# 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)

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# 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 characters] - 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: [approval] - Coordinator: [Changing Breed]

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

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

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

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

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

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## 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.”

# 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.

**Tribal Benefit:** Middle Brother. The Wendigo were the greatest Warriors and 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 Uktena also had a powerful gift for binding Wyrm beasts, the Croatans' talents lay in purification. The Croatan took the balanced path between the two. The Tribal befit would be a free tribal retest on purification challenges and challenges of diplomacy.

**Tribal Weakness:** Stubbornness and Pride. Croatan get from their totem a certain flavor of stubbornness like most middle children. When their mind is made up on something it is difficult to convince them another path is an option. All Croatan must spend a Willpower to deviate from a pre-determined course of action.

# 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 Wyrm — 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 Wyrm itself 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 Wyrm, 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 of the Return

In the modern day, there were legends that perhaps a single ancestor-spirit survived, or that there is one Cub of auspices birth 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.

# 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 it's time to find it's 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.

# 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: **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: Oneof 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)

Name: **Akwiindimaa, Leviathan of the Deep**
Book: *Custom Content*
Type: Wisdom
Totem Background Cost: 8
MET write up:
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.

Name: **The Great White Wolf**
Book: *Custom Content*
Type: War
Totem Background Cost: 8 Traits
MET write up:
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.

Name: **Mississippi**
Book: *Custom Content*
Type: Respect
Totem Background Cost: 7 Traits
MET write up:
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.

Name: **White Doe, Princess of the Forest**
Book: *Custom Content*
Type: Wisdom
Totem Background: 5 traits
MET write up:
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 |

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| | | | 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 |

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| | | | 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] |

# 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 |
|---|---|---|
| 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 | Activation Cost: One Gnosis<br>Challenge: Physical Challenge vs. 9<br>Retest: Survival<br>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.<br>Duration: One Scene or Hour |
| 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 | Activation Time: One turn of concentration<br><br>Activation Cost:: One Gnosis<br><br>Follow-up cost: Optional one Willpower<br><br>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 |

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| | | damage, provided that damage was not inflicted by contact with silver. |
| Name | Book | MET Write up |
| Wyld Sight | Croatan Song | Challenge: Mental Challenge vs. 9<br>Retest: Enigmas<br>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. |
| Turtle Shell | Werewolf the Apocalypse the 20th anniversary edition /Croatan Song | Challenge: Physicals vs 7 Traits<br><br>Retest: Survival<br><br>Follow-up Cost: 0 - 3 Willpower<br><br>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 |

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| | | 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. |
| Name | Book | MET Write up |
| Strength of Purpose | Werewolf the Apocalypse the 20th anniversary edition | Frequency: Once per game session<br><br>Challenge: extended Physical vs. 11 Traits<br><br>Retest: Rituals<br><br>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 one Trait of spent Willpower. This Gift cannot grant Willpower over your maximum rating. |
| Cookfire | Croatan Song | Required: Something to serve as a pot and a spoon, plus rubbish and water<br><br>Activation Cost: One Gnosis per five pounds of ingredients (round down -- no cost for less than five pounds)<br><br>Challenge: static Mental vs. difficulty based on ingredients -- six Traits for |

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| | | harmless but inedible trash, ten Traits for toxic substances<br><br>Retest: Survival<br><br>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. |
| Name | Book | MET Write up |
| Shell game | Croatan Song | Activation Cost: One Gnosis<br>Challenge: Social Challenge vs. 9<br>Retest: Subterfuge<br>Effect: The power of barter is always  way to solve tension. With this gift Garou can take any 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.<br>Duration: One Hour |
| Safe Cave | Croatan Song | Activation Cost: One Gnosis<br>Challenge: Social Challenge vs. 10<br>Retest: Survival<br>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 |

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| | | 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. Duration: One Scene or Hour |

**Intermediate Gifts**

| | | |
|---|---|---|
| Call the Earth Spirit | Werewolf the Apocalypse the 20th anniversary edition / Tribebook: Wendigo (1st Ed.) /Croatan Song | Activation Cost: One Gnosis<br>Challenge: Mental Challenge vs. 9<br>Retest: Occult<br>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. |
| Name | Book | MET Write up |
| Shell | Werewolf the Apocalypse the 20th anniversary edition / Croatan Song | 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 |

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| | | 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).<br><br>Duration: As long as desired |
| Name | Book | MET Write up |
| Stronger on Stone | Werewolf the Apocalypse the 20th anniversary edition | Activation Cost: One Gnosis and One Rage<br>Effect:(+4 Strength or Stamina traits for the scene) 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 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 | Required: A target of a thousand pounds' weight or less<br><br>Activation Cost: One Gnosis<br><br>Challenge: Physical vs. target (automatic against targets that don't resist) |

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| | | Retest: Occult<br><br>Follow-up Cost: 0-5 Mental Traits<br><br>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.<br><br>Duration: One turn, plus one more for each Mental Trait spent; the gift also ends if you stop concentrating on your target |
| Name | Book | MET Write up |
| Gift of Plenty | Past Lives / Croatan Song | Activation Cost: One Gnosis<br>Challenge: Social Challenge vs. 12<br>Retest: Crafts<br>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. |
| Underearth | Past Lives / Croatan Song | Activation: One Gnosis<br>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 |

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| | | Bridge but simply under ground. |

**Advanced Gifts**

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| Katanka-Sonnak's Spear | Werewolf the Apocalypse the 20th anniversary edition | Activation Cost: One Permanente Gnosis<br>Challenge: Physical Challenge vs. 15<br>Retest: Occult<br>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. |
| Name | Book | MET Write up |
| Survivor | Werewolf the Apocalypse the 20th anniversary edition | Activation Cost: One Gnosis<br><br>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, |

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| | | and even Wyrm-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.<br><br>Duration: Extreme Survivor lasts a full day; Trauma Survivor lasts ten turns. |
| Name | Book | MET Write up |
| Resolute Vow | Tribebook: Wendigo (1st Ed.) | Activation Cost: One Permanente Gnosis<br>Effect: The Player declares a vow to all who 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<br>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<br><br>Required: You are in contact with earth or stone |

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| | | Activation Cost: One Gnosis<br><br>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 being destroyed.<br><br>Armor Type: Barrier<br><br>Duration: One scene, or until destroyed or dismissed |

**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 | Deat oh h | 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 | Interme diate | Accord | Croatan Song | Ensures everyone in the rite speaks only the truth and has no |

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| | | | | 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.

As the camp is young there are not a lot of camps but the multi tribal camps shared with Wendigo and Uktena

***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 blood thirsty 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 both the Uktena Sub Coord and the Wendigo 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 Kanesatake 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 Wendigo & Uktena Sub-Coords for information on how to contact the players who created it.

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.

## 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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