



Uktena Packet



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Differences from the 2023 packet:

- Added Bane Tender rites
- Added details of the Purelander event that brought back the Croatan
- Added player made camps
- Formatting changes

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Camp Membership

Society of Bitter Frost - PC: CBC Notify & ST Approval - NPC: Purelander Subcoord Notify & ST Approval

Path Dancers - PC: CBC & ST Approval - NPC: CBC & ST Approval Disallowed for Foster & Cliathe Ranked PCs

Bane Tenders - PC: CBC Notify - NPC: CBC Notify

Ghost Dancers - PC: CBC Notify - NPC: CBC Notify

Introduction:

The dangers of being born in Uktena, as told by Jared 'Random Vistas' Cheveyo, Uktena, Homid, Theurge, Elder, father of Muha, Taba, and Ishkode.

My children were born three years or so ago,-- from Spirit and Garou, named Ishkode, (Paa), Muha, and Taba. If Spirit, Ishkode was bound to the spirit of pure destruction; un-corrupted Wyrn. One was Garou, bound to the spirit of sane Weaver. And finally one kin was bound to the spirit of pure creation.

There was a prophecy that was bound to my children. 'Three are born of spirit wolf, fathered by fleshy Garou, brought together by a mother of one who was born by the kin of the other. Three are born with three bloods, three shapes, three paths. One born Spirit. One born Garou. One born Spirit touched Kin. Three will guard and shape their lives courses. One who fathered will guide. One who fosters and will love. One who watches will teach. The three who shape will share no blood yet hold kin and custom in common. The three will grow with time. The three will change all. One will save the world of the mother. One will save those the shapers share. One will destroy all three, and in destruction save them all.'

I cannot think what would best describe them, but there are several events in the world that they were responsible for.

First, Taba is the father of a young girl, it is yet to be seen what her future will hold. Ishkode is responsible for the cleansing of the area that was once called Howling Winds. When Scorched Earth attacked and defiled that Sept, it was he who came to that location and cleansed the entire area with fire so it could be reborn into the glade it is becoming and the Sept that I hope will come there again.

The least-known deed is that of Muha; she saved me from a fate worse than death. To understand this you must understand what has happened to my

family and me. It is not commonly known that I died several weeks ago; I did not rage back but was dead, and am only here by virtue of where I died. I was rebuilt by the very place where I had died. The scars from that are severe—and I do not know if they will ever heal—, but the worst scar that I received was the severing of the link with Taba. This severing of the link, caused my children to become unbalanced. Their control of their power was wholly dependent on the link between us, and without it Ishkode was becoming more powerful. With that power he was losing control over the destruction it created around him.

But worse was that he knew, deep down inside, that the destruction was correct and he desired to do it to the entire world. Taba lost what connection to the real world there was. Before where he touched life ensued; his very touch could heal the most horrible wounds, replace limbs, even remove battle scars, but this was different. Life not only flourished where he touched, but it was almost like Pangea was flowing from his footsteps.

And finally but most likely most importantly (and we may never know), Muha saved me, my pack, my children and probably the entire nation from events that would have been more than I could bear. She bound the other two, so their destruction and creation would not spread into the world, rending the veil and perhaps destroying them and us all. If they had been allowed to go into the world, I would have been obligated to bind or perhaps even destroy both Taba and Ishkode. I am sure you could see how that would have affected my pack and me. She bound Ishkode because he was no longer sane and wanted to destroy everything, and she bound Taba because he did not know what he was doing any longer. Neither one was sane any longer and had no thought except destruction and creation.

She had them bound, and brought them together, and in that moment Ishkode found his opening and destroyed them all. Muha's binding held though, and the destruction was limited to the three of them. Muha's final words to me will be with me forever, 'You think that I bound them and they went insane, but you have the order wrong. I bound them because they were insane; perhaps the mad grandmother spider was not as mad as we all thought she was.'

Tribal History

The Uktena were one of the original tribes, or Pure Landers or Pure Ones, who were the first to settle North America. Of the Pure Ones, they were known as “Older Brother”. Legends tell that the early Uktena had traveled before to the Pure Lands after they were called by Gaia and later returned to bring their brother-tribes, the Croatan and Wendigo, with them to defend the land.

The Uktena were the mystic, middle- brother Croatan and the youngest being Wendigo. These three are the self-described “Pure Lands Garou.” While the Wendigo favored the northern portions of America and the Uktena ranged far to the south, the Croatan favored the lands around the Mississippi and much of the North American East Coast. The Wendigo were always angry and rash, full of the fires of youth. The cunning Uktena sought wisdom, sometimes at the expense of the here and now. The Croatan took the balanced path between the two.

When the Wyrmbrothers arrived, the Uktena foresaw it. Due to misunderstandings and racism, battle erupted between the European Garou and the Pure Tribes. Since the European Garou did not bind Banes, they believed the holy sites of the Uktena were tainted and the Tribe corrupted by the Wyrmbrothers. In these battles, numerous Banes were unintentionally freed, and eventually, the wrath of the Eurasian Garou turned against the other Native American Fera, whom they saw as complicit. It took the genocide of the bat-shifters to persuade the Shadow Lords to end their part in the bloodshed, but the damage was already done. The suffering and spiritual chaos, as well as the massacre of a loyal Changing Breed out of blind paranoia and prejudice, had strengthened an aspect of the Triatic Wyrmbrother, the Eater-of-Souls, who nearly manifested in the material world. The Croatan took it upon themselves to drive it back, using lore from the Uktena to devise a ritual to banish it. This ritual required the sacrifice of the entirety of their Tribe.

The death of Middle-Brother shook the Uktena and the fragile unity between the remaining Pure Tribes. The Wendigo accused the Uktena of having left the Croatan to their demise and of dishonoring their memory by taking their Caerns, while the Uktena saw themselves responsible for the Croatan’s decision and sought to preserve their Caerns from the Wyrmbrothers. Falling into reclusiveness and searching for the secrets of their

lost Brother to preserve them, the Uktena became increasingly obsessed with secrets and turned their attention from their human nations and Kinfolk. It was only when the Storm Eater manifested that they again joined the other Tribes and even convinced the Wendigo to participate in the rite to bind the entity.

The nations that the Uktena had once called Kin were in ruins, the tribe themselves scattered and removed into reservations, their children losing their heritage. Seeing few other choices, the Uktena chose to interbreed with people from outside the Native American demographic after the Great Council of 1819. They chose to interbreed with and protect similarly oppressed people: first African slaves, then people of Polynesian descent, and even from far away places like New Zealand and Hokkaido. Only European cultures were not to be welcomed.

In 2023 a great gathering was called where with Wendigo elders and Uktena elders to complete the ritual to bring Middle Brother, Croatan, and turtle back from the edge. With the help of members of every Gaian tribe, the sacrifices of a few spirits the lost middle brother tribe was brought back. Uktena and Wendigo may have had their differences but with a united family once more they are working better together.

Tribal Cultures

The Uktena have a reputation for taking in refugees, particularly those who have had their homes and lands conquered and taken from them. While the majority of pure-bred members are Native American, there are a fair number of Uktena who come from a mix of races and cultures that have had their numbers decimated and their old ways were in danger of being lost forever.

While gifted in many spiritual practices, including the art of prophecy and visions, the Uktena are best known as hunters of the Wyrms and its Bane servants. While there is little argument that the Uktena are second to none when it comes to their abilities, it comes at a price. The Uktena have access to many ancient dark practices because of their broad culture, and while some have proven beneficial to the tribe, many others are probably best left

undisturbed. While many seek the skills of the Uktena as hunters of the Wyrms, others distrust their dark abilities and fear the tribe may corrupt itself or that it already has.

Political Culture

Ever since the Europeans' invasion of North America and the sacrifice of the Croatan, the Uktena remain markedly bitter towards the European tribes of Garou. Their closest ally is the Wendigo tribe, but even "Younger Brother" has begun to wonder how far the Uktena will carry their dark practices.

In addition to the Litany, the Uktena observe an additional tenet: "Seek Knowledge Wherever You May". Most of this knowledge is directed at the Wyrms and the location of hidden Wurm-Beasts so that the Uktena may stand watch over them. To this end, the Tribe is willing to cooperate with other supernaturals. Their occasional contacts include other Fera, Dreamspeakers, Nunnehi, and even a rare Tremere that believes he can outwit the Lupine. At times Uktena have even pretended to listen to overtures from Wurmspawn such as Black Spiral Dancers, but only to steal their secrets before killing them.

Religious Culture

Uktena are essentially required to engage in occult and spiritual practices. While many direct these abilities against the Wyrms, others may find their talents in prophecy or in discovering lost lores.

The Uktena revere the Triat as the Three Grandfathers: Grandfather Smoke, the Wyld; Grandfather Spider, the Weaver; and Grandfather Serpent, the Wyrms. The exact stories about the disharmony between them vary from Caern to Caern, often reflecting tribal stories of their human kin in the area. Unlike some of the other Tribes, the Uktena recognize that the Wyrms is not evil in itself. Great Uktena was once a servant of the Wyrms of Balance and the Uktena sought a way to defeat the Serpent through cunning, not mere

brute force.

Tribal Structure and Leadership

For the most part, the Uktena tribe is exceedingly loosely organized. Their highest level of organization occurs four times a year at the turning of the seasons. Elders gather in a Great Council to discuss matters that affect the tribe as a whole. The reality is it is very rare that much is accomplished at these councils, but it is a good opportunity for the higher ranks to trade secrets and the lower ranks to gain a few.

Camps

Introduction scenes to all PC-appropriate camps can be arranged by the Changing Breed Coord team upon request.

Earth Guides – This camp is dedicated to preserving the culture and traditions of the first people. They are often in conflict with the Bane Tenders.

This camp is appropriate for NPCs and PC characters

Gifts: Spirit's Displeasure (Theurge, basic)

Skywalkers – This camp focuses as much on the Umbra and its mysteries as the Earth Guides focus on the Tellurian and its history. Currently, they focus on the mystery that is the Red Star, Anthelios.

This camp is appropriate for NPCs and PCs. It might be most appropriate for PCs who travel or do not attend games very often, as Skywalkers travel frequently. It is not appropriate for starting characters.

Gifts: Bridge Walker (Galliard, Intermediate)

Bane Tenders – This camp is somewhat of a dark secret of the Uktena tribe. They exist solely to tend the banes that are too powerful to be slain directly.

Some of these banes lie directly beneath current Septs “owned” by the Wurmcomer tribes. They spend ALL of their time watching over their charges. They age and wither long before their times, mostly due to the Wurm energies they must endure during their vigil.

Due to the nature of the camp, players cannot feasibly sit on a bane, deal with that, and still interact with a local Sept or the Nation. But as times change so do the tools on hand to bind banes. Sometimes it’s a cursed fetish, a cursed book that bleeds, or any other terrible corrupted item. But it does need constant attention and should not be given to a player lightly. The camp is not as secret as others but as they view their role very seriously.

*Rites: The Rite of Eternal Chains***

Rite of Bane Binding

It is requested to speak with the Purelander Sub-Coord for communication purposes. STs with plots that require Bane Tender NPCs are strongly encouraged to consult with the Purelander Subcoord for assistance.

The Children of the Wyld – Seekers of the Wyld’s erratic and dangerous wisdom, the Children rarely spend time with the rest of the tribe. When they do attend gatherings, they are listened to carefully, if with some degree of wariness, for whatever wisdom they have gleaned.

This camp is appropriate for PC and NPC characters.

Gift: Sense Wyld (Theurge, basic)

Web Walkers – Somewhat of a parallel to the Children with slightly less stigma, these Uktena spend time in the cities and, indeed, consider the Glass Walker tribe as close allies.

This camp is appropriate for PC and NPC characters.

Gift: Jam Tech (Homid, basic)

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

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

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

Scouts – Acting as messengers and intelligence gatherers, the Scouts often go on ahead of packs to get a first look at the enemy. Sometimes they see to the needs of the Bane Tenders, and there are rumors of Scouts who search the Umbra for lost Totem Spirits.

This camp is appropriate for PC and NPC characters.

Gift: Fly Feet (Ragabash, Intermediate)

Raiders – This group is similar to the Scouts in that they go on ahead but are more sinister in that they seek to raid the Wyrms' fortresses for its dark arsenals. Some say they destroy what they find, others say they hoard it away in hidden caches for later use and study.

This camp is appropriate for PC and NPC characters. It is not generally

appropriate for starting characters, though starting characters are not restricted from it. Most Raiders start off in the Scout camp and are recruited from their ranks.

Gift: Taking the Forgotten (Ragabash, basic)

Path Dancers – This highly exclusive group seeks power beyond that given by Gaia and is rumored to practice Hedge Magic. You are chosen by the Path Dancers, not the other way around.

Suggestion - Being a Pathdancer by book also does limit your XP. we suggest this also carries over to LARP.

Pathdancer hedge mage paths allowed: Herbalism, Divination, Healing, Shadowcasting, Dowsing.

This camp requires both Garou Coord & ST permission for PCs and Garou Coord notification for NPCs. PCs will have an introduction to the camp run by the Uktena Sub-Coord or a PC camp member designated by the Sub-Coord upon approval. Approval will not be granted for Cliath characters and seldom for Fostern, but PCs of this rank can gain assistance in working towards this camp. STs are strongly cautioned to ensure that they understand Hedge Magic rules and are prepared for the impact of a PC using Hedge Magic in their game before they approve PCs in this camp.

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

the disputed land and give it to the Mohawks.

At its best, the camp teaches restoring the balance that was once known between the Triat. At its worst, however, they are a Glasswalker's nightmare with some of the more militant members using the camp as an excuse to commit arson and large amounts of damage to White property. The founding members of this camp all hail from the Sept of Gaia's Blessing in Virginia and they are Claws of Fury, "Seeks to Restore the Balance, Holder of the Pure Lands Memory" (Athro, Ahroun, Lupus, Wendigo), Daniel "Turtle's Hope" (Athro, Philodox, Homid, Wendigo) and the late Winter's Fury, "Burns with Crimson Rage" (Adren, Ahroun, Homid, Wendigo).

This camp is suitable for all NPC or PC Characters. An Initiation Scene is needed to become a member of this Camp. Contact The Purelander Sub-Coords for information on how to contact the players who created it.

Gifts: Detect Balance – Allows the Garou to sense their balance amongst the Triat.

Call Forth the Wyld – As per Uktena Wyld Child Gift, *Uktena Tribebook, 1998 version, pg. 50.*

Rite: Cleanse Grandmother's Webs – Works as Rite of Cleansing for Weaver Taint.

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

Gifts: Mother's touch, per theurge basic gift

Society of the Bitter Frost – They are outcasts amongst the Uktena for rumors of accepting the Wyrms' gifts in order to empower themselves against the Wyrmscomers and their defilement of the Pure Lands. They have been known to slay Wyrmscomer Garou.

This camp is strongly discouraged for PC characters, and storytellers should consider the effect this society will have on your chronicle. If allowed by the ST, this camp requires Purelander Subcoord Approval for PCs and Purelander subcoord Notification for NPCs.

Active Uktena in OWBN by Sept

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

http://silverrecord.owbn.net/index.php?title=Main_Page

Sept of the Red Moon Rising:

Yuma “Night Bringer” Homid, Theurge, Elder, Bane Tender, NPC

Sept of the Stone Truce:

Tecumsah “Walks the Sky”, Metis, Theurge, Athro, NPC

Sept of the Ancient Harvest:

Wise in Ways of Beast and Man, Lupus, Theurge, Elder, NPC

Traveling or not associated with a known Sept:

Redfeather, Homid, Theurge, Adren, NPC, Florida

Rocio “Parts the Water” Homid, Philodox, Athro, Scout, TNPC

Dr. Eric Jamison, Homid, Philodox, Elder, Webwalker, TNPC

Kai “Whisper in the Trees”, Homid, Ragabash, Adren,
Skywalker, TNPC Metawan “Veils the Shadow’s Secrets”

Homid, Galliard, Athro, TNPC

'Blood On The Sand' Elder Theurge Homid, Bane Tender
TNPC

Golden Antler Athro Lupus Theurge, Path Dancer TNPC

Gifts

Uktena Tribal and Camp Gifts

Note that although Croatan Song and Wild West Gifts appear on these lists, they are likely inappropriate in most games, and it is the Storyteller's decision whether or not to allow them in a game. Only Uktena-specific Gifts from Croatan Song are included. Croatan-specific Gifts from this book are classified as Rare and require a Council Vote for use.

Uktena has no Camp Specific Gifts in the Revised Edition, though Ghost Dance does have one Gift listed in the Wendigo book, included below. First Edition Camp gifts are listed in the outdated section, but there is currently no MET conversion for them. Legend Gifts are not listed. Gifts from Rage Across the Heavens are also not listed as these are not available without traveling to the Ethereal Real and thus require Changing Breed Coordinator permission. Player/ST created gifts for the Skywalker and Path Dancer camps are listed here and rules for them are in the optional rules section.

Revised Basic Gifts

Gift Name	Book
Sense Magic	MET: Laws of the Wild (Revised)

Shroud	MET: Laws of the Wild (revised)
Spirit of the Bird	MET: Laws of the Wild (revised)
Spirit of the Fish	MET: Laws of the Wild (revised)
Spirit Speech	MET: Laws of the Wild (revised)
Implacable Grip	Tribebook: Uktena
Blending	Tribebook: Uktena
Overlook	Tribebook: Uktena
Another's Moccasins	Tribebook: Uktena
Reveal the Hidden	Tribebook: Uktena
Coils of the Serpent	Tribebook: Uktena
Indian Giver renamed Shadows at Dawn (w20)	Tribebook: Uktena
Uktena's Freezing Stare	Tribebook: Uktena
Virgin Snow – Ghost Dance	Tribebook: Wendigo

Intermediate Gifts

Gift Name	Book
Banish Totem	MET: Laws of the Wild (revised)
Call Elemental	MET: Laws of the Wild (revised)
Hand of the Earth Lords	MET: Laws of the Wild (revised)
Invisibility	MET: Laws of the Wild (revised)
Death Trance	Tribebook: Uktena
Sing Down the Rain	Tribebook: Uktena
Wisdom of the Ancient Ways	Tribebook: Uktena

Lay of the Land	Tribebook: Uktena
Spirit Horse	Tribebook: Uktena
Guardian's Fortitude	Tribebook: Uktena

Advanced Gifts

Gift Name	Book
Fabric of the Mind	MET: Laws of the Wild (revised)
Fetish Doll	MET: Laws of the Wild (revised)
Uktena's Glare	MET: Laws of the Wild (revised)

Camp Gifts

Gift Name	Book
Virgin Snow (Ghost Dance)	Tribebook: Wendigo (Rev)
Moonstruck Path (Ghost Dance)	Coord Suggestion

W20 gifts

These gifts are from the werewolf 20th anniversary edition and some games do not allow them in play.

Gift Name	Rank	Book
Sense Wyrn	Basic	Werewolf the 20th edition
Spirit of the Lizard	Basic	Werewolf the 20th edition
Shadows at Dawn	Basic	Werewolf the 20th edition

Fetish Fetch	Intermediate	Werewolf the 20th edition
Chains of Mist	Intermediate	Werewolf the 20th edition
Rending the Craft	Intermediate	Werewolf the 20th edition
Durance	Intermediate	Werewolf the 20th edition

Unrevised/Outdated/Player Created

These Gifts are out of date, from an older source book, not converted to MET use, or player created. Storyteller discretion is strongly advised when allowing any of the below Gifts.

Basic Gifts

Gift Name	Book
Moonstruck Path	Croatan Song
Pull Water	Croatan Song
Sight of Hidden Places	Croatan Song
Natural Camouflage	Tribebook: Uktena (1st Ed)
Ancestral Recall - Earth Guides	Tribebook: Uktena (1st Ed)
Umbral Compass – Skywalker	Tribebook: Uktena (1st Ed)
Fast Track – Scouts	Tribebook: Uktena (1st Ed)

Gift Name	Book
Sense the Tunneler's Passage (Sense Wyrms)	MET: Laws of the Wyld West

Flick of the Fish's Tail (Spirit of the Fish)	MET: Laws of the Wyld West
Pass as the Shadow (Blissful Ignorance)	MET: Laws of the Wyld West
Sense Medicine (Sense Magic)	MET: Laws of the Wyld West

Intermediate Gifts

Gift Name	Book
Uktena's Passage	Croatan Song
Bare the Heart – Earth Guides	Tribebook: Uktena (1st Ed)
Strength of the Guardian – Bane Tender	Tribebook: Uktena (1st Ed)
Curse of Corruption – Bane Tender	Tribebook: Uktena (1st Ed)
Call Forth the Wyld – Wyld Children	Tribebook: Uktena (1st Ed)
Flame of the Sun Dance	MET: Laws of the Wyld West
Sharing Raven's Supper	MET: Laws of the Wyld West
Call the Four Brothers (Call Elemental)	MET: Laws of the Wyld West
Secrets	Werewolf Players Guide 2nd Ed.
Umbral Sight	Werewolf Players Guide 2nd Ed.
Pointing the Bone	Werewolf Players Guide 2nd Ed.
Sideways Attack	Werewolf Players Guide 2nd Ed.
Null Zone Travel – Skywalkers ONLY	Optional Rules Below
Eyes of Smoking Mirrors – Path Dancers ONLY	Optional Rules Below

Advanced Gifts

Gift Name	Book
Fist of the Winds	MET: Laws of the Wyld West

Call on Ancient Medicine	MET: Laws of the Wyld West
Kachina's Luck	MET: Laws of the Wyld West

Fetishes:

Name	Level	Gnosis	Book
Bane Seal	5	7	Tribebook: Uktena (Rev)
Spirit Dagger	4	7	Tribebook: Uktena (Rev)
Moon Bow	3	7	Tribebook: Uktena (Rev)
Snake Bow	2	5	Tribebook: Uktena (Rev)
Uktena Scale	2	6	Tribebook: Uktena (Rev)
Flint Arrow Shirt	2	7	Tribebook: Uktena (Rev)
Jar of Secrets	1	5	Tribebook: Uktena (Rev)
Lie Finder	1	6	Tribebook: Uktena (Rev)
Scarification	1 or 2	5	Tribebook: Uktena (1st Ed.)
Dragon Klaive	5	5	Tribebook: Uktena (1st Ed.)
Bane Lock	5	8+	Tribebook: Uktena (1st Ed.)
Story Bag	3	5	Croatan Song
Dance Mask	2	5	Croatan Song
Porcupine Quill	2	5	Croatan Song
Eagle Claw (Female Only)	1	7	Croatan Song
Badger Claws	3	6	Croatan Song
Bear Claws	2	6	Croatan Song
Dream Catcher	2	5	Croatan Song
Owl's Talon	1	6	Croatan Song

Peace Pipe	1	6	Croatan Song
Sapiya	3	7	Croatan Song
Turquoise	1	5	Croatan Song
Turtle Shell Rattle	4	7	Croatan Song

Talens:

Name	Gnosis	Book
Vision Paint	5	Tribebook: Uktena (Rev)
Sun Arrow	6	Tribebook: Uktena (Rev)
Corn Pollen	7	Croatan Song
Owl Feather Arrow	7	Croatan Song

Totems:

Name	Cost	Type	Book
Roadrunner	3	Cunning	Tribebook: Uktena (Rev)
Dragonfly	3	Wisdom	Tribebook: Uktena (Rev)
Frog	4	Wisdom	Tribebook: Uktena (1st Ed)
Elephant	4	Glory	Tribebook: Uktena (1st Ed)
Wild Turkey	5	Respect	Tribebook: Uktena (Rev)
Trout	5	Wisdom	Croatan Song
Hummingbird	6	War	Tribebook: Uktena (Rev)
Thunderbird	6	Respect	Croatan Song
Gila Monster	7	War	Tribebook: Uktena (Rev)

Rites:

Name	Level	Type	Book
Boat Song	Minor	Minor	Croatan Song
Confederacy	Minor	Minor	Croatan Song
Rite of Adoption	Basic	Accord	Tribebook: Uktena (1st Ed)
Washing the Spirit	Basic	Accord	Croatan Song
Rite of the Sacred Fire	Basic	Mystic	Tribebook: Uktena (Rev)
Prayer of the Seeking	Basic	Mystic	Tribebook: Uktena (Rev)
Rite of the Potlatch	Basic	Renown	Croatan Song
Rite of the Song Duel	Basic	Renown	Croatan Song
Rite of the Black Drink	Intermediate	Accord	Croatan Song
Rite of Balance	Intermediate	Accord	Tribebook: Uktena (Rev)
Rite of Eternal Chains	Intermediate	Mystic	Optional Rules Below
Rite of the Spirit Cage	Intermediate	Mystic	Tribebook: Uktena (Rev)
Rite of Chained Secret	Intermediate	Mystic	Optional Rules Below
Rite of Bane Binding	Advanced	Mystic	Tribebook: Uktena (Rev)
Mockery Curing Way	Advanced	Mystic	Tribebook: Uktena (Rev)
Rite of Death Crafting	Advanced	Mystic	Croatan Song

Merits:

Name	Cost	Book
Human Tribal Status	2 to 4	Tribebook: Uktena (1st Ed.)
Elemental Affinity	7	Croatan Song

Flaws:

Name	Cost	Book
Dark Moments	4	Croatan Song
Blabbermouth	3	Croatan Song
Unsuited to Tribe	3	Croatan Song
Witch Finder	3	Croatan Song
Anti-Wyrmbringer Bias	1	Tribebook: Uktena (1st Ed.)
Taint of Suspicion	3	Tribebook: Uktena (1st Ed.)

Optional Rules:

Flight Speed of a Garou – The Gift “Spirit of the Bird” on *pages 147-148* in *Laws of the Wild* makes it clear that the Gift is actually meant to be used in combat, but flight speed is given as 20 mph with no conversion to combat movement rates. Per *Laws of the Wild page 170*, a turn in Garou is approximately four seconds, but variable at ST discretion. Standard movement per round is three steps, approximately 9 feet. Optional conversion is provided below for all of those odd combat situations your Uktena get themselves into. Note, these are optional and given for informational purposes, STs should use whatever works best for their game. **DO NOT ARGUE WITH YOUR ST IF THEY CHOOSE NOT TO USE THIS!**

Name Seconds per hour	3600
Rounds per hour	900
Feet per mile	5280
Feet per 20 miles	105600
Feet per round	117 1/3

Flight speed in steps per round, vertical or horizontal	13
Flight speed in steps per round, angle (figured at 45 degrees using angle-side-angle)	9

IMPORTANT NOTE: While the rules listed below are optional and STs are free to not allow them in their game, the restrictions on Player Created or ST Created Gifts and Rites are NOT optional. These gifts and rites can ONLY be learned under the conditions listed with them.

Bane Tenders Camp Rite

Intermediate Rite of Mystic | The Rite of Eternal Chains

Number of Ritualists: 1

Challenge: Mental Challenge vs 9 traits, retest Survival.

Description: A special kind of rite of binding is only used by this camp and should only be taught by Bane Tenders. This is a used to be able to bind a bane as a moveable object. The bane will remain bound as long as the talisman is undisturbed and you remain alive plus two weeks, giving another Bane Tender time to come and bind your item to their life force.

Rite of Bane Binding (As per Uktena revised page 74)

Skywalker Camp Gift – Null Zone Travel - Intermediate:

Prerequisite: Cosmology x3 or Umbra Lore x3, spec in Null Zone Travel. Specialization can only be taught by a member of the Skywalker Camp for the purpose of buying this gift. Gift taught by an Ancestor Spirit from the same camp.

System: The knowledge possessed by the Skywalker Camp makes access to the Null Zone easier, safer, and more reliable, though all of those aspects are relative and use of this gift is never truly safe. This gift improves travel time by a factor of 100 through access to the Null Zone. Spend a Gnosis and make two challenges to determine the location and timing of the nearest opening.

- 1) Make a simple test to generate location – Distance to opening can be modified by use of other gifts or abilities as appropriate (ie. Bridgewaker, Flight, Rage, etc.)

- a) Win – 2 actions away
 - b) Tie – 20 actions away
 - c) Loss – 200 actions away
- 2) Make a simple test to determine the earliest available time – portal remains available until the end of scene or hour.
- a) Win – Exists currently
 - b) Tie – Available in 10 rounds.
 - c) Loss – Available in 15 minutes
- 3) Once at the portal, make a normal test to cross the gauntlet. Additional individuals can be brought at the cost of one WP per person, up to a maximum of five additional individuals. If an individual cannot normally access the Umbra on their own, the Skywalker must bring them into the Null Zone using Grasp from Beyond with the normal costs for that gift (Gnosis and 3 WP) instead of the 1 WP cost, and the number of additional individuals is limited to 2 more (totaling 5 WP maximum). If the Skywalker does not have Grasp from Beyond, they cannot bring individuals without the independent ability to access the Umbra with them, regardless of what other gifts other individuals in the group may have.
- 4) For every 100 miles traveled, make 2 simple tests. Failure on both initiates a complication to be determined by the ST running the scene. Suggestions include inadvertent exit in random Umbral Realms or arrival at entirely unexpected locations.

Path Dancer Camp Gift – Eyes of Smoking Mirrors – Intermediate

Prerequisite: Sense Magic (basic Gift), initiation into Path Dancer Camp, and purchase of first Hedge

Magic path. The gift is taught by Uktena through the closer link established by initiation into the Camp.

System: While any Uktena has the potential to learn to sense magical disturbances, the Path Dancers need a more persistent and detailed way to observe magical events and processes. Spend a Gnosis and Willpower to activate Gift for a scene or hour. While the gift is active, the Garou can “see” any magical effects in the area. Effects can be sensed as they are being created or initiated, sometimes allowing, at ST discretion, a preemptive response. For any effect that the Garou can see, the power level (basic, intermediate, advanced, etc.) and source of power (Spirit, Mage, leech, etc.) is evident, though for types

of magic the Garou has not previously encountered the type will come up only as “unfamiliar”. The target and source of the effect are also evident if both are present and specific, but area effects previously set by a source not present will not show these aspects. So if a Ward against Kindred is set and the Tremere who cast it has since left the Garou would not be able to automatically tell what the Ward was targeting or that the Tremere who set it is now in Paris. By focusing on a particular effect and making a static mental challenge based on the level of the power (7 for basic, 9 for intermediate, 11 for advanced, and at least 13 for anything higher), the Garou can study the effect in more detail and obtain a single piece of information about it. Doing so is a free action that can be performed once per round, but cannot be repeated on Rage actions.

The Garou may attempt to gain information about the purpose of the magic as a regular action. If the effect is complex, the first time he chooses this piece of information the Garou gets a general statement like “spiritual protection” or “elemental attack”. He can choose the same piece of information again for subsequent challenges for more clarity. The more straightforward the magic, the fewer successful challenges are needed to reveal its purpose fully. Standard one turn effects should generally require only the initial success, up to 4 or 5 rounds for complex and intricate magics. Repeated uses of magic previously identified by the Garou become easier with each successful identification.

The Garou may also focus on the nature of magic. This allows for identification beyond rough categories (Mage, Garou, etc.) Thus, a spirit charm might be further identified as a weaver spirit charm. As with the identification of purpose above, using multiple actions will further narrow down the nature of the magic. By looking for weaknesses and oddities, the Garou can attempt to find non obvious limitations on the power. Initial study only gives a yes or no answer as to whether there are odd permutations to the power. Further exploration gets you more information (there is a password, the password is “Ubagabada”).

Finally, the Garou can ask the ST any reasonable miscellaneous question about the magical effect. In general, this cannot be used to instantly generate a way to bypass or defeat the effect of anything complex or powerful but it can be used to narrow things down. Examples are “If I move this candle, will it disrupt the ritual?” and “If I move this candle, will anything bad happen to us?”

Long Knives Camp Gift – Call Forth the Wyld (Shared with Wyld Children Camp, listed in 1st Ed. Uktena Book) See book for a list of suggested effects - Suggested MET

conversion - The player must make a social challenge (retest Repair) and spend a gnosis point to use the gift. The difficulty depends on the complexity and size of the device - 7 would scramble a normal gun, 9 would affect a car, and 13 or more would be needed to affect a jet or other very large, very complex item.

Long Knives Camp Rite – Cleanse the Weavers Webs – Cleanses Weaver Taint.

The system follows Rite of Cleansing but for Weaver rather than Wyrms taints.

Player Created Rites – Restricted – Can only be taught In Character by a PC who has also learned it in character. The chain of teaching MUST be able to be traced back to one of the creators of the Rite.

Rite of the Chained Secret – Intermediate - Mystic

(Created by Steve Puppy Addison “Walks in Two Worlds” and David “Black Watch” Monroe) Spend 1 Gnosis; Mental Challenge vs. 8 traits This Rite is used for teaching Rites or Lore which the teacher does not want to spread freely. While the Teacher and Student are under the effects of this Ritual a single Rite or level of a Lore may be taught. The Student will gain all of the benefits and use of the taught Rite/Lore, but cannot teach the learned Rite/Lore to another individual. If they attempt to do so, the attempt fails and the rite or lore is removed from their memory.

Rite of Hiding the Mind’s Eye – Intermediate – Mystic

(Created by Jared “Trades in Secrets” Cheveyo)

This rite turns an area invisible to physical, magical, and supernatural sight. It requires a minimum of 5 participants and all must fast for at least 3 days to purify themselves. The rite master must have the Gift Invisibility, for he must be invisible while performing the rite. The performance of the rite causes the area to take up the properties of a chameleon’s power, showing each side what is on the opposite side of it. Make a static social challenge against the Gauntlet rating plus eight traits. All participants may contribute gnosis to this rite, and must gather 14 or more gnosis to make the effect permanent. Otherwise, the Caern remains hidden for one hour plus one hour per gnosis per Gnosis Trait spent. When trying to hide an area larger than the Caern, the required gnosis is increased by four Traits for each one-mile increase in radius.

Rite of Circle Binding – Advanced – Mystic

(Created by Jared “Trades in Secrets” Cheveyo)

This rite binds a creature to a specified location. The Area must be circular and ringed by a

single material, defined at the casting of the ritual. The rites master must focus on a central location to set the center of the binding; at the completion of the rite the rites master spends (1) permanent Willpower and one temporary Gnosis to enact the binding for 1 year, then (1) permanent mental trait to add 100 years to the binding. This binding is permanent to the extent that only the rites master of the rite can stop the rite, otherwise, the bindings will hold until the specified time passes. Additional traits after the first WP and mental trait are optional and limited to normal trait expenditures per individual game house rules. But traits must be risked prior to the completion of the rite. This is an advanced rite. Static social challenge against 14 traits, retest with rituals. (Occult is not an appropriate retest for this rite.)

Mask the Ley Line – Advanced – Mystic

(Created by Jared “Trades in Secrets” Cheveyo)

As all know the lines of power that create the nexus points move across the face of Gaia in many ways, when enough of these lines meet in a junction point there is a node created. That node is a place of power, a place where a Caern can be created or a place where a mage can draw power from. Mages can sense these lines and thus locate potential locations that can be a Caern.

This rite bends light and changes the apparent flow of the Ley lines to appear to not converge at a specific location. It begins the divergence of the lines many miles away and bends the light and feelings that emanate from these lines to make them appear to come very close together but they never do touch. This gives the impression to all that are capable of looking or sensing these lines of power that there is no nexus in the area and thus no place to draw power from. This will successfully make the area that this is cast upon appear like a normal piece of earth that is of no consequence, to any and all that can detect this type of thing.

After gathering 8 quartz crystals that have been soaking under the light of Luna for 14 days, the Rite-Master gathers at least 8 Garou that are willing to perform the rite and four of them stand at the cardinal headings and then the other four take their places between each of them. They hold hands with the crystals in their left hands and the Rite-Master in the center of the circle. When the sun is directly overhead, the Rite-Master then beseeches Helios to infuse the crystals with light. (Test vs. 14 social traits. Retest Occult) Then each Garou infuses the crystal in their left hand with a permanent Willpower (1 WP from each character). When this is completed the rite-master will take each crystal from the gathered Garou after he has gathered them all he will infuse the combined crystals with one

permanent Gnosis and one permanent Willpower to bind them together (1 Gnosis, 1 WP). (Test vs. 14 social traits. Retest Occult). Then he will place the crystals in the ground separated equally around the Caern in a circle. (Test vs. 10 mental traits, retest survival)

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Credits:

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

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