



(Glyph made by player of Wayra)

## Croatan “Middle Brother”

An OWbN Genre Packet

A packet for Croatan players and Storytellers

By Drew O’Hair, DJ Frost (Ojibwa of grand portage turtle clan)



**DARK  
PACK**

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## Difference from 2023 packet

- Player made camps
  - Updated history
  - Added totems
- List of those involved in the purelander event that brought back the Croatan
  - The story of Turtle's return

## Notify/Approval

This is not a comprehensive list of Changing Breed R&U, but only those pertaining directly to Changing Breed. Please see the OWbN Character Bylaws for a comprehensive list.

**[Category - For example Lores, Combination Disciplines, Gifts, Ranks, Backgrounds, etc]**

[Middle Brother/Croatan Garou/Kinfolk] - PC: [approval] - NPC: [approval] - Coordinator: [Changing Breed]

[Croatian Rites] - PC: [notify] - NPC: [approval] - Coordinator: [Changing Breed]

**[Category - For example Lores, Combination Disciplines, Gifts, Ranks, Backgrounds]**

[Gifts] - PC: [notify] - NPC: [notify] - Coordinator: [Changing Breed]

[Lore] - PC: [notify] - NPC: [notify] - Coordinator: [Changing Breed]

**[Category - For example Lores, Combination Disciplines, Gifts, Ranks, Backgrounds, etc]**

[Merits] - PC: [notify] - NPC: [notify] - Coordinator: [Changing Breed]

[Flaws] - PC: [notify] - NPC: [notify] - Coordinator: [Changing Breed]

*Could change with the prop to bring the Tribe back | Many grandfathered in if preexisting on character or game*

## **Introduction:**

“Older Brother is wise, and teaches us wisdom; but he is also a little too wise for his own good, and so he teaches us humility. Younger brother is brave, and teaches us bravery; but he is also a little too brave for his own good, and so he teaches us patience.”

## **The Story:**

*“Here is the tale of Turtle's Return, along with my apologies for it taking so long. Please feel free to share it among your septs as needed, or to use it as a basis for your own tales:*

*My name is Devorah, Find The Middle Way. Remember me. Remember my name so, when you tell this tale, you start it properly: I tell this tale as Devorah, Find The Middle Way, once told it to me. You will need to remember. Wintertime is storytelling season, when the nights are long and the children are restless and so, in this February night, we will begin.*

*Long ago when the world was young, there was a place called Turtle Island. Where is it? You're standing on its back! Why is it called that? Because in the time of the Great Flood, Turtle carried Gaia and all the animals on her back, so they would not drown. A storyteller named Robin Wall Kimmer told me it was so.*

*On Turtle Island, there lived three brothers. The eldest was wise in the ways of the rivers and the shadows, and found many things that the Grandmothers had hidden for him there. The youngest was a mighty warrior, cold as the northern pines and as deadly as the snows.*

*The Middle Brother looked neither to the depths of the world for mysteries, or to the cold winds for the scent of his foes, but to the horizon, to better see what lay ahead. He was sensible, practical, stubborn, and Turtle loved him. His name was Croatan.*

*He does not get many tales except for one. You know the one. It goes like this: The Wyrmbringers came, and Middle Brother died. I will tell it to you as my teacher, Chosen by Turtle, once told it to me.*

*Three Brothers lived on Turtle Island; one wise, one honorable, one glorious. They protected the land together from those who would dirty the waters, burn the prairies, poison the air. Jipijka'm, who you know as The Eater of Souls, threatened to tear through the skin of the world and corrupt everything - the waters, the earth, the skies, the Grandmothers themselves.*

*Uktena, the Eldest Brother, turned frantically to the dark places, searching for the secret that would bind the thing, even should it kill him in the process. Wendigo, the Youngest Brother, sharpened his ax and his bow, preparing for a battle that could only ever end one way.*

*And Croatan wept at the thought of his brothers lost to the dark or bleeding out in the bright snow. He went to Turtle, his mother, and said to her, "I will give whatever it takes to keep my brothers safe."*

*Turtle looked at her son and stretched her talons, carving grooves in the earth. "Will you give your life? Your fetishes? Your people?"*

*And Croatan said: "Yes I will, to keep my brothers safe."*

*Turtle looked at her son and wept, and her tears filled up the grooves and scattered the lands with lakes. "Will you give your memories? Your caerns? Your tales?"*

*And Croatan said, "Yes I will, to keep my brothers safe."*

*Turtle looked at her son and lashed her tail, carving a great canyon through the center of her back. "Will you give up Turtle, your Mother?"*

*And Croatan wept so much that the canyon filled up with his tears and became the Mississippi, and he said, "Great Mother, I will give you up. We will go, the two of us, together, and be separated in the long dark, so my brothers will be safe."*

*And Turtle said: "Yes."*

*So she taught him a Rite - the last Rite, which can only be used at the end of all things and is fueled by the strongest, most stubborn love. And Croatan stood at the sea-side and danced the last rite, and delt Jipijka'm a most grievous blow. The Eater of Souls went back deep into the Umbra to nurse his wounds.*

*And so Croatan was no more. Dead and worse-than-dead, his Homeland lost and ancestor spirits gone, his Caerns empty, his Kin unmarked by his blood. His Mother, Turtle, sank into the death-sleep of the spirits, as did Corn Maiden, and Trout, the earth-burrower, and the Great White Wolf, and White Doe. His tales were forgotten, and his name distilled to only this: Croatan, the one who died.*

*But his brothers lived. And while there is life, there is hope.*

*Here is a story of Croatan you do not know. And when you tell it, remember to say - I tell this tale as Devorah, Find The Middle Way, told it to me.*

*Three brothers lived on Turtle Island - one wise, one honorable, and one glorious. As cubs, they went on a vision quest, and came back Named - Blood Runs Cold, Water Runs Deep, Earth Runs Red - and Wendigo and Uktena took them. They grew into their strength and followed the path laid out for them by their Vision Quest.*

*When the three became Elder, they went to a hidden place in the heart of Turtle Island. They kissed their children and their families, and they began to dance. For ten years they danced as their vision had showed them, the Ghost Dance, to reunite the living with the dead, and bring peace, prosperity, and unity to Turtle Island once again.*

*As the last season of the last year drew to a close, wondrous things began to happen. A group of werewolves found themselves face to face with Akwiindimaa, the Leviathan of the Deep, who guarded one final egg in the deepest part of the Umbra. A child appeared of Pure Breed that no-one could identify, no-one could remember. The trout began to run, and the earth-burrowers, and the Great White Wolf stalked the forest, and the White Doe was seen again in the prairies, all running towards the place where the three brothers danced their Dance.*

*A Moot was called on the last night of the last year. The minions of Jipijka'm raged, pouring forth from the tainted waters, the salted land, the poisoned sky, and they met a host of the Nation, cloaked in glory. As the battle raged, Five Elders of the Wendigo, Five Elders of the Uktena, and the three brothers, danced the Last Rite that Croatan danced so long ago; a Rite for the end of all things, fueled by the strongest, most stubborn love. They danced the last Rite and sacrificed themselves for Middle Brother.*

*And Turtle woke up.*

*Three cubs went on their Rite of Passage that night and came back, and Turtle named them and Turtle claimed them, and the Pure-Breed of the Croatan flows in their veins. They were the first. Others who survived the ritual left their tribes and Turtle took them, Named them, and they came next.*

*The return of Turtle and her tribe is a blessing to those of the Purelands. It is a blessing to all those under Gaia.*

*My name is Devorah bat Avraham v'Uktena, Find the Middle Way. I am an Athro Songkeeper of the Croatan; the Eldest of Turtle's Children.*

*My tribe is small, and much has been lost, destroyed, or forgotten. We do not remember our Rituals, our Legends, we have no fetishes, no Caern, no Ancestors, we have no Homeland. We have forgotten the tales we used to tell our children. With our brothers, we will begin anew again.*

*We are the Croatan, Turtle's Children. We are honorable, level headed, and stubborn. We love very fiercely. We tend the Earth, the middle lands - we are teachers, purifiers, diplomats; artists, gardeners, hearth tenders. If you wish to help us, we will welcome you. If you wish to join us, we will welcome you. There is much work yet to be done."*

# Making a Croatan character

**Character Creation:** The Croatan were the most social of the Three Brothers, and many expressed this tendency with their Attributes and Abilities. They were a stolid, enduring tribe, and favored Traits that enhanced their resilience in one way or another, such as Survival.

**Initial Willpower:** 4

**Background Restrictions:** No restrictions.

## History

When the continents split apart and the Garou divided themselves into tribes, three made the long walk across the ice to the Americas. These three, the self-described Pure Lands Garou, were the Uktena, Croatan, and Wendigo.

The Croatan earned the name “Middle Brother” not out of any sort of age-based seniority, but out of their role among the three Pure Lands tribes. The Wendigo were always angry and rash, full of the fires of youth. The cunning Uktena sought wisdom, sometimes at the expense of the here and now.

The Croatan took the balanced path between the two. They were passionate but not mercurial, thoughtful but not navel-gazing.

## The Fall of the Croatan

The Croatan were once a tribe of Garou, standing beside the Uktena and the Wendigo as the “Pure Tribes.” Honorable and steadfast, they protected their people from the threat of disease and invasion as best they could when the white men came to the Americas.

While they might have been able to survive as their brother tribes did, they chose to make a stand against one of the manifestations of the Wyrms — the Eater-of-Souls.

This creature drew enough power from the starvation and disease rampant in the New World to breach the Gauntlet and enter the physical world.

On the Roanoke colony on the Carolina coast, the Croatan sacrificed itself as a whole to protect the homelands from this monster. The tribe vanished overnight, but unlike the White Howlers, the Croatan were not corrupted or pressed into service. Why and how this came to pass is fodder for a thousand songs of the Garou, but the result was plain: The Croatan were gone, with only a few carvings remaining to mark their passing.

Although the Croatan's destruction is tragic, it still gives the Garou hope. After all, if Eater-of-Souls could be killed, maybe the Wyrms themselves could fall, even if it took the lives of every Garou to do the job.

The Croatan's fall came in the late 16th century, when it seemed the Apocalypse was about to come early. Eater-of-Souls (also known to the Croatan as Jipijka'm), one of the three heads of the Triatic Wyrms, had drawn so near to the physical world that it would soon physically manifest. The entire tribe gathered to fight, even as they knew that battle would not be enough. When the Eater-of-Souls broke through into the material world, the Croatan enacted a great rite to make the ultimate sacrifice. They gave themselves to the last, dealing Eater-of-Souls a vicious wound and banishing it back to the Umbra for many centuries of healing.

Yet the cost was an entire tribe. The Croatan were considered gone forever, for even their ancestor-spirits participated in the rite. Their Kinfolk bloodlines would merge with those of other tribes or be lost entirely.

## The Wound of Turtle's lost eggs

Rumors and stories tell of "The Last" Turtle egg being sacrificed for the slumber of the Red Star. Some even tell a story of Apparently someone hatched another "Last Turtle Egg" and it became a Spirit named "Fata Morgana", which has a European name that indicates complex illusions or mirages, where the name is derived from a mythical villainous who used exceptional levels of deception to murder the greatest British legend ever.

This angered many of the Wendigo and the Uktena but there was little to be done.

## The Vision and the Return

In the modern day, there were legends that perhaps a single ancestor-spirit survived, or that there is one cub of pure blood that might awaken Turtle as a tribal patron again. There was always hope.



Three young cubs, triplets all bred true, went on their vision quest (Wendigo rite) and their Rite of passage. During their Vision quest they saw the path before them. They saw what they must do.

Pax "Blood Runs Cold", Justin "Water Runs Deep" and Raven "Earth Runs Red" all Theurges. Two of Wendigo, one of Uktena. They made a blood pact. They swore an oath. They would make their vision come true. They did their duties to Gaia, to certain fellow Garou they shared their vision. But more often than not, they were dismissed out of hand. Pax and Raven, as Wendigo, joined the Ghost Dance while Justin joined the Bane Tenders. They kept their bond tight. They formed packs and brought others to believe in what they believed.

After they reached the rank of Elder they took those who believed as they did to a hidden place, a place no one outside of those who believed the triplets' vision could go. They made families. They lived and worked. But most importantly, they performed the Ghost Dance as was described by the old ways. They have been performing the rite for ten years.

Justin for his part has found and bound a Dream-Maker bane. He has spent his life binding and manipulating the spirit until he feels he can get one wish where he knows what the price will be.

The time has finally come.

A Cub of Pure Breed no one has seen in an age has appeared. She has no memory of where she came from before she stumbled upon the hidden place. She was named Aki, and raised by the siblings, for they know her path will be a hard one.

They will call for a tribal gathering. A Moot, a celebration of life. The last part of the Ghost Dance will be performed, a wish will be made. 5 Wendigo Elders, 5 Uktena Elders. 2 Lupus, 2 Metis, and the rest Homid. All will sacrifice themselves at the height of Aki's rite of passage. Their spirits will not go to the Uktena or Wendigo homelands. They will become Croatan ancestor spirits.

The tribe will have kinfolk from the families of the Elders who sacrificed themselves. Other cubs who went through their rite of passage will be gifted with Turtle's blessing. The Tribe will be small and young at first but guarded by those of Turtle's brood as well as Uktena and Wendigo players. Some Garou may view this as a blasphemy against the cycle and may object to it's reawakening.

But the return of Turtle and his tribe is a blessing to those of the Purelands. The tribe is building slowly, with protection from Wendigo and Uktena.

# Tribal Structure and Leadership

While it is still a tribe regaining its legs, it does consult with the elders of Wendigo and Uktena. It is taking its time to find its place in the world.

An aspect of the Croatan's tribal mentality came from their elemental connection. The Croatan drew strength from the earth itself, channeled through their totem Turtle. They were solid and steadfast, not as slippery as the water-influenced Uktena and their river serpent totem, or as cold and furious as the Wendigo and their bitter wind-spirit allies. This influence had its drawbacks, of course. The Croatan were a stubborn tribe, often to the point of inflexibility. When blood spilled between the Three Brothers —and it did from time to time — the Croatan had their share of the fault.

Croatan were strong believers in the sept and the caern. They took the concept of sacred lands more seriously than most Garou.

They were also a fairly practical tribe, not much given to poetry or fancy. They called the five auspices Trickster, Shaman, Law Giver, Songkeeper, and Warrior — some say because they found the old Garou tongue names a little too nuanced.

In their hybrid or wolf forms, Croatan with strong Pure Breed tended to have rich dark brown coats that shone like mahogany, with a slight dark brindling or mottling along the back and hindquarters. They were otherwise a very diverse tribe, deriving as they did from an entire third of the various nations of the Pure Lands.

The Croatan preferred to leave the most northern portions of the Pure Lands to the Wendigo, and never ranged as far south as the Uktena did. They favored the lands around the Mississippi and much of the North American East Coast. Stories place them alternately as staunch allies of Mound Builder societies such as Cahokia, or as the force that turned on them to destroy them — or sometimes both. They took their human Kin from a wide variety of nations. Now with Turtle's return they seem to be mostly of Indigenous decent, even without purebreed.

## Spirits of Turtle:

### **Totems:**

Note that although Croatan Song appear on these lists, they do not have any MET writeup, below is suggested translations for LARP Play.

Name: **Rattlesnake**

Book: Werewolf: The Wild West Rulebook

Type: War

Totem Background Cost: 5 Traits

MET write up:

Description: Rattlesnake is old and wise. He is one of compassion and great fury.

When angered, Rattlesnake has a long memory.

Benefits: The Gift Pulse of the Invisible, x3 Ancestors

Ban: Honor the Pure Landers. Never attack a snake.

Name: **Bison**

Book: Werewolf Players Guide Second Edition

Type: Respect

Totem Background Cost: 5 Traits

MET Write up:

Description: A serene yet stubborn spirit, Bison encourages native Garou toward enlightenment through methodical thought. To those who would disturb his introspection, he offers the twin points of his horns. Bison's children were nearly wiped out in the late nineteenth century, but the heroic work of Garou and their kinfolk have built up new herds since and re-energized the totem.

Benefits: You gain the Abilities Animal Ken x1, Enigmas x1, and Survival x2.

Ban: You must put every part of what you kill to constructive use.

Name: **Buffalo**

Totem background cost: 6 traits

MET write up:

Description: Buffalo grants +3 Stamina, and subtracts four from all difficulties to interpreting dreams. His children also gain +3 Survival when searching for food and safe water. Purelander Garou consider followers of Buffalo friends, unless the pack proves otherwise

Ban: Buffalo asks that his children protect the great herds of buffalo that roam the ranges. This Ban doesn't mean preventing the death of a buffalo for food, but rather is a request to defend the herd from those who would slaughter them by the hundreds for profit.

Name: **Thunderbird**

Book: Croatan Song

Totem Background Cost: 6 Traits

MET write up:

Description: Cleaving the heavens with the path of his flight, Thunderbird appears as an avatar of bravery and wrath. A spirit that perches on mountaintops and spreads his wings across the plains, Thunderbird's cry tests the courage of Garou and sets Gaia's enemies to trembling. Thunderbird is ancient and pure, a spirit that favors his pure sons and daughters among the Wendigo, but who listens to any whose hearts do not

falter.

Benefits: You gain the Physical Traits Strong x2(or a synonym), the Ability Intimidation x2, and the Shadow Lord gift Clap of Thunder.

Drawback: You have no patience for offenses against courage and purity: you suffer from the Short Fuse Flaw.

Ban: You may not show cowardice: never run from anything in fear. Seek out and destroy agents of corruption and decay, especially monstrous wyrm-beasts.

Name: **Corn Maiden**

Book: Croatan Song

Type: Wisdom

Totem Background Cost: 5

MET write up:

Description: While it is both a Wyld and a Weaver spirit she tends to lean more towards Wyld. She draws her power from generosity and friendship.

Benefits: You gain +3 on social traits of your choosing and the gift Cookfire

Ban: Must plant and harvest something each year. Must never allow an ally or an innocent to go hungry.

Name: **Trout**

Book: Croatan Song

Type: Wisdom

Totem Background Cost: 5

MET write up:

Description: A bit of a trickster spirit but also a spirit of bounty. He is slippery as well as swift.

Benefits: You gain the Uktena Gift: Spirit of the Fish and +2 Wits

Ban: Must never overfish. He also asks all his children to learn to swim.

Name: **The Earth-burrower**

Book: Croatan Song

Type: War

Totem Background Cost: 4

MET write up:

Description: Ancient allies of the middle brother tribe. They are sometimes moles, sometimes prairie dogs, and sometimes other mythical beasts of shadow and claw.

Benefits: You gain the Survival x2 and the Croatan gifts Burrow and Underearth

Ban: You must keep your feet on the ground at all times. No shoes. No flying. No moon bridge.

Name: **Turtle**

Book: Croatan Song

Type: Respect

Totem Background Cost: 7 Traits

MET write up:

Description: The long slumbering totem of the Croatan. She is gentle and sturdy.

Encouraging her children to defend their homes.

Benefits: You gain +5 Willpower, an additional Staminoia trait, and the Croatan gift: Turtle Body.

Ban: To maintain his power a follower must never lose a permanent point of Honor or to refuse to stand to defend their home.

Name: **Walrus**

Book: Croatan Song

Type: War

Totem Background Cost: 7 Traits

MET write up:

Description: One of the oldest friends to the purelander tribes. He is renowned for his strength.

Benefits: You gain +1 Strength trait, +1 Stamina trait, +2 Survival +2 Glory for following him for a year, immunity to cold damage

Ban: Not to hunt Walruses and to hunt down and kill anyone who kills animals for vanity. (Fur for survival is fine. A mink coat to flex is not)

*-mentioned in Rage Across the Havens, proposed write up-*

### **Songan, The Noble Brother**

Type: Respect

Totem Background Cost: 8

Description: Back when each tribe was assigned a planet to represent them on the zodiac and the months of the year the Croatan declined an assignment so their younger brother the Wendigo could have a placement. With their justification and honor, they were instead chosen by the comet Songan who happened to be in the sky both when the tribe sacrificed themselves to seal away The Eater of Souls and when the ritual was performed to reawaken Turtle, rebuild the tribe.

Songan appears as a radiant comet streaking across the night sky, leaving a luminous trail of stardust in its wake. Its form is ever-changing, sometimes appearing as a blazing fireball and at other times as a serene and ethereal presence.

Songan is not a Celestine but does embody the virtues of nobility, sacrifice, and cosmic harmony. Followers of this totem believe in the interconnectedness of all things and strive to uphold the balance of the universe.

Benefits: Guiding Light: Followers of Songan are blessed with an innate sense of direction and purpose. When under Songan's influence, Garou are able to navigate even the most

treacherous terrains with ease, guided by the light of their totem. (+1 Area knowledge)

Comet Blessing: Those who align themselves with Songan feel a profound connection to the cosmos. They gain insight and wisdom from the stars, granting them enhanced intuition and foresight in times of need. (+1 Umbra Lore)

Comet's Fury: In moments of battle or conflict, Songan's followers can call upon the fury of a comet. This manifests as a surge of primal energy, empowering the Garou with enhanced strength, speed, and resilience, allowing them to overcome even the most formidable foes. (+1 Rage and +1 Physical trait)

Comet Communication: Through rituals and meditation, followers of Songan can commune with celestial entities, gaining knowledge and guidance from the vast expanse of the cosmos. This ability allows them to tap into ancient wisdom and uncover hidden truths. (+1 Ancestors)

Ban: Those who pledge allegiance to Songan are expected to uphold the principles of honor, integrity, and cosmic justice. They must strive to maintain balance in all aspects of their lives and resist the temptations of greed, power, and corruption.

*-Here are a list of spirits made by Dominic and Drew-*

### **Akwiindimaa, The leviathan of the deep (Custom Content)**

Type: Wisdom

Brood: Once Turtle, now she works with those who find her and know her

Totem Background Cost: 8

Description: This ancient spirit of wisdom lived in the purelands, at the deepest part of any lake, river and sea often only traveling out of the corner of your eye or in the shadows. She is often what you feel in the water but can not see. She protects lost treasure, lore and the knowledge that others forget. She is, like all who served Turtle, prideful and stubborn. Just because she protects these things does not mean she is always willing to share them with others. She never forgets even when she shares her knowledge. Rumors exist that unlike the rest of Turtle's brood who migrated to other tribes or slumbered she took turtle's eggs and protects them in the deep waters of the umbra.

Benefits: You gain the ability to get a +2 bonus on finding lost objects and Learn the Uktena

gifts: Shroud, the Wendigo gift: Camouflage and the Croatan gift: Turtle Shell.

Ban: You must help a purelander when asked and always ensure packmate's children are cared for.

### **Ash'ika: Gaia's Green (custom content)**

Type: Cunning

Totem Background Cost: 3 Traits

Description: A spirit that favors Lupus above all else. She is a spirit of creation and fertility. She remembers when wolves were plentiful and the world was tied to the wyld energies.

Benefits: You gain the Ability Primal urge x2, Animal Kin x 1, Survival x1,, the merit: Unusually Fertile, and a 2-Trait bonus on all challenges involving undoing weaver's work.

Ban: You must encourage breeding with wolves and protect wolf kin whenever possible.

### **Granite (custom content)**

Type: War

Totem Background Cost: 5 Traits

Description: The backbone of the Appalachian mountains, Granite stands for stability and stoicism. He has weathered eons of change, hard and unyielding. He is determined to weather the Apocalypse itself.

Benefits: You gain the Physical Traits Strong x2, The Abilities Intimidation x2, the Philodox Gift Strength of Purpose, and the Gift Stone Mask.\*\*

Ban: Never back down from any test of strength or endurance.

### **The Great White Wolf (Custom Content)**

Type: War

Totem Background Cost: 8 Traits

Description: His true name can only be said by those who understand the old tongue of the people of this land. He is like a totem or god of the wolves in Minnesota. He possesses divine power and intelligence, as well as being capable of understanding and speaking human languages. He has an Iron Will that has not been broken by human's war against his people. The Great White Wolf is very wise and is keen to the tricks of mankind. He is a stoic and strong character who knows the evil intentions of humans. He is the leader of the wolf tribe and a loving father. He comes across as threatening towards Metis and Homid, but has deep affection for lupus.

Benefits: You gain access to +2 Willpower, +2 Primal Urge, +1 on bonus on brawling damage in lupus or hispo, Red Talon gift: Wolf at the Door and +5 bonus to resistance against Horano because of The Great White Wolf's iron will.

Ban: Will not accept homid or metis born followers who do not have 5 primal urge. The Great White Wolf requires you to assist any Gaian Lupus garou who is in danger. He requires his children to solve their problems through challenges of combat if no other resolution can be found.

### **Mississippi (Custom Content)**

Type: Respect

Totem Background Cost: 7 Traits

Description: As a spirit of ever-changing water, Mississippi can take many forms and appearances. He typically appears as male, as his name means Old Man River and is known as Father of Waters but as changing as the river is. He has three primary aspects: the healing and protective father, the capricious gambler, and the relentless warrior. A spirit of Respect, Mississippi emphasizes protecting those who help themselves but fall short.

Benefits (all aspects): You gain the gifts Persuasion and Strut, and the Ability Area Knowledge: Mississippi x2.

Ban (all aspects): Give passage and protection to all changing breeds who serve Gaia, if they do not mean you harm. Also, Encourage commerce and culture along the river as long as it does not harm Gaia.

Aspects of Mississippi: Followers of this Totem choose one of the spirit's three aspects to serve:

#### Father Mississippi

Description: He believes in helping the helpless. He aids those who aid others and his abilities lend towards healing.

Benefit: You gain the Ability Medicine, and a one-Trait bonus on challenges involving the Ability. You gain a one-Trait bonus on Social Challenges dealing with spirits directly related to water. And if you are helping people within a mile of the river's banks, you may call on an additional level of Contacts or Allies.

Ban: Give aid to any who ask, if they are of Gaia. This includes innocent humans: children, runaway slaves, etc.

#### Wild Mississippi

Description: He appears as a riverboat captain or a poker dealer from the 19th century. He is a firm believer in commerce and freedom, and the most capitalistic aspect of the three.

Benefit: You gain one Luck retest per session (as per the merit). Once per session you may draw on an additional level of Resources, Finance influence Industry influence.

Drawback: You must spend one Willpower to avoid taking a daredevil's chance on risky actions.

#### Mighty Mississippi

Description: Appearing as a man made of flowing water and covered in armor of ice, he is the flood that washes away impurity.

Benefit: You gain the Ability Brawl. If you are standing in a natural body of water or on the banks of a river, you also gain a level of Armor which regenerates automatically at the top of each round.

Ban: Prove yourself to be a fierce protector by fighting the enemies of the river head-on.

#### **White Doe, Princess of the forest (Custom Content)**

Type: Wisdom

Totem Background: 5 traits

Description: A mix of the Deer Women myth of the indigenous people of the United States. The Princess of the Forest is a spirit who believes in leadership and sacrifices to protect those under her charge. She is rumored to have wed Stag when Turtle went into slumber, a friend of Pegasus and known to the pure-landers. She is a spirit that conveys the idea of "the responsibility of powerful creatures to care for weaker ones". Princess of the forest often would take women and children away from a place that was unsafe for them to be. As she ruled the forests of the Americas she also was willing to give her life for the people to survive the harsh winters. Her skin is tough and she has a belief in a leader's role to protect her people even if it is laying down her own.

Benefits: Leadership x1, the Gift: Mother's Touch, and a two trait bonus on positive social interactions with kinfolk and Gaian garou of lower rank.

Ban: Refusing to provide for your subjects when you could provide it



## Merits:

Note that although Croatan Song appear on these lists, they do not have any MET writeup, below is a suggested translation for LARP play

Name	Cost	Book	MET writeup
Intertribal fosterage	1	Croatan Song	You are of one tribe, but were fostered in another. You may choose your tribal lore from among those available to either tribe and may gain plus 2 traits on interactions with the tribe who fostered you.
Elemental Affinity	7	Croatan Song	You have a special connection with a certain element from the time before your first change. Spirits of that element are always friendly towards you and if you pick a totem of that type you need to spend one less totem point.

## Flaws:

Note that although Croatan Song appear on these lists, they do not have any MET writeup, below is Dominic's attempt to translate them for LARP play.

Name	Cost	Book	Met writeup
Dark Moments	4	Croatan Song	You black out whenever you lose a Rage or Willpower chop and a Storyteller takes control of your character. You may simply sit in the corner and exist outside of your body or you may commit violence on your allies. You never remember what was done during an episode.
Blabbermouth	2	Croatan Song	If you know a secret you will share it. In order to keep any secret regardless of if it is dangerous or gossip you must make a Willpower chop, difficulty 7 not to tell anyone who asks.
Unsuited to Tribe	3	Croatan Song	Something about you just does not fit in with your tribe no matter what you do [Pay for in tribe gifts as if they were out of tribe].
Name	Cost	Book	MET writeup
Witch Finder	3	Croatan Song	For some reason Witches/Willworkers seem to constantly find you.
Witch Kin	2	Croatan Song	You have a known family member who is a Witch/Willworker. People trust you less and hearing your name draws attention to the risky relationship you

			have with them. [Untrustworthy negative trait]
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## Gifts

Croatan Tribal and Camp Gifts

Note that although Croatan Song appear on these lists, they do not have any MET writeup, below is a suggested translation for LARP play.

### Basic gifts:

Name	Book	MET Write up
Burrow	Werewolf the Apocalypse revised	Has a Met Write up

Master of Fire	Werewolf the Apocalypse the 20th anniversary edition	Has a Met write up in laws of the Wild
Mind Speak	Werewolf the Apocalypse the 20th anniversary edition	Has a Met write up in laws of the Wild
Name	Book	MET Write up
Turtle Body	Werewolf the Apocalypse the 20th anniversary edition /Croatan Song	<p>Activation Cost: One Gnosis</p> <p>Challenge: Physical Challenge vs. 9</p> <p>Retest: Survival</p> <p>Effect: The player enters a hibernation-like state. Any damage or poison done will be slowed and ignored until the gift wears off. A player may use this in situations where a healer is not present and someone can transport their body to safety.</p> <p>Duration: One Scene or Hour</p>
Name	Book	MET Write up
Resist Pain	Werewolf the Apocalypse the 20th anniversary edition	Has a Met write up in laws of the Wild
Wyld Resurgence	Werewolf the Apocalypse the 20th anniversary edition /Croatan Song	<p>Activation Time: One turn of concentration</p> <p>Activation Cost:: One</p>

		<p>Gnosis</p> <p>Follow-up cost: Optional one Willpower</p> <p>Effect: You infuse your body with healing energies, rapidly regenerating from even grievous wounds. In addition to normal regeneration (if in an appropriate form), you immediately heal three bashing, two lethal, or (with the expenditure of a Willpower) one aggravated damage, provided that damage was not inflicted by contact with silver.</p>
Name	Book	MET Write up
Wyld Sight	Croatan Song	<p>Challenge: Mental Challenge vs. 9</p> <p>Retest: Enigmas</p> <p>Effect: The player understands the nature and source of Wyld and how it manifests. With a successful win, the user can see 3 hours ahead to see how the Wyld might manifest in a specific area.</p>
Turtle Shell	Werewolf the Apocalypse the 20th anniversary edition /Croatan Song	<p>Challenge: Physicals vs 7 Traits</p> <p>Retest: Survival</p> <p>Follow-up Cost: 0 - 3 Willpower</p>

		<p>Effect: By calling upon the memory of Turtle, the user can seal himself in a mystic protective shield that resembles a turtle's shell. The shell is opaque from the outside, but those on the inside can see through it. The werewolf can opt to bring others into the shell with him, if his power is sufficient. Each willpower spent the shell gains +2 traits for soak challenges and +2 effective health levels; the radius enclosed in the protective "bubble" is two yards, which would give 1 Crinos form werewolf requires (or three humans or Homid-form Garou, or so on, at the Storyteller's discretion) could be protected.</p>
Name	Book	MET Write up
Strength of Purpose	Werewolf the Apocalypse the 20th anniversary edition	<p>Frequency: Once per game session</p> <p>Challenge: extended Physical vs. 11 Traits</p> <p>Retest: Rituals</p> <p>Effect: You renew your determination by performing a ritualistic reminder of your role in your pack, your tribe and your world. For each success you achieve in the challenge, you regain</p>

		one Trait of spent Willpower. This Gift cannot grant Willpower over your maximum rating.
Cookfire	Croatan Song	<p>Required: Something to serve as a pot and a spoon, plus rubbish and water</p> <p>Activation Cost: One Gnosis per five pounds of ingredients (round down -- no cost for less than five pounds)</p> <p>Challenge: static Mental vs. difficulty based on ingredients -- six Traits for harmless but inedible trash, ten Traits for toxic substances</p> <p>Retest: Survival</p> <p>Effect: You transform garbage and water into a bland but healthy gruel, simply by stirring it up in a pot. Bone Gnawers use this gift to ensure they and their kin never go hungry for long.</p>
Name	Book	MET Write up
Shell game	Croatan Song	<p>Activation Cost: One Gnosis</p> <p>Challenge: Social Challenge vs. 9</p> <p>Retest: Subterfuge</p> <p>Effect: The power of barter is always way to solve tension. With this gift Garou can take any</p>

		<p>small object they have ad convert it into a currency the target would want. But it is a temporary fix ad anyone fooled with this barter will be rightfully upset if they see you again.</p> <p>Duration: One Hour</p>
Safe Cave	Croatan Song	<p>Activation Cost: One Gnosis</p> <p>Challenge: Social Challenge vs. 10</p> <p>Retest: Survival</p> <p>Effect: Because of the close relationship with Earth Croatan can summon a small cave to hide out in. The player is able to create a cave that can hold up to a Crinos-sized being. Once the time limit has expired everyone in the cave is put back onto the top of the earth. Anyone who can burrow or dig can disrupt the cave if they can find it.</p> <p>Duration: One Scene or Hour</p>
Moon Struck Path	Custom Content	<p>Activation Time: Unique - 10 minutes of concentration.</p> <p>Required: This gift is known to the Croatan, but it is virtually lost.</p> <p>Activation Cost: One Gnosis</p> <p>Effect: Every journey begins with a single step -- and sometimes that step is guided by Luna. A beam of moonlight appears to show you the way to the beginning</p>



		<p>of the correct path for your situation.</p> <p>Duration: One scene</p>
Stone Mask	Custom Content	<p>Activation Time: Personal</p> <p>Required: Stone Mask is a gift granted only to followers of the War Totem Granite.</p> <p>Challenge: Static Social vs 12 Traits</p> <p>Retest: Subterfuge</p> <p>Effect: Your thoughts become as opaque as solid stone. This gift hides your thoughts from anyone trying to read your mind or determine your true nature -- for example, Dreamspeak, Mindspeak, Scent of the True Form, or vampiric Telepathy. Gifts like Truth of Gaia that measure your words are not affected.</p> <p>Duration: One scene or hour</p>

**Intermediate Gifts**

Call the Earth Spirit	<p>Werewolf the Apocalypse the 20th anniversary edition / Tribebook: Wendigo (1st Ed.) /Croatan Song</p>	<p>Activation Cost: One Gnosis</p> <p>Challenge: Mental Challenge vs. 9</p> <p>Retest: Occult</p> <p>Effect: With the strong bond between Earth and Turtle with this gift a Croatan can summon a nearby Earth elemental to deal 10 aggravated damage spread around the user. If the challenge is lost the Earth elemental wills till arrive but the damage will be directed at the user.</p>
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Name	Book	MET Write up
Shell	Werewolf the Apocalypse the 20th anniversary edition / Croatan Song	<p>Effect: You wall in your mind and emotions, protecting yourself from psychic harm and cutting off access to your own instincts. Once you activate this Gift, you cannot Frenzy and you become immune to mind-altering powers and magic. (Examples of gifts that alter the mind are Roll Over, Mastery, and Head Games; other powers include vampiric Dominate and the Mind sphere.) You are also, however, unable to use Rage; you act last in the initiative order; and you cannot initiate Empathy or Primal-Urge challenges (with the exception of crossing the Gauntlet and activating Fetishes and Talens).</p> <p>Duration: As long as desired</p>
Name	Book	MET Write up
Stronger on Stone	Werewolf the Apocalypse the 20th anniversary edition	<p>Activation Cost: One Gnosis and One Rage  Effect:(+4 Strength or Stamina traits for the scene)</p> <p>Just as the Uktena were mighty in the waters and the Wendigo drew power from the winds, the Croatan were at their strongest when standing on the earth itself. This</p>

		Gift allows a werewolf to mimic that strength — the closer the Garou's tie to earth, the stronger he gets. As long as they are on natural ground.
Hand of the Earth Lord	Werewolf the Apocalypse the 20th anniversary edition / Croatan Song	<p>Required: A target of a thousand pounds' weight or less</p> <p>Activation Cost: One Gnosis</p> <p>Challenge: Physical vs. target (automatic against targets that don't resist)</p> <p>Retest: Occult</p> <p>Follow-up Cost: 0-5 Mental Traits</p> <p>Effect: You draw on the strength of the earth, using it to move your target through the air by force of will. You must maintain constant concentration on your target, and you may move it up to 20 miles per hour.</p> <p>Duration: One turn, plus one more for each Mental Trait spent; the gift also ends if you stop concentrating on your target</p>
Name	Book	MET Write up
Gift of Plenty	Past Lives / Croatan Song	<p>Activation Cost: One Gnosis</p> <p>Challenge: Social</p>

		<p>Challenge vs. 12  Retest: Crafts  Effect: With the help of the Corn Maiden Garou with this gift can make multiple copies of an object. It only lasts for 24 hours but if the object was used for damage the wound will still be inflicted even if the object goes back to nothingness.</p>
Underearth	Past Lives / Croatan Song	<p>Activation: One Gnosis  Effect: By the close relationship with turtle and the earth elements the user can find a underground tunnel in the umbra to safely travel. It is like a Moon Bridge but simply under ground.</p>

**Advanced Gifts**

Katanka-Sonnak's Spear	Werewolf the Apocalypse the 20th anniversary edition	<p>Activation Cost: One Permanente Gnosis  Challenge: Physical  Challenge vs. 15  Retest: Occult  Effect: Croatan had a much closer relationship with Helios than they did Luna. With this gift the user can give one of their spiritual connections to summon a spear from Helios' agents to keep a target in a continuously aggravated dealing flame for 10 turns. The target is purged of taint if they survive.</p>
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Name	Book	MET Write up
Survivor	Werewolf the Apocalypse the 20th anniversary edition	<p>Activation Cost: One Gnosis</p> <p>Effect: You exemplify the Bone Gnawer ideal, surviving almost any extremes. Upon activating the Gift, choose either Extreme Survivor or Trauma Survivor. If you choose Extreme Survivor, you suffer no ill effects from hunger, thirst, lack of sleep, temperature extremes, or harsh weather conditions. If you choose Trauma Survivor, you become immune to all mundane poison and disease, and even Wyrms-enhanced versions of these work at half normal strength; you gain the additional Physical Traits Tough x3 and the Ability Traits Survival x2; and you suffer no wound penalties. You may activate both of these effects, but they count as separate gift activations.</p> <p>Duration: Extreme Survivor lasts a full day; Trauma Survivor lasts ten turns.</p>
Name	Book	MET Write up
Resolute Vow	Tribebook: Wendigo (1 <sup>st</sup> Ed.)	<p>Activation Cost: One Permanente Gnosis</p> <p>Effect: The Player declares a vow to all who</p>

		will listen to a goal or quest. They will gain a bonus of 10 willpower until the goal is completed. If the quest or goal is abandoned they will lose all but base 4 willpower.
Umbral Burrowing	Past Lives	Activation: One Gnosis Effect: By the close relationship with turtle and the earth elements the user can dig an underground umbral path. Like a moon bridge but a tunnel that is safe for their use.
Name	Book	MET Write up
Wall of Granite	Werewolf the Apocalypse the 20th anniversary edition	Frequency: Once per scene  Required: You are in contact with earth or stone  Activation Cost: One Gnosis  Effect: Calling on the strong bond between the Philodox auspice and earth elementals, you summon a moving barrier of stone to protect you. A wall nine feet tall, six feet wide and three feet thick emerges from the earth to protect you, moving automatically to guard you from all angles. It absorbs fifteen Health Levels of damage before

		<p>being destroyed.</p> <p>Armor Type: Barrier</p> <p>Duration: One scene, or until destroyed or dismissed</p>
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**Rites:**

Note that although Croatan Song appear on these lists, they do not have any MET writeup, below is suggested translation for LARP play..

Name	Level	Type	Book	What it does
Rite of the Pure Ones	Special	Mystic	Werewolf the apocalypse 20th anniversary edition: Wild West	A cleansing ritual
Rite of New Territory	Basic	Mystic	Werewolf the apocalypse 20th anniversary edition: Wild West	A rite used to declare an area as your territory without disrupting the natural cycle of life there
Name	Level	Type	Book	What it does
Facing the Final Journey	Basic	Death	Werewolf the apocalypse 20th anniversary edition: Wild West	A death rite that allows you to speak to one who has passed to ancestor after or right before a gathering of the departed so they may move on without leaving things unsaid.

Rite of Potlatch	Basic	Renown	Croatan Song	An intertribal way to tell your own renown stories to boost morale before a fight.(A free retest)
Name	Level	Type	Book	What it does
Rite of the First Fruits	Basic	Accord	Croatan Song	No chop needed. Used to bless a harvest.
Washing the Spirit	Basic	Accord	Croatan Song	Rite of Cleansing but with a deeper soul element to it
Name	Level	Type	Book	What it does
Rite of the Song Duel	Basic	Renown	Croatan Song	A way to resolve conflict without needing to put it in the bone or going to the challenge circle. During the rite both parties state their cases and will come to a peaceful solution.
Rite of the Black Drink	Intermediate	Accord	Croatan Song	Ensures everyone in the rite speaks only the truth and has no ill will.
Rite of Death-Crafting	Advanced	Mystic	Croatan Song	Used in addition to Fetish to add 2 extra damage for Vengeance related weapons.



## Camps:

Introduction scenes to all PC-appropriate camps can be arranged by the Changing Breed Coord team upon requests. All tribes for the Croatan were made by players and the Changing breed Coord team.

***The Guardians of the Pure Lands*** - This group is devoted to safeguarding the Purelander tribes, which encompass indigenous and oppressed peoples who maintain a deep, ancestral connection to Gaia (the Earth) and the natural world. The camp believes that these tribes hold essential wisdom and spiritual practices that are crucial for the survival and healing of Gaia. The Guardians see themselves as protectors, ensuring that these cultures and their sacred lands remain untouched by the corrupting influences of the Wyrms (the force of decay and destruction) and Weaver (the force of stasis and control). Membership in the Guardians of the Pure Lands is open to all Garou who demonstrate a sincere dedication to protecting Purelander tribes and their territories. New recruits are often subjected to rigorous training, both in combat and in understanding the cultures and spiritual practices of the tribes they aim to protect. Members are encouraged to build strong relationships with the tribes, learning from them and acting as allies rather than overlords.

*This camp is appropriate for PC and NPC characters.*

***The Seekers of Forgotten Truths*** - This group is driven by a deep respect for the ancient knowledge and spiritual artifacts that have been lost or forgotten. They believe that these lost elements are crucial for understanding the past, strengthening their connection to Gaia, and empowering the Garou Nation in their ongoing struggle against the Wyrms. The camp is dedicated to the meticulous work of research, exploration, and recovery, often venturing into dangerous and forgotten places to reclaim what has been taken or lost.

*This camp is appropriate for PC and NPC characters.*

***The Wardens of the Forgotten Blood*** - This group is committed to the remembrance, protection, and spiritual safeguarding of the three previous lost tribes: the Croatan, the White Howlers, and the Bunyip. They believe that by preserving the legacies and spiritual remnants of these tribes, they can honor their sacrifices and keep their memories alive within the Garou Nation. The camp is dedicated to uncovering and preserving the history, artifacts, and spiritual connections of these tribes, as well as protecting any surviving members or kinfolk.

*This camp is appropriate for PC and NPC characters.*

**Urban Croatan Renewal Initiative (UCRI)** - The Urban Croatan Renewal Initiative is dedicated to honoring the legacy of the Croatan tribe by addressing the challenges faced by Indigenous communities in urban environments. Drawing on the Croatan's historical strengths in community building and adaptation, UCRI seeks to create sustainable, culturally respectful solutions that empower urban Indigenous people. The Croatan were among the first Pure Tribes to engage in settled life, building houses and establishing communities that welcomed diversity and growth. The UCRI believes that these historical precedents can be leveraged to address modern urban challenges faced by Indigenous populations. This camp emphasizes the importance of community, resilience, and cultural pride in their work.

*This camp is appropriate for PC and NPC characters.*

**The Emerald Reckoning** - The Emerald Reckoning is a camp dedicated to identifying humanity's role in the destruction of Gaia. They believe in swift, brutal justice for those actively and knowingly destroying the environment, but they also understand that not all humans are beyond redemption. They aim to teach those who are ignorant or misguided about the harm they cause, giving them a chance to change. However, for those who refuse, there is no mercy. The Emerald Reckoning believes in more than destruction—they are invested in healing the land and restoring the balance between humans and nature. They work with environmental groups, activists, and even sympathetic human leaders who share their desire to protect the Earth.

*This camp is appropriate for PC and NPC characters.*

**Camp: Mound Menders**- The Mound Menders is a camp dedicated to the rescue and re-balance of the cities. A joint venture of the Croatan and Glasswalker tribes, the Mound Menders work on two fronts to improve the spiritual health and Triatic balance of cities, towns, and reservations. Firstly, they strive to lessen the holds of the Wyrms and Weavers by providing basic needs for the populace, including housing, medical care, employment, infrastructure, and food. On the other side of the Veil, they work to purify corrupted spaces within human-populated areas, renewing the land and fostering the Urban Wyld. While much of the Nation has given up on the cities, the Mound Menders maintain that leaving populated areas to fester will only bring about the apocalypse more quickly. As the work is so overwhelming, the still-young camp focuses on Native reservations, working with their homid kin to establish balanced areas, and then working outwards from there.

*This camp is appropriate for PC and NPC characters.*

# Multitribal camps

**Three Sisters** - is built on the principles of unity, love, and protection. Its members believe that by fostering deep connections and compassion within the Garou Nation and with their human and supernatural allies, they can create a stronger, more resilient community capable of withstanding the Wyrms' corrupting influence. The camp emphasizes the importance of emotional and spiritual support, healing, and the protection of all members of their community.

Gifts: Mother's touch, per the theurge basic gift

*This camp is appropriate for PC and NPC characters.*

**Ghost Dancers** – This group has members in the Wendigo tribe as well and serves to make the land whole and clean as it once was. They are, however, slightly less bloodthirsty than their Wendigo counterparts, though just as dedicated. This camp is based upon the dreams of Wovoka, a Paiute holy man who taught that by living by the ways of the Earth Mother and by dancing the Ghost Dance, a new world could be brought about. Wovoka's dance did not bring about a new world but his dream lives on. Now, however, they dance quite differently and work to give the Purelands back to the indigenous people. There are rumors that some more extreme members are working on a way to awaken middle brother once more.

This camp is appropriate for PC and NPC characters. It requires notification of the purelander Sub-Coord in order to ensure coordination of camp efforts.

Access to all Pure Land Lore, Gift: Moonstruck Path (Croatan, basic)

**The Long Knives** (*Created within OWbN by players*) - This camp is a completely new camp, created by the Wendigo Tribe, but open to any Purelander who can meet the tests its founders set. It gets its name from a battle that occurred between the Kanestake reservation and the Quebec National Guard over the building of a golf course on sacred land. Showing solidarity with those manning the barricades, people of other First Nations banded with their Mohawk brothers, hid their faces, and called themselves Long Knives after the traditional Mohawk weapon. They closed bridges, threatened to blow up power lines crossing reservation land and while they were stopped when the Provincial government brought in tanks and overran the barricades, public outcry forced the Canadian government to simply buy the disputed land and give it to the Mohawks.

At its best, the camp teaches restoring the balance that was once known between the Triat. At its worst, however, they are a Glasswalker's nightmare with some of the more militant members using the camp as an excuse to commit arson and large amounts of damage to White property. The founding members of this came all hail from the Sept of Gaia's Blessing in Virginia and they are Claws of Fury, "Seeks to

Restore the Balance, Holder of the Pure Lands Memory" (Athro, Ahroun, Lupus, Wendigo), Daniel "Turtle's Hope" (Athro, Philodox, Homid, Wendigo) and the late Winter's Fury, "Burns with Crimson Rage" (Adren, Ahroun, Homid, Wendigo).

This camp is suitable for all NPC or PC Characters. An Initiation Scene is needed to become a member of this Camp, contact the Purelander Subcoord for information on how to contact the NPCS involved.

Gifts: Detect Balance – Allows the Garou to sense their balance amongst the Triat.  
Call Forth the Wyld – As per Uktena Wyld Child Gift, Uktena Tribebook, 1998 version, pg. 50. Rite: Cleanse Grandmother's Webs – Works as Rite of Cleansing for Weaver Taint.

# Active Croatan in OWBN

For all PCs active and dead please see the Silver Record:

[http://silverrecord.owbn.net/index.php?title=Main\\_Page](http://silverrecord.owbn.net/index.php?title=Main_Page)

SEPT

Sunrise Birds Sept (Florida) NPC

## Those who assisted in the ritual to return the Croatan:

- Light's Shadow / Jesse V / Mt. Dora Alliance
- Howls on Winter Winds / Connor Mc / TC Garou
- Cunha / Rosicler Brancaglion / Midnight House: Entre Sombras e Sangue
- Kyle Williams Shadowdancer / Matthew / Hidden Kingdom
- Ravenfeather (PB 5 Uk, SH 5 Uk)
- Wayra Lives-In-Winters-Shadow Thatcher / Austin / Glittering Horizons
- Vincent "He Who Devours Death that Others May Live" Wayne/Capital City Cauldron/
- Devorah bat Avraham v'Uktena "Find Another Way" Teller of Tales and Athro to the Nation /Alona /Twin Cities Last Stand /
- Josephine BlackBird "Lost and Found"/ Jenn / Mt Dora/
- Brody Bryant "Last Breathe" / Brandon Wallace/ Brandon W/ EoR/
- Worth the Wait/Usdi (Jen Salty) | RATC |
- Silver Heart, Hard Shell —Reaps the heart / Kimberly Bourne
- Stillwater/Raven/Hidden Kingdom
- Fox-Shadow/ Lyndsey/ Hidden Kingdom
- Vigil "Calm of the Storm" / Kevin / Dark Side of the Moon
- Chases the Storm/ pj/ rage and fury/
- Navigator / Judy T / dark side of the moon
- Kharon (Marcus) — RAF
- Holata, "Water's Heartbeat" — Holata/Thomas M/Mt. Dora
- Many Paths/ Ryan / TC Garou/
- Mitena "Mother of Monsters"/Sarah/Rage and Fury/
- Strength of Heart' / Will / MDMA /
- Alex Bravo / Adrian //MoG
- "Duels at Dusk" / Chris / MoG
- Sound of Silence | Eric | DSotM
- Laughs in the Rain | Travis/Sugar | DSotM |
- Samuel Guerrero/ Daniel B. / 4m /
- Peacekeeper | Kat | DSOTM
- Mason "Noir" Bartos/DSOTM/Jamie
- Marcus Thunderborn/zig/dsotm/
- Jackson Hemlock / Alaina / Glittering Horizons /
- Dan "Hard Drive" Goldsmith/ DSOTM/ Brian
- Jerry "Zero Casualties" Castillo / Matt K / Rage Across the Cape /
- Kevin Tzenig | Blair | Hidden Kingdom |
- Shiriki, Breeze in the Grass/ Gregory / DSotM /
- Izzy Makris "Healing Song" / Zack R / TC last stand /
- Shulamith Jumping-Mouse / Kikea / Rage Across the Cape /
- Howls/ David/ TFD/
- Alex / Adrian / MoG /
- Adapt or Perish/Lily F./TC: LS/
- Diamond In the Ruff / Sarah / DSoTM /
- Laughs in the Rain | Travis/Sugar | DSotM |

- Peacekeeper | Kat | DSotM |
- Samuel Guerrero/ Daniel B. / 4m
- Fyodora "Feo" Kova / Keri / EoR

Changing Breeds Coord — Josh "Pumpkin" Griep

Drew O'Hair and DJ Frost Purelander Subcoords

## **Credits:**

Much of this packet is based on information from the following sources:

Dominic James Tiberius Frost and Drew O'Hair using indigenous myth as well as World of Darkness lore.

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