

Shadow Lords Genre Packet 2025



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Approvals | Notify | Disallowed:

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- *Tribal Structure*

- Master - PC: ST Approval; NPC: ST Approval
 - Grandmaster- PC: Coordinator Approval; NPC: Coordinator Approval
 - Continental Grandmaster- PC: Disallowed; NPC: Coordinator Approval
- *Note for PCs; if successful in overtaking the Continental Grandmaster, the PC will automatically become an NPC that will be held by the office. It then, ideally, will be jointly run by the Player and Office.*

Camp/Secret Society Membership

- Lords of the Summit- PC: ST Approval; NPC: ST Approval
- Children of the Crow- PC: ST Approval; NPC: ST Approval
- Judges of Doom- PC: ST Approval; NPC: ST Approval
- Lazarite Movement- ST Approval; NPC: ST Approval
- Children of the Bat- PC: ST Approval; NPC: ST Approval
- The Society of Nidhogg- PC: Disallowed; NPC: Coordinator Notify
- Bringers of the Light- PC: Coordinator Approval; NPC: Coordinator Approval
- The Masks- PC: Coordinator Approval; NPC: Coordinator Approval

**Note for PC's: Any meaningful relationships with NPCs are Coordinator Approval, per OWbN Character bylaws, Section 5 "White Wolf Canon Regulations".*

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Introduction

*"At last it has come to this: that mercy has finally proven itself
a weakness and compassion is revealed as a failing. With our numbers
fewer than ever before, any fool can see that methods are a luxury.
Results are all that matter now."*

- Margrave Yuri Konietzko, Homid, Theurge, Legend, Lord of the Summit

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- What are Shadow Lords?

"You know, most Garou don't necessarily ask-- though, the name does seem to speak for itself. Well, that's what everyone else thinks-- and we'd like to keep it that way. Shadow Lords are, inherently, meant to take the brunt of the shady work. Our methods are often crude, even cruel-- but necessary. Humans that need to be killed for the sake of spiritual healing. Handshakes with Leeches to use as pawns. Beating a Garou half to death to take from them a position they're laughably pathetic at. It's potentially unheroic in the most blatant sense of the term-- and from that, we can both see why everyone would think we're power-hungry bloodthirsty monsters-- and I won't lie to you, some of us are. But the tribe is meant to be. Sometimes you need to be the bloodthirsty monster, renown be damned.

What we do is simple from a bird's eye view. We do what *needs* to be done. For there to be a shiny tribe that doesn't sink low-- there needs to be someone to *do* the dirty work. To be a Shadow Lord is to fight for a sunrise you'll never see. It's to do what is needed, even if it isn't morally right. We will lie, cheat, steal, and take-- not for some inane reason (if you're doing it for nonsense reasons, you aren't a very good Shadow Lord) but we *do* all of those things for the good of the Nation and the good of Gaia. Most groups don't approve of that. Some Tribes say they'd be willing to do anything for Gaia, but when the chips are down they won't. We will. Because someone must. Sometimes what's good for Gaia isn't best for your friends. It is the greatest sacrifice and honor that can ever be bestowed on you. You will shave off pieces of yourself-- sacrifice your trust, love, and happiness for this war. It will be painful. It's *all* painful. But the pain is a small price for Gaia herself.

The Wyrms do not *care* whether we are good people, much less good Garou. This rotting filthy thing cares only if it can subsume. Some of us have to be cruel, because; as much as it is a beautiful idea that good always triumphs over evil, that is but a fairytale. Don't fall easily into black or white thinking. We've lost too many warriors that way.

So we keep our secrets, our deals; and backroom hideouts. We keep our friends close and our enemies far closer. We understand that even the closest Garou; even other Shadow Lords; aren't divorced from the consequence, and that just because they are great warriors does not mean they are doing what's best for Gaia. We know that leaders are only *worthy* of their positions if they do it *right*. It is a lonely life, but a needed sacrifice. There's a reason why the rest of the tribes do not trust us. But what they cannot deny is our *results*. Don't listen to the soft-hearted and dull-toothed. Don't let renown blind you from what needs to be done.

Our ends do justify our means."

- Sasha Milosevic, "Voice-of-the-Sky"
Elder, Galliard, Homid, Grandmaster of Canada

Recommendations to New Players

When playing a new Shadow Lord, please be aware of the nature of the genre. Know that playing a Shadow Lord is a tough spot, often alone-- and that Shadow Lords both in canon and in OWbN have a distinct reputation. Others will judge you based on your tribe and playing a Shadow Lord can be rife with intense confrontation, Political intrigue, CVC [character versus character], and conflict are all *inherently* a part of the genre. If that sounds fun to you, make a Shadow Lord!

If those subjects are things you don't want to engage in within Garou (or don't appeal to you), it's recommended you join/make a PC from a different tribe. This is not a bad thing-- we all have our preferences-- but a majority of the Shadow Lord genre is that of political intrigue / mixed with a "do what needs to be done" atmosphere. But if you still want to opt in, come on down. We've got room for more!

Auspices

While also outlined in the core book-- the nature of Auspices within the Shadow Lords has evolved outside of their original book-*specific* intentions. As such, included below are typical Shadow Lords Auspices in One World By Night and can be used as guides for characterisation. This isn't to say that acting outside of these archetypes is frowned upon OOC but visibility on the expectations Shadow Lords give on their auspices is *always* useful.

Ahroun

While Ahroun in the Nation are usually characterised as solely violent creatures; in the Shadow Lord Tribe, they are instead posed as decisive. Ahroun are expected to become positions of power-- whether that be Alpha, Wyrmlord, or simply leader of an expedition. While they typically lack the subtlety and patience of the other auspices, that makes them no less important to the tribe. In fact; it is this lack of subtlety that makes them so important and why they are often positioned as decisionmakers. Ahroun Shadow Lords take lead and make decisions while others overplan, which makes them often considered the best fit to make agendas and usher Shadow Moots along when others might linger too long. Leave it to the Shadow Lord Ahroun to make the hardest decisions in

the heat of the moment when *no one else* will. However, this can lead to them making very sudden and unplanned decisions. A young Shadow Lord Ahroun may jump the gun too early, or worse, be a detriment to a mission rather than an asset. It is a balance that only naturally comes through maturity and if it is not achieved, the tribe is merciless.

Shadow Lords Ahroun additionally tend to see battle as something deeply glorious. Due to the devotion Shadow Lords often have to the tribe and Gaia herself, battle (Klaive duel, Wyrms fight, or otherwise) is seen as deeply significant. To battle and decide is the ultimate judge of character. You either fail and *disappoint* or win and prove yourself *worthy*.

*"...At the end of the day, the burden of choice rests on you—
every triumph, every mistake, laid bare at your feet.
Make the hard calls, carry the blame,
and wear the mask of the villain so that others may survive."*

- Vikling "Wolf of St. Elmo," Lupus, Ahroun, Athro, Lord of the Summit

Ragabash

Ragabash within the Shadow Lords are notorious for being conniving, scheming, and intensely efficient. They are information gatherers-- whispering in the ears of others and traveling information far and wide with vast networks. Even the most young of Ragabash show a sly spirit that other tribes cannot match. While rarely leaders, they are more often fantastic Betas with an innate sense of curiosity for hidden plots, weakness, and cracks in their foes. Expect them to be deep in the weeds of their own fixation whether that be concerning enemies or allies.

Of course, this incredulous nature often leads Shadow Lord Ragabash to assault the honor of others and the tribe itself. This could range from outing a Shadow Lord's deeds to the Nation when it should remain quiet or making a joking jab with detriment and without purpose. Maturity for a Ragabash does not lay in *how* one obtains information, but instead *when* to use this information. One must learn when and where to take power from those who do not deserve it, since a misstep in either can cost a plot its fruition. It is for this reason that they have such importance to the tribe. It is they who decide who or what is worthy or not. If not, they will replace it with what they deem more suitable for Gaia and her fight. Once the pieces fall into place all that is left is to act.

*"Perform your duty **without** malice or greed.
Make whatever sacrifices are **necessary**,
Perform whatever tasks must be **done**.
Be polite, be professional, be efficient,
and have a plan to kill **everybody you meet**."*

- James Batten, "Double-Aught," Homid, Ragabash, Elder, Child of Crow

Galliard

To be a Shadow Lord Galliard is to accept that you are both sides of the same coin. Their purpose within the tribe is an intense dichotomy. They serve to both uplift the tribe and to remind it of its failures. In fact, Shadow Lord Galliards show more of a tendency to tell tales of mistakes, embarrassments, and uncovered misdeeds than they are of telling glorious ones. However, despite

this usual imbalance, Shadow Lord Galliard still walk a fine line that requires adept manipulation of their surroundings. Galliard Shadow Lords are mostly seen whispering into the ears of others, tailoring their words perfectly for their intended outcome. Subtlety and secrecy is Auspice's bread and butter within the tribe and they know better than any what should remain hidden forever and what should be revealed to the world.

It is this struggle that often causes Galliards their downfall. If a Shadow Lord Galliard does not phrase correctly, places their chips in the wrong places, or pays little attention to public relations... they are easily susceptible to backlash. If they are seen as untrustworthy, their truth is tainted. It is through maturity the Shadow Lord Galliard finds to change their faces into what is necessary-- to be both trusted in their truth and conniving with their schemes. For a Shadow Lords Galliard *anything* can become truth if you are *trusted* enough. A hidden lie, even if morally wrong, may be what's best for Gaia.

*"Yeah, you're a Galliard, stories of bravery, stories of wisdom, **whatever**.
You're also a **Shadow Lord**, which means your words need to have a **point**.
You don't tell a story just for its own sake, you tell a story to **cause a reaction**.
Your words are your greatest weapons, **don't just swing them around like a moron**."*
- FRIGHTNIN' LIGHTNIN', Homid, Galliard, Fostern

Theurge

Within the Tribe, Theurges represent the core of it: relentless ambition. The only thing that limits the Shadow Lord Theurge is what they are willing to sacrifice. Shadow Lord Theurges cut themselves on the bleeding edge of knowledge; for to fall behind is to bring shame to the tribe. It is for this reason that most Theurges within the tribe are deeply utilitarian; viewing spirits not as items to worship, but instead as tools to be used for the right purposes. This isn't to say these Theurges mistreat spirits rather to say that they invest where they know it is needed. A blade, after all, is only as sharp as you sharpen it. To make a deal with a spirit is to first understand how it benefits you and that a skewed deal in the spirit's favor is the worst deal you can make. While in other tribes Theurges might be relegated to support the contrary is true within the Shadow Lords. The nature of their ambition and their utilitarianism creates leeway for Theurges to become leaders as The Margrave has clearly displayed.

However, this mindset is deeply volatile. It is just as common for a Shadow Lord Theurge to get out of control with their dealing using this endless power for selfish or misguided means. Endless ambition can easily lead to burnout or worse; corruption. It is for this reason the other auspices must keep them accountable, lest they grow out of hand and destroy all that they have built and more. In the end; if a Shadow Lord Theurge has committed themselves to making the impossible a reality then time will only tell if they follow through and shatter the norm.

*"Those born under crescent moons and thundering
skies learn quickly that some spirits respond better
under duress or the fear of duress.
Of course, we would prefer to do our duty
with the recipients rewarded with the things they love,
spirit or otherwise, but as long as I get what I need,
a little fear is never out of reach."*
- Fyodora K, "Backhands the Wyrms", Homid, Theurge, Fostern

Philodox

The most common and strict of the auspices: the Shadow Lord Philodox. These Philodox do not just lambast hypotheticals concerning the litany; they are the conduit, the mouth piece; and the judgement of it. While some may misconstrue it for their own desires the vast majority find their vision more important than any petty ambitions. It is the Philodox who keep the tribe pure of these conniving ideals, and to maintain that ideal vision for the good of Gaia. While not often leaders of the tribe, they are still deeply and coldly efficient in their workings just as they are in their judgments.

It is in maintaining the ideal that the weight lies heavy, the Shadow Lord Philodox cannot hesitate when striking down the fool who shames the very Honor the tribe stands upon. As such, the Shadow Lord Philodox must remain wise as well as honorable, as their own personal honor is not the only thing at stake. To mature is to manage this weight and understand the meaning behind the ideal of Honor itself, and to carry one's self with purpose. While the burden is heavy, it is one of the many sacrifices a Shadow Lord Philodox makes for Gaia. For a Shadow Lord Philodox, an unwise judgement might as well be no judgement at all.

*"We have been chosen by Gaia to carry
the weight of our litany and judge those
of the nation. Because of our tribe's focus
on the Wyrms-- we must hold ourselves and
our own to the highest standards. Other
tribes may stumble over and over...
but we **cannot**."*

- Anastasia, "RIPs the Truth," Homid, Philodox, Fostern, Judge of Doom

History

Book History

The history of the Shadow Lords is highly complicated and very arduous. For further detail, it's best recommended you look at the Shadow Lords revised book (*pg. 11-33 of Shadow Lord Tribebook Revised*)-- but, for the sake of relevance, key points relevant to the org will be highlighted here. Simply know that this is a *vast* oversimplification of events, and details will be skimmed to avoid copyright issues. It is deeply, *deeply* encouraged to read it in the core book if you are interested-- *especially* if you are making a Shadow Lord not from the Americas.

The War of Rage

While there are no Shadow Lords alive that remember the first War of Rage, the consequences ring heavy in the minds of many. Shadow Lords slaughtered many different Fera-- so many that some of them are lost to the realms of history, erased. It is not something any Shadow Lord is proud of-- though most Shadow Lords who reminisce on it range from sternfully remorseful to dismissive. All would be wise to learn from this lesson in blood.

The Impergium

As humans rose in the wake of the first War of Rage, the Shadow Lords had very clear ideas on the matter. Which is to say, the Shadow Lords at the time thought it best to simply kill them all. While they were reasonably convinced into acting otherwise, some older Shadow Lords might remark that not slaughtering the humans before they had the chance to spur upon the Weaver and Wyrms further was their biggest mistake.

The Ottoman Empire

The 1400s was a deeply defining time for Shadow Lords-- kinfolk were ambitious and fighting with Bulgarians, Scandinavians, Mongols... it was from these threats and more that one of the Shadow Lord's allyships became apparent. Vlad Dracula-- who, at the time, was kidnapped by the Ottomans (of which was mostly of Shadow Lords Kinfolk), eventually gained strength within the area. Those kinfolk thought they finally had brevity in the madness of the threats against them-- only to find Vlad Dracula violent and cruel. Despite this, however, even after he was turned into a vampire-- he turned on the Turks, to which the Shadow Lords then supported him. While some question why-- it must be clarified that it is not the job of a Shadow Lord to protect humanity. It is the job of the Shadow Lord to protect *Gaia* from humanity. It only made sense to undermine the inner works of vampire-tainted human structures by using one of their own against them. This is all fantastic in concept-- but horrid in execution when Vlad suddenly retreats and leaves thousands of kin to be killed in the wake of his retreat.

But, to the credit of the tribe, they did clean this mess. Though Vlad escaped this siege-- he did not escape the grasp of the new monarch of Hungary, Matthias Corvinus. Corvinus threw Vlad in prison, where he was unable to be helped by even his vampiric allies. The monarch, thankfully, was aware enough of Vlad's capabilities to keep him there. Supposedly. Times have changed-- and Vlad

seems to be free. How or why is not privy to the every Shadow Lord. A blanket order to kill him on sight is.

Second War of Rage

There is no easy way to put it: the Shadow Lords slaughtered the Camazotz and, in doing so, caused the fall of the Bat Totem. The reasoning being that the blood sacrifices the Aztecs were doing were clearly of the Wyrms-- and, not just that, resembled the Vampiric magics the Shadow Lords saw once in the Ottoman Empire. As such, the Shadow Lords acted and slaughtered many of the Fera that populated the Mayan Empire. Balam, Ananasi, Mokole, even (to some extent; they fled before they could all be killed) the Nuwisha were all victims of the blade of the Shadow Lords in Mexico. Even when the Uktena attempted to advise and stop the Shadow Lords-- there was no point.

It was only when the last Camazotz was slaughtered by Dark-Claw-of-Vengeance that the tribe realised the foolishness in their slaughter. All at once, the Shadow Lords fell to the ground and wept-- and with them Gaia herself in grief.

In the wake of this death (seemingly-- the correlation is unknown), from it emerged The Storm Eater, of which ravaged Garou and Wyrms alike until the Two Moons Pack finally discovered a way to defeat it. This defeat required a sacrifice of one from each tribe, and the Shadow Lord's was Darkness Rising-- descendant of Dark-Claw-of-Vengeance. No one knows why he was so willing to step up to this fate-- but most assume he did what all Shadow Lords are meant to: sacrifice for the good of Gaia.

Russian Wars

Under Soviet rule, life for the Garou and their Kin was harsh but predictable. Oppression, shortages, and strict military control forced communities to adapt, and while no one welcomed this, it provided stability and kept dangerous vampire sects in check. When the USSR collapsed, that stability vanished, and the resulting chaos allowed supernatural forces to surge unchecked. Baba Yaga's rise under the Shadow Curtain brought devastation across Russia, with caerns drained, Garou slaughtered, and the once-dominant Silver Fangs crumbling. Though her mysterious fall ended one nightmare, it left the region vulnerable to ancient vampiric enemies and unchecked human corruption.

Elsewhere, the breakup of Yugoslavia showed that humans could rival the Wyrms in cruelty. Ethnic warfare, atrocities, and hatred created a feeding ground for Banes, vampires, and dark spirits, forcing many Garou tribes to intervene. Amid this turmoil, the Shadow Lords and Black Furies forged an unlikely but valuable alliance, proving the strength of cooperation in the face of destruction. In the end, the collapse of old regimes stripped away certainty and order-- leaving Garou to pick up the pieces. Even now tensions in Russia remain strained as the endless fight rages on.

Appeasing Bat

It was only much, MUCH later that a Shadow Lord and his pack would truly attempt to atone for the genocide of the Camazotz and fall of Bat. A descendant of Dark-Claw-of-Vengeance, Miguel Gutierrez, spoke to his ancestor's channel spirit. This sent him on a long mission which eventually led into Malfeas. The only reason they survived was from Dark-Claw-of-Vengeance leading the way into the heart of the enemy-- leading them to the fallen totem of Bat. It was there that

Dark-Claw-of-Vengeance managed to somehow convince a piece of the totem to return to Gaia-- and it was that sliver that guided them back out of Malfeas.

From there, Miguel Gutierrez found he could communicate with that sliver they spoke to in Malfeas-- and his pack, and soon the Sept of the Earth Mother (their Sept), took upon the totem. In the wake of their quest, many Shadow Lords were skeptical. However, Judges of Doom found Miguel and his pack devoid to taint and perfectly devout to Gaia. No one knows how Miguel and his pack did this feat, came out alive, and brought a sliver of Bat back to the glory of Gaia. They cannot deny the results the Children of Bat have made in Mexico despite their concerns.

OWBN History

1980s-2004

The Shadow Lords have always had a particularly bloody history-- both with its own tribes and the tribes of others, even dating back to the late 90s.

In the North American Midwest the tribe was previously dominated by the Petrovich family-- specifically beginning with Ivan Petrovich, who was Grandmaster for the Midwest from 1950-1975. Eventually-- he was succeeded by James Westfield Sr-- who was then murdered by Julius Darkfire, a man who fell to the Wyrms as uncovered by James when he was alive. After Julius's fall the seat of Grand Master was vacant for 5 years-- but was then taken by James Westfield Jr. (a grandchild of Ivan Petrovich). He eventually adopted the name Petrovich and in 2001 rose to the position of Grand Master of North America. Eventually he grew disenchanted with Garou politics and left the Nation-- leaving the position empty-- which led to Evelyn Constaine taking her position back.

From the early 2000s to 2010s, the Shadow Lords were a force to behold. Shady and known for being generally distrustworthy, the tribe gained a rather bloody reputation. Names like Julie Darkfire were known for their kill count of all creature types. During her time as Grandmaster of the Midwest, she was as ruthless as she was efficient-- but this natural inclination for just killing Garou led to a split between the Midwest and Southeast Shadow Lords, a cultural split that still exists to this day.

As for the Southeast, they were overseen by a variety of Shadow Lords-- but the most infamous being Christian, who underwent the Rite of Winter Wolf after being formally judged by a Philodox Council. Otherwise-- while there were certainly Shadow Lords in the West at this time, none were prominent enough to make their time known in history.

2004-2008

For a time, The Midwest and West coasts went silent after septs after sept laid lost. While a Chicago sept had finally returned to the Nation, a lingering stillness cast its shadow.

Meanwhile, the Southeast remained a hotbed of activity. The Septs of Brothers Compromise, Deep Waters, and Silver Tear all held powerful, prominent Lords. Then, they began to fall. The first sept to fall was Deep Waters, rumored to have been sold to either the Walkers or Mages. The septs of Silver Tear and Brothers Compromise, on the other hand, both fell on the same day from a combined attack. Then the South was silent-- as if in mourning. However, as the era of the mid

2000s passed, eventually Reveka Armund emerged and challenged for Grandmaster of the South East, a position she won with ease.

The North East, however, was not as silent. Julie Darkfire had claimed the entirety of the East Coast under her title of Grandmaster. Her Protege, Brody Petrovitch, proved to be just as ambitious. Building his base of power, he finally was able to successfully challenge Julie for her positions. He claimed both, but soon was satire'd into losing the rank needed to maintain them. As such, Grandmaster of the Americas, Evelyn Constatine, spoke that Brody would lose his positions, and it would instead be temporarily held by Snares the Wyrms until a Shadow Lord of the region proved themselves worthy. Shadow Lords of the region contested each other-- though it's unrecorded who obtained Grandmaster.

2010s-2020s

The West, during this time, was mostly silent-- keeping their deeds and shame to their own homes, none the privy of the wider tribe.

The South East Shadow Lords were primarily split by two large sections-- North and South Florida.

As for South Florida-- the Sept of Thunder's Bay soon emerged from the ashes, taken from the Wyrms and brought back to Gaia's light. While the sept was a mix of Black Furies and Shadow Lords -- it was primarily protected by the Pack of Rolling Thunder, who consisted of a variety of local Shadow Lords who made it their duty to protect the Sept. Due to the constant hurricanes that harassed the area-- the Sept and the continent soon gained interest from Grandfather Thunder due to the spiritual conflux and ride of Typhon's prominence.

North Florida was embroiled in their own standoff-- with Malakai, "Lost Cries" near the end of the 2010s attempting to claim Grandmaster of the South. However, as he did not follow the proper channels, he was rebuffed by Evelyn Constaine-- to which it was then settled at the Sept of the Broken Arrow. The nature of the challenge and its resolution are unknown. As such, since 2013, Ripper Caller has remained Grandmaster of the South East.

As for the Midwest-- during the mid-2010s, a new face emerged from the Midwest by the name of Mikhail Rominov of Dimitrich-- who soon claimed Grandmaster of the Midwest and eventually the East Coast. He was known for his subtlety and ruthlessness, but was killed by Christopher St. John in the Sept of Sky Haven, located in Chicago. After this, in the late 2010s-- Camaron "Walks the edge" Carter-- arose and soon claimed the positions. It was only late 2010s-2020 that Camaron was then removed from the position by the Margrave due to a lackluster stunt the nature of which is not publicised.

Then, in 2017, the Nation was made aware of the powerful hive known as Chernobyl-- infested with a powerful Hive with a demon, BSD, and other Wyrms creatures. While the assault against the hive was launched/assisted by Eastern European Shadow Lords, a local (Athro Ragabash Shadow Lord named Bridget, a former Fianna turned) Shadow Lord publicly led the assault. Bridget, soon after the assault, broke the litany and was formally judged by Legends. Her final fate is unknown.

The North East, on the other hand, was a different story. Connecticut found a massive influx of Hakken, such as Takeda Junnosuke, that washed upon the shores of New London-- visiting Septs in droves and creating both bonds and enemies during their time in the Americas. However, this peace would not last. In 2019, the Sept of the Green was attacked by Wyrn forces-- which led to a Shadow Moot in New York attended by the locals and the Margrave. Other areas in the North East also saw prominent Shadow Lords arise-- but none that made enough impact to be cataloged on a National Level.

2020-2025

The main points of interest in the 2020s was the escalation of the war in the Carpathian Mountains between the Tzimisce and the Shadow Lords. The reason as to why is only rumored-- though this intervention has led the Cold War to arise in battle once more. Few from Shadow Lords from America have intervened, and while it has once more softened into a Cold War-- the divide between European Shadow Lords and American Shadow Lords has only become more vast and more bitter. Not many Grandmasters in the Americas have appeared during this time-- and most things have gone eerily silent on a wider, national scale. Locally, however, the best secrets are kept to those alive to hold them.,

As time rolls on, steadily, but eerily-- the tribe has gone quiet. However, with every setback creates room to grow. Time and Gaia will tell where the tribe is headed-- but for now, the Shadow Lords lie in wait until the right moment to strike.

Tribal Structure and Leadership

Only one Garou has the right to rule a Shadow Lord sept: the **strongest**. Leaders brook no disrespect from underlings; the Lords have a clear system of dominance and submission, and woe to all who will not or cannot learn their place. However, strongest in this context has a different definition than most. **Might does not make right**, in the tribe's view: Rather, **might gets results**. Few of the Lords concern themselves with questions of what is "more right" or "less wrong"— all that matters is what is **necessary**.

Therefore, it's only natural how their Tribal Structures unfold. Leaders are chosen, supported, and respected based on *their efficiency*, not on their *strength*. In fact, strength alone without wisdom will most likely lead to the person being ousted from the position. Keep these in mind when moving forward-- as each position, challenging for it, and maintaining it is not necessarily through strength alone.

The Tribal structures are broken into as follows:

- Masters (PC & NPC APPLICABLE)
- Grandmasters [of region] (PC & NPC APPLICABLE)
- Grandmasters [of continent] (NPC ONLY)

Masters

Masters is not something explicitly mentioned in the books, but is another tool in your proverbial arsenal when it comes to Shadow Lords internal leadership. If you have ~3+ Shadow Lords, a local Shadow Lords can *claim* Master *at a local Shadow Moot*. If you do this challenge publicly it nulls the challenge. You cannot be a Master at the basic level if you do not understand what secrecy is.

Masters have no mechanical benefits, but will often be the point of contact of PCs & NPCs of the tribe, visiting PCs, and visiting Grandmasters. Keep in mind: if there is a local *Grandmaster*, there is very little point to having a local *Master* unless the number of Shadow Lords in a game warrant it.

Additionally, Masters do not necessarily swear fealty to their local Grandmaster. A smart Grandmaster will shake hands and deal well with the local Master-- but the local Master is a nebulous position only held together by the respect/fear by the one who holds it. Masters can be replaced at any time-- and because of this, Grandmasters must understand that placing all their investments into one person is unwise.

Grandmasters

Grandmasters, in the books, are usually just leaders of Shadow Moots-- they go from one place to another hosting Shadow Moots with specific names invited. That, or they're most communication brokers. However, in the org, they have expanded far past that definition, despite it being undocumented.

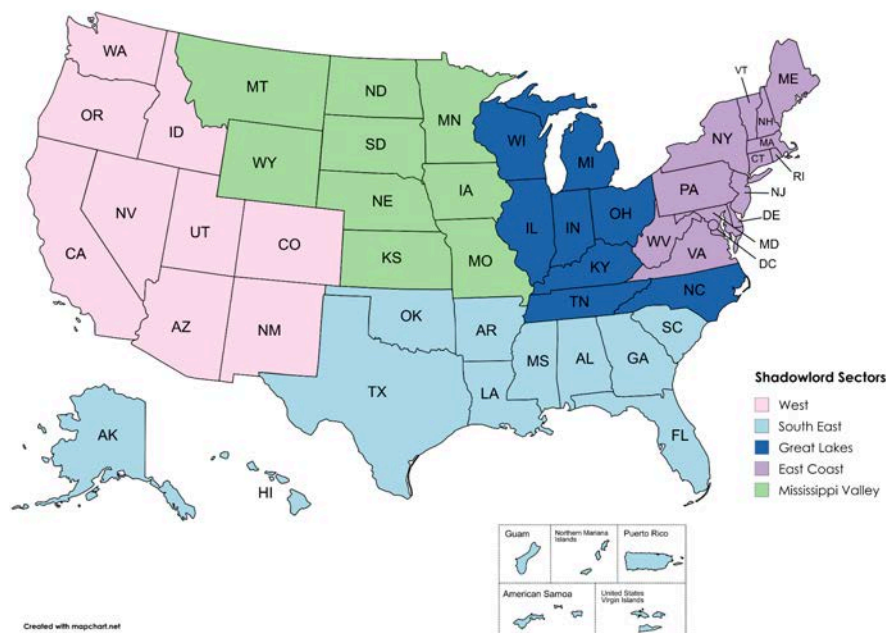
In OWbN, **Grandmasters** are Shadow Lords leaders that reign over particular areas (ie. the Grandmaster of the South East, Midwest, etc). They answer directly to the Grandmaster of the continent (ie. Grandmaster of North America, South America). This chain of command allows local Grandmasters to be leaders, mentors, punishers, etc. for local games. Though-- know that the

position of Grandmaster only maintains legitimacy by *being competent and efficient*. A Grandmaster that does nothing is as good as a rotting Silver Fang.

Maintaining communication lines, supporting Shadow Lords, teaching, hosting Shadow Moots, helping hold Shadow Lords accountable, keeping Shadow Lords in line are all reasonable work under the Grandmaster's purview. However, know that the actions/necessities of the Grandmaster depend heavily on area. No blanket purview is applicable-- with one exception: *doing nothing makes you a terrible Grandmaster*.

Additionally, a Grandmaster may appoint an **Aide**-- this being their second in command that may speak and act in their stead. It should be warned, however-- any renown loss taken by the Aide will reflect directly on the Grandmaster in question. Aides should be chosen with carefulness, and should be used even more so. Aides may also be a Master.

Grandmasters are semi-public to the Nation, but should matter specifically to the Shadow Lords. For example, reasonably, a Child of Gaia should care who/what a Grandmaster is. However, to note, the Grandmasters, their inner workings, etc. *should not* be known to the wider public. The external face is bound to become public-- the inner workings, details, and information is not. If that internal information is leaked past the tribe, it is considered an *information breach* and dealt with as such. It is for this sensitivity that Grandmasters are given **Cursed Bracelets** as they ascend to power. Additionally, certain Grandmasters can choose not to be public-- and instead be private. This privatization, however, is at the behest of the Grandmaster-- both its enforcement and secrecy.



Continental Grandmasters:

The Margrave is Yuri Konietzko. He is also the Grandmaster of **Europe** and **Asia**.

The Grandmaster of **North America** is Evelyn Constantine.

The Grandmaster of **Canada** is Sasha Milosevic.

The Grandmaster of **Australia** is Vlad Volaschky.

The Grandmaster of **South America** is Last-One-Out.

How to Become a Grandmaster

Becoming a Grandmaster is increasingly simple-- have at least backing of 5 local [to your region] Shadow Lords **PCs**. Of course, the more backing you have, the more ideal your position. If your section doesn't have enough Shadow Lords-- the majority will suffice. The votes are to show your support-- a Grand Master is no Grand Master without the support of the Shadow Lords. You are Grand Master because the tribe *deems you* worth it.

Multiple people can campaign for the Grandmaster spot-- and can challenge each other to obtain the most votes should they wish to. In the case of a tie, the mound-- or anywhere suitable for a challenge-- awaits. Votes will go through based on a Google Form. Characters can only vote for the Grandmaster of their area (Shadow Lords based in the Southwest cannot vote for a Grandmaster in the North East)-- but sly campaigning is always fair game.

Now-- does this mean a group of Shadow Lords can jerry-rig the vote? Of course. Shadow Lords politics are intentionally shady. However, if you want to prevent a pack from doing so, perhaps some politicking is in order...

To replace a **Grandmaster**-- you must gain the backing of 5 local Shadow Lords PCs, and then challenge the current Grandmaster privately at a Shadow Moot. Challenges can depend and range, and are treated like normal challenges.

To replace a **National Grandmaster**-- you must be a regional Grandmaster and obtain the support of all other regional Grandmasters. It is only then you may challenge the current National Grandmaster privately at a Shadow Moot. As soon as you become a *National Grandmaster*, you *NPC out* and are no longer in play. This is to facilitate stories and to give PCs better story-ending options.

To be eligible for Grandmaster, **you must have Clout x5 as a background**. Grandmasters should also be the rank of **Adren or above**, but Auspices/Breeds matter very little. Know that while Fostern can be Grandmasters-- it's very unlikely, and Cliath even less so. Shadow Lords value *efficiency* and *competence* over rank, auspice, and breed. While biases will remain, if a Shadow Lord seems not only competent but *also* is already doing the work, the more likely the locals will follow their lead.

No Ronin nor Hakken can become a Grandmaster/Master, and, obviously, you cannot be a Grandmaster nor a Master if you are any other tribe than Shadow Lord.

It is also possible to be a part of a Camp or Secret Society while being a Grandmaster/Master-- with the exception of Bringers of Light and Judges of Doom. Likewise, you may be a position on sept while also being a Grandmaster/Master.

Benefits of the Grandmaster

Becoming a Grandmaster allows you to become a central local authority for the Shadow Lords-- which means being the inevitable contact of NPCs, PCs, and otherwise. Additionally, being a Grandmaster of your region means having direct communication with the Grandmaster of your continent, who may act as a Feared Mentor. It is also meant to give you Clout within the Shadow Lordss-- ideally, European Shadow Lordss will give you a slight more respect due to your centralized Authority.

Additionally, as Grandmaster you have access to [The Rite of Sworn Secrecy](#) as well as a Phantom 3 dots of the Background Clout. Should you no longer be Grandmaster, the Clout is removed.

Camps

Shadow Lords Camps are split into two sections: **Public Camps** and **Secret Societies**. While public camps are obviously public, secret societies are whispered about in character by Shadow Lords and are not known by the wider public.

It is *recommended* PCs be only be one of each. The only camp/secret societies that you cannot be while simultaneously being a Grandmaster/Master are Judges of Doom and Bringers of Light. If you bring it across the CBC desk while being both Grandmaster/Master while being a JoD or BoL, **you will be denied Grandmaster**.

Public

Lords of the Summit -

The Lords of the Summit are characterised as power-hungry backstabbers that will do anything to reach the top -- hence the name, Lords of the Summit. Despite this, none can deny the ambition of the Shadow Lords that fall within this Camp.

The Lords of the Summit believe that only the most powerful of Gaia can lead the fight against the Wyrms. To be a Lord of Summit is to be the best of the Shadow Lords-- to hold yourself to standards above what is expected of you. It is under this belief that encapsulates their goal: to unify the tribes under their leadership, and (theoretically) crush the Wyrms thereafter. This goal is used to justify the camp's existence, and it is why young Lords are drawn to the camp. It is also how established Lords of the Summit secure and maintain their position; by demonstrating their strength and ability to rule, they can quiet dissent before it becomes a problem.

This is an ideal-- the actual truth is far more waning, and many are easily allured by the ideals of power, self-aggrandizement, and political domination to make good on this promise. However, in the modern day, more and more American Shadow Lords that join are becoming ideological as opposed to conniving, which has changed the camp vastly. The future of the Lords of the Summit remains to be seen.

The Lords of the Summit are currently led by Vlad Volaschky, Elder, Homid, Ahroun.

The Lords of Summit are ST Approval.

*"I'm trying to prepare you. Things aren't kind for us, even in the nation. I have given you solutions to your problems, I have given you motivation to prove everyone wrong on your self proclaimed pariah-hood. Improve and sharpen yourselves, or be lost in the annals of history.
That is the choice we all face."*

-Vilas Vasiliev, "Eye-of-Typhon," Homid, Ahroun, Athro, Lord of the Summit

Children of Crow

Like many of the Shadow Lords, the Children of Crow emblemise sacrifice for the good of Gaia in a different, unique form. An endless servant, Children of Crow sacrifice the chance to gain power for their personal needs to instead attend to the tribe. Children of Crow work in secret-- gathering information, planning, scheming, plotting-- for the sake of leaders they herald, even at the cost of their own public reputation. They are loyal, dedicated, and sharp Betas-- lingering in the shadows until it's time to strike. While Children of Crow normally don't use their information for their own gain-- a leader that dismisses them should keep one eye open at night. It would not be the first time a member of this camp is dismissed-- nor would it be the first time the leader that dismissed them is found dead in an accident to make way for a more suitable leader.

It's rumored that the Children of Crow have close ties to the Corax-- working to trade secrets and communicate through hushed lines of contact. This, however, remains to be seen publicly-- but knowing the Children of Crow, that is exactly how they like it.

Today, they continue to work in the shadows-- but often are seen closely in tandem with the Lords of the Summit, using their skills to make further political alliances for the tribe and widen its power. While not shaking hands, they are planning meetings, gathering intel, and finding suitable Garou that will be loyal to the tribe. Information is king, as they say-- and while the Children of Crow do not sit upon its throne, they certainly advise it.

The Children of Crow are currently led by Caroline Greycoat, Elder, ???, Ragabash.

The Children of Crow are ST Approval.

"Ah, but Alpha--would it not be better if we simply did it my way? I am only offering advice... but we both know that this path may just be a little better, no?"

-Trouble, "Sound of Silence," Lupus, Ragabash, Adren, Child of Crow

Judges of Doom -

Undeniably the most well known of the Camps to the wider Nation, the Judges of Doom are strict, bloodied, and burdened with intense responsibility. To put it simply-- they seek to destroy Garou who blatantly violate the tenets. However, as the Judges of Doom has seen a variety of faces leave its membership-- many of which have shown the camp in a shameful light. Due to this, many see Judges of Doom with a distinct amount of scrutiny-- even to the point of being prejudiced against. Despite this sentiment, this has not stopped Judges of Doom from doing what needs to be done regardless.

The camp, however, has naturally evolved from killing whoever flagrantly insults the litany to instead acting as Philodox and necessary decision-makers for septs/groups of Garou who cannot. A sept lacking Philodox who is in need of a judgement is in need of a Judge of Doom. A sept's scandal that may affect the litany and judgement on it Nation-wide is in need of a Judge of Doom. A Garou who is socially bullying others from dispensing judgement and calling scandal upon him is in need of a Judge of Doom. While killing and destroying Garou that seek to taint the sanctity of the litany is still a strong part of being a Judge of Doom-- assisting the Nation at large in matters of scandal and judgement are equally as important. When the locals cannot handle it, or when the scandal evolves past one or two septs-- a Judge of Doom is *desperately* needed.

Another factor of the Judges of Doom is holding the tribe itself accountable-- especially Grandmasters, who can occasionally grow mad with power. It is they who make sure the Shadow Lords do not forget their placement within this fight-- to judge them for their deeds and enforce the

limits placed upon it. It is one thing to Combat the Wyrms Where it Dwells and Breeds-- it is another to get *caught*.

This change has additionally evolved the makeup of the Judges of Doom from specifically Philodox to any auspice. Though, it should be noted that Philodox are not only the typical makeup, but also are usually deferred to for most scandals and judgements. A non-Philodox Judge of Doom will **struggle** as a Judge of Doom.

Another change with the Judges of Doom are expectations: Judges of Doom that fail or act dishonorably in their duty are no longer Judges of Doom-- they are traitors. Should a Judge of Doom act foolish, the rest of the camp shall judge them accordingly. Second chances are a rarity for these traitors-- and even when occurred, will usually end in harsh consequences that may be worse than death. After judgement, they are then *publicly* disavowed-- though, the details of their death are kept minimal and discreet. Judges will *also* hold other Judges accountable. The Judges clean up their own mess-- whether it be a stain or a blood splatter.

On a more out of character note, this camp has significant issues previously when interacting with other games. They are, at extremes, a camp that is meant to hold others accountable to the point of game-ending PCs. ST and Coordinator communication is key-- and without it, this camp struggles to function. When acting on scandal, those in this camp must keep an OOC communication open mandatorily, and will notify STs on the matters of judgement-based killings of PCs. Should STs not agree with the actions the Judge is doing, open dialogue may ensue, and if led to further disagreement can naturally escalate to Subcoord-ST conversations. Additionally, Judges of Doom has a *rough* time by design-- its challenges cannot be stressed enough. For those looking to join this camp, while it is ST approval, it is *deeply* encouraged for you to interact with pre-existing PCs and NPCs to understand the changes made to this camp on a wider OWbN scale. I can place changes here-- but some stories, ideals, and evolutions cannot be done justice through a few paragraphs. Roleplay is rewarded, and starting off as a Judge of Doom at character creation is ill-advised.

The Judges of Doom are currently led by Unlidded Eye, Athro, Homid, Philodox

The Judges of Doom are ST approval.

*"We do the work that others are not willing to do.
Since earning our place in the 12th century, we have
been the blades of Judgement across the Nation.
This has not meant we are above reproach,
but for those who fail internally or externally,
Judgement is inevitable."*

- Andrei Musolf Gress, [REDACTED], Homid, Theurge, Elder, Judge of Doom.

Lazarite Movement -

Originally, the Lazarite Movement was intended to give Metis equal rights as other Breeds in the tribe. However-- it's lost most of its forward momentum among the Shadow Lords since the Margrave rose to power. The Shadow Lords have grown to believe that efficiency matters far more than breed or bias-- and, as such, cannot spare to discard any in the grand fight against the merciless Wyrms. Due to this fact, the Movement has lost most if not all of its steam-- even those previously most vocal have lost their political footing enough to be silenced into obscurity. There were a few stragglers-- members of the movement-- that were active in the past 20 years. However, since then, the movement has gone inactive or dead quiet. Perhaps it still lingers in the shadows of

shadows-- for now, however, it is as good as defunct. This movement, while playable, will not receive office support.

The Lazarite Movement has no leader-- it is defunct.

The Lazarite Movement is ST approval.

Secret Societies

Children of the Bat -

Most Shadow Lords have an ancestor or two that participated in the war of rage-- particularly in the killing of Gaia's Messengers, the Camazotz. The members of the Children of the Bat believe that they hold the sins of their Elders-- and are deeply remorseful of their actions. Children of Bat believe it is their inherent responsibility as a tribe to atone for the War of Rage and to tend to Bat. Miguel Gutierrez, leader of this camp, is rumored to have walked into Malfeas itself with his pack, and though the group returned forever-scarred, with them came the totem Bat himself. With him as their guide, the penitent Children of the Bat seek to restore Bat to his fullest-- even as they are lambasted and mocked by their fellow tribesmen for their softer inclinations to their sins.

Today, while their membership is low-- the re-introduction of the Croatoan spurred the fervor in Miguel once more, and has led the group to restore what was lost. Unlike other Secret Societies-- the Children of the Bat are an open secret. While membership isn't something you should tell other tribes in the nation, it is an open subject with other Shadow Lords. The concern is that, should other tribes know, they will attempt to swarm the totem and prevent its proper healing. As such, while most Shadow Lords know, knowledge of its members and the task presented to them are kept to the tribe. To be within the Children of the Bat requires taking on Bat as a personal totem as well as Bat's ban-- which can be challenging for most PCs. Please keep it in mind when joining.

The Children of the Bat are led by Miguel Gutierrez, Elder, Homid, Theurge

The Children of the Bat are ST approval.

*"...Gaia mourns us-- the loss of her children,
the loss of them all. It is by our hands that we
may atone-- and bring those last back to the light
we snuffed out. Find a new way, my friends.
Find a better way. "*

- Miguel Gutierrez, Homid, Theurge, Elder, Children of the Bat

Bringers of Light -

The work that Bringers of Light do is necessary, but deeply and incredibly dangerous. Unlike some Shadow Lords that may greedily hunger for power and status, Bringers of Light shove off the selfishness of both to stick their head into the maw of the beast. To overcome is to learn and to learn is to gain the tools for destruction. They've run with Vampires, masked as Black Spiral Dancers, and walked among Fomori-- by understanding the Wyrms, they subvert it to become more. Many fall in this valiant task, but those who succeed make vast advancements for the fight like no other. To be a Bringer of Light is to hold faith, understanding, and will. Most, if not all, work alone-- and do not participate in the politics of Shadow Lords. While some Bringers of Light have made a name for themselves being foolish-- becoming thralls of Vampires for power-- these are no Bringers of Light. What those Bringers are -- is traitors who will be judged by the Judges of Doom.

However, the Bringers of Light have naturally evolved-- both in scope and in nature. They now do not strictly and only take down hives and vampires from the inside-- but are likewise information gatherers pertaining to both subjects. As Vampires have grown more powerful, one Bringer of Light alone cannot take down a simple group. As such, information is far more valuable to gather, report, and utilise accordingly. It's also rumored that Bringers of Light in the Americas have expanded their targets past just creatures of the Wyrms, but also to some creatures of the Wyld: primarily Mages. As Mages interact more and more with the Nation at large with little intel, more Bringers of Light have been ordered to covertly infiltrate, gather information, and report it back to leadership. The Nation seems quietly content with them (kinfolk or otherwise) in the Americas moving from sept to sept and intermingling with the Garou-- but the Shadow Lords know better than to blindly trust those who have the ability to corrupt.

This Secret Society is kept *deeply* secret-- the identities and membership intentionally kept quiet. The enemy, after all, is just as adept with information-gathering as the Garou, and will use verbosity against the prideful. If you find the name of a Bringer-- you do not share it, much less verbalise it. The mere fact may lead to the demise of the Bringer, and the needless slaughter of an important asset. It may even be interpreted as siding with the Wyrms-- but mileage can vary on judgement. The Bringers also exclusively recruit-- you cannot simply join the Bringers on the whim, you must show adeptness, talent, and adversity. Those who are onboarded briefly train under a pre-existing Bringer of the Light for a bit before being set out to do Gaia's work.

On a broader note-- becoming a Bringer of the Light is not a path I'd recommend to a newer player. Attempting to play one at character creation is not recommended by the office-- and is such, restricted. It is a Secret Society froth with PvP, dead ends, and story-ends-- even leading to a PC being unable to interact with the broader org for months at a time. However, the Bringers of Light is still a fascinating genre-- and is exemplative of the core themes and struggles faced by Shadow Lords. Should you wish to pursue this path, please open dialogue with the office.

It is unknown publicly who commands The Bringers of the Light.

The Bringers of the Light are Changing Breeds Coordinator Approval.

*"So you wanna be a Bringer? In a word, Don't.
This isn't a fun game. It's a heavy responsibility,
one the rest of the Nation will kill you for in a heartbeat.
Fuck-- we'll kill you if you fuck it up, and most do.
Make another choice, if you can, please.
This isn't a side gig. It's a necessary evil only barely
condoned within the tribe. It's not a job. It's a **calling**."
-???*

The Society of Nidhogg

Fanatics is the nicest way to put this Society. The Society of Nidhogg believes that, through channeling the weather, they may get ever closer to Grandfather Thunder-- to the extent that they claim the sun itself is His enemy. They were traitors-- vampire lovers and made sacrifices in Grandfather Thunder's name. As the Margrave arose-- Judges of Doom were sent in droves to slaughter and pick this Society off for their shame. Should you see one, inform a Judge. Let us not let weakness blight our tribe.

The Society of Nidhogg does not have a leader. They are believed to be extinct.

The Society of Nidhogg is NPC only and PC disallowed.

The Masks -

The Masks were once a group of-- for lack of a more apt term, sadists who enjoyed spreading pain, suffering, and fear across those of lower rank. They were rumored to work with Nosferatu and stories of their misdeeds were spread throughout the tribe in horrific fashion. Thankfully, as soon as Margrave took power, all of this was violently stamped out. Not necessarily by only the Margrave-- but certainly by other Garou, either as revenge or by the Judges of Doom.

In the wake of this, another rumor has emerged: that the Margrave has taken over the Masks for another mysterious purpose not privy to the wider tribe. Whatever is the case, the Masks are seemingly defunct, but stories of them are still whispered about the tribe by Galliards with sharp enough eyes to understand what they see. Membership is, of course, kept secret by both members and the tribe. Assume anyone who says they are a member of The Masks is lying.

It is unknown publicly who commands The Masks.

The Masks are Changing Breeds Coordinator Approval.

Shadow Moots

In the books, Shadow Moots are a complex, wide-picture thing. Positions are usually spamming multiple areas with different usages and interpretations. However, due to logistical reasons, they have been naturally adapted in OWbN for easier player usage-- as well as flexibility.

The intentions of a Shadow Moot lies in pure efficiency. You do not have a Shadow Moot for the sake of whim-- you hold a Shadow Moot for a specific purpose. This can range from arranging a battle against a Wurm threat to a planned ousting of a local Alpha-- but the intention of the meeting is exclusively to *plan to get shit done*. This will be an outline as to what is usually in a Shadow Moot, but know that Shadow Moots can range wildly from area. Some include Vultures, some don't, some have Crows, some don't -- while any leader of a Shadow Moot may get flak from neighboring Shadow Lords for their format, it is the leader and the leader alone that chooses the makeup of it. You don't like it? Challenge the Alpha of the Shadow Moot. There are only two wrong ways to do a Shadow Moot: publicly (with tribes other than Shadow Lords) and inefficiently (with nothing getting done). For additional usages of the Shadow Moots, please see the end of this section.

Applicable Shadow Moot Positions:

- Alpha
 - Self-explanatory - and **necessary** for every Shadow Moot. The Alpha is the leader, sets the agenda, states the purpose, chooses the positions applicable, and will dictate the flow of the meeting. They can be challenged by another for the position at any time. Alphas are usually Lords of the Summit.
- Beta:
 - The Beta is likewise **necessary**, and bears the weight of a far greater task. While the Alpha sets the agenda, the Beta is the one who sees it through-- providing names, details, and specifics. But, most important of all, if an Alpha is failing in his duties in hosting an efficient Shadow Moot-- it is the responsibility of the Beta to replace the Alpha by challenging them in their failings. Should the Alpha fail at the expense of the Shadow Moot, both the Alpha and the Beta take the brunt of the failure. While an

Alpha chooses the Beta-- an Alpha must be wise in their decisionmaking. You may not be a Beta and an Alpha of a Shadow Moot simultaneously.

- Ritesmaster
 - **Necessary** for every Shadow Moot-- though, usually taken by the Alpha or Beta-- the Ritesmaster is responsible for the rites casted during the Shadow Moot. As such, they are usually Theurges-- unless the situation has no Theurges or Theurges that have the appropriate knowledge necessary. They cast the Shadow Moot rite, the rite of Shame, and any other applicable rites. You may be a Ritesmaster and another role simultaneously.
- Crows:
 - Crows, while **optional**, have a very specific usage in Shadow Moots. They are a step below Betas-- but usually serve a specific Shadow Lord in their action/mission.
 - *For Example: the Alpha demands Shadow Lord A to investigate a hive, and points to a nearby Shadow Lord Cliath to act as their Crow. Shadow Lord A now has a lower ranked assistant in investigating the hive.*
 - Thus, the term "Murder of Crows" usually refers to a group of Crows all around one Shadow Lord-- all assisting in their endeavors. Their loyalty is absolute-- and their merit is not based on rank or status, but is instead based on how well they do the task ahead of them.
- Ravens:
 - Ravens are tricksters and spies-- when referring to those who know the most information in the local area, the Alpha names that Shadow Lords a Raven. Ravens are **optional**-- but not exclusive. There can be many Ravens at any given time. These Shadow Lords know the most politically, socially, and are experts on the topic at hand. Questions pertaining to it are directed at them-- and they answer with due diligence. Ravens are often ordered to provide further information for future Shadow Moots, and must therefore remain vigilant in their knowledge.
- Vultures:
 - Vultures are outsiders-- non-Shadow Lords allies-- and **optional** to a Shadow Moot. Chosen by the Alpha of the Shadow Moot, these Vultures are intensely put under scrutiny. They are risks to the Shadow Lords, but normally a Vulture's sole appearance in a Shadow Moot is also a risk to their own community. Dreamspeakers, Hollow Ones, Unseelie Changelings, Ronin -- Vultures cannot and should not be chosen on a whim. Should word get out of what is spoken at a Shadow Moot, all assume the Vulture, and all punish both the Vulture and the Alpha for their lackluster choices. There is usually one Vulture or none in any given Shadow Moot.
 - Vultures are usually not members of other tribes. They can be (and have been previously)-- but another tribe's inclusion is always a risk-- one that Shadow Lords should not take. It is more common for Shadow Lords to have a Vulture for a brief inclusion before the Vulture is excused so that the tribe may talk without risk.
- Outcasts:
 - An Outcast is a shamed Shadow Lord, and by default, **optional**. Outcasts are not technically a part of Shadow Moots-- they hold no rights to enter, involve, or overhear. However, should an Outcast wish to petition entry for the sake of efficiency, the Alpha may grant it-- the Outcast will then leave promptly once finished. An Outcast is a risk-- and one that not many Alphas take.

- Other...?
 - More positions can be added to a Shadow Moot, but know that the makeup is decided by the Alpha first and foremost and can be challenged by anyone (usually the Beta) at any time. As such, makeups of a Shadow Moot can depend vastly on location, situation, and personal flair. Do not feel pressured to have to abide by One Definition Of Shadow Moot-- they will differ, and they **should**.

A few extra items concerning Shadow Moots: Secret Societies are not to be publicised-- even here. They are secret with heavy reason. As for Cubs-- Cubs should not be at your Shadow Moot. They are at best an information risk and at worst a disruption. The only instance a Cub is allowed is with a supervisor-- and with the *guarantee* they will become a Shadow Lord. Shadow Moots can be hosted by any Shadow Lord, but are primarily hosted by the Grandmaster or Master of their area. Kinfolk are not allowed at these meetings-- as allegiances can vastly differ. Just because a kinfolk has Shadow Lord Purebreed does not deem them worthy of inclusion in a Shadow Moot. They may be informed afterward by Shadow Lords.

Shadow Moots can be as common or as uncommon as the local Grandmaster/Master/Game wishes. Some areas have Shadow Moots before every game to go over agendas-- some have one every year. Regardless of the makeup of the Shadow Moot, what is *needed* takes precedent over tradition.

Another usage of the Shadow Moot, while less common, is the usage of the Rite of Shame. In an average Moot, most Garou discourage the deeds that Shadow Lords do for the good of Gaia. Bragging about the Vampire you made deals with to kill Fomori isn't something that happens. In a Shadow Moot, however, enables those who regularly do such deeds (see: Bringers of Light) to obtain the renown deserved for Combating the Wyrms accordingly. A Shadow Moot can also be for Camp meetings, Grandmaster/Master challenges, etc. These challenges/meeting Shadow Moots are fairly versatile in usage-- the only caveat being that *you should not bring outsider Garou to the Shadow Moot*. That, for obvious reasons, would just make it a Worse Moot.

Grand Shadow Moot

An American invention for the sake of necessity (but loathed by Evelyn Constantine, the Grandmaster of North America), a Grand Shadow Moot is a Moot that lasts two days upon a Shadow Lords Sept. The entire Sept is then cascaded by a cloaking rite-- making the Grand Shadow Moot extremely overt when done due to the sudden disappearance of a sept. As such, Grand Shadow Moots can only be done by Continental Grandmasters, the Margrave (or by his proxy)-- and are usually done after every other measure of communication is exhausted or if the tribe is in great duress.

A Grand Shadow Moot can be forced by elders of the Shadow Lords should an issue be needed-- however, doing so will have political, social, and possibly physical consequences. A better method may just be to contact another Continental Grandmaster.

During a Grand Shadow Moot, a variety of discussions can occur. Camps and Secret Societies deem it an opportunity to meet and discuss-- Shadow Lords often use it as a chance to challenge and weave their way through political ties-- it is a mass gathering with set agendas, ideas, and purpose. Unlike normal Shadow Moots, all positions optional (with exception to Vultures and Outcasts) are deemed necessary in a Grand Shadow Moot-- and are planned far in advance.

Grand Shadow Moots can only be hosted by Grandmasters of a Continent-- and while the Grand Shadow Moot usually pertains to the continent it is based in, other Shadow Lords from other places may visit across the globe should they deem it a worthy investment.

The last "reported and known" GSM was held at Sept of the Night Sky, called by Yuri himself, and was in 2020.

Kinfolk

*"Being kin to the Shadow Lords means you must dance on the blade of a shadowed sword. If you are clever, ambitious, and patient for the perfect opportunity, you can thrive. If you misstep, you will cut yourself on the blade of your ambition, or worse, find yourself in the fangs of a Lord's displeasure. Dance **carefully**."*

-Octavia Borja, Kin to the Shadow Lords

Of the Casual Variety

Shadow Lords look for not just competence in their kinfolk-- they look for excellence. While Shadow Lords Kinfolk usually show glimpses of Grandfather Thunder within them, it is their specialization that gives Shadow Lord Kinfolk the trademark that warrants their existence. A kinfolk of the tribe must be worthy of protection-- having simply high Pure Breeding alone is not enough. A kinfolk can have the marks of the tribe and still be seen as not worth it if they do not contribute. It is for this reason that Shadow Lords do not coddle their kin-- they are expected to thrive regardless of Garou intervention. Otherwise-- while Shadow Lord kinfolk look Eastern European, most Shadow Lords base their decisions on skill rather than appearance or breeding. The Shadow Lords take the best and brightest and bring them into their fold-- looking for those who are cunning, ambitious, and thirst to be better.

However-- families of Shadow Lord kinfolk have become increasingly more frequent. Lines descending from important figures in the tribe are common-- and lend legitimacy to these Shadow Lord kin by having their name supported by these figures. However, the weight of names is still in deeds-- to simply have an associated last name is not enough to give a kinfolk respect. To fail is to fail your lineage-- which is unacceptable.

Shadow Lord kinfolk are put second to their Garou-- and while this tradition rings true, it is rapidly changing as the tribe approaches modern day. Kinfolk of the tribe are gaining ground and advocating for themselves-- and any good Shadow Lord knows that power does not wholly stay within the one upon the throne, but instead within their advisor. It is not uncommon to watch banal kinfolk whisper in the ears of their Garou. However, they do so with trepidation-- the Shadow Lord kinfolk walk a fascinatingly thin line to fantastic success. Those who fail to walk this line are set in line-- as all those who fail the tribe do.

*"Loyalty isn't gray. It's black and white.
You're either completely loyal--or not at all.
You can't be loyal only when it serves you.
Know your damn place you uppity kinfolk."*

-Bohz Gress, Kin to the Shadow Lords

Of the Magic Variety

A more modern inclusion are Shadow Lord kinfolk who have some sort of magic. Whether it be Gnostic Energy, Changeling Bunks, or Hedge Mage Magic-- these kinfolk are becoming

increasingly more common. While these kinfolk may jump into battle and fight for Gaia as any, some are treated with scrutiny by the tribe-- and treated as more independent kinfolk than protected by the Shadow Lord Tribe. The most common magic kinfolk are as follows:

- Gnostic / Hedge Mage

Gnostic and Hedge Mage Kinfolk are, at the very least, seen with less scrutiny. While an independent Kinfolk of this nature may be seen with reasonable concern-- if they are mated to a Shadow Lord, these concerns are vastly dampened. As Gnostic and Hedge Mage Kinfolk still can display their loyalty to the Nation and to the tribe-- the chances of betrayal are lessened by a wide margin. While they are still left out of Shadow Moots and more core aspects of politics-- they are utilized and seen as a worthy asset for the fight.

- Changeling / Mage

Changeling and Mage Kinfolk are far more rare-- and are also seen with deeper, more intense scrutiny. These kinfolk are asked to pick a side between the Nation and their other creature type-- as so little state their allegiance, most Shadow Lords revert to referring to them as independent, divorced-from-the-tribe Kinfolk that put their allegiances elsewhere (outsiders). Even those that find a Shadow Lord mate are still treated with trepidation-- considered possible information breaches or even threats. It is a hard slope to climb for these kinfolk-- but even then, some climb it with fervor and see the top when others don't. It is not impossible to prove your loyalty to the tribe-- but it is challenging.

*"To say that the Shadow Lords are generally very
good manipulators is an over-simplification,
and an under-estimation.*

*If you're not a Shadow Lords you're a **tool** to be **used**,
some tools are just **better** than **others**."*

-M.S. Jazen Kveldulf *bani* Hermes, *bani ex miscellanea*, Kin to the Shadow Lords

Bloodlines & NPCs

A Note on Bloodlines and Descendants

Making a descendant/child of any of these NPCs listed is **Coordinator Approval**. It should be noted that while heritage is applicable, it comes with very little benefits. Shadow Lords place worth not on your lineage but on your skill, results, and competency. Most of these NPCs will not be protective of the PC and instead hold the PC to increasingly high standards-- or even give the PC busywork. Just because a PC is a descendant does not mean they will give you the time of day, or even attention-- especially if you do not want to do as they ask. Other NPCs might place high standards on your PC *because* of your background and expect more from you. All and all, lineage for Shadow Lords matters *substantially* less than in a genre like Silver Fangs.

If this sounds like fun roleplay for you, however-- I encourage you to open dialogue with the Changing Breeds Coord via email.

Otherwise-- a keen player might pick up a pattern within pre-existing Shadow Lord characters: common last names. Whether that range from the Petrovich in the early 2000s, to the Darkfire family in the late 2000s-- or even the Gress family in the 2020s. These generational families have no real mechanical benefit, nor do Shadow Lords not in the know put weight into them-- but their PC invention is extremely common within the Shadow Lord tribe. While having no mechanical benefit, it is recommended to new players to join these names to have a sense of stability, connection, and foot in the door when it comes to Shadow Lord Politics.

Relevant Publicly known Shadow Lords of Note...

Margrave Yuri Konietzko (Canon)

Homid, Theurge, Legend

Lord of the Summit

Alpha of the Sept of the Night Sky in Wallachia

Margrave

Time in OWBN:

Yuri Konietzko makes regular appearances here and there-- being imposing and menacing as he usually is. He is occasionally seen making his presence known at Concolations. However, as of late, he has shown more distance from the Americas as Europe demands more and more attention. He was briefly absent from the tribe during 2022-2025, but has reemerged back into the public sphere in 2025. Oddly, the man seems to have been invigorated-- presumably by some unknown process- and now appears in his late 20s to early 30s. Otherwise, no change from the book has occurred of relevance.

Evelyn Constantine (Canon)

Homid, Ahroun, Elder

Lord of the Summit

Grandmaster of North America

Time in OWBN:

Avoiding the limelight for some time, Evelyn Constantine has made herself more widely known through missive rather than physical appearance. This is mostly due to her placement in Manhattan-- fighting the endless war against the vampires that attempt to siege what she's spent ages on. With the large attack upon the Sept of the Green-- she has been busy recovering and restoring her legacy. However, as the tribe evolves into a new form, Evelyn is more than ready to take the reins back on what she has an iron grip on for the good of Gaia. Otherwise, no change from the book has occurred of relevance-- with the exception of a rank change.

Miguel Gutierrez (Canon)
Homid, Theurge, Elder
Alpha the Sept of the Earth Mother
Leads the Children of the Bat
Time in OWBN:

Still the leader of the Children of Bat, Miguel has not been seen regularly. Presumably, he is busy with Bat and tending to the weakened totem. No change from the book has occurred of relevance-- with the exception of a rank change & position change.

Unlidded Eye (Canon)
Homid, Philodox, Athro
Leads the Judges of Doom
Time in OWBN:

Unlidded Eye hasn't seen much limelight, and doesn't want to. He considers his work of utmost importance-- and finds reason to waste his time doing otherwise. No change from the book has occurred of relevance-- besides him becoming leader of the Judges.

Vlad Volaschky (Canon)
Homid, Ahroun, Elder
Grandmaster of Australia
Leads the Lords of Summit
Time in OWBN:

Vlad is a conniving and intense man-- which is, frankly, an understatement of a millennia. His time in Australia has deeply shaped his personality-- leaving him mostly unpredictable but *deeply* ambitious. As of 2025, he's taken control of the Lords of Summit to set them on a new path-- forging bonds with tribes worth the time of Shadow Lords. No change from the book has occurred of relevance-- besides him becoming leader of the Lords of Summit.

Last-One-Out (Canon)
Lupus, Theurge, Elder
Grandmaster of South America
Time in OWBN:

Last-One-Out seldom leaves Brazil-- mostly due to his spot on the Amazon council. He sarcastically criticizes everything the council discusses, but when the time for decision arrives, he is among the most decisive of all Garou in the jungle. No change from the book has occurred of relevance-- besides him becoming Grandmaster of South America.

Sasha Milosevic, "Voice-of-the-Sky" (Org-created)

Homid, Galliard, Elder

Grandmaster of Canada

Time in OWBN:

Sasha Milosevic is the Daughter to Yuri Konietzko and emerged to prominence in the 2020s. Since then, she has been reasonably busy in Canada fending off the Sabbat-- but regularly attends American Shadow Moats nearby as a centralised figure of authority. She has in the past been Herald of the Margrave carrying his voice and will with a situation called, most notably in times of his public absences.

Viktor Konietzko (Org-created)

Kinfolk, Child of Thunder, Son of Grandfather Thunder & 'Voice of the Sky,' Sorcerer

Time in OWBN:

Viktor is the child of Sasha Milosevic and Grandfather Thunder-- and while he is a Sorcerer, he has made his alliance very clear: he stands by the Nation and the Shadow Lords unwaveringly. Viktor is primarily in charge of rounding up the Shadow Lord kinfolk that hold allegiances with the Nation and keeping open lines of communication. It's rumored that he runs a well-defined spirit network that allows Nation-loyal Shadow Lord kinfolk to communicate with each other-- but if that is the case, it hasn't been publicised to the wider Nation.

Caroline Greycoat "Face-to-Face" (Org-created)

???, Ragabash, Elder

Leads the Children of Crow

Time in OWBN:

Caroline looks fairly unassuming to anyone outside the tribe-- but acts odd and eerie within it. Her odd speaking manners, wide eyes, and contortionist body moments reveal the true nature of the young woman-- and, as such, no one has been able to understand if she is Homid, Lupus, or otherwise. The fact she changes it every introduction does not help. As of 2025, she's taken control of the Children of Crow in order to make further alliances with other tribes-- temporarily working with the Lords of Summit to forge bonds for the tribe.

- Her name has been taken from the Shadow Lord Tribebook, but everything else is Org-created.

There, of course, are others. But those don't make themselves known. To find them, you must look for them, be worth their time, or simply be *very* lucky.

Mechanic Glossary

Gifts

Tribal Gifts

BASICS

- (B) Aura of Confidence -- Per Laws of the Wild Revised, pg 143
- (B) Clap of Thunder -- Per Laws of the Wild Revised, pg 143
- (B) Fatal Flaw -- Per Laws of the Wild Revised, pg 143-144
- (B) Luna's Armor -- Per Laws of the Wild Revised, per Children of Gaia Gift, pg 136
- (B) Seizing the Edge -- Per Laws of the Wild Revised, pg 144
- (B) Whisper Catching -- Per Shadow Lord Tribebook Revised, pg 66-67
- (B) Cold Voice of Reason -- Per Shadow Lord Tribebook Revised, pg 67
- (B) Mark of Suspicion -- Per Laws of the Wyld West, pg 162
- (B) Aura of Nobility -- The Wyld West Companion, pg 76
- (B) Rains of Mercy -- Player's Guide to Garou, pg 194
- (B) Disfigurement -- Players Guide to Garou (2nd Edition), pg 42
- (B) Howls in the Night - Werewolf the Apocalypse (20th), per Gailliard Gift, pg 190
- (B) Shadow Weaving - Werewolf the Apocalypse (20th), pg 188-189
- (B) Song of the Earth Mother - Werewolf the Apocalypse (20th), pg 188-189

INTERMEDIATE

- (INT) Direct the Storm -- Per Laws of the Wild Revised, pg 144
- (INT) Open Wounds -- Per Laws of the Wild Revised, pg 144
- (INT) Paralyzing Stare -- Per Laws of the Wild Revised, pg 144
- (INT) Strength of the Dominator -- Per Laws of the Wild Revised, pg 144
- (INT) Icy Chill of Despair -- Per Shadow Lord Tribebook Revised, pg 67
- (INT) Raven's Wings -- Per Shadow Lord Tribebook Revised, pg 67
- (INT) Shadow Cutting -- Per Shadow Lord Tribebook Revised, pg 68
- (INT) Call the Storm -- Per Shadow Lord Tribebook Revised, pg 68
- (INT) Unwitting Pawn -- The Wyld West Companion, pg 76
- (INT) Ubiquitous Presence -- Player's Guide to Garou, pg 194
- (INT) Curse of Corruption -- Players Guide to Garou (2nd Edition), pg 42
- (INT) Summon Stormcrow -- Players Guide to Garou (2nd Edition), pg 42.
- (INT) Durance - Werewolf the Apocalypse (20th), pg 190-191
- (INT) Under the Gun - Werewolf the Apocalypse (20th), pg 190

ADVANCED

- (ADV) Obedience -- Per Laws of the Wild Revised, pg 144
- (ADV) Shadow Pack -- Per Laws of the Wild Revised, pg 144-145
- (ADV) Wounding Lies -- Per Shadow Lord Tribebook Revised, pg 68

Bringer of Light Gifts

- (B) Purify Scent -- Per Shadow Lord Tribebook Revised, pg 69
- (B) Pure Identity -- Per Shadow Lord Tribebook Revised, pg 69

- (INT) Wyrms Taint -- Per Shadow Lord Tribebook Revised, pg 69
- (ADV) Purity of the Blood -- Per Shadow Lord Tribebook Revised, pg 70

Children of Bat Gifts

- (B) Ears of the Bat -- Per Shadow Lord Tribebook Revised, pg 70
- (B) Patagia -- Per Shadow Lord Tribebook Revised, pg 70
- (INT) A Thousand Eyes -- Per Shadow Lord Tribebook Revised, pg 71

Children of Crow Gifts

- (B) Hidden Secrets -- Per Shadow Lord Tribebook Revised, pg 72
- (B) Perceptive Servant -- Per Shadow Lord Tribebook Revised, pg 72
- (INT) Dark Aerie -- Per Shadow Lord Tribebook Revised, pg 72-72

Judges of Doom Gifts

- (B) Interrogator -- Per Shadow Lord Tribebook Revised, pg 73
- (B) Paranoia - Per Gift of Fenris gift Halt the Coward's Flight, Per Laws of the Wild Revised, pg 139
- (B) True Fear -- Per Laws of the Wild Revised - Per the Ahroun gift, pg 132
- (INT) Assassin's Strike -- Per Shadow Lord Tribebook Revised, pg 73
- (ADV) Find the Transgressor -- Per Shadow Lord Tribebook Revised, pg 73

Lords of Summit Gifts

- (B) Executioner's Privilege -- Per Shadow Lord Tribebook Revised, pg 73
- (B) Interrogator - Per Shadow Lord Tribebook Revised, pg 73
- (B) True Fear -- Per Laws of the Wild Revised - Per the Ahroun gift, pg 132
- (INT) Roll Over -- Per Laws of the Wild Revised - Per the Philodox gift, pg 128
- (ADV) Mask Taint -- Per Shadow Lord Tribebook 1st Ed, pg 50

Backgrounds

Clout -- as written in Shadow Lord Tribebook Revised, pg 66-67

Cultist Allies -- identical to the Allies background, as written in Shadow Lord Tribebook, pg 50

Merits

Mentor/Feared Mentor (2-3) - Shadow Lord Tribebook Revised, pg 82

Political Mentor (2) Shadow Lord Tribebook, pg 54

Diplomatic Immunity (3) - Shadow Lords Tribebook, pg 54

- *Note that, while this Merit can be bought, it essentially does nothing in OWbN.*

Thunder's Child (5) - Shadow Lord Tribebook Revised, pg 82

Flaws

Conniver (1) - Shadow Lord Tribebook Revised, pg 82

Gullible (2) - Shadow Lord Tribebook Revised, pg 83

Rites

Rites, for Shadow Lords, are intense secrets. To leak or teach rites of the tribe is certainly punishable by death-- which is almost comical considering most of the rites are virtually useless outside of the tribe. However, the Lords do not care-- all rites are seen as deeply important and are treated as such.

CAERN

(B) Murmur Rite [Per Shadow Lord Tribebook Revised, pg 74]

- Developed by the Lords of the Summit, this rite is one of the many ways Shadow Lords keep their activities a secret. A Lord needs to know the Mur- mur Rite if he plans on leading a Shadow Moot, since it is used to open the moot and keep the discussions therein private. Though normally used to mask the conversations of many werewolves, this rite can be performed with as few as two Garou.
- **MET:** The participating Garou each contribute one Gnosis at the ritemaster's direction. Once the Gnosis is collected, the ritual masks any conversations the participants have. No Gifts, technology or supernatural abilities can pierce this, and they fail if attempted. At Storyteller discretion, the nosy Garou trying to eavesdrop might gain a piece of misinformation.

(INT) Thunder's Blessing [Per Shadow Lord Tribebook Revised, pg 74-75]

- This rite is used to draw Grandfather Thunder's favor upon a particular caern, investing it with a portion of his great power. In addition to bolstering the Gnosis of Shadow Lords who visit the caern, the rite also allows those affiliated with the caern to call down bolts of lightning upon their enemies, so long as they are within the confines of the caern.
- **MET:** This rite must be performed during a raging storm. The ritemaster must make a Static Social Challenge against eight Traits (retest with Rituals), but every three Garou beyond those necessary to assist the rite will lower the difficulty by one. The ritemaster must make three successful challenges for the rite to succeed; failure means an irritated Grandfather Thunder punishes the Garou with lightning bolts (these inflict five levels of aggravated damage). With success, though, the Garou give up 25 temporary Gnosis to the caern and Grandfather. Once this is done, a bit of Grandfather remains around the caern, granting one additional Gnosis to all Shadow Lords as long as they are within the caern's boundaries.

MYSTIC

(B) Communion with the Storm [Per Shadow Lord Tribebook Revised, pg 75]

- It is easy to lose oneself in the intricacies of Garou society, and to forget that the ultimate goal of all the politicking of the Shadow Lords is the defeat of the Wyrm and the restoration of Gaia to her normal state. Many Shadow Lords thus turn to this rite to remind themselves of why they're fighting, and of what it is that they're supposed to be fighting for. In the process, they focus their Rage and their ambition so that they may more effectively accomplish their tasks.
 - **Subcoord Note:** *This rite is considered more "socially acceptable" to teach outside of the tribe-- mostly because it's ... a "worse" version of Summon Spirit. Communication with the Storm is far more Shadow Lord oriented-- though Shadow*

Lords have been rumored to teach it specifically to goad Theurges into being in Grandfather Thunder's debt from overuse. That rumor, however, is not confirmed.

- This rite is always performed in the midst of a heavy thunderstorm, but that is its only constant. It may be performed singly or in groups, at any time of day or night, and in any part of the world. So long as Grandfather Thunder's touch is present, that is all that matters.
- **MET:** Make a standard rites challenge. While the rite is occurring, Enigmas challenges receive a single free retest (the second result stands, regardless of whether it improves the original results). The ritemaster may also attempt to bring a single matter before Grandfather Thunder (after a successful invocation and a Static Mental Challenge against eight Traits, retest with Enigmas). If successfully invoked, Grandfather Thunder presents them with a course of action and bolsters their resolve by granting either a Rage Trait or a Gnosis Trait to all participants.

(INT) Rite of Sworn Secrecy (Custom)

- It is said this rite was made to keep secrets of the utmost importance while in the Shadow Lords-- though others say this rite was stolen from the ratkin. Whatever the case may be, this rite instills loyalty by way of a Shadow Lord's oldest friends: sheer fear. The other party must agree at the start of this rite to the conditions of this rite. The caster will then mention the subject of the conversation-- it *must* be specific, such as the secret itself or the names mentioned. Vague notions will prevent the rite from working. The caster will then slice a cut into both of your hands-- to which both then shake bloodied hands.
- **MET:** An ST is needed when casting this rite. The cut must be at least 1L in order for the rite to work. Make a static Social Challenge vs. the social traits of the one you are shaking hands with. Once finished, the person you have casted the rite with must make a WP challenge vs 8 whenever attempting to communicate the subject of the conversation (this includes writing, alluding, hand signals, sign language, etc). A loss means they are unable to communicate the subject, a win means they are. In either case, after the WP challenge is finished, the caster is *immediately* notified (or has a sudden innate knowledge) that the other attempted to communicate their secret.

(ADV) Rite of the Hurricane [Per Shadow Lord Tribebook Revised, pg 75-76]

- Used almost exclusively by the Shadow Lords of Mexico, this rite is a more potent version of the punishment rite Calling the Storm. Whereas that rite is used to rebel against a corrupt or unjust leader, this rite is designed to focus the fury of the Garou into a powerful storm, which may then be used to shatter the grip of the Wyrms upon the land. It is used to destroy nests of vampires, to sweep oil refineries out to sea, and to attack other artificial structures throughout the storm's area. Most Garou frown on using this rite in all but the direst emergencies, for it is quite destructive to the land it scours clean. The counter-argument is that Gaia is resilient, and it is better to let Her heal Her wounds than suffer in the coils of the Wyrms. Even so, the questions raised by the rite ensure that the Rite of the Hurricane remains a last resort, to be used only when the need is dire.
- **MET:** Provided the conditions are right, a single day of working the ritual calls up a storm cell in the region. Three Gnosis per day are required to maintain the storm; anyone may pay this cost. The storm dissipates when it is no longer supported with Gnosis. Additional thunderstorms may spawn naturally from hurricanes at the Storyteller's discretion. The ritemaster has no control over these.

PUNISHMENT

(INT) Calling the Storm [Per Shadow Lord Tribebook Revised, pg 76]

- Given the rigors of Shadow Lord society and emphasis on goals, it is inevitable that some become corrupt and put their own selfish desires over the good of the tribe. This rite was developed to counter fallen Lords with Shadow Lord justice. When a leader within the tribe has fallen to the Wyrms, the Garou ruled by him may use an outside agent to announce his transgressions to the tribe at large. If the accusations are true, the Garou may enact this rite. Stormclouds gather above the moot, and the Garou invoking the rite gain the strength they need to destroy the one who has turned his back on Gaia.
- **MET:** If the charges are true, the storm empowers those who array against the corrupt one, and they gain two Rage Traits. If any are Shadow Lords, they also gain a Gnosis Trait. All against the corrupt one gain two temporary levels of Primal-Urge, which can be used normally for retests. Grandfather Thunder does not punish without cause, though. If the charges are false, the storm punishes the *accusers* by striking them with lightning that inflicts five levels of aggravated damage. Any bonuses granted dissipate when the target has been dealt with.

RENOWN

(B) Rite of Shame [Per Shadow Lord Tribebook Revised, pg 51-52]

- There are tasks a Lord performs for his tribe and his race that could never be acknowledged at a public moot. The Rite of Shame is a way for Shadow Lords to secretly gain temporary Renown at a shadow moot without revealing their activities to the rest of the Garou. The spirits summoned during this variant of the Rite of Accomplishment are the same as the spirits summoned in a public moot. They will acknowledge successful tasks performed for the Garou Nation, but only other Lords will know of the actual events. The spirits are the great equalizer in this; they understand the darker truths behind the Garou. In this same sense, the Storyteller must ensure that this additional Renown has been earned. Pleasing the Grand Master of a shadow moot is not enough to earn Renown; the Lords must answer to "higher authorities" as well. These temporary points cannot be used to gain permanent Renown until the Lord advances in Rank or gains a political position within the sept. In other words, once the Lord has succeeded in furthering his ambition, he may be able to justify his activities. Before his ascendance, only other members of his shadow moot will know of and respect this renown, but once he gains power, he will receive further accolades.
- **System:** Depending on the Shadow Lord's deeds, the Storyteller may grant him temporary Renown for tasks that would not be deemed "honorable" by other Garou. If the end arguably justifies the means, the Storyteller may award the Lord a fitting amount of temporary Glory, Honor or Wisdom. Let common sense be your guide-- no Gaian spirit will acknowledge Renown for deeds worthy of the Black Spiral Dancers.

(B) Rite of Dominance [Per Shadow Lord Tribebook, pg 76]

- No matter how true they remain to the ideals of Gaia, Shadow Lords still live in a society where dominance over others is the rule instead of the exception. A Lord uses this rite when she has ousted a corrupt leader, or when she has dominated those beneath her and forced them to submit to her will. By coercing them into taking part in this rite, she ensures that their loyalty to her is strong and that they will be loath to work against her in the future.

- **MET:** During the rite, all participants except the ritemaster lose one permanent Willpower, which goes to the pack totem. Should the pack members act against the ritemaster (who must be the pack alpha), they will lose the Willpower. If they remain loyal to her, they may use the Willpower normally. Punishment rites can undo this, particularly if the pack alpha has abused her position.

(ADV) Rite of Conquest [Per Shadow Lord Tribebook Revised, pg 76-77]

- More celebratory than it might seem from the name, the Rite of Conquest is performed to welcome back a Bringer of Light who has successfully endured an extended stay in the presence of the Wyrms (and emerged unscathed, both physically and spiritually). It is similar in many respects to a Rite of Cleansing, but it is far more powerful. Recipients of this rite are true paragons among the Garou, and even Garou of other tribes bow down before them in respect, as they have accomplished things few others would even dare to attempt. This rite may only be performed by one who has himself received the rite, and it is only performed under a sky filled with storm clouds, under Grandfather Thunder's watchful gaze.
- **MET:** Only a Theurge who has received this rite himself may perform this ritual. The character must first endure six months of close contact with the Wyrms, interacting with fomori, Banes and Black Spirals and other Wyrms-corrupted shifters, and resisting taint and temptation. If he is still strong at the end of six months, he may receive this ritual. Under a stormy sky, the Theurge expends a number of Gnosis Traits equal to the recipient's rank. The recipient then offers up all his Gnosis to the storms. With the offering made, the Theurge makes a Static Social Challenge with the difficulty being 10 minus the target's Rank (retest with Rituals). With success, the recipient receives the power of Gaia into himself and receives one of several possible benefits (player's choice, Storyteller's approval). Below are just a few possibilities:
 - The character enjoys a high resistance to Wyrms toxins, such as supernatural radiation, Wyrms elementals, balefire and similar substances. He will suffer damage from them, but not take penalties due to simple exposure. He cannot be possessed by Banes.
 - The character becomes immune to Harano.
 - The character's sanity becomes ironclad. Circumstances that might inflict derangements (temporary or permanent) will not affect him, and he can maintain sanity even if forced to dance the Spiral (this is not necessarily a mercy when one considers the other aspects of the ritual).

Talens

Leech's Blood (Gnosis 3) -- Shadow Lord Tribebook Revised, pg 81

Whisper Feather (Gnosis 5) -- Shadow Lord Tribebook, pg 54

Training Paint (Gnosis 6) -- Hammer & Klaive, pg 75

Fetishes

Cloak of Darkness (Gnosis 2) -- Shadow Lord Tribebook, pg 53

Blood Chalice (Gnosis 4 -- Shadow Lord Tribebook, pg 53-54

Judge's Dagger (Gnosis 4) -- Shadow Lord Tribebook Revised, pg 79

The Black Bow (Gnosis 4) -- WtA - Rage Across The Amazon, pg 101

Mirror Mase (Gnosis 5) -- Hammer & Klaive pg 90

Curse Bracelets (Gnosis 5) -- Hammer & Klaive pg 91-92

Assassin's Klaive (Gnosis 5) -- Shadow Lord Tribebook Revised, pg 80-81

(Battle Scar) Soul of Lightning (Gnosis 7) -- Hammer & Klaive, pg 90-91

Midnight Lightning (Gnosis 8) -- Hammer & Klaive pg 90

(Grand Klaive) Midnight Lightning (Gnosis 8) -- Hammer & Klaive pg 90

- There are only five of the Canonical Midnight Lightning that exist-- and are in the hands of NPCs. It is Coordinator Approval to obtain them, as it is with any Grand Klaive, per bylaw.

Thunder's Bracers (Gnosis 9) -- Shadow Lord Tribebook Revised, pg 81

- There is only one of Thunder's Bracers-- and they're in the hands of the Margrave. It is Council Majority Vote to obtain/use them, as per bylaw.

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