom to add. Any Leadership is mostly based upon merit after seeing what individuals have done, through stories and songs as well as their reputation throughout the tribe. Some are accorded more respect, because of their wisdom and decisions they have made.

### **CAMPS**

The Following are the Camps amongst the Stargazers, as well as their general purpose and rarity.

*Ana-Gamin* – The Non-Returners. Essentially this camp should be NPC only do to the nature of the camp itself.

*The Zephyr* – Warriors of the Tribe, they are masters of Kalindo, and their camp name reflects their devotion to that discipline. This camp is appropriate for NPCs and PCs of all ranks.

*Sacred Thread* – Teachers, seekers of knowledge, and scholars form the majority of this camp. Many Ritemasters are members as well. This camp focuses on the learning and mysteries out there, and their goal is to learn and discover as many of them as they can. They also wish to educate others, definitely firm believes in Knowledge is Power. This camp is appropriate for PCs and NPCs of all ranks.

*Trance Runners* – A rare and small camp amongst the Stargazers, Trance runners serve as messengers amongst the tribe, as well as finding lost fetishes, ferreting out secrets for use by both the camp, and the tribe as a whole.

*The Heavenly Successors of the Demon Eater:* A very secret camp of the Stargazers, they are Xhong Kui's successors, and follow him in seeking out those whom feed on the soul of Gaia and destroy them. Vampire hunters in the extreme. They see their sacred mission under Gaia is to eradicate all undead from existence.

*Ouroboroans* – The Fallen: These are a camp whom have given up hope. They feel the end is already here, and are a group that has given up fighting and merely waits for Oblivion. Again, I'd recommend against PC's in this camp, as it does not offer much if any opportunity for role-play, or even redemption.

## **OTHER INFORMATION OF NOTE**

**On Rites:** As a whole, I believe we need to be very careful that these rites do not become candy, given out throughout OWSN. Genre wise, most Stargazers, would not allow these rites to become general knowledge, as well as most other Garou not trusting these rites, as they come from a Tribe that has left the Nation once. As always allowances must be made for situations, but I urge ST's to please be careful with any Stargazers they allow to have these rites, and speak with players about teaching these rites to others, or to those PC's who are attempting to learn them.

### *Minor Rites*

#### Tea Ceremony

#### *Level 1*

Accord – The Rite of Meeting

#### *Level 2*

Death – Vigor of the Departed

Death – Buying back the Soul

Mystic – Rite of Knowing

#### *Level 3*

Thaipusm – This rite is INCREDIBLY POWERFUL. It does need to be regulated in some way/shape/form. A piercing once a month that allows you to bypass challenges for entering and leaving the gauntlet. I would suggest either a house rule by chronicle, or if ST's agree, some general form of House rule on this Rite. Otherwise it should be

restricted on the learning and be careful on how many players, or who can learn this rite, to keep it from eliminating Gauntlet challenges all together.

Rite of Rebalancing  
Rite of the Seed of Desire

*Level 4*

Banishment of the Self  
Pilgrimage of Non-Being  
Caern Rite – Rite of the Beating Heart

**TRIBAL MEMBERS OF NOTE:**

Bright Moon's Shadow – Metis

Rain from Heaven's High – Fostern/Lupus

Antoine Teardrop – Homid – Elder – Philodox

Follower of the Stars "Jane" - Metis – Elder – Theurge

Called the Northern Star of the East (Eldest Stargazer)

Jane has been most often the most visible Stargazer, interacting with both the East and West and trying to build bridges between the two. She gathered most of the remnant of Stargazers that still survived in the West, and brought them to Tibet, though a few did refuse and remain in North America

Follower is most known for was reclaiming the Totem spirit of Winona, Hill, from being taken over by an Elder, near Legend BSD, whom was attempting to become a totem spirit after death.