

Wendigo

An OWbN Genre Packet

A packet for Wendigo players and Storytellers
By Drew O'Hair and DJ Frost (Ojibwa of Grand Portage Turtle Clan)
Using information from previous packets
created by Rachael Stoutenburgh, Jason & Tani Cooke & Mike
Leitao and Mike Porter. Using format created by Sarah Klien



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2014. Written by Jason Cooke, Rebecca Cooke, Sarah Klien, Mike Leitao, Mike Porter, and Rachael Stoutenburgh for One World by Night.



Introduction:

The history of the Pure Lands.
Told by Song of Life, a Galliard of the Wendigo:

This world was young, this world was new. All was spirit, all was connected, and all was whole. The Mother held all in her hands. But all was swirling spirit. The Mother needed aid to let spirit become as it should.

Force of Wyld she created first. It was Creation, raw, changing, smell of winter's air, feel of summer's sun, sensation of Mother's Love. Paws, claws, feet, fins, Creation swirled around all, created all, but Creation was Wyld, unstable; the spirits gained flesh but still were not all they should be.

Grandmother Spider she created next. Namer, Weaver, and Helper took what Creation made and gave it permanence. Wolf became wolf. Man became man. Fish became fish. Bird became bird. All were given names according to their nature. Those Names made them what they were. Those Names gave them the power to BE what they were. All were as they should be. But all was still not right.

Creation made, Spider wove. The tapestry was beautiful. The tapestry became snarled. Creation made too much. Spider wove everything. The tapestry became crowded. Nothing could reach what it should be. There was no more room.

Mother saw this and was saddened. She saw her children trying to be what they should be. She wept for her children. A voice came to comfort her. "Would it not be better if each had their time? Would it not be

better if, at the end of that time they left the tapestry to become fuel for the next cycle?" The Mother thought on this and agreed. She gave the voice form. She let destruction, death, and decay take their place in the world.

The children of the world wept when death walked amongst them.

The children of the world wept when destruction took their homes.

The children of the world wept when decay took even their bodies.

Mother comforted her children. "Death makes room for all to grow. Destruction and decay make room for new. None are permanent. All who die will be reborn and live again in new form." The children took comfort. They still wept when the Destroyer walked amongst them, but their weeping did not last beyond its time.

For a while, all was in balance. Creation made, Spider wove, Destroyer unmade. For everything, there was a place. For everything, there was a time. But such balance never lasts.

Spider became angry. Spider became jealous. Spider became spiteful. Spider saw all that she wove becoming disordered by Creation. Spider disliked the disorder Creation spread.

Spider saw all that she wove being unmade by Destroyer. Spider was angered at her work becoming undone.

Spider turned first on Creation. Spider tried to capture and tie Creation. But Creation cannot be predicted. Wyld could not be tamed. Spider became frustrated and turned upon Destroyer instead. Spider lured Destroyer to her. Spider bound her webs tight. Destroyer was caught. Destroyer thrashed in his web but could not escape, and thus, tangled Spider with him. Both went mad.

Spider thrashed in webs of her own making—webs of Destroyer's prison. The world cracked. The world became two. Spirit and flesh became two. Destroyer became Corrupter—the feared Wyrn. Corrupter twisted those things that Spider named, making Monsters to hunt in the world.

Mother looked upon her world and wept. The balance was wrong. Wounds opened on her flesh. Her children cried for aid. The Mother wept, but some came to comfort. Wolf came, as did Cat. Crow came, for his own reason. Coyote came as well. Many others came. Last of all came Man. Mother took comfort from those that came. Mother looked at those who came and had a plan. For each that trod on four legs or flew upon wing, for each of these one of Man had come. Mother had a plan.

Mother took each Man-cub and each beast. Mother paired them. Two forms, one body, one soul, one mind. Soul formed of the union between two souls, stronger for being paired. For Wolf, Mother chose a female man-cub to pair with the bitch-wolf that came. For Wolf, Mother chose to create a mother. The Mother she created ran on four paws, chose a mate on four paws, and bore pups on four paws.

Five sets of three she birthed. Most came one at a time. Some caused her pain; some soothed her pain. Many claim one was born first. Of course, one was born first! But which one the spirits do not say. What is said is this, most were born one at a time. But three were born together in one mighty push. Three boy pups were born, Oldest: most Wise, Middle: the Peacemaker, Youngest: the Strongest. Three brothers were born to run together.

Three brothers ran together. Three brothers run on four legs and on two. One with sun-touched fur and knowing eyes, One with the earth's tint and steadfastness, and One with winter's fur and the wind's

strength. Three brothers run together.

Three brothers dream. Dream of a woman that cries in the night, a woman that asks for help, a woman that is the Mother. Mother sends her dream to all, but only three answer.

Three gather kin and Tribe. Gather those that will come. The walk is long, and many seasons pass. The path is dangerous. Hunger, Cold, and Corrupter's beasts hunt the path. The way requires knowledge, steadfastness, and strength. None could make it without the others. The battles are harsh and each loses something dear.

New world is found, with no tribes but those of the brothers. There were new homes to defend, new homes to cleanse. The Monsters are many! The Mother is wounded for lack of protectors. The Monsters are fought, killed where they can be, and bound where they cannot. Generations pass. The brothers find their place. The brothers heal their places. The lands become pure. Pure lands paid for in blood.

The lands they held were held pure. The people were strong. The people were warriors, Kin and kind alike. Two-leg kin made war on two-leg kin, as is their way, proving strongest, fastest, best.

As generations passed and kin fought, the brothers slowly drifted apart. Brothers thought that the dangers of the frozen north, the dangers of the tree-covered middle, and the dangers of the sun-drenched south were dangers to be faced apart. As generations passed the brothers, born as one, forgot to stand as one.

Danger came. Middle Brother faced it alone. Middle Brother died alone. Middle Brother left us alone, forever.

Then the snow-skinned arrived. Their hearts were colder than icy wind with voices covering honey-tongued lies. Came claiming friendship. Came bringing Wyrms. Came bringing disease. Two-leg kin with skins sore-covered and lungs water-filled. Two-leg kin sang songs of death, of loss. Two-leg kin sang no more, voices stilled by sickness and death. Kin on two legs and four paws hunted. Two-legs hunted for land, and four hunted for fur.

Songs cut short in pain and death.

Two brothers fight the Wyrms that came, fight without kin to guard backs, fight those that came with Wyrms, those that violated territory, took Caerns claiming that the strong should hold. Took Caerns set to guard that which was bound. They killed the Guardians of that which was bound. With arrogance, they did not heed warnings and let loose that which was bound. Pointed at the monsters they loosed as proof the brothers failed, never willing to believe that they were the cause.

Those that came with the Wyrms bring with them the horrors of their own land. Wounds dug into the Mother's side, ripping out her bones and blood. They used her bones and blood to scar her skin. They burned her blood to fill the air, hide the sun, and block Luna's sight. There was ripping away balance in the name of progress. There was tearing at her very soul, letting the Wyrms run loose where it had been bound by blood for so long.

The brothers fight on. In some places, the brothers lost. In others they still hold. High in the frozen north littlest and strongest brother still holds, still fights, still guards. Caerns of ice, of snow, of beauty, of strength, continue on. Deep in the hottest desert Oldest and wisest brother still holds, still fights, still guards Caerns of searing heat, drifting sand, hidden depths. Two brothers still hold what they can and wait...

Tribal History

Stay or go? That's the common theme of the History of Wendigo in OWbN. The question the Wendigo often must ask themselves is whether they would stay or go. White Wolf canon talks of prophecies that suggest the Wendigo need to be united with the rest of the Nation for the Apocalypse. The Tribe however continues to feel taken advantage of by the rest of the Tribes in the Nation. Constant insults from tribes like the Shadow Lords, Silver Fangs, and Silent Striders push the Wendigo closer to the door. Glasswalkers ignore the Wendigo cries of Global warming, helping the Weaver ruin the Wendigo's sacred lands. No Tribe is affected more by the effects of Global Warming. The Northern Arctic is now being opened up for shipping. The ice melts, and so does the Wendigo's patience.

The work of the Sacred Hoop and Evan Heals-the- Past has kept the Wendigo in the Nation up to this point. Two years ago the breaking point almost came when a Shadow Lord by the name of Steven Malinowski disrespected the Tribe's Totem as well as becoming a cannibal himself. Thankfully, the Sacred Hoop was able to smooth over the cries for secession from the Nation.

The Triat's balance was broken; that is obvious. Many Wendigo felt this had to be fixed. Three Wendigo from the Sept of Gaia's Blessing started a Camp named the Long Knives to help restore this balance.

Today the Tribe still struggles with whether to stay or to go. Every event that insults them pushes them closer to the door. Will the patience of this Rage-filled tribe run out? Can the Sacred Hoop keep them from leaving?

At the last great gathering of the tribe, it came to many physical blows. It is rumored that there were several deaths though the Wendigo refuse to acknowledge to those outside of the Tribe that there was anything but Unity. For a time it looked like the Wendigo were going to leave and may well have done so if not for the sudden and unexpectedly strong support given by a couple of respected Elders and an organization of the Tribe's Metis.

Tribal Cultures

The Wendigo are among the best of Garou warriors, skilled at tracking and silent ambush. They direct as much of their power as they can against the Wyrms, and for many Wendigo, that includes the European Garou, whose influence ultimately resulted in the destruction of the Croatan.

Virtually all Wendigo, save for those in Russia, are descended from Native American peoples and wild wolves, and their Kinfolk are the same. Most of their internal customs, like the powwow or the potlatch, are derived from Kinfolk practices.

Political Culture

Some hardline Wendigo believe that they can drive the Wyrmbringers from the Pure Lands or wash the Wyrms-taint from the land with the Wyrmbringers' blood. This extremist view has been gaining in popularity as frustrations build in the tribe, and some talk of an alliance with like-minded Red Talons. Most take the view that defeating the Wyrms in all its forms should take precedence over choosing a particular breed of Homid to dominate the continent.

The Wendigo limit their ties to the other tribes as much as possible. Although they are still somewhat close to the Uktena, they also have allies among the Silent Striders and Red Talons and a healthy respect for the Black Furies.

While some Wendigo will ally themselves temporarily with European Garou, it will usually be short-term and with much distrust. They have a particular hatred directed at the Fianna, Get of Fenris, and Shadow Lords.

Justice among the Wendigo is usually a swift issue. If there are personal disagreements, it is solved through a duel. In other cases, a council of tribal Elders congregates to find a fitting punishment, often either banishment from the tribe or death.

Religious Culture

The Wendigo were, and still are, a deeply traditional and spiritual tribe that holds fast to many rituals of their native blood and Garou heritage. They practice ritual purity before hunts, battles or other major undertakings and seek aid from the spirits for many matters. They continue to seek some news about their lost brethren the Croatan.

Purity is held in the highest regard in the tribe. Practitioners will go to elaborate means to make Rites and rituals as pure as possible, and members will purify themselves before major and minor events ranging from war to hunts. Many Wendigo will also turn to spiritual means, such as journeys into the Umbra to look for answers to their burning questions or quests.

The Wendigo tribe takes its name from its totem, the winter cannibal spirit of North America. Wendigo teaches its children the power of the cold, cutting wind, and stealth abilities, which they use to ambush the forces of the Wyrms (and, occasionally, trespassing Wyrmscomer Garou). Some even practice ritual cannibalism in emulation of their Totem. These Wendigo do their best to keep their activities secret from the rest of the Nation.

Tribal Structure and Leadership

Peace Chief vs. War Chief

The division of leadership among groups of Wendigo tends to fall under these two 'positions'. Simply, the Peace Chief presides during times of Peace and the War Chief during times of War. The Peace Chief tends to be the most respected and highest ranked Philodox (or Theurge) and the War Chief the most respected and highest rank Ahroun (or Galliard). During the times of each other's leadership, the holder of the other position tends to be one of the most respected of the Advisors.

The Chief will often seek the wisdom and council of the elders of the Sept. Not necessarily Elder in rank but also in age as the Wendigo revere the wisdom of their elderly. Only the Peace Chief can declare a time of war and thus pass over authority to the War Chief. Likewise, only the War Chief can declare the time of war over.

The titles of 'Peace Chief' and 'War Chief' carry no authority except over the particular Wendigo in an area. But this does not stop the Wendigo from representing what it does to the European Garou. Other tribes seem to like titles. They have their 'Barons' and 'Grand Dukes', their Voice of the Goddess. If the Waischu mistake the roles of Peace Chief and War Chief as such, that is their problem and one that the Wendigo will take advantage of.

Leadership in the Tribe as a Whole

The Wendigo have no formal tribal structure as such. If a matter of importance to the whole tribe is to be discussed, or if a Wendigo wishes to lay charges against another Wendigo by some method other than challenge, a council of all the eldest Wendigo, the Leaders in the various camps and the respected individuals whose voices and opinions carry much weight will be called upon. They will talk. They will fight. They will argue until some consensus is reached. This may take days or weeks. There will occasionally be deaths as passions and anger boil over. Once the Elders of the Tribe decide something, the matter is considered closed, but it is far more common for the younger Wendigo to decide their own paths and settle their disputes through challenges rather than resorting to such measures.

Camps

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

Warpath - When other Garou think of Wendigo this is what they see, these are the stereotypical Wendigo. They are angry, bitter, and willing to take the fight to the Colonizers and even to the Wyrmbriinger Garou who don't respect the land and the Caerns they have taken. They enjoyed their greatest size and power in the 1800s as some of their more notable kin, such as Sitting Bull and Crazy Horse, fought the White power. While the camp has endured many trials and hardships and it still believes in taking the war path to better the lives of both their people and the tribe, they have also taken on a new method. They have become the camp that will answer calls if a Caern is under attack. No one cares more about maintaining the old Caerns and the old Wyld places of the purelands like the members of the War Path.

This camp is appropriate for NPCs and PC characters. Caution is recommended to ensure the character does not throw off game balance.

Gift: Combat Healing (Ahroun, Intermediate)

Rite: Luna's Spear

The Sacred Hoop - Preaching reverence of all spirits, this camp has come to power and has fought for prominence in the Wendigo tribe in a manner that has left neither the Sacred Hoop, nor the Warpath, as the clear winners since the '60s. They are the ones who have invited Whites to drum circles and written books on powwows and other aspects of Native American culture. They worked to exploit the New Age interest in native cultures and shamanism to bring about a better understanding of their kin and the ways that still hold true to the Earth Mother. They also are behind the publication of stories for children in the hopes of keeping the culture, for some of the children of the Indigenous people who may have lost the way may find their way back.

This camp is appropriate for NPCs and PC characters.

Gift: Call to duty (Basic, Philodox), Claw to Thumb (Wendigo, Basic), Firewater's Quench (Intermediate, Wendigo) Rite: Black Blood of Gaia

The Secret Hoop - This camp plays a delicate game based primarily on the reality of what would happen should the Whites be eradicated from the face of the Purelands. It's not only something that might happen but something that several members of both the Warpath and Ghost Dance have been planning and articulating for over 500 years. Should any of their more radical plans come to fruition, the Wendigo would find themselves, as well as the Uktena, and perhaps the Red Talons and some of the more militant Black Furies, against the might of the entire Garou Nation, serving no one but the Wyrms in the destruction wrought. So as long as the Warpath and the Ghost Dancers have existed, so have the Secret Hoop pulling the strings of individual Wendigo here and there as needed. They play primarily on the fact that the Warpath and the Ghost Dancers have always argued and are ignorant of the initial reasons why and how similar their goals truly are. It would be a great blow to the tribe and the Secret Hoop should the Warpath, and Ghost Dancers ever figure out just how they have been played against each other all these years.

This camp is suitable for NPC and PC characters, however, it is not suitable for starting characters.

Gift: Divide (Homid, basic)

Ghost Dancers - This group has members in the Uktena tribe as well and serves to make the land whole and clean as it once was. However, their Uktena counterparts do tend to be more squeamish when it comes to actual direct conflict. This camp is based upon the dreams of Wovoka, a Paiute holy man who taught that by living by the ways of the Earth Mother and by dancing the Ghost Dance, a new world could be brought about. Wovoka's dance did not bring about a new world, but his dream lives on. Now, however, they dance quite differently and work to give the Purelands back to the indigenous people. There are rumors that some more extreme members are working on a way to awaken Middle Brother once more.

This camp is appropriate for NPC and PC characters. Notification to both the Wendigo and Uktena Sub

Coords is required as they need to coordinate this camp's efforts.

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

Camps Created within OWbN by players

The West Wind -The West Wind name comes from the Garou tradition of Moot. During the Calling of the Winds, the West Wind means change and rain. The change being the state of the poisoned lands, and rain being a symbol of cleansing. The West Wind also implies pushing back against the eastern invaders who have poisoned the lands. The Pure Lands died long ago along with Purelanders. There is only the Wendigo, Uktena, and these Poisoned Lands. We lost. But just because we are occupied does not make us conquered, and we are free to start wars of our own. Waging war against the 900+ million people in the Americas is simply impossible. Stopping their expansion into Canada and the places resources dwell, while important, is yet another losing battle. What we can do is wage war on the destruction their technology brings. We can minimize their harm to our Mother by forging bonds with these new elementals now native to the lands: electricity, glass, metal, plastic, and nuclear elementals (W20). The spirits are still our brothers and sisters, even though they are new. Our Tribe has always sought wisdom from the spirit world, for they were older than we. Perhaps it is to us to teach these new elementals to find harmony without harming the cycle and our Mother.

Trash Attraction (basic Gift): While the Bone Gnawers have mastered the ability to wield trash against their enemies with the gift Trash Magnet, Wendigo are not nearly as skilled. By making a social challenge (retest streetwise) diff 7 a Wendigo can cause all the garbage and toxic waste in the immediate area to collect before them, making it easier to remove it from the environment and dispose of it.

Oil Boom

Intermediate Mystic Rite

This rite rallies the local water elementals to create waves that can corral oil and pollutants like booms. While this rite does not remove the toxins, it allows the Rites Master to herd the oil into pre-placed oil traps or suctioned from the ocean. By spending a gnosis and making a social challenge (retest rituals) the Rites Master can collect and herd oil into a specific location over a number of nautical miles equal to their gnosis. Truly catastrophic oil spills will require multiple Wendigo working in concert.

Plastic Palace

Intermediate Mystic Rite

This ritual collects all plastic waste in an area, coalescing it into a singular form including microplastics without harming the organisms containing them. The byproduct of this ritual is a singular mass of mixed plastic which cannot be reasonably recycled. It is suggested that the plastic form should be made into art for a shrine to Plastic Elementals as thanks for sacrificing their pervasive influence. By spending a gnosis and making a social challenge (retest rituals) the Rites Master can affect an area equal to her gnosis x 100-yard radius. This ritual does not work on plastics that are in use. Only those that have been discarded. While it is coalescing, it does not damage the environment nor creatures that have plastics in them.

Unholy Trinity

Advanced Mystic Rite

This dangerous ritual allows the Rites Master to collect all of the toxic radiation from the area into a prepared vessel. This vessel, often times a small metal sphere, will contain the collective radiation from the environment and can then be placed into a shielded container or disposed of by some power that can eliminate radiation (of which there are painfully few). The Ritesmaster (and anyone nearby) will be exposed to this radiation for the duration of the ritual which is an hour. Radiation at low levels can cause Wyrms Taint, but at high levels can easily cook a Garou and cause all manner of deformities their regeneration cannot fix. Not only that, but the banes attracted to radiation will descend upon the Rites Master, and the Gauntlet may not prove to be an adequate defense. Should the Rites Master die or abandon their efforts, the radiation will seep back into the environment from whence it came. A Rites Master could anticipate being able to contain radiation from a small toxic waste spill without significant risk. A nuclear breach at a power plant early on or the devastation from Green Dragon could prove challenging. An active core meltdown would likely prove lethal to even the strongest of Garou, and a nuclear detonation or full meltdown scenario would claim dozens of Rites Masters, leaving extremely irradiated vessels that still need to be dealt with. The Ritesmaster makes a social challenge (retest rituals) to collect all of the radiation within a gnosis x 100 yards radius.

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

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

Gifts: Detect Balance(Philodox, Basic) – Allows the Garou to sense their balance amongst the Triat.

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

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

Active Wendigo in OWBN by Sept

For all PCs dead or alive Please see the Silver Record website:

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

Traveling or not associated with a known Sept:

Tala Two Rivers “Reclaims the Lost,” Lupus, Ahroun, Legend, Canon NPC.

John North Wind’s Son, Homid, Ahroun, Athro, Canon NPC.

Gifts

Wendigo 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 Wendigo-specific Gifts from Croatan Song are included. Croatan-specific Gifts from this book are classified as Rare and require a Council Vote for use. The Croatan Gifts listed in the 1st Ed. Wendigo Book fall under this restriction as well, as they are still Croatan Gifts, despite the cross-listing. 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 Realm.

Basic Gifts

Call the Breeze	MET: Laws of the Wild (revised)
Camouflage	MET: Laws of the Wild (revised)
Cutting Wind	MET: Laws of the Wild (revised)
Resist Pain	MET: Laws of the Wild (revised)
Speak with Wind Spirits	MET: Laws of the Wild (revised)
Nose to Tail	Tribebook: Wendigo (Rev)
Lift-Your-Leg	Tribebook: Wendigo (Rev)
Ice Echo	Tribebook: Wendigo (Rev)
Scent of the Man-Eater	Tribebook: Wendigo (Rev)
Salmon Swim	Tribebook: Wendigo (Rev)
Devouring Rime	Tribebook: Wendigo (Rev)
Tourniquet	Tribebook: Wendigo (Rev)

Virgin Snow (Ghost Dance)	Tribebook: Wendigo (Rev)
Claw to Thumb (Sacred Hoop)	Tribebook: Wendigo (Rev)

Intermediate Gifts

Bloody Feast	MET: Laws of the Wild (revised)
Call the Cannibal Spirit	MET: Laws of the Wild (revised)
Chill of Early Frost	MET: Laws of the Wild (revised)
Wisdom of the Ancient Ways	MET: Laws of the Wild (revised)
Icicle-Hide	Tribebook: Wendigo (Rev)
Strength of Pine	Tribebook: Wendigo (Rev)
Whiteout	Tribebook: Wendigo (Rev)
Shelter of Needles	Tribebook: Wendigo (Rev)
Bark of Willows	Tribebook: Wendigo (Rev)
Last Stand	Tribebook: Wendigo (Rev)
Wsitiplaju's Bow	Tribebook: Wendigo (Rev)
Firewater's Quench (Sacred Hoop)	Tribebook: Wendigo (Rev)

Advanced Gifts

Heart of Ice	MET: Laws of the Wild (revised)
Invoke the Spirits of the Storm	MET: Laws of the Wild (revised)
Balance of Wormwood	Tribebook: Wendigo

W20 gifts

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

Beat of the Heart-Drum	basic	Werewolf the 20th edition
Claws of Frozen Death	Basic	Werewolf the 20th edition

Sky Running	Intermediate	Werewolf the 20th edition
Blood of the North	Intermediate	Werewolf the 20th edition
Scream of Gaia	Intermediate	Werewolf the 20th edition
Last Stand	Intermediate	Werewolf the 20th edition

Unrevised/Outdated

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

Basic Gifts

Snow Sight	Croatan Song
Claws of Frozen Death	Croatan Song
Song of the Seasons	MET: Laws of the Wyld West
Ghost Pack	Werewolf Players Guide 2 nd Ed.
Fog	Werewolf Players Guide 2 nd Ed.

Intermediate Gifts

Call the Ice	Croatan Song
Sky Running	MET: Laws of the Wyld West
Bond with the Earth	MET: Laws of the Wyld West
Harano	Werewolf Players Guide 2 nd Ed.

Advanced Gifts

Spirits of Decay	MET: Laws of the Wyld West
Ghost Shirt	MET: Laws of the Wyld West

Fetishes: Note, unique, non-recreatable fetishes not listed

Name	Level	Gnosis	Book
Ghost Dance Shirt	5	7	Tribebook: Wendigo (Rev)
Cedar Bowl	4	6	Tribebook: Wendigo (Rev)
Wendigo Shield	4	Variable	Tribebook: Wendigo (Rev)
Partridge Wing	3	7	Tribebook: Wendigo (Rev)
War Whistle	2	5	Tribebook: Wendigo (Rev)
Wild Rice	1	5	Tribebook: Wendigo (Rev)
Wendigo Dagger	1	6	Tribebook: Wendigo (Rev)
Ghost Canoe	3 or 5	8	Tribebook: Wendigo (1 st Ed.)
Spirit Net/Snare	3	5	Tribebook: Wendigo (1 st Ed.)
Echo Maker	4	7	Tribebook: Wendigo (1 st Ed.)
Stone Bow	4	6	Tribebook: Wendigo (1 st Ed.)
Purifying Plants	1	7	Tribebook: Wendigo (1 st Ed.)
Tobacco	1	7	Tribebook: Wendigo (1 st Ed.)
Deer's Leg Charm	1	8	Tribebook: Wendigo (1 st Ed.)
Eagle Claw (Female Only)	1	7	Croatan Song
Porcupine Quill	2	5	Croatan Song
Storyknife	2	4	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
Moon Iglu	8	Tribebook: Wendigo (Rev)
Snow Goggles	6	Tribebook: Wendigo (Rev)
Ice Arrowhead	4	Tribebook: Wendigo (Rev)
Wind Snorkel	3	Tribebook: Wendigo (Rev)
Corn Pollen	7	Croatan Song
Owl Feather Arrow	7	Croatan Song

Totems:

Name	Cost	Type	Book
Dolphin	5	Cunning	Tribebook: Wendigo (Rev)
Moose	4	War	Tribebook: Wendigo (Rev)
Caribou	4	Honor	Tribebook: Wendigo (Rev)
Sturgeon	4	Purity	Tribebook: Wendigo (Rev)
Rabbit	3	Cunning	Tribebook: Wendigo (Rev)
Goose	3	Travel	Tribebook: Wendigo (Rev)
Porcupine	3	War	Tribebook: Wendigo (Rev)
Beaver	2	Creation	Tribebook: Wendigo (Rev)
Igaluk the Hunter	4	War	Tribebook: Wendigo (1 st Ed.)
Wakinyan Tanka – Thunderbird	6	War	Tribebook: Wendigo (1 st Ed.)
The Winter Manitous	4	War	Tribebook: Wendigo (1 st Ed.)
Skaia – Salmon (or Trout)	5	Wisdom	Tribebook: Wendigo (1 st Ed.)
Kiunik – Otter	5	Wisdom	Tribebook: Wendigo (1 st Ed.)
Whiskey Jack – Jaybird	4	Wisdom	Tribebook: Wendigo (1 st Ed.)

Walrus	7	War	Croatan Song
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Rites

Name	Level	Type	Book
Vision Quest	Special	Mystic	Tribebook: Wendigo (1 st Ed.)
Offerings	Minor	Minor	Tribebook: Wendigo (1 st Ed.)
Boat Song	Minor	Minor	Croatan Song
Confederacy	Minor	Minor	Croatan Song
Rite of Counting Coup	Basic	Punishment	Tribebook: Wendigo (Rev)
Rite of Remembrance	Basic	Death	Tribebook: Wendigo (Rev)
Rite of the Sin-Eater	Basic	Death	Tribebook: Wendigo (Rev)
Rite of the Fire Dance	Basic	Caern	Tribebook: Wendigo (Rev)
Rite of the Longest Night	Basic	Accord	Tribebook: Wendigo (Rev)
Rite of the Sun Dance	Basic	Mystic	Tribebook: Wendigo (Rev)
Sweat Lodge	Basic	Accord	Tribebook: Wendigo (1 st Ed.)
Rite of the First Fruits	Basic	Accord	Croatan Song
Washing the Spirit	Basic	Accord	Croatan Song
Rite of the Potlatch	Basic	Renown	Croatan Song
Rite of the Song Duel	Basic	Renown	Croatan Song
Rite of the Great Bear	Intermediate	Renown	Tribebook: Wendigo (Rev)
Rite of Nightshade	Intermediate	Death	Tribebook: Wendigo (Rev)
Rite of the Vipers	Intermediate	Renown	Tribebook: Wendigo (Rev)
Rite of the Heavy Heart	Intermediate	Accord	Tribebook: Wendigo (Rev)

Rite of Deliverance	Intermediate	Mystic	Tribebook: Wendigo (Rev)
Black Blood of Gaia (Sacred Hoop)	Intermediate	Mystic	Tribebook: Wendigo (Rev)
Twitch of the Idlak (War Path)	Intermediate	Caern	Tribebook: Wendigo (Rev)
Moon Dance	Intermediate	Mystic	Tribebook: Wendigo (1 st Ed.)
Snow Walk	Intermediate	Accord	Tribebook: Wendigo (1 st Ed.)
Rite of the Black Drink	Intermediate	Accord	Croatan Song
Summon the Tupilaq	Advanced	Punishment	Tribebook: Wendigo (Rev)
Rite of the Second Birth	Advanced	Accord	Tribebook: Wendigo (Rev)
Rite of Luna's Answer	Advanced	Mystic	Tribebook: Wendigo (Rev)
Rite of Death-Crafting	Advanced	Mystic	Croatan Song

Camp Rites

Rite of Black Blood of Gaia	Intermediate	Sacred Hoop	Tribebook: Wendigo (Rev)
Rite of Twitch of the Idlak	Advanced	War path	Tribebook: Wendigo (Rev)
Oil Boom	Intermediate	West Wind	Custom Content
Plastic Palace	Intermediate	West Wind	Custom Content
Unholy Trinity	Intermediate	West Wind	Custom Content
Cleanse Grandmother's Webs	Intermediate	Long Knives	Custom Content

Camp Gifts

Virgin Snow (Ghost Dance)	Tribebook: Wendigo (Rev)
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Moonstruck Path (Ghost Dance)	Coord suggestion
Claw to thumb (Sacred Hoop)	Tribebook: Wendigo (Rev)
Firewater's Quench (Sacred Hoop)	Tribebook: Wendigo (Rev)
Call to duty (Sacred Hoop)	Coord suggestion
Divide (Secret Hoop)	Coord suggestion
Combat healing (War Path)	Coord suggestion
Detect Balance (Long Knives)	Player made camp
Call forth the Wyld (Long Knives)	Playr made camp

Merits:

Name	Cost	Book
Human Tribal Status	2 to 4	Tribebook: Uktena (1st Ed.)
Camouflage	2	Tribebook: Wendigo (Rev)
Spirit Parent	6	Tribebook: Wendigo (1 st Ed.)
Heart of Sasquatch	3	Croatan Song
Elemental Affinity	7	Croatan Song

Flaws:

Name	Cost	Book
Dark Moments	4	Croatan Song
Blabbermouth	2	Croatan Song
Unsuited to Tribe	3	Croatan Song
Witch Finder	3	Croatan Song
Drama Queen	3	Tribebook: Wendigo (Rev)

Bitter	2	Tribebook: Wendigo (1 st Ed.)
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Optional Rules:

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.

Long Knives Camp Gift – Call Forth the Wyld (Shared with the Uktena Wyld Children Camp, listed in 1st Ed. Uktena Book) See book for 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. System follows Rite of Cleansing but for Weaver rather than Wyrms taints.

Credits:

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

Croatan Song, ISBN 1-56504-388-X.

Authors: Bill Bridges, Jackie, Cassada, and Nicky Rea.

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Mind's Eye Theatre Laws of the Wild (softcover), ISBN 1-58846-501-2.

Authors: Bruce Baugh, Heather Grove, Alan Kravit, and Ellen Kiley.

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Mind's Eye Theatre Laws of the Wild, ISBN 1-56504-508-4.

Authors: Thomas Stratman.

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Mind's Eye Theatre Laws of the Wyld West, ISBN 1-56504-504-1.

Authors: Peter Woodworth.

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Tribebook: Wendigo, ISBN 1-58846-322-2.

Authors: Erin Flachsbar, Alia Ogron, and Brett Rebischke.

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Introduction story by Song of Life adapted by Rebecca Cook from material found in Croatan Song.