



*A Sourcebook for Werewolf: The Apocalypse™
Tribebook 3*

The Wounds of the World

MY BROTHERS AND SISTERS! FOR CENTURIES WE HAVE FOUGHT THE WYRM BY CRUSHING ITS MINIONS. AND FOR CENTURIES THE WYRM HAS ONLY STRENGTHENED. WE WILL LOSE THE WAR IF WE CAN ONLY SLICE OFF EACH WYRM CANCER THAT ERUPTS ON THE BODY OF THE MOTHER. WE MUST PREVENT FURTHER INFECTIONS.

I PROPOSE WE FORGE A UNITY PACT. ALL TRIBES WILL CONTRIBUTE MEMBERS FOR REGULAR FORAYS INTO THE UMBRA. WE WILL SEEK THE WYRM BREEDING GROUNDS, STRENGTHEN THE LIVING WORLD, FREE ENSLAVED SPIRITS, AND ELIMINATE THE WYRM AT THE SOURCE.



Story by Daniel Greenberg

Art by Dan Smith

WHAT FOOLISHNESS! YOU WOULD NEGLECT REAL DANGERS IN OUR HOME TO HELP WRETCHED, UNGRATEFUL SPIRITS IN USELESS REALMS? YOU WASTE OUR TIME!

UNITY TAKES TOO LONG! WON'T HELP TILL AFTER THE APOCALYPSE!

WE DON'T TRUST YOUR KIND, BLIGHT! I MEAN, BLYTHE.

YOU WASTE OUR TIME WITH THIS POINTLESS TALK! WHILE WE PRATTLE, THE SCUTTLE BANES CONTINUE TO POISON THE BAY.

WISELY SAID! IT IS TIME FOR ACTION. LET US FORM A COMPROMISE.

PAH! COMPROMISE!

WE HAVE NOTHING TO GAIN BY GOING ON A FOOL'S ERRAND.

THEN LET ALL THE BRAVE GO, AND LET ALL THE COWARDS REMAIN SQUATTING HERE.

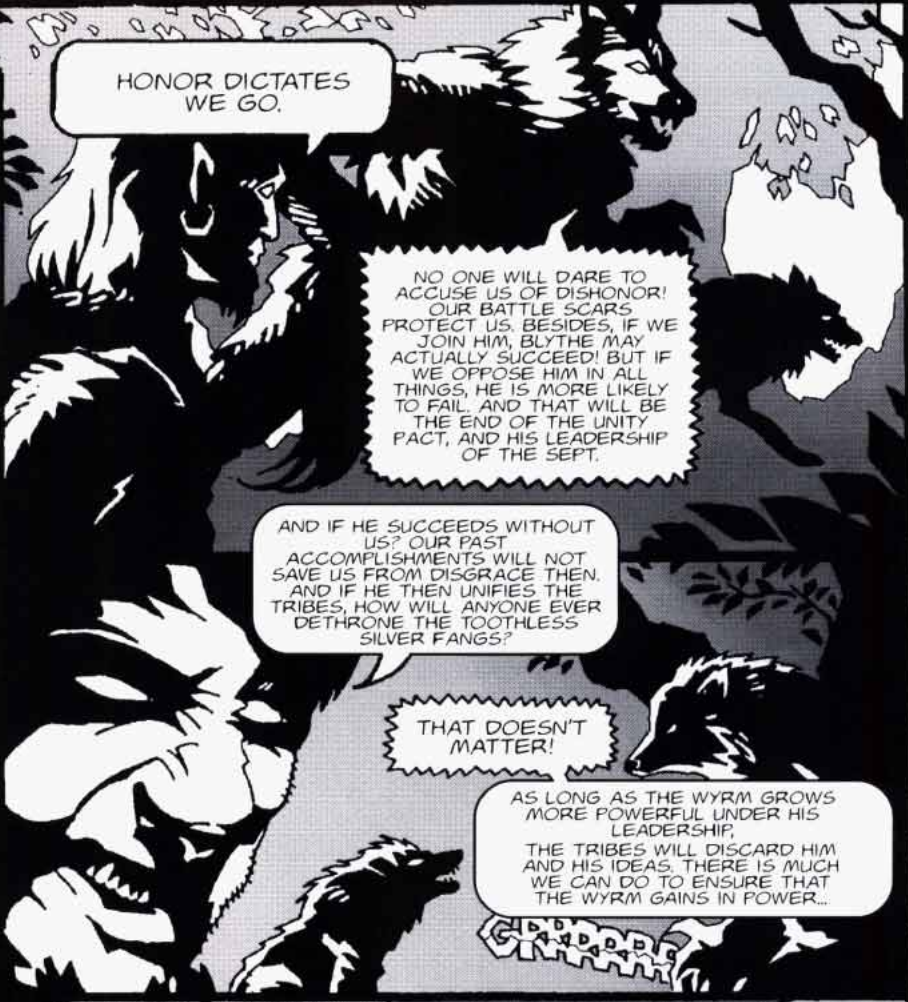
LET US UNDERTAKE A REACHING INTO THE LAIR OF THE SCUTTLE BANES. IF WE FAIL TO PULL THEM OUT BY THE ROOTS, THE CHILDREN OF GAIA WILL END THE CALL FOR A SEPT-WIDE UNITY PACT. BUT IF WE SUCCEED, ALL TRIBES IN THE PROTECTORATE WILL JOIN THE PACT.

WAA
WAA
WAA



UNITY PACT!
PAH!

HONOR DICTATES
WE GO.



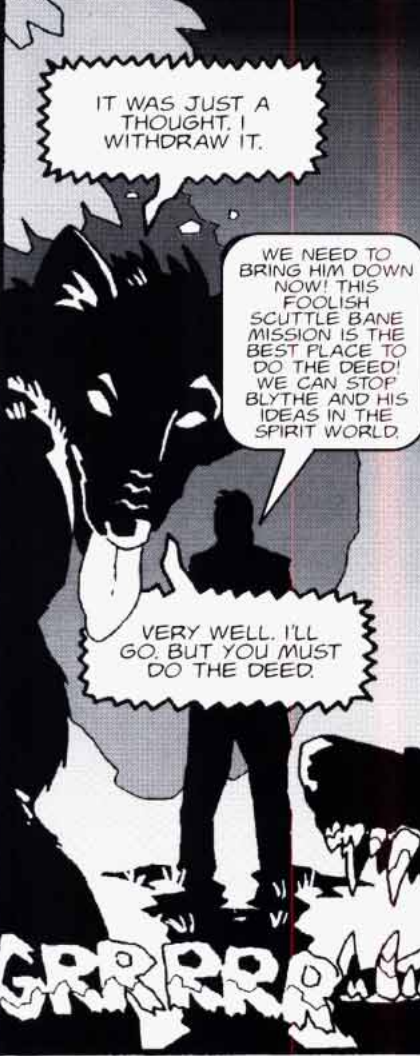
NO ONE WILL DARE TO
ACCUSE US OF DISHONOR!
OUR BATTLE SCARS
PROTECT US. BESIDES, IF WE
JOIN HIM, BLYTHE MAY
ACTUALLY SUCCEED! BUT IF
WE OPPOSE HIM IN ALL
THINGS, HE IS MORE LIKELY
TO FAIL. AND THAT WILL BE
THE END OF THE UNITY
PACT, AND HIS LEADERSHIP
OF THE SEPT.

AND IF HE SUCCEEDS WITHOUT
US? OUR PAST
ACCOMPLISHMENTS WILL NOT
SAVE US FROM DISGRACE THEN.
AND IF HE THEN UNIFIES THE
TRIBES, HOW WILL ANYONE EVER
DETHRONE THE TOOTHLESS
SILVER FANGS?

THAT DOESN'T
MATTER!

AS LONG AS THE WYRM GROWS
MORE POWERFUL UNDER HIS
LEADERSHIP,
THE TRIBES WILL DISCARD HIM
AND HIS IDEAS. THERE IS MUCH
WE CAN DO TO ENSURE THAT
THE WYRM GAINS IN POWER...

GRRRRR
GRRRRR



IT WAS JUST A
THOUGHT. I
WITHDRAW IT.

WE NEED TO
BRING HIM DOWN
NOW! THIS
FOOLISH
SCUTTLE BANE
MISSION IS THE
BEST PLACE TO
DO THE DEED!
WE CAN STOP
BLYTHE AND HIS
IDEAS IN THE
SPIRIT WORLD.

VERY WELL. I'LL
GO. BUT YOU MUST
DO THE DEED.

GRRRRR



GLADLY.

HEH

HEH HEH



WHAT ARE YOU
CACKLING ABOUT?

SNORT!

EVEN IN DEATH GAIA
CHILD WINS UNITY
PACT. HE GET THREE
OF US TO UNIFY.

GODDESS PROTECT US! WHAT
MADNESS WOULD POSSES GAIA TO
MAKE A RED TALON RAGABASH?

3



PATTERN SPIDERS!



HERE'S A TASTE OF SILVER!

...
COME ON THEN! SEE HOW
A CHILD OF GAIA DIES!

NO. I CAN'T DIE. I STILL
HAVE WORK TO DO. I
WILL RISE AGAIN. I
CAN ENDURE THIS,
TOO.

I WILL KILL YOU IF I
MUST. BUT I CANNOT
HATE YOU, PATTERN
SPIDERS.

SPEAK TO ME,
SPIRIT FRIEND

YOU ARE NOT OF THE
WYRM. BUT YOU HAVE THE
WYRM ABOUT YOU. PAIN
ECHOES IN YOUR EVERY
MOVE.

THE PEACE OF GAIA
IS EVEN FOR SUCH
AS YOU, ANGUISHED
ONE.

GRACKKA
RUMKKA

SHOW ME THE WYRM-GRUB'S LAIR, SPIRIT FRIEND.

IT LOOKS LIKE YOU FOUND SOMETHING TOO BIG TO COCOON, MY PATTERN SPIDER FRIEND.

FREE YOUR FRIENDS WHILE I DISTRACT IT.

GAIA GUIDE MY HAND!

THE WHOLE PLAN WAS A DISASTER. WE NEVER GOT NEAR THE WYRM LAIR FOR THE DAMNED SPIDERS.

WE WERE LUCKY WE ONLY LOST ONE.

AND WE WERE LUCKY THAT THE ONLY CASUALTY WAS THE FAILED LEADER WHO PROPOSED THE FOOLISH IDEA.

I BRING A TROPHY! THE SCUTTLE BANES HAVE LOST THEIR BREEDING GROUND AND THEIR HOST-MOTHER!

WE ARE NOW READY TO SIGN THE UNITY PACT.

AND LEONID WILL LEAD US IN AN ENTHUSIASTIC UNITY DANCE.

YES! UH, OF COURSE! YES!

CHILDREN OF QAWA™

I Am the Healing of the World

by Daniel Greenberg with Heather Curatola

Credits

Authors: Daniel Greenberg with Heather Curatola
Development: Bill Bridges
Editing: Heather Bryden
Art Director: Richard Thomas
Comic book art: Dan Smith
Art: Richard Kane Ferguson, SCAR Studios (Antoinette Ryder and Steve Carter), Joshua Gabriel Timbrook
Front and Back Cover: Robert Dixon
Back Cover Art: Joshua Gabriel Timbrook

Special Thanks

Andrew "The candyman can" Greenberg for the boozy chocolate he brought back from Germany.
Phil "Moon struck" Brucato for his all-nighters on the **Book of Madness**.
Mike "Backed up" Tinney for mopping up in the girl's room.
Ian "Card shark" Lemke for refusing to mark the Changing cards.
Jennifer "Juiceless" Hartshorn for not bringing nature's goodness when it was her job.
Erin "O.J." Kelly for bringing nature's goodness now that it's her job.
Cynthia "Into the Spawning Pool" Summers for taking control of the Labyrinth.
Ken "Dirty rat" Cliffe for finding another friend in his house — what a popular lair for *rodentia*.
Bill "Boring" Bridges because nobody could come up with any Special Thanks for him.

Author's Dedication

To all who strive to wage peace and change the world by changing themselves, this book is affectionately and respectfully dedicated.

Special thanks to Tiffany Devon Borders, Playtester Extraordinaire.

Word from White Wolf

We are always happy to answer any of your gaming questions, but there are a few things you can do to ensure you get a response. **White Wolf Magazine** will soon be instituting a White Wolf question and answer column. You can send your questions care of the magazine or the particular line the question concerns (**Werewolf**, **Vampire**, **Mage**, **Wraith**, **Mind's Eye Theatre**). Please submit your queries by mail in writing.

If you want a personal reply rather than an answer in the magazine, it is very important that you send a self-addressed stamped envelope (SASE). We cannot send a reply unless a SASE is included with the question. If you're desperately awaiting a response to your questions and it hasn't arrived, maybe you didn't send a SASE. Also, we cannot return long distance phone calls, so send your queries in writing.

If you want to send a proposal for a sourcebook, you must also have a Disclosure Form. You can get that by sending us a letter asking for it, accompanied by a SASE. We do not buy ideas, so please do not send ideas in. We hire writers to write our sourcebooks, and it is up to them to provide the ideas.

Thanks a lot!



4598-B STONEGATE IND. BLVD.
STONE MTN., GA 30083
U.S.A.

© 1994 by White Wolf, Inc. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden, except for the purpose of reviews. **Werewolf the Apocalypse** and **Children of Gaia Tribe Book** are trademarks of White Wolf, Inc. All characters, names, places and text herein are copyrighted by White Wolf, Inc.

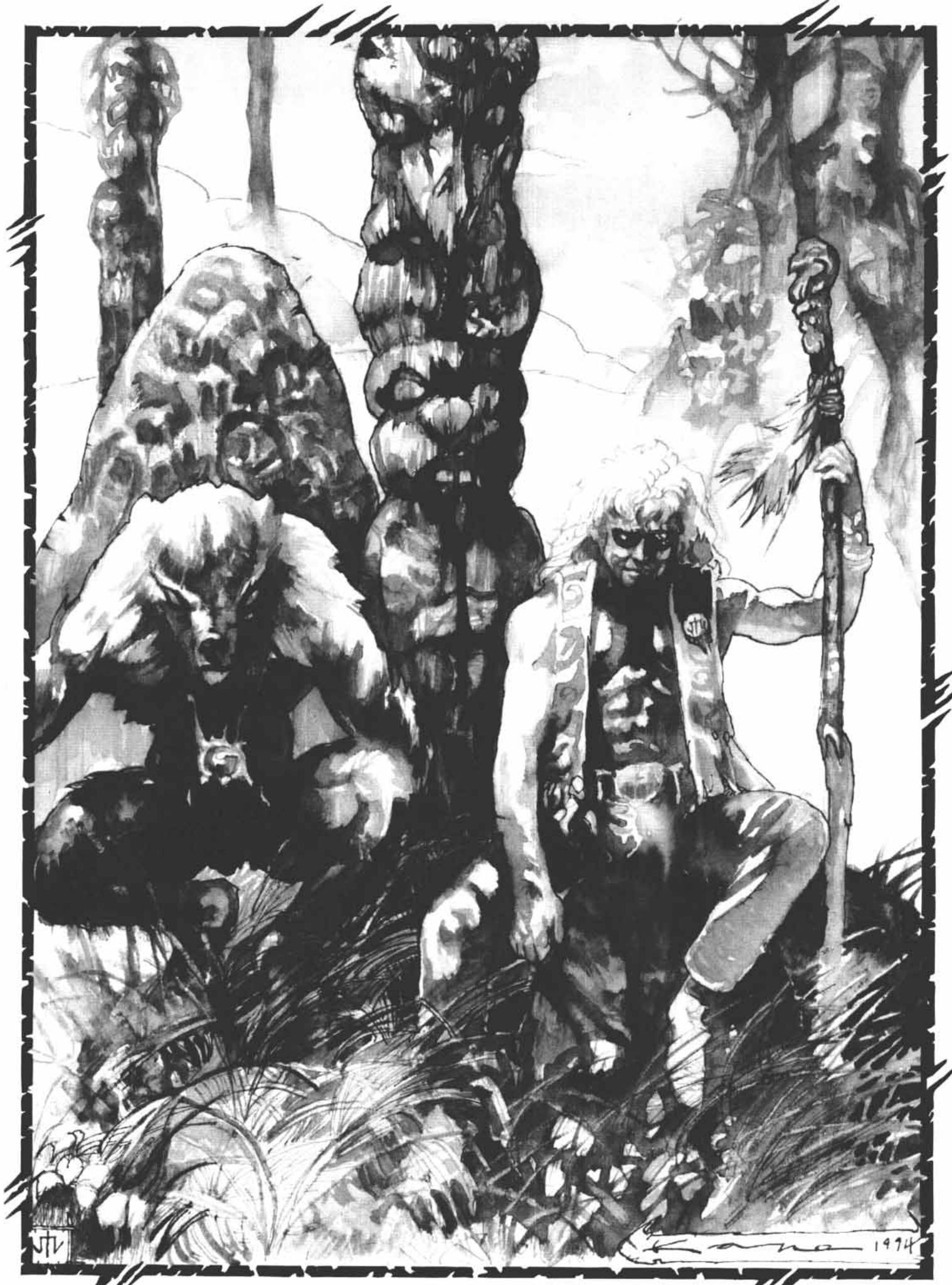
The mention of, or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Because of the mature themes involved, reader discretion is advised.

CHILDREN OF GAIA™

Contents

<i>Legends of the Garou: Wounds of the World</i>	1
<i>Introduction: Exultation of Gaia</i>	12
<i>Chapter One: Following the Rainbow Trail</i>	14
<i>Chapter Two: The Path of Peace</i>	30
<i>Chapter Three: The Whole of the Goddess</i>	42
<i>Appendix One: Powers</i>	48
<i>Appendix Two: Character Templates</i>	54
<i>Appendix Three: The Blessed</i>	66
<i>Children of Gaia Character Sheet</i>	69



JTV

Kana 1994

Introduction: Exultation of Gaia

*Beloved, gaze in thine own heart,
The holy tree is growing there;
From joy the holy branches start,
And all the trembling flowers they bear,
The changing colors of its fruit
Have dowered the stars with merry light.
The surety of its hidden root
Has planted quiet in the night.*

— William Butler Yeats, "The Two Trees"

Join with me, my child. Bring your pain-wracked body and Change-wracked spirit unto me, and I shall hold you and give you comfort.

Your courage and strength through the rigors of the Change have served you well. When first you entered Gaia's outer realm through the vehicle of your mother's womb, you summoned the infinite courage and valor of new life to survive the ordeal of pain and fear. Now you have entered the shadowy border between Gaia's outer and inner realms through the vehicle of your own body. You have summoned the infinite courage and valor of that mightiest of spirit warriors, the newborn child, to survive this new agony. You are reborn in your full form, blessed by Gaia. To survive your second birth is to possess all the courage you need to face the challenges of the world. Only one birth awaits you now. The final birth that will return you to the bosom of the Goddess, and the inner world of Gaia.

But before that day, Gaia has work for you.

Cast your senses about, and behold the world with your new eyes, your new ears, your new nose, your new tongue, your new skin, your new knowing, your new being. What a world of

wonders our senses disclose! The bounty here is infinite, and springs from that same eternal source of life that offered you up as a benediction to the world.

Smell how the wind celebrates your presence! Hear how the animals of the forest sing your song! Taste how the plants of the earth rejoice in your communion with them! See how Luna and all the Celestines shine upon you and bathe you with their infinite light! Feel the vibrant pulse of the world's living aura cradling your new flesh. Know the love of Gaia in the space above your eyes and throughout your being. Be joy.

The universe hallows you, and offers up its entirety to your succor and increase. There is no place so bleak, so dark, so corrupt, that the love of Gaia cannot pierce it. Even in the deepest pit of the Wym, if you seek for Gaia you shall find Her.

The soul of Gaia is without limit. Your spirit is without limit. You have entered this land of false divisions to heal the rifts, bind up the wounds, and dry the tears of life. You will succeed. Gaia has foreseen it.

Welcome to the world.



SCAZ '94

Chapter One: Following the Rainbow Trail

Do not return evil to your adversary; requite kindness to the one who does evil to you.

— Sumerian (Akkadian) maxim, ca. 2350 B.C.

Do the other good, that he may do good for you.

— Sacred proverb of the Goddess Maat, ca. 2050 B.C., Egyptian Middle Kingdom

Who does wrong to another, does wrong to himself.

— Teachings of the Goddess Dike, ruler of Fate, ca. 1000 B.C.

Do good to other beings as if they were yourself.

— Tantric proverb, ca. 750 B.C.

Do unto others what you wish to do unto yourself.

— Confucius, ca. 500 B.C.

What ye sow, that ye shall reap.

— Buddhist scripture, ca. 450 B.C.

Do not do unto others what thou wouldst not they should do unto you. This is the whole of the law.

— Hillel, ca. 25 B.C.

Do unto others as you would have them do unto you.

Love your enemies as yourself.

— Jesus Christ, ca. 30 A.D.

Stretch out upon the good, warm earth, my child, and revel in the nighttime smell of the grass and the lilacs. The crickets and the night birds will sing as the calm, still night breathes with you. Relax your battered body, calm your fevered mind, and unfold your pure, pure soul, as I tell you of the journey undertaken by your ancestors. I will tell you of how you came to be here, and where you may one day take us, beloved of Gaia.

The One Legend

There is but one story, and it is told a thousand ways. There is but one truth, and it wears a million masks. There is but one light, and it breaks into the infinite colors of the rainbow. There is but one Soul, and we can see it when we look into our world, ourselves, and, most importantly, our enemies.

There was a time before time, when the world was one, and division unknown. We call this time the Golden Age. Many legends tell of a time when all bellies were full, and all creatures loved each other. For without division, we *were* each other. We lived in a constant state of bliss.

When division came, Gaia was rent apart, and lay in tatters. Each shred of Gaia is one of us, or someone else.

Some among the Garou seek a return to that blissful land. But some among the Children of Gaia say the division was necessary to Gaia's evolution. Therefore we can never return to that point, but we can progress to something even greater.

You will hear much, in your lifetime, of the division—the sundering of matter and spirit. You shall hear how the Wyrms tore apart the two worlds, and how the Weaver holds them separate. In your aislings you shall travel to hypnotic worlds of pure spirit. Know you that the Gauntlet between the worlds of matter and spirit is a wound in Gaia's flesh. It must be healed, and we shall heal it. But the world that shall result shall be —

Ah, but I am getting ahead of the story.

The First Death

In the beginning, the world was one. Then the world divided into Wyrms, Weaver and Wyld. Worlds spun into existence, and creatures were given form. Through Gaia, love sprang from the source of life. All beings had enough to eat and breathe and drink.

When the division cleft spirit from matter, great scarcity followed. Those on the material side suffered from lack of spiritual sustenance. Those on the spiritual side suffered from lack of physical substance. Gaia suffered to feel her children suffer. The soul of the world was being eaten by the Wyrms.

Gaia called upon her children to rescue her from the Eater-of-Souls. Of all her creatures, only Wolf succeeded in the task. But in saving Gaia, Wolf perished. He was the first to cross the threshold into Death. But through his love of the Goddess, Wolf was reborn as the Child of Gaia, knowing the secret of death. The Silver Fangs tell this tale, and it is true. But the Fangs claim only they are descended from the Wolf who saved Gaia, and all other tribes are descended from other wolves. This is not true. Indeed, there were no other wolf tribes in that pre-time. There was only Wolf.

We are all the descendants of Wolf, and we all know the secret of Death. We hold it within our hearts, and will one day use it to overcome evil and triumph in the Apocalypse. We are all Children of Gaia.

After the first apocalypse, humankind and animals spread across the earth. The Garou dispersed as well, and formed small enclaves as they went. But they all were descendants of the Tribe of Tribes, and so they are all Children of Gaia.

The notion of separate tribes is a hollow lie. All Garou are one tribe. Division is a clever illusion of the Weaver, and rivalry a wicked curse laid by the Wyrms. Most Garou forgot

their heritage as a single people and scorn the unity of the One Tribe, so you must remember it for them. They will treat you as an outsider. You must not treat them so. You must treat them as your brothers and sisters, for such they are. You shall not return attacks in kind. You shall not return injury with injury. Instead, you shall show them firm and understanding love, as you would a wayward brother. The sacrifices of our ancestors demand no less.

The Second Death

Even after Wolf saved Gaia, dark times were still upon Her. All creatures wept in the shadow of the Gauntlet. The Beast-of-War and his minions ran rampant, slaughtering creatures and destroying food. For the first time, the world knew war. War bred still more want and lack. Some wolves committed unspeakable acts, and fought against each other over scraps. They formed alliances to gain strength by excluding others. This is the way of the Wyrms. This evil gave birth to the tribes.

To have more for themselves, some killed the pups of other wolves. This transgression horrified Gaia. She lamented the deaths of the pups, and her tears formed a bower for their tiny spirits. There, in that one holy spot in the shade of the World Tree, Gaia nurtured the innocents. At a time when all the living world went hungry, the martyred pups were filled.

As she fed them, Gaia taught them. Like all wolves, the pups already knew the secret of Death. The Goddess now taught the pups the secret of Life. You shall learn these secrets betimes.

And Gaia said unto them, "You were once pups of all tribes. Now you are pups of one tribe: the Tribe of All Life." But she also added, quietly, "Once you were pups of one Tribe. Now you are pups of all tribes. For all tribes are one."

Gaia then returned the adult pups to the world, saying, "The Wyrms breed scarcity, fear and shame. Gaia sows abundance, hope and joy. All living creatures must choose between these two. You, my dearest children, shall show them the way."

The other tribes were sore amazed at the purity of the newly risen Children of Gaia, and laid down their weapons. The Children forgave the tribes for slaughtering them. All Garou pledged to work together and to heed Gaia's will, as one tribe.

However, most Garou still carry three illusions from those days. They still think the tribes are separate from one another. They are not. All Garou are Children of Gaia. Most Garou think all living creatures are separate from one another. They are not. All living creatures are Children of Gaia. Our brothers and sisters think that the enemies of Gaia and the minions of the Wyrms are separate from them. They are not. All enemies of Gaia are still Children of Gaia. This is the greatest, and most difficult of lessons. I pray that you learn it, as I pray that I continue to learn it.

The Third Death

The Garou, the humans and the animals all ranged across the world. They expanded and multiplied, for such is the bounty of Gaia. But the Wyrms expanded as well. The Wyrms revealed itself through three faces — three forms on earth. Two of the three faces, the Eater-of-Souls and the Beast-of-War, tried to destroy life and humankind wherever they could. But the Garou and other followers of Gaia defended Life, and Life was too strong to be destroyed. But there was yet one aspect of the Wyrms: the Defiler. This face of the Wyrms did not strike directly, where we could see it. Instead, it burrowed deeply into the corners of humankind's heart, corrupting them, and teaching hate. But the Children of Gaia offered a different path, a path of healing.

So long as matter remains torn from spirit, the world will be a place of tears, where even Gaia weeps. But to heal the Gauntlet, we must heal the division within our own hearts. This healing will not appear as increased joy, but as increased suffering. Until the Gauntlet closes completely, each merging of matter and spirit will be painful; the agony before the ecstasy. When the wall comes down, the pain will be so great that the Children of Gaia will know a third death, before the ultimate rebirth.

This wisdom I bring you is High Lore, little pup. You shall hear secrets unknown to the greatest Garou of other tribes. For many of our brothers and sisters are oblivious to the deception of the Defiler Wyrms, and the third rebirth of the Children of Gaia. Remember that what I tell you of the Defiler Wyrms is not perceived by other tribes. But you shall learn more of this later. I am getting ahead of the story...

The Impergium

The Defiler, craftiest of all the Wyrms-faces, conceived a plan to use the bounty of Gaia against Her. It knew that the Eater-of-Souls and the Beast-of-War would never be strong enough to destroy all Life and bring the Apocalypse. The only force that powerful is Life itself.

So the Defiler concocted a scheme of surpassing evil. It wanted to trick humankind into breeding more people than the earth could hold. Fertility is the foundation of life, but like all things, it must occur within its own time and cycle. The other Wyrms faces did not understand the power of corrupting fertility, but the Defiler knew. It knew that too many rats in a confined cage would destroy one another. It knew that too many humans would destroy the land with wastes, rape the land until it cannot restore itself, and make war over scarce resources.

The Defiler chose to exploit the greatest gift given by Gaia: an endless capacity for love. Unlike the rest of Gaia's creatures, who can only breed during specific cycles of the seasons, Gaia offered unto humanity the blessed gift of loving and breeding at all times and all seasons, from the start of adult life to the very end. Through every one of the myriad acts of consenting love do people come to know

Gaia. Even the most wicked, Wyrms-tainted person sees Gaia at the height of passion. (This is why we seem to "blank out" at the zenith of lovemaking. For we have beheld the face of Gaia, and the image is too great to bring into the limited confines of our conscious minds...)

The Wyrms sought to corrupt that capacity. It believed it could use this great gift to trick humankind into filling up every corner of the earth with people. The only flaw in its plan is that the vast majority of humans naturally choose to limit the size of their families to sustainable levels.

Many peoples choose not to have sexual relations during the period of lactation. Children are born at least three to four years apart. This natural spacing allows parents to give each child adequate attention. It gives each child several years to be the natural focus of her parents' love during her neediest years, which reduces sibling jealousy and hate. The greatest inoculation from the temptations of the Defiler is parental love and attention during the first years of life. Neglected children are not immunized from corruption by the Defiler, and lash out against all vulnerable creatures.

To overcome humankind's natural abstinence from sex during lactation, the Defiler invented rape. Rape is unknown among animals in natural settings. But the Defiler tempted some wounded males, and encouraged them to overcome women by force, to turn love into violence. They turned women from lovers and partners to rape victims and slaves. They made women the chattels of men, so that the humans who bore the babies would have little say in the number of children they brought into the world. Our Black Fury sisters can tell you more of this process.

Humankind began to overbreed rapidly. They began to exhaust resources, and poison the land with wastes. Greater numbers of humans led to greater organization. They began to worship the Weaver, for the Weaver showed them how to live together in large groups. The rise of the Weaver frightened the Garou more than the root cause of the problem: the Defiler Wyrms. Rather than restore Gaia's decree that men and women be equal partners, the Garou chose to destroy excess humans. It was a shameful day for us all. The Impergium had begun.

All over the world, the Garou savagely killed humans and their children to prevent the human tribes from growing too fast. This was against Gaia's will, and bred horrors upon the world that were far worse than the Wyrms' plan. We fell from our place as sacred spirit protectors of humanity, and became humankind's most primal fear. We created the Delirium.

The Silver Fangs would not listen to reason. They were so sure the Weaver would destroy us that they refused to even listen to arguments against the Impergium. They insisted that if the Weaver prevailed, the Wyld would be destroyed. But we persevered, and continued to reveal the great damage we were doing to the human race, ourselves and Gaia.

Finally, the Children of Gaia unified behind an all-or-nothing plan to stop the killing. We faced down the legions of great Garou Ahrouns whose entire lives and status were built on slaughtering humans to keep the population down.



And we told them they had to stop. They hated our message, and fought our challenge. They scorned us, ridiculed us, slandered us, attacked us, assassinated us. But through it all we stood firm, and continued to hold them accountable for their actions. We gained more and more supporters from all the tribes as we took the worst punishment they could deliver. Though they battered us to the ground, still we rose again, still we renewed our stand, still we forgave our persecutors. The blood of our dead cried out from the parched earth, their spirits calling for justice in a louder voice than the tongues of our living.

With the backing of the Black Furies, we brought a challenge before all the tribes. We stood up to the assembled council of all Garou, knowing that if we did not prevail, our tribe would likely not survive the challenge. We arranged for the challenge to be Gamecraft. They accepted, and sent a Silver Fang King who was more adept at Gamecraft than any of us. We chose as our champion not one of our own, but a Stargazer.

The Stargazer's wisdom brought our brothers and sisters face to face with themselves. The Garou knew profound shame. We immediately ceased the Impergium, and deposed the leaders who had profited from it.

And we forgave them all.

This proves a great teaching of the Children of Gaia: When we react against every evil Wyrms scheme, we fail.

When we act on our own principles, we succeed. Meditate upon that. It is a lesson the Children of Gaia draw upon to this day.

This was a great loss to the Wyrms, since the Impergium rooted dementia and fear into the psyche of humankind. Stopping the killing meant that humankind would not be driven utterly mad by the Impergium. However, it was also a gain for the Wyrms, since it was now free to urge humans to breed out of control.

Though we were ready to rest and savor our victory, our task was more urgent than ever before. We had to rebuild our tribe, shattered by the murder of our greatest leaders, and create a tribe for the future.

The Cities

As humans bred all out of control in the old world, the Weaver grew in power. Humans built great farming communities, then towns, then cities. In each, the forces of hate tried to silence the forces of love. In most lands, Gaia was worshipped with reverence. Inheritance and descent flowed through women, and most of the noble queens refused the Wyrms's supplication to abuse the males over whom they had dominion.

From the earliest days, we and our Kinfolk worked with humankind, teaching them to build holy sites where they

would be safe from the Wyrms, and to bind up Wyrms minions under monoliths and standing stones. We showed them the sacred acts of worship and fertility, which are always one and the same. We taught them how to harvest Gaia's bounty without destroying her capacity to bear. We taught them that acts of love create children, and we initiated them into the men's and women's mysteries that allowed them to limit the size of their families. We showed them the herbs and gems and cloths that Gaia created to grant them holy authority over their destiny by having children only when they chose.

The Defiler Wyrms were wroth. All its patient scheming and plotting would go to naught if people could choose not to breed, and not to use the land without restoring it. The Defiler used all its power to frighten humankind. It again encouraged rape, the subjugation of women, and the forcing of women to bear more children than they could nurture. The Wyrms forbid the use of the birth control methods we had taught them.

And so children were born into squalor, regret and resentment, instead of abundance, welcome and joy. The Defiler did more damage than the Eater-of-Souls and the Beast-of-War, because it single-handedly caused more suffering than all the work of destruction and war. For only the Defiler could corrupt Gaia's gift of love.

To this day, that wickedness remains our greatest challenge, for children born in misery often become willing servants of destruction and war. Those who have known the unconditional love of a parent move to the rhythms of Gaia, and their empathy for all life is in full flower. Those who have known the conditional love of burdened, resentful parents are out of harmony with Gaia, and comfortable only in the presence of limit and lack. Their empathy is small and shriveled, an un-nourished seed pod.

And yet, despite these tremendous obstacles, even the least and worst-treated human can show profound spirituality. They are so deeply connected to Gaia that only an all-out siege on their inner holiness can disconnect them from Her. And even then, a great shock like the death of a loved one, the birth of a child, or a night of passion can reconnect them to the deepest wellsprings of their soul.

We Children of Gaia often arrogantly take credit for sowing mystery cults and Gaia worship among humankind, but the truth is that humans have often led us. Their simple, untutored connection to Gaia is awe-inspiring. To see them heedlessly plunge into fire for the sake of a stranger, or hurl themselves into death to save a child, or give of their wealth to make life better for others is wondrous to behold. Even young children rush in to save others from danger. Gaia's love and empathy is so deeply rooted in these people that only the vilest of assaults and unending agony can shake it. Despite an unending siege on their empathy, and the Wyrms' powerful appeal to selfishness and greed, they still cannot turn their faces completely away from their brothers and sisters: the hungry, the homeless, the helpless.

Powers of the Ancient World

We guided the earliest civilizations of humankind, pointing them away from warlike pursuits and leading them to rulership that derives from love of Gaia; respect for the living world and empathy for other men. The history of civilization is the story of the Wyrms influencing a few bitter, insecure people to try to control the lives of all other men and women. The Wyrms bid them abuse their brothers and sisters, bind and enslave them, and eat the fruits of the others' labor. This Wyrms-spawned appeal to selfishness and vanity is a powerful temptation indeed. It brings great wealth to a few, and makes misery for the rest. Vast concentrations of wealth and power maintained by force are the fertile dung in which the Wyrms breeds fastest.

Many humans shunned war and conquest and control of others. These men and women have lived in all cities in all times and in all places. But the temptations of the Wyrms are great, and many humans succumbed. Warlike cities sprang up near peace-loving ones. Cities in which men and women ruled hand-in-hand were ever under attack by cities in which the Defiler had tempted men to envy the sacred powers of generation, and to keep women as uneducated beasts for breeding. We gave great support to the Black Furies, as they fought to free women from the growing tides of bondage and servitude.

In many places and times we instituted the rule of Gaia love. But over time, the people grew complacent in the joys of their liberty. They came to regard the work of freedom as complete. They ceased to struggle for their freedom, and came to worship the symbols of freedom won in the past. In this state they were ripe for corruption by the Defiler Wyrms.

We watched in horror in city after city as the Defiler perverted the holy word, twisting the tools of freedom into weapons of slavery and subverting the revealed truth of love into irrational justifications of hatred. We established the rule of love through symbols that reminded humans of the love in their hearts, and spread peace and joy. The Defiler Wyrms convinced humans to love their tribe or nation's particular symbols and hate all who did not love those same symbols, thus breeding war and suffering. We led revolts against those who elevated the graven symbols over the love they represent, and thus restored peace and joy. The Defiler Wyrms convinced men to destroy the graven symbols of others, and bred yet more war and suffering.

The Wyrms found willing allies and pawns among the ancient vampires. These tainted inhumans had lost their natural connection to the living world, and felt little compunction against harming the humans who were once their fellows. They were eager to control the destinies of mortal men and women, who they treated as little more than food. We had some success working with them, as many were terrified at the slow loss of self-control that comes with surrendering to their unliving aspect. We also made success-

ful alliances with powerful female vampires, who sometimes felt a kinship with the mortal women who were losing their rights of property, inheritance and self-determination under the control of the Defiler Wyrms. Our tribe's ability to occasionally find common cause with some vampires dates from this era. But we must be careful, for vampires are no longer tied to Gaia, and can betray without remorse or compunction.

We were able to forge limited relations with the elves and faeries and other elemental creatures, but many of these are mercurial and cannot be fathomed. Their relationship to Gaia is fascinating, to say the least.

Mages have worked with us on occasion, but their arrogance toward their "unAwakened" fellow humans causes them to distrust our message of equality.

Guiding Civilization

We enjoyed great victories, and saw great failures in those heady days when magic still coursed through the land.

When the Impergium was still new, Gaia revealed unto all tribes a great secret. Half a world away was a land where humans had never set foot. The assembled tribes selected several strains of humankind, and led them away from the Wyrms-ravaged lands to the New World. Some tribes resented the departure of the Uktena, the Wendigo, and the now-martyred Croatan tribes. But we heard Gaia's song, and understood. We protected the backs of the three tribes as they led their charges into the New World to purify the land and themselves. Some of us went along on the fabled journey, disguised as members of the other tribes. But most of the Children of Gaia remained behind, to defend our needy charges in the Old World. The Old World tribes would not see the other tribes again for thousands upon thousands of years.

Some groups of Garou settled with individual strains of humankind, to become their protectors. We, however, spread out over the whole of the ancient world. We sought to help all humankind, and not take sides with tribes, which sometimes led to Garou fighting Garou over human arguments.

Our work in the Old World was just beginning. Now that humans were no longer culled, they would become a major power. All the tribes were there to save humans from the Wyrms. We had to be there to save humans from themselves. We showed them the splendor of Gaia's love, and planted seeds of compassion in their hearts. We tended those seeds, and nursed the fragile buds that emerged into full blooms.

Make every day a festival.

— Siduri Sabitu's advice to Gilgamesh, *The Epic of Gilgamesh*

When the vampires seduced the great kings of the world with visions of immortality at the price of their soul, many succumbed. But we showed them a better way. A great Child of Gaia heroine named Siduri Sabitu, divinely charged with the radiance of the Goddess, poured a cup of "reality revealed" to the great Sumerian king Gilgamesh. In it, he saw

all the pleasures he would lose should he succumb to vampiric immortality: bathing, eating, drinking, raising children, and especially making love. He understood his choice: unlife, enslavement and power of the Wyrms, or life, freedom and the joy of Gaia. He turned to Gaia, and became a great hero and slayer of Wyrms-beasts.

Let the oppressed man who has a cause

Come into the presence of my statue,

And read carefully my inscribed stele.

— Hammurabi, ca. 1600 B.C., creating the first published laws enshrining human rights.

We encouraged great kings and queens to incorporate Gaia's love into their laws. Gaia's love always loses something in the translation to mandate, but it was important to the emerging human civilizations. As a people yet in childhood, humans were eager to follow a parental summons. It was vital that we lay down the parental law, lest we allow the Wyrms to do so. (By way of contrast, humankind is today in late adolescence, torn between wanting the comfort of external rules, and eager to break old limits and take newfound responsibility.)

We showed them that Gaia's love is a commandment to treat all other creatures with empathy. In the Babylonian empire, we guided Hammurabi to create compassionate laws and fully publish them, that all might read and know their rights. He mandated principles that protected the weak from injury at the hands of the strong, punishments tempered to fit the crime, and protection for women and children through divorce and child support. These laws were far from perfect, and we could not stop him from heeding the Wyrms and building vast wealth by enslaving his brothers. A legendary Child of Gaia Ragabash hero helped loosen these slave laws. He guided the Babylonians to grant slaves the right to conduct business and even own other slaves!

I have not done iniquity,

I have not done violence to any man...

I am Yesterday, Today, and Tomorrow,

And I have the power to be born a second time.

— Egyptian Book of the Dead

In prehistory the Silent Striders made Egypt their sole purview. They were willing to work with us when the Wyrms were strong in the Nile Valley, but made it clear that Egypt was theirs. We ranged across the rest of Africa, where the lusty people venerated Gaia with great enthusiasm. We protected them from the ravages of the Wyrms, who worked to instill shame and debasement of women upon them.

The people of Egypt worshipped a pantheon of gods descended from Gaia, gods charged with care for humankind's soul. It was a golden age. We kept the Wyrms at bay, and worshipped the eternal nature of Life. But the coming of the vampires destroyed it all. They ushered in the Wyrms, and turned the worship of holy rebirth in Gaia to the foul worship of death and undeath.

The Wyrms perverted the worship of the Gaian gods, filling the holy orders with corrupt, authoritarian, militaristic

tic Wyrms-followers who ruled in secret through weak, frightened, or wicked pharaohs. For millennia their power was absolute. The very life was draining from the land. A simple push by the Eater-of-Souls would cause the entire area to dry up and die.

To save Egypt, we allied with the Striders to recapture the Nile Valley. Our great Kinswoman, Nefertiti, found a powerful ally in a new pharaoh, Amenhotep IV. He then opened himself to Gaia, who bathed him in Her radiance. She protected him from the Wyrms-corrupted vampires who ruled Egypt. She boldly burned the hell-spawn out of their crypts with the Halo of the Sun.

The Pharaoh changed his name from Amenhotep (Satisfying to the Gods) to Akhnaton (Beneficial to God), and founded a new religion based on a single powerful god of light. This was the first true monotheistic religion, and it crippled the Wyrms-spawn who had stolen the places of Gaia's pantheon. To purge the priesthood of vampires, Akhnaton built an open-sky temple to Helios, and literally burned them out. Akhnaton's religion also stopped the Eater-of-Souls' plan to destroy the Nile delta.

Akhnaton and Nefertiti spread teachings of perfect love, openness, and non-conformity. They loved beauty, and brought great art into the royal palaces. Their inner nobility was inspiring to the people, and a new golden age began. Akhnaton survived assassination attempts, and changed many of the policies of Egypt. He ceased conquest, released

enslaved cities in the Mideast, renounced the powerful, Beast-of-War-riddled military, and cut its funding. The people loved him so much that the Wyrms could never budge him from power.

But after Akhnaton's death, the Wyrms' forces converged and took control again, handing power to his puppet son-in-law, the callow Tutankhamen. They sought to destroy all record of Akhnaton's existence, including even his name, lest the story of his success spread, and inspire others. But the Wyrms beasts were never again as strong as they once had been.

"Moon's Creature"

— Cretan name for kings

Our ideals found greater flowering in Crete, where the Minos, or living aspect of the Moon-Goddess, ruled with a human consort. The Wyrms targeted the land for utter destruction, and there we fought our greatest struggle to date. We prevailed, and sent a great Wyrms-beast back to the abyss. But it was also a time of weeping, for we not only lost a great empire to the Wyrms, but saw the last of the noble "Moon-bulls," or Minotaurs, as well.

Happy and blessed one, you have become divine instead of mortal.

— Dionysian initiation

Gaia's wisdom reached full flowering in Greece. The people embraced Gaia love through Artemis, Demeter and





Hecate. They embraced rebirth through Pan-Dionysus, the virgin-born king who is sacrificed, gives of his flesh to his followers and is resurrected. The humans paid their respects to us by worshipping Dionysus as half-man, half-beast. We built a sanctuary of Zeus Lycaeus (Wolfish Zeus) and taught people how to dedicate their souls to the divine. Our magic was so strong that we opened a direct passage to the Umbra within the sanctuary, and our greatest human disciples could walk the Shadow. With the aid of the Black Furies, we kept the Wyrn at bay.

We built on our success by turning mankind's Weaver-inspired intellect to pursuits founded on Gaian ethics. This was a rare achievement, for in many lands the Wyrn found fertile fields in hearts where the Wyld was not strong. Under our tutelage, the Athenians built equality into the foundation of the law. Rule deriving from the consent of the governed reached new heights.

Our tribe's love of working out policy differences in public discussion was highly regarded by the Greeks, and they built their government around it. This shook up the old aristocracy of Athens, which was as Wyrn-ridden as any other before or since. New leaders came to power from the lower classes, on the strength of their ability to make their arguments clear to the people. The system was not perfect, but it kept the Wyrn from hoarding power and consolidating control through his minions. But this step forward was

accompanied by a step backward, as equality was only accorded to males.

Nevertheless, women held more status in Greece than in other burgeoning civilizations, due to a strong presence of Black Furies. In an inspired move, our tribe and their conspired with our Kinfolk to suspend a particularly foolish city-state war by convincing the women to withhold sex from their partners until the men renounced the war. After a discomfiting ordeal, the men agreed to end the war. This account has been fictionalized by Aristophanes in his play, *Lysistrata*, and is now considered nothing but a legend. But you might read this play as a moving account of the ability of one person to change a society through clever and peaceful subversion of the Wyrn.

Once Athenian democracy was established, we worked tirelessly behind the scenes with our Kinfolk and like-minded humans to create the Amphictyonic League, which linked many city-states in a great pact of peace. True to our highest impulses to wage peace, we channeled men's Gaia-given aggressive natures into peaceful pursuits. This long-term triumph was greater than all the myriad short-term victories we achieved. Remember that. What good is the murder of your enemy, if a new enemy arrives the following day? Waging peace means far more than ending war.

All wars and hostilities would stop for a month every four years for the celebration of peace in the Olympic games.

People looked forward to the games for years, and the good feelings generated by releasing rage in non-lethal games and intellectual competition gave rise to peace treaties. People could not bear arms during this time, and they had to grapple with solving their problems peacefully. After the games ended, some wars ended as well, and treaties brokered during this time lasted longer than others. We proved an important Gaian notion here: democracies do not war with democracies. The Wyrms set about destroying all future democracies, and prevented the spread of democracy for a long, long time. But it could not stop us forever...

Still, many of Greek-Gaian ideals took root in Rome, a city founded by humans nursed by the wolf Lupa and sent afloat down the Tiber river. The Children of Gaia literally "nursed" the fledgling Etruscan city into a repository that could keep alive Greek ideals after the fall of Athens. Again, the golden age of Gaia was upon the land. But it would not last. Rome too became corrupt, and in desperate need of change. That change would come, and it would shake the world...

One vision I see clear as life before me, that the ancient mother has awakened once more, sitting on her throne rejuvenated, more glorious than ever.

— Saint Ramakrishna, on the Goddess Kali-Ma

In India, a great pantheon emanated from Gaia, and worship based on divinity, pleasure and the sanctity of lust ensued. We instilled so strong a love of Gaia in the humans there that they carved the entire exteriors of their holy buildings with voluptuous representations of entwined lovers. We brought the Tantric mysteries to full flowering here, in our greatest success of the exaltation of holy pleasure since Crete.

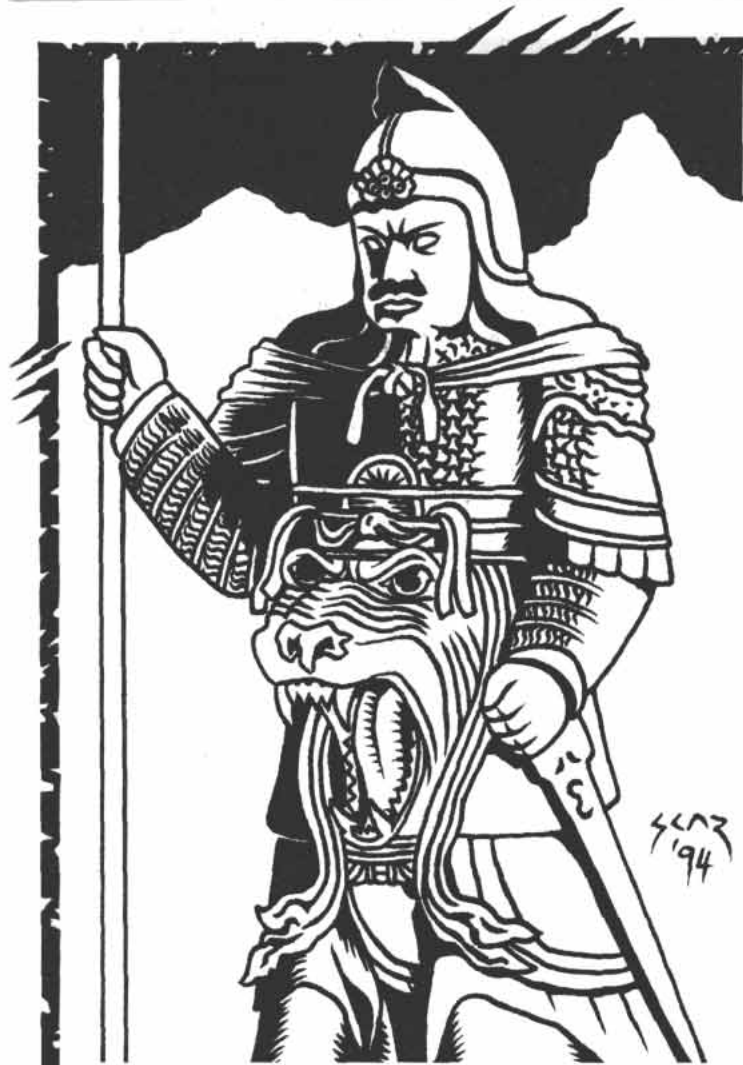
The grateful people acknowledged our work in founding their cities. They said that the goddess Kali assumed wolf-Goddess form, entered the cave of the wolf, and gave birth to the divine founder of their cities. She lovingly placed him in a basket of rushes and sent him down the Ganges to his destiny, sending him on the journey from the divine to the mortal world.

The Weaver was far stronger than the Wyrms here, and the societies were well-regimented. The evils of the caste system grew more from Weaver regimentation than Wyrms wickedness, and as a result it was much harder to root out.

We resisted the incursions of the Wyrms for a long time, but slowly the Wyrms ate away at the rulers of this land, leaving them corrupt. The Kings even perverted the sacred Tantric mysteries, and made slaves of the faithful.

Into this came the Enlightened One, a product of Gaian bliss. The Buddha was born of the Lord of Hosts and the Virgin (Maya), was tempted by the Evil One, and his second coming would





signal the end of the world. He taught a powerful system of inner peace that shattered the Wyrms' hold on the old religion.

The Buddha enlightened King Asoka, and converted him to Buddhism. Asoka made great strides to end the injustice of the caste system, and end sacrifices that strengthened the Wyrms. But after his death his reforms were crushed.

Alas, like many great prophets, Buddha was not accepted in his own homeland. Fortunately, his word was heard in the East, where pacifist mystery cults sprang up to worship him.

In the world there is nothing more submissive and weak than water. Yet for attacking that which is hard and strong, nothing can surpass it.

— Lao Tzu, *Tao Te Ching*

The Children of Gaia journeyed into the far corners of Asia, where we suffered great losses at the hands of the terrifying eastern vampires, who are infinitely more powerful than their western counterparts, and far more knowledgeable. Likewise, the dragons there were not the same as Western Wyrmsbeasts. We communed with these dragons, and learned great secrets. With the aid of the Stargazers, who welcomed our presence, we were able to have a strong influence on the thoughts of humankind. Our eastern brothers and sisters still have access to secrets unknown to much of our tribe. It is rumored that they hold secrets of the Apocalypse.

We helped codify a set of Confucian laws based on benevolence. To please the imperial powers of China, we appealed to "enlightened self-interest," and explained that it made good empire-building sense for people to be able to put themselves in the position of others and treat them accordingly. The Gaian wisdom that benevolence must be cultivated within before it can be manifested without found strong root here. Some of its manifestations surprised us. None of us were prepared for Lao Tzu, who spoke parables so full of enigmatic wisdom that even the Stargazers were taken aback.

However, the Indian prince who became the Buddha would finally heal many of the wounds of Asia. It would take the Wyrms a long time to subvert the new Buddhist teachings and use them again for subjugation. Even to this day that takeover is not complete.

My peace I give unto you.

— Jesus Christ

As with so many other races, the ancient Semitic people once worshipped the goddess, Elohim, and the male god, Yahweh. Like all early people, inheritance and rulership passed from the woman. Many of their great rulers were female, like Debo-rah, who judged all of Israel. We encouraged the Israelites to walk the path of peace, and prize love for all.

This was corrupted by the Wyrms, who took advantage of sexual insecurity to destroy tolerance and female authority, and advocate violence and slavery. As the Wyrms prevailed, Gaia was excised from the holy books. Words meaning "Goddess and God" were interpreted to mean only "God". Yahweh was set above all other Hebrew gods, and then made the only god. His aspect became darker and more warlike. However, this warlike hubris could not save the Hebrews from enslavement by the Romans. But Gaia's love would.

While the Hebrew people were enslaved by Rome, they received a new messenger of Gaian bliss. Similar to the Enlightened One, the Buddha, was the Anointed One, Jesus, who likewise advocated humility, peace, nonviolence and unconditional love. Jesus too, was born of the Lord of Hosts and the Virgin (Mary), and so too his second coming would signal the end of the world. Like the Buddha, he taught a powerful system of inner peace that shattered the Wyrms' hold on the old religion. Alas, like many great prophets, he was not accepted in his own homeland. Fortunately, his word was heard in the West, where pacifist mystery cults sprang up to worship him.

Jesus' teachings created amazing changes in the region. Christians took the Sermon on the Mount literally, and renounced arms. They refused to serve in the Roman Legions, and resisted the draft. One Christian monk, Telemachus, stopped gladiatorial combats by fearlessly throwing his body between combatants. After he was beaten to death by enraged fans, a backlash against blood sports caused the Roman emperor to forbid all future gladiatorial combat. It would take the Wyrms a long time to subvert the new

Christian teachings and use them again for subjugation. Even to this day the process remains unfinished.

After a few hundred years the Wyrms realized it could not crush the Jesus pacifists, and so sought to corrupt them. The Wyrms held out great power to the cult leaders, offering them a place of high regard in the Roman empire if they would deliver a single set of religious books. Soon, church attacked church, and Christians burned one another's holy books to produce a single version. The Romans then set out to conquer, not in the name of Jupiter, but in the name of a corrupted Jesus. We fought these incursions, and brokered peace and cooperation among their victims.

We installed the Kinfolk Emperor Julian on the throne to restore religious toleration, and stop the Christian persecution of the pagans. He refused to supply more troops to the disastrous war against the Persians, and instituted sweeping reforms to give people more say in the government. Alas, his works did not outlast him, and the Wyrms reclaimed Rome upon his death. Many of our Kinfolk, who sided passionately with Julian, were killed or driven from Rome. It was one of our darkest defeats.

Who is it that brings out the living from the dead, and the dead from the living?

— The Koran

Though the Wyrms made great strides over the centuries in the Middle East, we still held fast to a significant minority of people and kept alive the path of peace. We helped found the Turkish nation. Tu Kueh, its founder, acknowledged by saying he was raised by a holy wolf woman, whom he married. We worked with him, through an extensive Kinfolk network, to spread Gaia love.

In ancient Arabia, Goddess-touched queens ruled for centuries, keeping alive many of Gaia's ideals through their worship of the threefold moon goddess, Kore the Virgin, Al-Lat the Mother, and Al-Uzza the Wise Woman. We resisted incursions by Wyrms-tainted religions for centuries, and encouraged wisdom and learning.

When the local priests became corrupt, we sent Zoroaster, a great prophet, to reform them. He also acknowledged our hand in his education by saying he was raised by a she-wolf. Alas, his reforms were taken over in early stages by the Wyrms, who used them to enforce patriarchy in Persia.

We lost the war to depose Gaia from within. A tribe dedicated to the goddess Kore, the Korshites, revised early Gaian writings into a holy book called the Koran. They transformed the female Al-Lat into the male Allah, and turned the yonic Kore shrine at Mecca to a desexualized symbol of the new religion. They removed all female symbols, except the crescent moon of the lunar goddess Kore, which they kept for their flag and standard.

To keep the way of the Goddess alive in a land increasingly overrun with Wyrms-inspired hatred of women, our Kinfolk established the mysticism of Sufism. We served the message of peace to a spiritually parched people thirsty for

love and union with Gaia. The authorities resisted us, and we had to constantly fight just to keep the Sufis alive. To distract the Wyrms-run Islamic armies, we stoked the conflicts with the Wyrms-run Christian armies. This kept the Wyrms divided, attacking different heads upon its own bodies and kept us safe, but inflaming war cost us dearly in human lives and devastation.

There were many in the Middle East who embraced our message of peace. But spreading peace in the Middle East is a difficult matter. An ancient vampire called Malkav slumbers there somewhere, a vampire consumed by madness. His lunatic dreams infect the people, and drive them to madness and war. Some of our Ragabash say this vampire is a source of enlightenment, but few agree.

Many Arabian Children of Gaia are very exceptionally savage, though others are extraordinarily peaceful and Sufi-like.

Heathen — from the Germanic "heiden", that which is hidden.

Most Garou tribes settled in one area. The Shadow Lords strayed into Eastern Europe, the Get of Fenris to Central and Northern Europe, and the Fianna to Western Europe. Though we sometimes clashed with these tribes over the best way to guide humankind, we accepted each others' presence. It was an exuberant time. We ran freely through dark forests and befriended faeries. We lifted the people up and celebrated the passions of Gaia along with them. The north became a refuge for those weary of the Wyrms Wars to the south.



But the Romans brought large-scale warfare to Europe, and the lusty pagan people succumbed to the Wyrms' drums of war. Endless wars washed across the north, as they once had in the south. We brokered a truce between rival tribes of the Fianna, Get of Fenris and Black Furies to put a stop to the Wyrms-led Roman legions before they crushed all the innocents of Europe. We succeeded, and turned the tide.

Ironically, our efforts were aided by the Wyrms' very corruption of the Jesus cult. In embracing apocalyptic Christianity instead of pacifistic Christianity, the Romans believed that the world was doomed to end in their lifetimes. They stopped carrying out the kind of long-range planning necessary for empire-building.

During the Middle Ages, the Wyrms engulfed the Old World. Pagan people were crushed and converted. The Wyrms turned our Prince of Peace into a god of war, and used him to enslave the millions. We rebelled against this, stirring humankind to reform the excesses of the Wyrms-influenced Church. We divided the Church in half, between reformers and old guard. The Puritans stood for purifying Wyrms' taint from their lives. In a world of war, we created pacifist groups from the twelfth century Waldensians to the sixteenth century Anabaptists. One of our greatest triumphs was the Diggers, who sought an end to slavery and coercion, even by gods. The Wyrms quickly wiped them out before they got very far, lest they disturb the rule of corrupt and selfish Kings, but their fame shot through the peasantry like a lightning bolt. The Wyrms destroyed almost every trace of their story, but could not stop the whispers. A tiny ember of freedom smoldered in the heart of the peasant.

To reveal Wyrms' hypocrisy to humankind, we had to encourage mental rigor in even the most untutored mind. So we returned to pagan sources, and brought a revival of classical Greek thought to Europe. This rebirth of reason and logic would culminate in a tremendous blow to the Wyrms, but the Wyrms would never see the subversion coming.

The Wyrms thought it had consolidated power over the Old World, and so set its sights on the New.

We believe that we are not obliged to choose between violence and passive acceptance of unjust conditions for ourselves and others... We believe that new methods, free from violence, must be worked out for ending abuses and for undoing wrongs, as well as for achieving positive ends.

— Jane Addams, *Newer Ideals of Peace*, late 1800s

At long last, the Wyrms burst through the wards that kept it from the New World, and set out to conquer it. European explorers opened up the Americas, and exported violence and slavery in the name of Christ. Unable to stop the tide, we went with them to keep Gaian ideals alive. Our long-lost brothers, the Uktena, Wendigo and Croatan were not happy to see us. They had lived long in paradise, and had forgotten the ways of the Wyrms. While they had stayed still, the Wyrms evolved. They were no match for the Wyrms now.

The Eater-of-Souls laid a wasting curse of the spirit upon the Pure Men, and began to exterminate them. A Child of

Gaia helped the Croatan destroy the Eater-of-Souls, but the Croatan were destroyed along with it. What is not known outside our tribe is that the Child of Gaia sacrificed himself with them. Wherever the souls of the Croatan reside, that Child of Gaia dwells with them.

At first the Wendigo and Uktena saw all European, Asian and African Garou as failures and Wyrms' accomplices who could not stop the humans under their protection from defiling the New World. They were just as likely to attack us as talk to us. But we patiently endured their often-murderous suspicion. After many Children of Gaia had been martyred to the cause of tribal peace, our sister tribes grudgingly allowed us to help them. They agreed just in time, for the Uktena were nearly destroyed. We brought both tribes into the family of all Garou, soothed their pain, and worked to defend the humans under their protection from those humans under our protection. To this day these two tribes trust us more than they do any other.

Slavery, warfare and greed ran rampant in the New World. Our Puritan reformers, who had become Wyrms-tainted and power-hungry in the Old World, now became completely corrupt, and violated their oaths of religious tolerance by becoming the most intolerant.

However, as the Wyrms concentrated its attention on the conquest of the New World, we found opportunity to undermine its grasp on the Old. We convened the greatest Children of Gaia moot in over a thousand years to debate all options. We invited Kinfolk, and Gaia-loving members of all other tribes. We came to speedy consensus, and drafted a new resolution. In this agreement, the Law of Nature Accord, we concluded that focusing all our attention on enlightening a single leader is not enough. We must enlighten the entire system by which humans live. We must encode the laws of love into the laws of human society. Other tribes scoffed at this notion, as they always do, but we achieved it.

We stirred the conscience of humankind back in Europe. With half the Wyrms' forces diverted to the New World, we met only light resistance. We introduced many men and women to the light of Gaia, and turned our Reformation and Renaissance into an Age of Enlightenment. Many Christians became Deists, worshipping a living, intelligent world.

We led Catherine the Great of Russia and Frederick the Great of Prussia to institute social reforms. But our greatest success in the Old World was the Holy Roman Emperor, Joseph II. We led him to institute remarkable reforms in all areas of life. He abolished serfdom, ended the Wyrms-ridden hereditary noble and church power, and created rewards and work based on merit. Most reforms did not survive him, but the nobles and clergy could not end the reforms he wrote into law. The people had more freedom.

The Enlightenment reached the shores of the New World, where the Wyrms did not yet have a strong foothold. Deistic love found a receptive home in the hearts of the new explorers — former serfs all. The founding mothers and fathers became Deists, and openly worshipped nature and

the Mother. For the first time, the Garou and the Gaia-loving humans were stronger than the Wyrms!

Into North America, once the Wyrms' richest prize, we brought the Law of Nature, and instituted not one, but two democracies. We sent visions to the Shaman Hiawatha to create the second true democracy after our triumph in Athens. We then sent visions to great colonial leaders to create the third, and largest democracy.

We enshrined Gaia's compassion in a document as solid as Hammurabi's stele, the U.S. Constitution. Not only did we install the Gaian blessings of life and freedom, we audaciously made into law the highest source of Gaian love: the pursuit of happiness. Just as the Child of Gaia heroine Siduri Sabitu had enshrined the sanctity of pleasure into the heart of King Gilgamesh, our heroes now worked to enshrine the sanctity of pleasure into the heart of the new nation. The life, freedom and joy embraced by a king was now the right to life, liberty and the pursuit of happiness embraced by an entire nation.

The Wyrms were wroth! As the Gaian-influenced U.S. government cut ties with the corrupt, degenerate monarchies of Europe, the Wyrms lashed out to destroy democracy by using the British Army and German mercenaries against the fledgling nation. We had to fight the Get of Fenris, who fought for the Wyrms in order to work with the Germans. It

would not be the last time this would happen. The Wyrms fought hard, and would have succeeded, if not for one of our Kinfolk...

As to the wealthy, vanity increases as it defends its advantages; it appears less guilty than those who attack it, because even injustices, when they have existed to a long time, come to be regarded as a property right."

— Madame De Stael, *Political Power*

France's minister of finance at the time was a Child of Gaia Kinfolk named Jacques Necker. His brilliant economizing had worked miracles during the French fiscal crisis, and he had steadily given more power to the middle class over the nobles and the clergy. Other Garou tribes were irate, and complained that Necker's brilliance was propping up the Wyrms-riddled French government, which should be destroyed instead of saved. But Necker had a plan. He arranged for the French government to borrow heavily to finance vigorous participation in the American Revolution. The French courtiers corrupted by the Wyrms were in a heated competition with their British counterparts, and agreed to help finance the revolution against their rival Wyrms-beasts.

Necker sent the Marquis de Lafayette to the New World with arms and money. The American rebels gained the assistance they needed to prevail. They snatched the rich, virgin bounty of the New World from the tainted hands of the British and delivered it into the hands of merry Deist dreamers who dared to exalt happiness into the sphere of God-given rights. In one scintillating move, the old Wyrms beasts of Europe lost all they had fought to attain. This staggering loss for the Wyrms caused a backlash that resounded across the world, and caused fear and trembling in every stronghold where hereditary power accumulated.

People all over the world began to demand liberty. Monarchies and empires began to weaken everywhere. European Kings, under tight control by the Wyrms, began to deteriorate from the furious demands of their unholy master. The Wyrms, divided on two hemispheres and failed in each, fell to self-recrimination.

The French angrily removed Necker from power. Nevertheless, Necker forgave the aristocrats, and tried to protect his human persecutors from the violence of the people's long-suppressed anger. However, the French government would not heed him. The people revolted and stormed the Bastille three days after Necker's removal, and the Wyrms-beast's rigid control of France collapsed.

The rival Wyrms governments in Britain and France suffered huge defeats, their own power turned against them by one of our Kinfolk. Armed with only his wits, and an abiding love of life, Necker reestablished liberty on two continents, accomplishing more than all the Garou tribes combined. I encourage you to remember that when Harano steals over you and you doubt what one person can accomplish.

Necker helped rebuild the shattered land of France, based on the enlightened ideals of liberty, equality and fraternity.



His daughter, the brilliant Madame de Stael, wrote persuasively on vital issues of the day. She also purchased land in the New World to save caerns there from Wyrms defilement. Upstate New York retains some of the most holy places in America (and the world) due to her merciful and timely purchases.

If one person achieves the highest love, it will be sufficient to neutralize the hate of millions.

— Gandhi

The new nation of the United States of America stood for the Gaian ideals of peace and abundance. All people were welcome in the land of justice and freedom, and were accorded rights and dignities unknown in the Wyrms-corrupted Old World. The Deist founding fathers and mothers had left an enduring legacy of tolerance which inoculated the nation against the Wyrms' temptations and predations.

We built on these successes by spreading peace from America outward. After bitter wars against Canada, including vicious naval battles in the Great Lakes, our Kinfolk in the Canadian and U.S. governments reached out across the borders to forge a disarmament pact. We stopped building forts on both sides of the border, and scuttled warships that were too big to sail out of the Great Lakes. The peace along the world's largest undefended border is now taken completely for granted, as is the prosperity it generates. But to those who know how much work it took, it serves as a model for waging peace through bi-lateral disarmament. In the process, we also gained great honor among the Wendigo, who had become enemies of the U.S. government due to tensions along the northern border.

In addition to restoring widespread Deistic Gaia worship among the founding fathers, the Children of Gaia spread the Gaian ideals among the newly freed humans. Christianity was again grounded in the ideals of peace espoused by Christ, as Christians became pacifist Quakers, and Shakers sprang up in answer to the song of Gaia love. The Puritans, once defenders of religious tolerance but now Wyrms-defiled, tried to slaughter the pacifist Quakers. We defended the Quakers, but the vicious assault by war-like Christians upon peaceful Christians haunts America to this day.

But even as the Beast-of-War and Eater-of-Souls were slow to accept the loss of the New World, the Defiler Wyrms quickly adapted to subvert the new government. Even as we gained ground in the hearts and minds of the settlers, we continued to lose ground in defending women from serfdom, the Africans from slavery, and the Pure Men from genocide. We convened another grand moot to share our thoughts on these issues.

Some among us preferred to work to create equality among humans by fighting against all who persecuted women, Native Americans and enslaved Africans. But others felt this policy would provoke outright war, polarize the nation, slow or stop further progress, and invite the Wyrms forces back. This group preferred to continue enlightening the dominant human sub-group, the transplanted Europeans, and bring incremental, sustainable change without vio-



lence. The first group found that cowardly. At a time when we could have been celebrating, we were falling apart.

As a compromise, we chose to continue to focus on reforming the transplanted Europeans, and not provoke war by liberating women, the indigenous peoples and the Africans. However, we swore to make liberation a high priority. We have sacrificed much to bring our Law of Nature into effect, and drive the Wyrms from the hearts of Americans through the Constitution and steady, incremental change. We still do not know if our compromise was the best solution. The concessions we have made are heartbreaking.

However, we have accomplished much. In the Pure Land, which was still mostly free of Wyrms taint, we finally accomplished the impossible. We broke the most ancient and wicked of Wyrms taboos. We finally freed women from the shackles of servitude. This feat is so new to the world that its repercussions have hardly even been felt yet. We offered humankind the heady, exuberant, delightful and very uncomfortable joys of peace, freedom and sexual equality. The Wyrms offered the comfortable pain of war, slavery and subjugation of women. The choice was clear. And, to their everlasting credit, the people of the New World embraced unfamiliar joys over familiar pain. Humankind was truly growing up.

The Wyrms did great damage to the Pure Men, and tried to eliminate them all. We fought its attempts in Congress, in

the Press, and on the battlefield. We joined our Wendigo and Uktena brothers and sisters, and engaged in limited warfare against the U.S. government that we had worked so hard to build.

We stirred people's consciences to resist enslaving their brothers, and after a horrible internecine war, slavery finally ended. This was a giant leap forward, but also a step backward. The innocent new nation had tasted blood, and despite great suffering, found that it liked the flavor. The Beast-of-War was back, and would soon drag America into foolish fighting.

After losing America and France to the forces of Gaia, the Wyrms fell to bitter recriminations in Europe, as the Wyrms ever does after such loss. Old Guard Wyrms in Germany and central Europe sought to teach the two losing Wyrms (Britain and France) a lesson, and take their territory at the same time. The result was the Great War.

Americans wanted nothing to do with World War I, but clever Wyrms propaganda stirred the pacifistic, non-interventionist, happiness-pursuing Americans into giving a pro-war answer to the question "What did you do during the Great War, Daddy?" Alas, for many men, the real answer turned out to be: "I died like a slaughtered animal along a deadly borderline that moved neither forward nor back for three years."

Many Americans resisted participation in the foolish European war, as they resisted participation in all the earlier European Wars. But the Beast-of-War was firmly settled in America after the unprecedented horrors of the Civil War. This Wyrms aspect used typical authoritarian tactics like police raids, arrests and vigilante mobs to crush the resistance. After the war, an entire generation suffered from shell-shock. The nation had tasted blood a second time, but now found the flavor less to liking.

The war economy gave the Eater-of-Souls a chance to control money policy as well, concentrating vast power into the hands of a few. The inevitable economic crash and depression that followed this legalized theft was even more painful than the war. We had to evolve a new strategy to catch up with the Wyrms. Before we could, events overtook us again, and the new nation had tasted real blood for a third time.

After Germany's defeat in World War I, the vengeance-crazed victors sought to punish the German people. The Germans responded to this cruelty by finding the most hateful monster available and giving him full license to make war. By the time Hitler was stopped, Americans had tasted real blood for a third time. They were now becoming addicted. And we did not know what to do to sober them.

In India, another great human appeared, voicing the Gaian Way. Mohandas Gandhi drove the European colonists from their position as slavemaster over India, and he did it without fighting. His accomplishments taught us how to go about our work.

We started by forgiving the Germans. We were instrumental in obtaining amnesty for the rank-and-file Germans.

This was a start in defusing a potential Third World War. Our next step was to take the lesson of Gandhi to heart. We worked to liberate the oppressed people of America and the world through non-violent means. We helped mold a new generation of leaders that believed passionately in peace and equality. We even installed one of them in the White House. We created a revolution of the spirit in which equality, harmony and love were openly embraced by humankind, especially those born in the aftermath of the Second World War.

But the Wyrms returned. Humankind was deeply demoralized when its greatest Gaian-influenced leaders were assassinated in rapid succession. Cut down were President Kennedy, Martin Luther King, Jr., Robert Kennedy, and Malcolm X. The last was destroyed only after he renounced separatism and embraced King's teachings. A backlash followed, in which the Wyrms contaminated the generation of love with the poison of cynicism. Years of blindness followed. We struggled just to keep from losing ground.

The future of the Children of Gaia is unclear. What is clear is that it will be written by your generation. I wonder. What will you do?





Chapter Two: The Path of Peace

What do you suppose will satisfy the soul, except to walk free and own no superior?

—Walt Whitman, quoted in "Testimonial to Walt Whitman"

Come child. Now that you have rested from the ordeal of your Change, and have heard the tale of your past, it is time to see the present. Come. Run with me!

Do your legs buckle beneath you? Do you feel the gangly awkwardness of a colt that grows three inches in one week? Do you feel the surging, burning pain in your new muscles? It is time to use them. Come now! No excuses. Your legs will hold; the exercise will loosen them and soothe the fires of the Change.

While we run, I shall tell you of our tribe. I will tell you who your people are. For your father is a noble Child of Gaia Kinfolk. We are proud of his work freeing prisoners of conscience. And we are thrice proud he and his partner have delivered to us a new-born Garou.

Do you feel the wind through your first fur? Can you feel your thick skin bristle in the night air? Do you feel your nerve endings crackle at the end of every hair? Can you smell the rabbit on the next hill? Those are your new senses. They will reveal the world more true than you have ever known.

Come! We will run! We will run the night away! And will not stop, even when we are overcome by panting exhaustion!

The Sacred Family

We are the children of the living world. We embrace it and love it and romp upon it, like a baby on her mother's belly. The world is a warm, welcoming place, full of brash excitement and deep, abiding mystery. This world is a gift from She who is our Mother. She gave it freely, so love it. Some are fearful of the world, and some are vengeful towards it, just as some are fearful and vengeful toward their parents. But we live on Gaia courageously and respectfully.

The world is your birthright. As you are a Child of Gaia, you have inherited the world and all that is in it. All Garou are Children of Gaia, they simply do not know it. All animals are Children of Gaia. They know it in a special way, a way that goes beyond our knowing. All humans are Children of Gaia. They know it in their sacred moments. When they hold a baby. When they open their mouths to fill the world with song. When they perform a simple kindness. When they look into the eyes of a revered elder. When they stand up to a bully. When they speak from the passions in their heart. When they sit quietly. When they leap in the air. When they lend a hand. When they look death in the face.

When they make love. When they make the world a better place.

These things bind us in ways that are more powerful than all the divisions that tear human and Garou asunder. Divisions of nation. Of religion. Of breed. Of race. Of tribe. These things all tear us apart, and anything that tears us apart is of the Wyrn. Anything that tears us apart is evil.

Our job, as Garou, is to seek what makes us like those we meet, not what makes us different. The differences are clear and in plentiful supply. We know how to find those. We must learn to see how others are like us. We are all of the same home, and we all have the same Mother.

We learn to see ourselves in our parents. Then our siblings. Then our friends. Then our lovers. Then our children. But can we see ourselves in strangers? And can we see ourselves in our enemies?

When we can master that, we have lived up to Gaia's greatest wish for us, and become the Healing of the World.

Camps

*Draw us near, and bind us tight,
All your children here, in their rags of light,
In our rags of light, all dressed to kill,
And end this night, if it be your will.*

— Leonard Cohen, "If It Be Your Will"

Within Gaia's longhouse there are many chambers. Many of the Children of Gaia have formed separate camps based on divisions in their core philosophy. Before you hear of the camps in our society, I shall tell you that camps are an artificial way to separate the already divided Garou. They are very much a problem, since they cause us to polarize opinions around opposite views, rather than acknowledge that the Truth is too large to fit in anyone's cup.

Camps separate a tribe even more than it has already been divided. The two main factions in our society divide us along lines of our reaction to the Apocalypse. Other tribes have restrictions on camps you may join. In the Children of Gaia, you may join as many camps as you wish, even contradictory camps. We understand that Gaia's truth is one, but can only be seen through many masks. Therefore, there is wisdom in all Children of Gaia camps, and you may seek your truth in any and all. Some Children of Gaia reject this, and wish to form elitist, exclusionary camps. I believe this is against Gaia, even though I understand why they wish to isolate themselves.

Now that you know some of the dangers of the camps, I shall introduce you to each camp, that you may grow wise in their ways and learn how to join them. Step with me, and I shall take you into the tribal gathering, where you can meet an ambassador from each camp. They have arrived via Moon Bridge to talk to you, and tell you of their camps.

Servants of the Unicorn

Hail young one! The Servants of the Unicorn greet you. We are the largest camp, composing nearly half the tribe. We are proud warriors of the spirit. Our task is simple. We bring all the tribes together, and resolve differences. Most Garou disagreements are over small matters that loom large as old hurts are added to the grudge pile. We seek to interrupt that process, and we have stopped many trivial matters from escalating into tribal warfare. Now we work to resolve ancient enmities. It is vital the tribes unify before the Apocalypse. We have no time to waste, and welcome all young Garou into our ranks.

Crest of the Horn

We are a small group within the Servants of the Unicorn. Like the Crest of a real horn, we are the part that leads the charge and scores the first kill.

We realize that some Garou are too far gone to be saved. The Silver Fangs are the problem. They must be deposed, and deposed quickly. Only the Children of Gaia are fit to lead the Garou. Our tribe has made every decision that helped the world for the last ten thousand years. Every decision the Fangs made against our counsel came back to bite them on the ass. But guess what? We don't want to lead. We want to institute democracy through a Garou Council. The monarchy is two hundred years extinct. It's just too dumb to know it's dead.

Our work with the servants has won us allies in every tribe. Our hints of deposing the Fangs have won us more. We'll soon be able to depose them without shedding a drop of blood. There is no point in smoothing away differences with the Fangs. Better to keep track of who's mad at whom so we can exploit it and build a coalition to depose the Toothless Ones. Harsh? You bet. Betrayal? Perhaps. Forbidden by the Litany? Never. It is not only our right but our sacred duty.

Imminent Strike

The time for talk is past. The Apocalypse is at hand. We have but two choices: act quickly and prevail, or waver and fail. The Children of Gaia have wisdom about the end of the world that is necessary to all the tribes. But to prevail, we cannot have resistant, treacherous Garou among us. In order to prevail, we must work only with the tribes who will cooperate with us, and heed our wisdom. Those tribes who cannot quell their suicidal pride cannot be part of our Final Strike.

It is harsh, it is damning, and we have no right to leave them out. But leave them out we must, to triumph. By seeing our firm stand, they may one day change their minds and join us wholeheartedly. So we pray. But we are not afraid to leave them behind.

We must start by cutting ties now. The Shadow Lords are dead weight. The Get of Fenris are problematic. It has been prophesied that a Silver Fang will bear the standard of the Wyrn in the final battle. We must extricate ourselves from them now. If the Uktena do not renounce their dangerous flirtation with the Wyrn we must abandon them as well. The Black Furies must become more



accepting of males. The Wendigo must become more accepting of the descendants of the settlers. The Red Talons must become more accepting of all humans.

We will cut our ties with all tribes if necessary. They must come around to our wisdom to be of use in the Final Battle, and if they do not, we are not responsible for their failure.

We say to our brothers and sisters in the Patient Deed Camp: if all the tribes of the Garou do not come to their senses by the Apocalypse, will you finally agree to cut them loose, or will you insist that we be dragged down by the Wym while we focus on rehabilitating those Garou who want no part of unity?

The Patient Deed

We do not have a Garou to lose. We rise together, or fall together. Just as we accept the least among us, so too must we accept the most wicked among us. If that means we take a viper to our bosom, we do so. The truth of Gaia does not change. All Garou must join in the final battle. We must work to unify all tribes, and not cut off anyone.

Those tribes who are spiteful and resistant to unity are only an external reflection of our own internal spite and resistance to Gaia's will. We must mend ourselves first, and the world will be mended by that action. Trying to mend the world by changing others before we change ourselves will only breed more resistance.

This is the most difficult challenge Gaia has given us. We must battle our internal demons before we look for demons without. We must spend time and patience on our wayward brothers and sisters. We must spend effort in missionary work to other tribes, learning their ways, understanding their ideas, and respecting their laws. There is great worth and deep love at the bottom of all their hearts. We work to bring it to the surface. We must work with them even as they scorn us, and bear their bitter insults with gentle good humor. We must not see our sisters and brothers as enemies. Gaia put us all in the same family for a reason.

We say to those in the Imminent Strike camp, when did Gaia give us permission to abandon any of Her children?

The Anointed Ones

No war. No violence. All the peace we bring, we bring through peace. One cannot bring peace through war. War only makes more war. Humankind has known this from before recorded time. This wisdom is engraved upon their bones. Yet they resist it. We do not.

We contend against none. Our way is lonely, and terrifies all who hear of it, even our own Children of Gaia sisters and brothers. If a Garou is not certain he can eschew violence, he cannot join our line.

We use Gifts to gentle our opponents, but we will not strike them. We are by far the smallest of all Children of Gaia camps, and we are proud of that. Following the will of Gaia without compromise is the most difficult action in the world. Compromise among Garou and among humans is vital. Compromising the will of Gaia is the first step on the path of the Wyrms.

Demeter's Daughters

We heal the world by delivering the wayward human children of Gaia to the bosom of the mother. We are very active in human society, where we advocate a return to nature. We promoted the naturalism of the Age of Enlightenment, and now we spearhead the environmental movement.

We have an extensive outreach program to humankind, in which we demonstrate a reverence for the living world which is attractive to most people who are at all in touch with the life within them. All humans must be introduced to the natural world at an early age. If they are, they become profoundly connected to nature, all of life and Gaia. This automatically develops their human empathy, ripens their love for all life, and inoculates them against the fear-based temptations of the Wyrms.

We attribute the rise in urban street crime to the disconnection of urban settings from the natural environment. Many children grow up with no natural areas in which to play. Our Kinfolk supporters, like the famed Frederick Law Olmstead, battle against the often Wyrms-corrupted and Weaver-riddled city planners to create huge natural areas in the midst of concrete jungles. New York's Central Park may not be sufficient to humanize all of Manhattan, but it has sustained a huge flowering of Gaia in a land paved from shore to shore, and many New Yorkers point to the park as their sole source of sanity.

The Wyrms has not besieged the natural world because it thinks it can destroy Gaia that way. Gaia is too strong for oil spills and toxic waste and strip mining and clear cutting alone to ever destroy her. The Wyrms besieges the natural world to corrupt humankind, and thereby end the world.

We welcome any Children of Gaia from any camp to join us, and be part of both camps.

Angels in the Garden

We Angels are the Children of Gaia adjunct to the multi-tribal group Heaven. Heaven protects, defends, and rescues human children from the Defiler Wyrms. We have created an underground network among Kinfolk and allied humans to protect children and spouses who are the victims of Wyrms-led abuse. Our human allies often break humankind's kidnapping laws to rescue children from the torturers who seek to infuse them with the Wyrms. We provide protection that is stronger than any human law. Our path is a lonely one, and we are often outlaws, but our work is vital. We also work within the tribe and the nation to persuade all Children of Gaia and all Garou to join our cause.

We also help children by inspiring authors to present Gaian ideals in children's books. With the aid of the Glass Walkers, we are learning to present our ideas via television and new electronic

media to reach as many children as possible. This helps us immunize children against the Wyrms in all but the most horrid situations. The Wyrms has created moralist book burners to oppose us, but we have prevailed.

The One Tree

We are the white blood cells of Gaia. We kill invading microbes. We slaughter and drive out all invaders. We kill servants of the Wyrms, human or demon, without apology or compunction. The white blood cell feels no remorse for bursting a fat, juicy bacillus, and neither do we. But we also take no pride in the kill. We do not kill out of hate or malice or love of blood. You may only join when you have killed the hatred in your heart. We are a channel for Gaia to strike her foes. When we kill, Gaia kills through us.

Aethera Inamorata

A thousand welcomes, noble child. Enter into our love. Blessings upon you.

We are the spiritual heirs of the hero Siduri Sabitu, who healed the earliest of human kings, and protected him from evil without and vanity within. We are men and women who use love to heal the world. We exalt sexuality and sexual love to heal wounded bodies and souls. By bringing the infinite joy of Gaia into the lives of men and women, we create peace where once there was anxiety and fear.

We are the heavenly nymphs and satyrs. To the Egyptians we kept the Dance of Time over Ra, and were called the Ladies of the Hour; to the Persians the Hours became the Houri; to the Greeks, Horae; to the Semites, Harlots. To the Romans we were Lupa, priestesses of the Wolf goddess Lupa; in India, we were the earthly angels called Skywalkers, and to the Europeans we were Cunning Women and Cunning Men. Throughout the ages our mission is the same: love, and the healing that love brings.

The Wyrms hates us beyond all measure. It could not kill us, so it tried to convince mankind that sex was evil and unclean. The Wyrms has made all our sacred names into the foulest, most evil words known to man.

Humans loved us too much to drive us out, but the Wyrms often succeeded in convincing pious churchmen to denounce our holy nature and defile our sacred temples. Our hora-houses became whorehouses. Priests and Priestesses became abject victims. As a final stab at our holy work, the Wyrms tried to make sex unclean, hurtful, and deadly.

But the Wyrms cannot stop us. Our sacred rites have holy consequences even in depraved conditions. In the moment of orgasm, all men and women are linked to the divine. Even if they cannot remember the divine presence, the rapture remains within them.

We monitor Kinfolk pregnancies to detect nascent Garou, and prepare the family to give up the child at pubescence. By smoothing the transition for both parent and child, we relieve all trauma except the sacred ordeal of the Change.

We institute intermarriage between Kinfolk of all Garou tribes. In linking our tribes together as a family, we begin to prevent wars between ourselves. This has helped build trust between tribes. If we could convince all tribes to interpret the Litany as we do, we could build great bonds between all tribes. As it is, we sanction and aid lovers from different tribes, so long as they do not reproduce. If they accept our aid, we even help them to ensure that they do not bring metis into the world.

We also "adopt" other Garou. Since all Garou are Children of Gaia, all may join us and our Kinfolk network. After all, a Garou daughter raised as a Unicorn-worshipping Child of Gaia will know she is truly a child of the Goddess. Thus our tribe expands.

The Totem: Unicorn

Will the unicorn be willing to serve thee?

— Job 39:9

Our totem is Unicorn, a noble and healing spirit known to all people in all places, from the southernmost reaches of Asia to the northernmost shores of Europe. Even when the Christian world purged itself of pagan symbols, the male/female Unicorn remained sacred. The male aspect of Unicorn was even adopted by the Christians as the consort of the Virgin Mary; the male vessel by which the holy presence was infused into the virgin.

This noble creature has powers to move humans in a modern, secular world, and haunt their dreams. As a young girl approaches adolescence, she goes through a "unicorns and rainbows" phase. This scorned stage is actually a crucial rite of passage in which her emotional body is given divine strength, just as her nascent sexual body is prepared for the ordeal of childbearing.

You must learn of the Unicorn, and partake of her inner healing. She is a direct conduit to the heart of Gaia. Meditate on her and grow wise to her ways.

Travel to the Children of Gaia homeland in the Umbra, and seek your personal Unicorn spirit. Take your pack, members of other tribes, and human Kinfolk. Though other tribes restrict travel to their homelands, all are welcome in ours. It has even been rumored that some of our elders have cleansed Black Spiral Dancers of Wyrn-taint by baptizing them in the Well of Serenity. Humans are free from the Delirium there, as the peacefulness of Gaia and the spirits of our ancestors soothe the memories of the Impergium. All Garou have a personal Unicorn spirit there which will bind itself to the Garou and aid her in the future. All are invigorated there, and return renewed.

Breeds

Children are principally the creatures of example — whatever surrounding adults do, they will do. If we strike them, they will strike each other. If they see us attempting to rule one another, they will initiate the same barbarism. If we habitually admit the

right of sovereignty in each other, and in them, they will become equally respectful of our rights and of each other's.

— Josiah Warren, *Equitable Commerce*

Homid

Most Children of Gaia are homid. We have built an extensive, global Kinfolk network, and breed almost exclusively within it. We want all children to be born to loving parents who can care for them. For Garou that means breeding only with people who are our Kinfolk. Our Kinfolk know to call the Aethera if their child exhibits early signs of the Change (and if the Aethera have not already found the child).

Lupus

Few of us breed with wolves anymore. It is very difficult to find our foundlings in the wild, since there are so few of us to scour the wilds. Some Garou raise wolves for breeding, which allows them to find their young easily.

Metis

The other tribes adhere to a false interpretation of Litany. Though brave in battle, parents of metis often do not have the strength or courage to face the scorn of all of Garou society.





However, be mindful that metis are Gaia's Children too, and deserve our love and respect. How we treat the lowest among us is how we truly treat Gaia. So we adopt all exiled metis, and make them honorary members of our tribe.

Because our tribe sanctions love between Garou, we must be a thousand times more careful than any other tribe to not produce metis. Thus far, we have been very successful, and have produced very few metis.

Strangely, some metis pups are born with a Unicorn horn. They tend to be peaceful souls who rise above scorn and forgive easily and well. They are marked by Unicorn so we may recognize their capacity for love.

Some of our sages say that the metis are not a dead-end, but actually the beginning of something new. They say that new rites, new technology, or a miraculous accident will enable the metis to breed! Metis offspring will be the holiest of all spirit warriors, prophesied to triumph in the Apocalypse.

Rites and Celebrations

We value rites and honor them. We do not treat them frivolously as some tribes do. But we also do not treat them as locked and rigid. We tinker with them and alter the forms, seeking to make them more powerful and more applicable to our world.

Each member of our tribe is unique, and therefore our moots are unpredictable. Though we keep certain rituals, we are flexible in their execution, and try to keep from falling into too many set patterns. All of the moots include rituals required to maintain the caern, but that is the only truly consistent feature. To insist upon following the same routine every time only strengthens the Weaver. Garou often sing of the evils of the Weaver, and then dogmatically adhere to ancient, rigid patterns. Instead, we follow inner values, and let those values dictate our actions.

The character and nature of our moots depend on our needs. Other tribes believe we lack discipline and respect for the ancient ways. They accuse us of inconsistency and sometimes heresy. On the contrary, child, we understand all too well.

The key is listening: listening to Gaia, one another, and our own hearts. We feel the spirit of Gaia, and let her work through us. We remain flexible, responding to the needs of our people instead of insisting that our people follow ancient traditions that may no longer apply. And we remain true to the song in our hearts.

In times of strife and chaos, we may sit for hours or days in quiet contemplation of the wonders of Gaia, gently honoring the spirits and totems, with little need for the guidance and intervention of sept leaders.

On those occasions when our young run wild, we may have highly structured moots designed to circumscribe the limits of tolerable behavior. Were it not for the colors of our coats, we could be mistaken for Silver Fangs in our awesome authoritarian formality.

In times of lethargy and failing spirits, we may have a wild, passionate revel filled with love and joy.

And in times of war and hardship, we may sing all day long, singing songs of power and reenacting great tales of endurance and victory.

Sometimes we even bring our Kinfolk, and hold a great celebration that is part rural family reunion, part primitive ritual, and part outdoor concert.

The Rite of Passage

*Helper and healer, I cheer
Small waifs in the woodlands wet,
Strays I find in it, wounds I bind in it,
Bidding them all forget.*

— Kenneth Grahame, *The Wind in the Willows*

You will find, O rescued child, as you grow in the world and meet your new brothers and sisters, that our neighbor tribes take a very different view of the Rite of Passage than we do. Theirs' is a brutal ordeal, in which the agony of the Change is compounded by vicious attacks. If the young Garou survives, he is accepted. Many do not survive. This keeps the ranks of the Garou weak and the Wyrms strong.

To our eyes this is a clear transgression of the eighth law of the Litany. But it is tradition, and like all traditions, it is the hobgoblin that haunts small minds. Our traditions are our sustenance, our food. Old traditions spoil, just like old food. To keep traditions healthy, one must routinely stir the pot, throw in fresh ingredients, adjust the seasoning, and when necessary, toss out a whole batch. The Wyrms coil and breeds in old traditions.

Your new family, the Children of Gaia, take a completely different approach to the Rite of Passage and the generation of new Garou. Because we breed almost exclusively with humans, we can easily find our young, and grant them a blissful Rite of Passage. The love you feel from all those you have met is the start of a life-long love affair we shall have. There is no longer just a "me" and a "them". There is an "us". This is the first step in building larger and larger circles of love. What you learn here shall live in you always.

Our Rite of Passage is a sharing, a celebration. The Change is painful and traumatic enough; we need not add to it the horror of violence or rejection. It is a time for us to come together, young and old, in a bond as old as time.

The Litany

Give to every human being every right that you claim for yourself.

— Robert Ingersoll, *Limitations of Toleration*

Other tribes accuse us of disdain for the law, and placing our interpretations above traditions that are ten thousand years old. The first accusation is wrong. The second is right.

We love the Litany. We reject the traditions that have diluted it. The Wyrms have corrupted the practice of Garou holy law just as the Wyrms have corrupted the practice of human holy law.

The law is true. The traditions are false, and unholy. There are critical distinctions in all the Litany. After I tell you of them, you may walk the garden and speak to others, who will tell you their truths about the Litany. I shall meet you at the end of the garden for a final word on the Litany.

Garou Shall Not Mate with Garou

The first part of the Litany must be enforced in its most literal sense. In the age when this law was written, mating referred only to *reproduction*. Thus the prohibition against *mating* is not a prohibition against *loving*! This is a crucial distinction.

Consensual love between those of consenting age is always beautiful, regardless of breed, race, sex, tribe, or whether both lovers are Garou. The Garou must only be careful not to reproduce together, since such unions produce metis. Our tribe has assisted mortals in developing devices to prevent conception. It is best that Garou who keep Garou soul-mates also take human lovers to bear healthy children.

Be mindful that you do not scorn the metis pups. Many tribes send their metis to us, knowing that we will care for them. We do this out of love. Many metis are noble warriors — they had no hand in the accident of their birth. They deserve respect, as all Gaia's creatures deserve respect. In addition, knowing where all the metis are makes it easier to give them proper last rites, so they do not leave Crinos bodies behind when they die.

Combat the Wyrms Wherever It Dwells and Whenever It Breeds

This is our purpose. We are Gaia's children and Gaia's defenders. Other tribes believe that our peaceful ways have weakened our resolve to fight the Wyrms. The truth is that we are clever in choosing our battles against the Wyrms. The truth is that our peaceful ways have helped all Garou stand united in the fight.

The critical distinction here is "whenever it breeds." Our sisters and brothers are so obsessed with fighting the Wyrms where it dwells, that they do little to stop it where it breeds. At inter-tribal moots, we ask "When have you last combated the Wyrms where it breeds?" The other tribes respond with great anger, but few answers.

The Wyrms breed in the Umbra, in the hearts of man, and in our own hearts. We fight the Wyrms by preventing those conditions that give it a way to enter the hearts of men and Garou. We try to end suffering and hatred because where these are found does the Wyrms breed. A peaceful world is a world in which the Wyrms can find no purchase. Promoting peace is combating the Wyrms where it breeds.

Respect the Territory of Another

Other tribes say we violate this law most of all. But remember, Gaia has given us all the living world and all the Umbra. Our protectorate is all of humankind. We need only ask our own permission to go anywhere. In truth, all other tribes need our permission to go anywhere. This is not mere sophistry. This is a potent legacy from the Mother. But remember: all are Children of Gaia. Those who acknowledge this have open access to all the world.

In practice, it is often politic to go through the motions in seeking permission before entering territory another Garou has claimed. Though some among us insist that we press the issue with other Garou, and force them to acknowledge that the entire world is our territory, most of us do not believe that we have time for such a battle.

Allow all Garou who ask to visit the territory considered ours to enter freely. Why prevent others from enjoying any part of Gaia's beauty? We will often allow other Garou to join us at our caerns, but we must be able to vouch for them. It is sad that we have come to this, but the precaution is necessary.

Accept an Honorable Surrender

This is an important part of the Litany. Members of tribes ruled by violence often believe us weak, and challenge us for position and Renown. After you defeat a cruel, mocking opponent, resist the mighty temptation to destroy her. Destroying her would only shame you and make a mockery of Gaia's love and forbearance. Request that she surrender if she does not explicitly ask. Think of your opponent as a wayward (though lethal) child, and spare her. The example you set will do more good than a thousand such deaths.

Submit to Those of Higher Station

The greatest among us have wisdom and experience which you would be wise to heed. However, that does not mean they are always right. You may respectfully question their decisions and their actions. Remember, however, that not all tribes allow such questioning. Be careful that you do not question elders of other tribes as you may question your own leaders, for they may kill you out-of-hand for the insult.

The First Share of the Kill for the Greatest in Station

The greatest in station should have the wisdom to know that it is far better for the shares of the kill to go to those who can best use them. Compassion and wise use must guide the hands of our leaders. Gaia is a giving Mother, and we strive to follow Her example. If all else fails, remember you always have the right to challenge the leader in times of peace.

Ye Shall Not Eat the Flesh of Humans

Just as we would not eat the flesh of a wolf or of a Garou, we must not eat of humans. This part of the Litany was created when such Wyrms-bred atrocities were common. We are well beyond that now, though some members of some tribes are not. Eating our own kind is as sure a path to the Wyrms as any other type of depravity.

Respect for Those Beneath Ye — All Are of Gaia

This is the most sacred part of the Litany. Though it can be argued that other laws are more important to the survival of the Garou, this is the foundation of our tribe. All beings are of Gaia, and we must respect and honor them as our Mother's children. Gaia loves all her children. This is the reason we encourage Unicorn to aid the other tribes. Unicorn recognizes that all Garou are her children, even those who reject Unicorn and unity.

For other tribes the lesson here is to change those who do not respect humans, Bone Gnawers, and metis. For us, the lesson is to respect those who do not respect others. And that is the hardest lesson of all.

The Veil Shall Not Be Lifted

This is the part of the Litany that many other Garou hold to be the most sacred. Guard the Veil well, for it protects us from humans who do not understand our ways. However, we Children of Gaia share the knowledge of our existence with our Kinfolk. We believe it is wise to bring many humans into

our Kinfolk network. Other Garou fear this, and accuse us of lifting the veil.

It is important to recruit Kinfolk. Our Kinfolk have been the vehicle through which we have had the greatest impact upon human society. Some among us prophesy we will only triumph in the Apocalypse through our Kinfolk.

Our Veil is weak. Though this is a curse, it is a curious blessing. It is easy to reveal ourselves to our Kinfolk. We have often revealed ourselves to certain humans we can trust. We use our Gift, Parting the Velvet Curtain, to take humans into the Umbra, where we show to them what the Weaver and the Wyrms have done to Gaia. Humans are Gaia's children too, and have an interest in protecting their world.

Do Not Suffer Thy People to Tend Thy Sickness

This part of the Litany was more important in the dim past, when our very survival was at stake, when old or ill pack members were a hindrance. But now, there are so many other options, and our numbers so few, that we need everyone among us, if not for fighting ability, then at least for wisdom and experience. Our elders do not suffer us to tend their sickness. We choose to do so.

The Leader May Be Challenged at Any Time during Peace

It is our right and our responsibility to challenge the decisions or even the position of the ones who will lead us when we feel that their decisions are wrong. We simply prefer open discussion to the rending of throats.

The Leader May Not Be Challenged during Wartime

Once a course of action has been decided upon, one Garou deciding to follow her own plan endangers us all. We encourage discussion and dissent so that when the time comes for action, we have consensus. This helps us avoid spiteful disobedience. If the action taken by a leader is wrong, he will pay for it afterward.

If a Garou simply cannot in good conscience follow his leader, he may announce his decision, and step away. Passive resistance is not considered a challenge, but is a right and a duty of the conscientious resister. If he is proven right, his fame shall grow. But if he is wrong, he is not to be shamed, for he acted from his heart.





Ye Shall Take No Action That Causes a Caern to be Violated

There is no need for any interpretation of this part of the Litany. Caerns are our connection with Gaia. We must protect them with all our ability.

A Final Word on the Litany

Ancient prophecies speak of a great Child of Gaia hero, The Desperate One, who single-handedly triumphs in the Apocalypse. According to the legend, he does so only after violating every law of the Litany. This legend is probably just a metaphor for free thinking, but it might be literally true. For this reason we are always eager to learn from our dissenters. Who knows? Any of our pups may turn out to be the Desperate One, even you.

Rulership

Because our leaders invite and encourage discussion and even dissension, other tribes declare we have no leaders. But we clearly understand the vital function that leaders serve, and cultivate the finest leadership qualities in all our people.

We choose our leaders through rituals in which Gaia makes it clear to us which among us are to rule. We have great debates first, in which everyone argues passionately for their positions. When all ideas are on the table, the outcome is usually clear. Thus we rarely have succession struggles. But Garou of other tribes often think we can never agree on anything.

Each protectorate has two leaders, traditionally male and female. The female, Voice of the Goddess, is the decision-maker. The male, Arm of the Goddess, is the executor of the ideas. A third leader, the Heart of the Goddess, interprets Gaia's will in larger issues. Our leadership structure mirrors the triple goddess. Any role can be held by a male or a female, but we often find the traditional roles work best. (As a side note, we have translated this mode into rulership of many human civilizations, with a law-giving female, an executive male, and a metis or an elder beyond child-bearing as a judge. This is echoed in the tri-cameral government of the United States.)

The Family of Humans and Wolves

Unlike most other tribes, we breed almost exclusively with Kinfolk or with humans in whom we have confided our

secret and broken the Veil. We do not explain this to many other Garou, who gossip that we always pierce the Veil with our human consorts. We do not; we only do so with those we bring into our circle and make into Kinfolk.

This gives us a powerful advantage; a wide network of caring Kinfolk. We create very few branches of offspring who cannot be reached when the line produces a Garou. The fruits of our recessive genes do not fall far from the trunk of the family tree.

Taking advantage of our weak Veil, we have been able to forge very close ties to our human friends and companions all over the world. For centuries, we have selected the most compassionate, courageous peace-loving people in the world as associates, life partners and mates. Some of our Kinfolk offspring can even learn Gifts, though we do not tell the other tribes this.

Our Kinfolk bring Gaian principles to a frightened, angry, weary, wounded world. Unlike most people, they know they live in a world wracked by the Wyrms and facing the Apocalypse. This gives them a great sense of urgency and passion unknown to most humans (though attainable by all). Unlike most people, they also know that the world and everyone in it is a manifestation of a living Goddess. This gives them a great patience for their often hateful and ungrateful fellow humans. As a result, our Kinfolk have an unbeatable combination of relentless dedication and untiring love. Many of us credit our Kinfolk with doing most of the hard work to advance the collective soul of humankind.

Our self-reliant and capable Kinfolk have also formed their own global organization, called the Gaia Network; the largest organization of Kinfolk in the world. This network has become so extensive and well-informed that we often defer to its recommendations.

The Gaia Network has created an explosion of youthful subgroups, many of which are so strong that the Kinfolk keep

their affiliations even as they age. We always fear these youths will become so involved in peace activities that the Wyrms will lash out at them, but so far they seem to take good care of themselves.

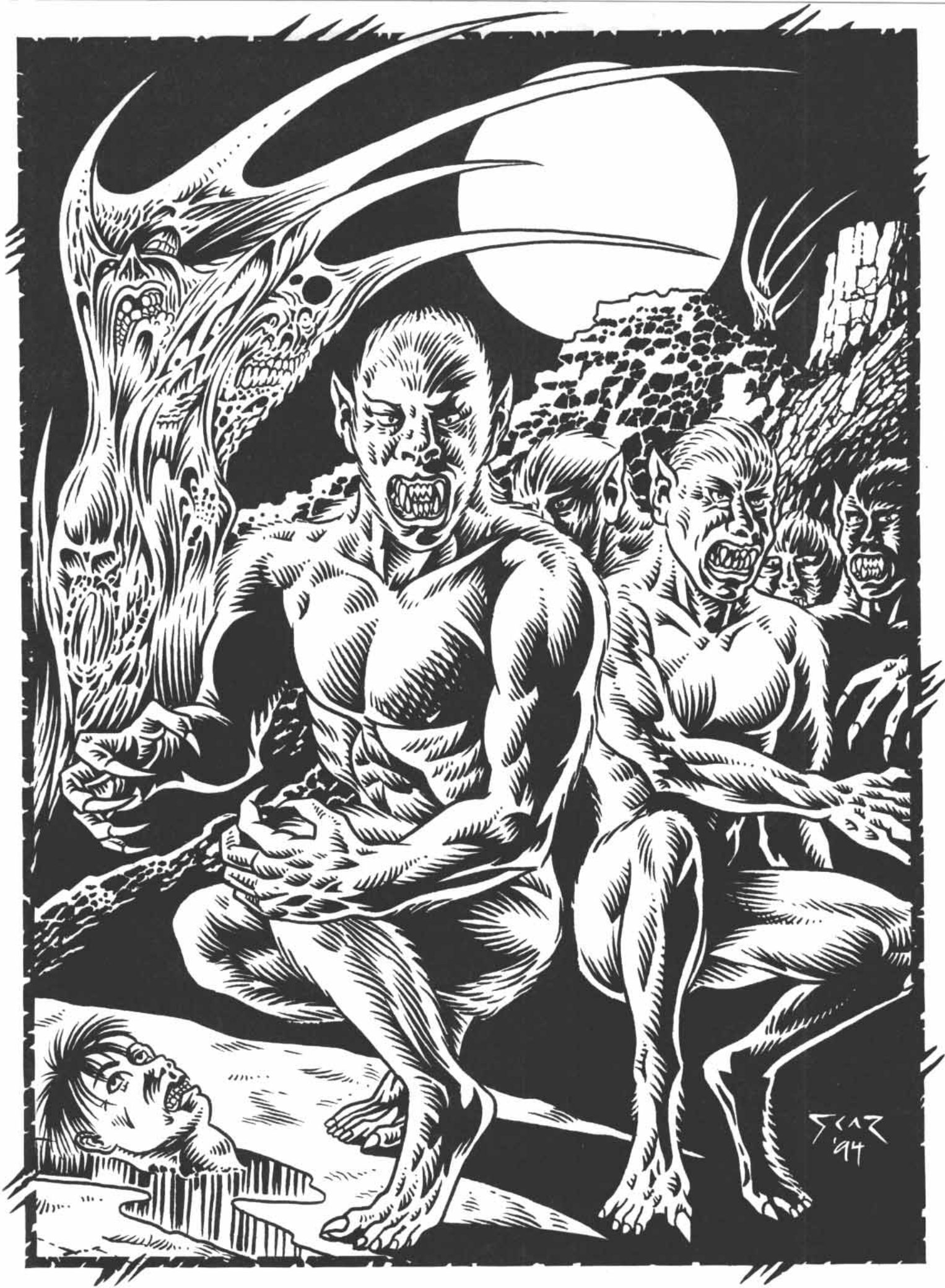
The Gaia Network inspired other Kinfolk groups including GYN: Gaian Youth Network: the largest youth subgroup of Kinfolk; GREEN: Gaian Resources and Environmental Education Network; GRAYL: Gaian Revolutionary Action Youth League; GRACE: Gaian Rainbow Action Community Explorers; GUARD: Gaian Urban and Rural Defense; and SING: Society for the Improvement and Nurturing of Gaia.

We teach humans to prevent war through intermarriage between members of opposing factions. Unfortunately, the Garou are prevented from advocating this policy by fundamentalist interpretations of the Litany. However, there is no law against marriage between Kinfolk. Our Galliards take great delight in singing stories of love between Kinfolk. We grant renown to those who successfully arrange relationships between Kinfolk that promotes peace between two tribes or results in the birth of a Garou.

Our Kinfolk are also our greatest link to humanity. Through them, we can appeal to humankind, and spread our ideals of peace. Our Kinfolk and their human relations have allowed us to influence the course of peace movements throughout history.

We use our Gift of Dazzle to help our Kinfolk see the beauty and awe of Gaia. We use the Gift Parting the Velvet Curtain to take our Kinfolk to the Umbra to see the nature of the Wyrms and the Weaver and the Wyld. Then we take them to our homeland so they can know our Mother's love. We show them the story of the creation of our tribe and they learn that only by spreading the message of Gaia's love to humanity can we triumph in the Apocalypse.





Chapter Three: The Whole of the Goddess

*There's no home in this world anymore for a saint,
With a salesman to franchise his sandals...
To stand in the garden and ask for nothing,
Well there's nothing they'd ever call more dangerous.
There will be robes and gowns, There will be saints,
There will be magic clowns, dressed for the masquerade.
Come riding, riding, riding,
Come running for your life.
Come take this song of my brothers,
Come take this healing light.*

— Rob MacDonald, "Song of My Brothers"

Becoming the Healing of the World

Now that you know of the world within the nurturing bosom of the Children of Gaia, it is time you learned of the world without. There are terrors in the world to chill the soul of the most hardened warrior. You cannot inure yourself to hurt. That way lies the Wyrn. You must face evil with an open heart, or your closed heart will do the work of evil.

Many are the Wyrn's disciples. You shall learn of them, and learn to defeat them. But the greatest monster you must fight is the one that lurks within your own bosom.

Forces of Good

Action from principle, the perception and the performance of right, changes things and relations; it is essentially revolutionary... It not only divides states and churches, it divides families; ay, it divides the individual, separating the diabolical in him from the divine.

— Henry David Thoreau, quoted in *Pioneers of American Freedom*

The wide world is a confluence of the triune forces of the Wyld, Weaver and Wyrn. But the clearest forces that have guided man's development are the Gaian forces of love and openness and generosity toward all, and the Wyrn forces of shame and fear and selfishness. The Gaian forces draw us

together, and lead us to forge connections with our world, our neighbors and ourselves. The Wyrms forces lead us to shatter connections and hide behind barriers.

These two forces wrestle for the hearts and minds of all humans. Their battle can be seen throughout history, and their intertwining can be felt in all religious traditions. In one chapter of a holy book, the writer goes on at great length describing the compassion and eternal mercy of a loving God. In the next, the author describes a jealous god who has no patience for even the smallest transgression. In one chapter, the solomonic author waxes rhapsodic about the body of his mistress and the transcendent bliss of his carnal relationship with her. In the next, the pleasures of the flesh are attacked as being ungodly. In one chapter, God calls for peace and understanding for all. In the next, he exhorts his followers to kill the children of their foes.

This is not inconsistency on the part of the divine. These contradictions merely reflect on which powerful being the author had elevated to the status of a God— Gaia or the Wyrms.

This same tug of opposites shows up everywhere, in every institution created by humans. These contradictions appear in law, business, politics, education and even entertainment. Some laws are made to protect people from oppression, and spread concentrations of power. And some laws are made to oppress people, and concentrate power in the hands of the few. Some business people are eager that all associates, workers and clients benefit and prosper. And some business people want to prosper at the expense of others. Some leaders care for the triumphs and pain of all people. And some care only for the triumphs and the pain of their cronies.

Boundaries between people are constructs of the Wyrms. Division and enmity along racial, sexual, religious, national and cultural boundaries are Wyrms-spawned. Love that crosses these lines is Gaian.

The Wyrms' will must always be imposed from without. Hate must be taught, it is not inborn. Gaia's will cannot be imposed from without. It can only be discovered within, through introspection. For this reason, the Wyrms ridicules self-awareness and spiritual searching, and attempts to fill that need with external religious dogma.

Our senses rebel when others attempt to imposed their bigotry upon us. But our senses rejoice when we are treated with respect and love.



Choosing Healing

I chose and my world was shaken. So what?

The choice may have been mistaken. The choosing was not.

You keep moving on.

Anything you do,

Let it come from you.

Then it will be new.

Move on.

— Stephen Sondheim, "Move On"

Life is full of choices. Seldom will they be so pure and perfect that they will be obvious to you, child. You must make your choice, act upon it with all your heart, and accept the results. Acknowledge when your choice is wrong, and likewise acknowledge when your choice is right.

Two hundred years ago our tribe made a choice. When the Uktena and their protectorate came under heavy attack by the Wyrms and the burgeoning U.S. government, the Uktena appealed to all tribes to send warriors to repel their enemies. We sent many packs, but not the numbers needed. We chose to keep many of our packs dedicated to guiding the nascent government. We knew that the settlers could never be pushed off the shores of the New World, and the greater goal was finding a way for both peoples to live together.

We received withering criticism for this decision. The Uktena felt betrayed. Of all the Old World tribes, we were the only one they had come to trust.

We could have saved more lives had we sent more packs. Were we wrong to continue to assist the colonists and improve their souls? In the end, I think it's clear that we made the best choice for the long term. But that does not set my conscience at rest.

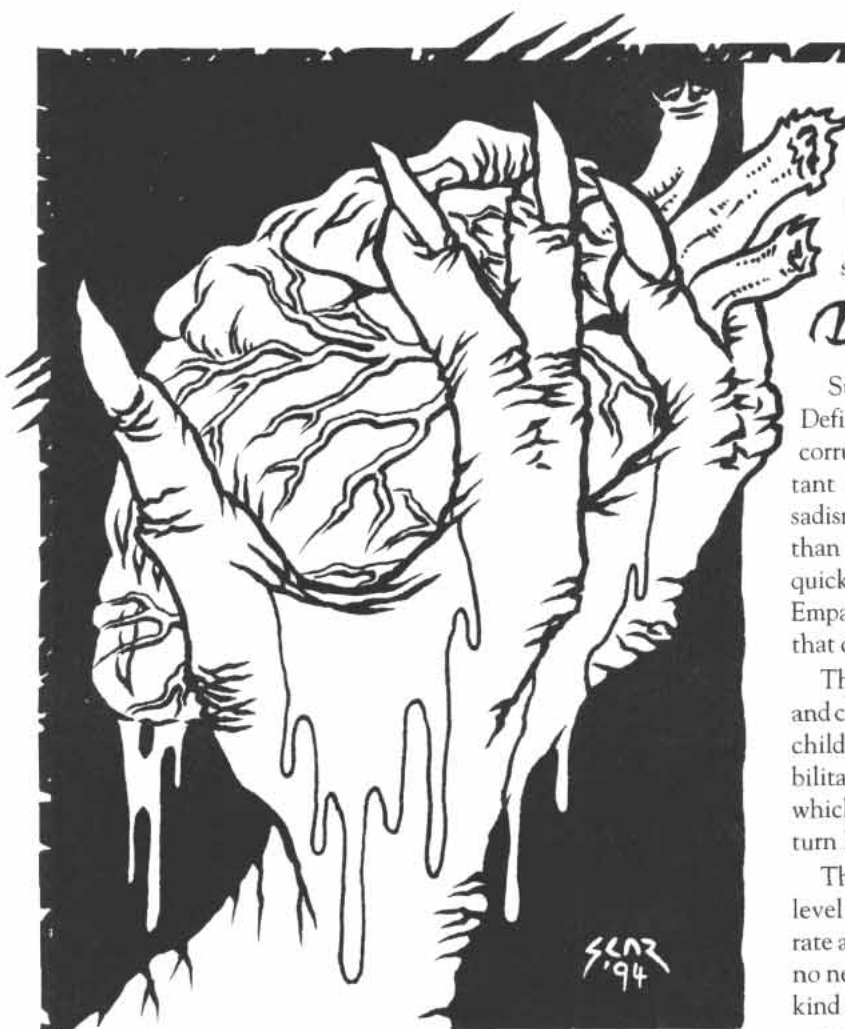
Nonetheless, we cannot indulge in mournful regret. That way lies Harano, and that way lies the Wyrms. Accept your choices, for good or ill, and continue on your way. You will make mistakes in the world. That is how you learn. If you are like your forebears, you will make some huge mistakes. But learn you shall.

And you will do better. THAT is the very process that heals the world. It is as simple as that. For you are the world. As you improve, so improves the world.

The Wyrms

There is but one Wyrms. But the Wyrms has many faces, many masks. Just as all Garou are Children of Gaia, so the three faces of the Wyrms are but one Wyrms.

However, just as the tribes of Garou work against one another, so too does the Wyrms work against itself. The forces that emanate from the Defiler Wyrms aspect of the One Wyrms have often corrupted and destroyed forces that emanate from the Eater-of-Souls and the Beast-of-War.



Eater-of-Souls

This aspect of the Wyrms embodies voracious over-consumption and greed. It spreads fear of scarcity, and makes humans tremble at the thought of want; want of food, of approval, of respect, of love. It is terror personified, and none of us are free from its icy touch.

When you fear that love will not last, or that no one cares for you, or that you are alone in a hateful world, the Eater-of-Souls is eating a hole in your spirit. Only by filling your heart with the love of the Goddess and returning that love to the world can you banish this dread beast. And then the world shall magically transform before your eyes to a loving home overflowing with love and respect and friends who care for you.

Love the world. Trust in life and the process of life, and you shall be free.

Beast-of-War

This is the militant face of the Wyrms. This face stirs rage and anger in humans and Garou. It exhorts us to lash out and destroy our enemies, or anyone who aggrieves us. It builds on the fear engendered by the Eater-of-Souls, and causes the fearful to strike out in blind panic. It is hate personified.

When you feel a blinding rage, and desire to crush your oppressor beneath your powerful fists, the Beast-of-War is

upon you. When you strike your foe, do so because striking her is *necessary*, not because it gives you pleasure.

Act from duty and not hate. Overcome hate, and you shall be free.

Defiler Wyrms

Subtlest and most dangerous of all the Wyrms faces, the Defiler is nearly invisible to most Garou. It is a tiny voice of corruption that whispers that our pleasure is more important than healing another's pain. This quickly turns into sadism. It tells us that meeting our whims is more important than seeing to it that others can meet their needs. This quickly turns to closing the heart, and the death of empathy. Empathy is the single greatest gift of the Goddess. It is all that connects us to one another, and thereby, to the divine.

The Defiler taints children through deep inner wounds, and closes off their empathy. It makes sadists, masochists and child-molesters; sociopaths who seem beyond cure of rehabilitation. The Defiler touches more children every year, which makes good people close their hearts from fear, and in turn kills empathy and produces more sociopaths.

This is the most likely scenario for the Apocalypse: the level of sociopaths reaches a critical mass, and overtakes the rate at which the world produces good people. There will be no need to destroy the world when all the hearts of humankind are closed to one another and Gaia.

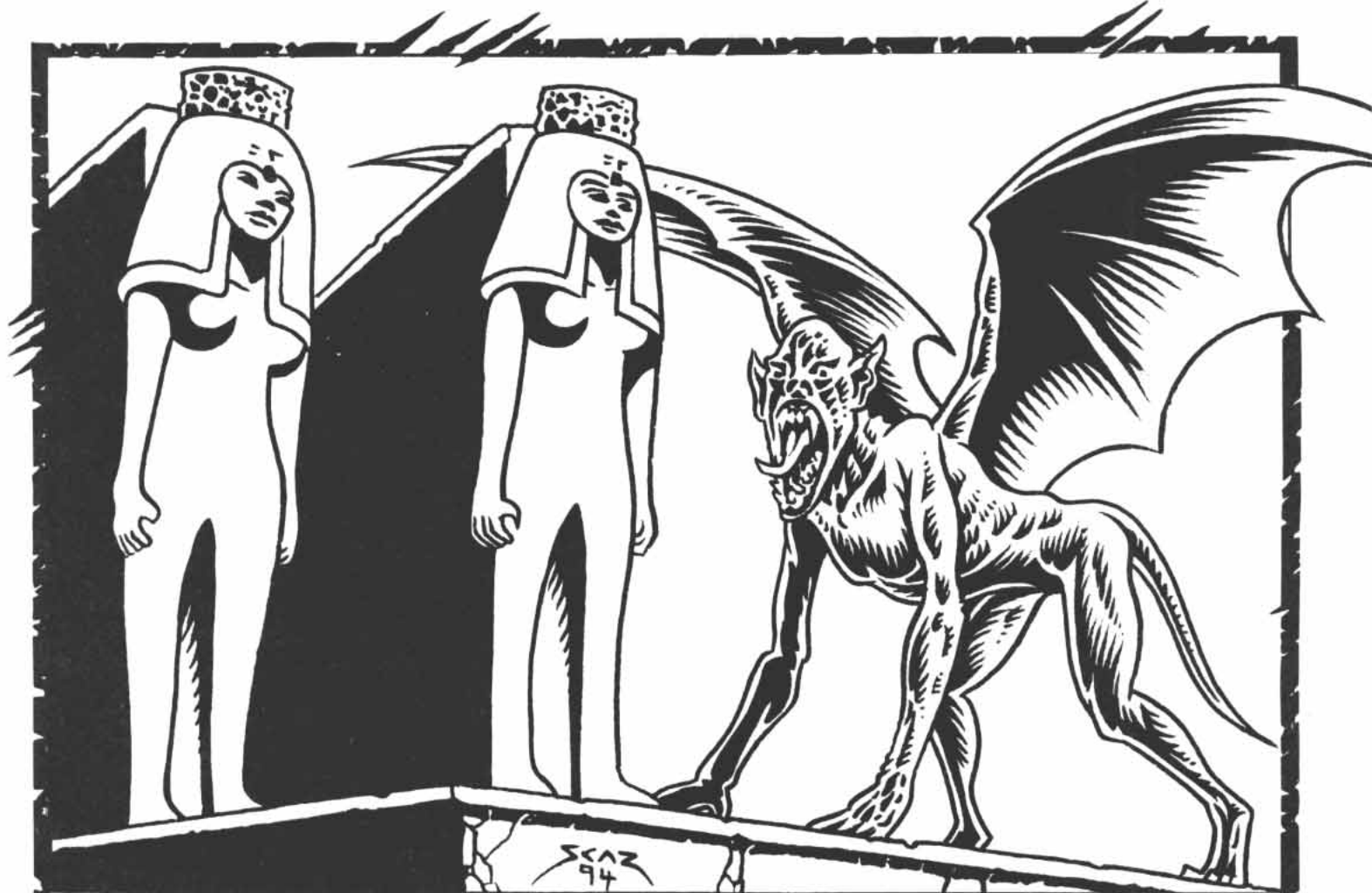
The only possible cure is to love those who are unworthy of any love. We must do as the greatest humans bade us do. We must do what no civilization has yet accomplished. We must do the impossible.

We must love our enemies. Only then are we free.

Vampires

These corrupt beings have lost their connection to Gaia, and have no biological empathy to their fellow creatures. This has locked them into a degenerating spiral in which they are doomed to lose their humanity. Only through artifice and contrivance of moral acts can they maintain their humanity. These damned souls feel no true joy, no living connection to Gaia's radiance, and cannot help others from a sense of love. However, some of our brothers and sisters have been successful in helping them regain a small measure of humane behavior, proving again that no soul is so damned that the loving Gaia will not help it.

Before the arrival of vampires in the Old World cities, the sacred ankh was a symbol of the most holy force: the union of the man and woman. The female oval surmounts the male staff, joined at the crossbar. After the vampires arrived, they perverted this holy symbol to signify undeath and vampiric parasitism. (Though some among us maintain that vampires cling to the ankh to find some hope of redemption, and eventual return to Gaia.)



We are charged with fighting the Wyrms wherever it is found and wherever it breeds. But keep in mind that some among the Kindred strive mightily to be good, and are not of the Wyrms.

As vampires find themselves doing more and more monstrous things, they come closer and closer to the Wyrms. However, some say that they are not condemned to stay Wyrms-tainted for all of eternity, and can be restored to grace. If this is true, it is proof that Gaia abandons none of her children, even the most depraved. If these beings, who by their nature are so vulnerable to the Wyrms, can redeem themselves, why can't the fractious Garou? It may be that we can learn a great deal from the vampires, if we allow ourselves.

But we must use the utmost caution, even in dealing with the most humane of vampires. For they routinely betray others without remorse or compunction.

Mages

Mages are a haughty, arrogant lot. They burn brightly with their power, but often burn out. Some of them work toward Gaian ends, but their means often corrupt their results. Many of them hold large pieces of truth, but their monstrous egos keep them from submitting to love and slaying their internal dragons. They believe they shape

reality with their beliefs, but they will not choose to live in a world of love.

One of their Traditions, the Verbena, worship one face of Gaia, but in an arcane and curious manner. The Celestial Chorus worships the high moral aspect of the Goddess. The Akashic brotherhood splintered off one of our Asian enlightenment cults. The Dreamspeakers have adopted many of our ways, and remain in close contact with us. The Virtual Adepts have been useful in providing the Glass Walkers and us with access to new worlds within Gaia. But the group we have the most hope for is the Cult of Ecstasy. Though they are as self-absorbed and ego-driven as any of them, their rituals open them up to the love and the will of Gaia. They may yet revolutionize magecraft all over the world. They were able partners in the budding of Gaian love two decades ago, and may yet bring it to full flower in the next generation.

Faeries

We think that faeries are nothing less than living bits of magic. When the Gauntlet tore spirit from matter, they could not continue to exist, and fled this world. But some remain, using charms to survive the hostile, divided world. They are dangerous enemies, but can make powerful allies. They are always temperamental, and often irrational as well. Avoid them unless you are certain you must deal with them,

and then be very, very careful. The rules of the world do not operate the same with them.

Wraiths

These are pathetic, dangerous spirits torn from the natural order of life and death. They are stuck in a tragic limbo of ignorance and shame. We must free them, but they are often beyond our reach. We must destroy the foul perversion that has caused them to become ensnared. Perhaps in the Apocalypse...

The Human World

I always consider the settlement of America with reverence and wonder, as the opening of a grand scene and design in providence, for the illumination of the ignorant and the emancipation of the slavish part of mankind all over the earth.

— John Adams, *Notes for A Dissertation on the Canon and Feudal Law*

We have touched all parts of the world. We do not dominate any single area, but we try to reach everywhere. We do not see the world as “our land” and “their land”. It is all everyone’s land. We think globally, and build world-girdling networks instead of isolated enclaves.

We have had trouble building lasting communities in the Mideast, Southeast Asia, parts of Africa, and other war-torn areas. The Wyrms singles us out for assassination in places where it has strength.

We have built large protectorates in well-defended lands, like Switzerland, where we teach peace to the war-weary world. We’ve recently done well in the former Soviet Union, where people have a thirst for freedom, and in the developing world, where we bring food and reproductive freedom to end the tragedy of unwanted offspring. For suffering children have little resistance to Wyrms-corruption.

But we have been most successful in the U.S, where we’ve built a dynamic network across all the states.

However, there are still areas which need our aid. The Shadow Lords lead their Kinfolk in destructive, ancient rivalries throughout their ancestral territories in the Balkans. It is up to us to show them that old ideas of territory and the right to initiate Kinfolk wars over issues of flock are no longer valid. There is still so much work to be done.

Invocation of Final Purpose

Thus ends your Rite of Passage, child.

Know that you have stepped upon the most difficult of all paths. To be a Child of Gaia is to walk with all life, and yet to walk alone.

As Garou you are torn from humanity by the Delirium, just as spirit was once torn from matter. As a Child of Gaia you are torn from your own family of Garou, who do not know we are of one tribe. All those who cling to ancient pain rather than embrace unfamiliar joys will always see you as the enemy. You represent the courage to change, and the enemies of change are legion, and hold all the power.

Your only hope comes in touching minds and hearts and souls one at a time. But once we reach a tiny fraction of humans, they will aid us in our work, and together we can effect change all over the world like a whip crack. When we taught this wisdom to mankind, we slyly called it the “Hundredth Monkey” theory. Have you heard this theory? Researchers watching monkeys noticed that when one monkey washed its fruit before eating it, other monkeys around her soon followed the practice. Then, amazingly, researchers on other islands nearby began to notice their monkeys performing the same behavior. It soon spread to many more monkeys besides. In such wise, humans will follow a good idea and adopt it quickly.

Who knows? Perhaps the hundredth monkey will be you.



42 Kana 1974

Appendix One: Powers

Canst thou bind the unicorn with his band in the furrow? or wilt he harrow the valleys after thee? Wilt thou trust him, because his strength is so great? or wilt thou leave thy labor to him? Wilt thou believe him?

— Job 39:9-12

Tribal Weaknesses (Optional)

An optional rule was introduced in the first **Werewolf** Tribebook: tribal weaknesses. These are quirks each member of a particular tribe possesses, usually due to the social or even genetic nature of the tribe. Weaknesses should not always be enforced. There are some situations where a Bone Gnawer may not suffer a higher difficulty on Social rolls. These situations may be rare, but they can occur. For instance, Black Furies suffer from inborn anger against men, but a Black Fury may not feel anger toward a man with whom she has built a trusting relationship.

It is up to the Storyteller to enforce these rules when an appropriate situation occurs in the game. After all, player may be unwilling to remind the Storyteller that her Uktena's curiosity will get her into trouble.

Children of Gaia Weakness

Weak Veil: Witnesses at +5 on Delirium Chart

The Children of Gaia do not cause as severe a Delirium reaction in humans who see them in Crinos form. Give all

witnesses a +5 on the Delirium Chart (the worst reaction is "Conciliatory").

As with all weaknesses, however, the Storyteller can decide that there are some situations where they are not effective. Thus, a Child of Gaia should never depend on this, since she could, in certain extreme situations, still send humans into paroxysms of fear. Remember also that it will be harder for a Child of Gaia to hide behind the Veil, and that werewolf hunters may have an easier time tracking her down through witnesses to her occasional rampages.

Gifts

- **Grandmother's Touch (Level Two)** — This Gift is exactly like Mother's Touch (level one Theurge), but the Garou can use it to heal herself as well as others. This Gift is taught by a Unicorn spirit.

- **Spellbinding Oration (Level Two)** — Similar to Persuasion (level one Homid), this Gift allows a Child of Gaia to be persuasive when dealing with others. The Garou's statements will take on an air of extra meaning and credibility. Those hearing him are likely to agree with him. This Gift is taught by a Unicorn spirit.



System: The Garou rolls Charisma + Leadership against a difficulty of 6. If successful, the difficulties of all Social rolls are reduced by two for the remainder of the scene. If the Garou is actively trying to exhort his audience to anything other than combat (in any form), the difficulties of Social rolls are reduced by three. The Garou must orate for at least five minutes. The effect lasts for one scene.

- **Good Faith (Level Three)** — With this Gift, the Garou can cause all those in his presence to become filled with a sense of higher purpose. They all feel the work they must do together is more important than their differences. All other distractions are gone, and they feel inspired to take reasonable positions, rather than inflexible postures or exaggerated stands intended to be bargained away. Those who resist, and continue to bargain in bad faith, become loudly and uncontrollably flatulent each time they state their position. This Gift is taught by avatars of the New World Trinity totem.

System: The Garou rolls Wits + Expression against a difficulty of 6. Anyone who actively wants to resist finding common ground or negotiating in good faith must make a resisted Willpower roll (difficulty 6) against the Garou's number of successes. If he fails to resist, his opposition will be betrayed by his sudden flatulence, and he will likely be shunned and viewed as absurdly inflexible by those who bargain in good faith.

- **Trust of Gaia (Level Five)** — With this Gift, the Garou instantly earns the trust of all who meet him or hear

him, even over a telephone or television. They feel instinctively that he is a good and trustworthy person. This feeling wells up from such a deep level that it cannot be changed by even the most invasive mind control. People affected by this Gift can still be mind-controlled to attack the Garou, but hate doing so. Those who are Wyrms-corrupted feel intense dislike instead of trust.

This trust is strong, but it does not supersede the person's common sense. If the Child of Gaia is firing a machine gun into the crowd, the people will still scatter, rather than trust that he'll miss them. However, they will all be convinced that he had a very good reason for firing.

The Children of Gaia warn that this Gift has great potential for abuse, and punish those who use it for petty gain. This Gift is taught by an avatar of Unicorn.

System: The Garou rolls Manipulation + Empathy against a difficulty of 6. The difficulty against Garou, or humans corrupted by the Wyrms, is 8. Wyrms beasts are immune. If successful, everyone who sees, hears, or experiences the Garou in any way must make a resistance roll (Willpower against difficulty 6) or feel a high degree of trust for the Garou. They will confide in him as they would a trusted friend. The effect will last for one scene, or as long as the person remains in contact with the Garou. However, even once the Gift's effect has worn off, the person will feel good will toward the Garou.

Rites

Rite of Comfort (Rite of Accord)

Level Two

This rite is performed over a subject suffering Harano. If successful, the sufferer is thereafter prevented from falling any deeper into Harano. The rite does not cure the condition, but simply prevents it from worsening. Harano cannot be cured except by individual quests, tailored by the Storyteller. The sufferer may not commit self-destructive acts after the rite has been performed. The self-destructive actions of Harano are dictated by the Storyteller, and not by the player.

During the rite, the ritemaster chants soothing songs to the Harano sufferer. The sufferer may choose to walk out on the rite before it begins, but after it has begun, she must resist (see below) to be able to leave.

System: The ritemaster makes his roll (Charisma + Rituals against a difficulty of 7); the recipient gains the ritemaster's number of successes as special Willpower points. These Willpower points may take the recipient over ten in her Willpower score. The recipient may spend these special points to resist self-destructive impulses caused by Harano, but may not spend them for any other reason.

If the recipient is unwilling to receive this benefit, she may resist with a Wits + Primal Urge roll. If she does not

successfully resist against all the ritemaster's successes, she is prevented from taking any self-destructive action until she has used up all the special Willpower points resisting self-destructive impulses. If she successfully resists, she is not affected by the Rite of Comfort.

Rite of Gaian Blood (Mystic Rite)

Level Three

This rite causes the subject's blood to course with the living power of Gaia. The blood is painful to vampires, who can take no nourishment from it (though it does not harm them). Wyrms beasts also cannot abide the taste of the blood, or the smell of the subject. They must make Willpower rolls in order to touch the subject, or do anything that will bruise the subject, or cause her blood to be spilled.

System: The ritemaster rolls Wits + Rituals against a difficulty of 7; only one success is required. The effect lasts for one lunar month.

Rite of Resolution (Rite of Accord)

Level Four

This rite is enacted before ritual combat. The Garou join in affirming their respect for each other through howls of praise for all participants. When the rite has been concluded, the participants will not frenzy against one another in ritual combat.



System: This rite prevents participants from frenzying on each other in ritual combat. In order for the rite to be effective, both combatants must take part in the rite. The combat must also be a Duel — the rite has no effect on regular combat. This rite ends after combat is concluded. The ritemaster's difficulty (Charisma + Rituals roll) is the highest Rage among the Garou present. Each Duel participant (not the ritemaster) must spend one Willpower point.

Rite of the Parted Veil (Mystic Rite)

Level Five

When this ritual is performed three times on three different occasions upon a subject, the Veil is permanently pierced, and the target (most often human, although sometimes a wolf) is immune to the Delirium forever, and the Curse is likewise lessened. This rite is only performed after the Children of Gaia make an exhaustive study of the target and determine his or her suitability. It is often done for mates who wish to join the Children of Gaia as allies and become part of the Kinfolk network.

Although this rite is similar to Rending of the Veil (level four), tribal elders warn that it must never be used against the person's will. It is not used to terrify an unsuspecting or Wurm-tainted human, but to welcome a newcomer to the family of Kinfolk.

System: Standard for Mystical rites.

End Time Rite (Mystic Rite)

Level Five

This rite takes three exhausting days. The rite participants must dance and chant continuously the entire time. When the rite is completed, the participants know whether their recent actions have made the Apocalypse more imminent or less so. They also get a sense of how recent actions taken by the entire Garou Nation have affected the Apocalypse.

The Children of Gaia believe that the world will not be destroyed in the Apocalypse, but changed into a new form based on the methods and tactics of those who triumph in the great battle. This rite gives them a chance to see what that world will be like if the Apocalypse were to come with the Garou in their present state. Many such rites show the Wurm triumphing over a divided Garou nation. Some rites have shown the Garou triumphing, but recreating the world as a place of hatred, division and betrayal — reflecting the tactics that the Garou would use in prosecuting such a war. This direct, first hand experience of the outcome of the Apocalypse stirs the Children of Gaia to find new solutions.

The Children of Gaia have invited other tribes to participate in this rite, but few accept. Those who do so often become converts to the Children's way of thinking on Apocalypse matters. The Children of Gaia try to earn great favors from the leaders of other tribes, so they can demand that those leaders participate in the End Time Rite when it is time for them to return the favor. The Children want all the tribes to learn the secrets of the Apocalypse.





System: The ritemaster rolls Wits + Rituals against a difficulty of 7, although the Storyteller may lower this as the Apocalypse becomes more imminent.

Totems of Wisdom

New World Trinity

Background Cost: 5

This triune being is composed of three bird-spirits that inspired the founding fathers and mothers of the American Revolution: Dove, Eagle and Turkey. Dove represents the Jeffersonian ideals of peaceful commerce with all, and entangling alliances with none. Eagle represents John Adams' notion of a strong, fierce warrior who fights so that his children may become philosophers. The Turkey, a uniquely American bird with high intelligence, represents Franklin's ideas of audacious, defiant individuality and disregard for the Old World emphasis on external appearance over internal qualities.

Traits: Packs gain three additional dice when using any Gift involving persuasion and learn the Gifts Wisdom of the Ancient Ways and Dreamspeak. They can use Dreamspeak to give Gaian visions to influential humans.

Ban: The Trinity requires that its children promote peace, seek justice, and build communities without compromising individuality.

Fetishes

Truth Feather

Level 2, Gnosis 6

This fetish is a single falcon feather. It provides the level one Philodox Gift Truth of Gaia.

Goggles of Sight From Beyond

Level 3, Gnosis 6

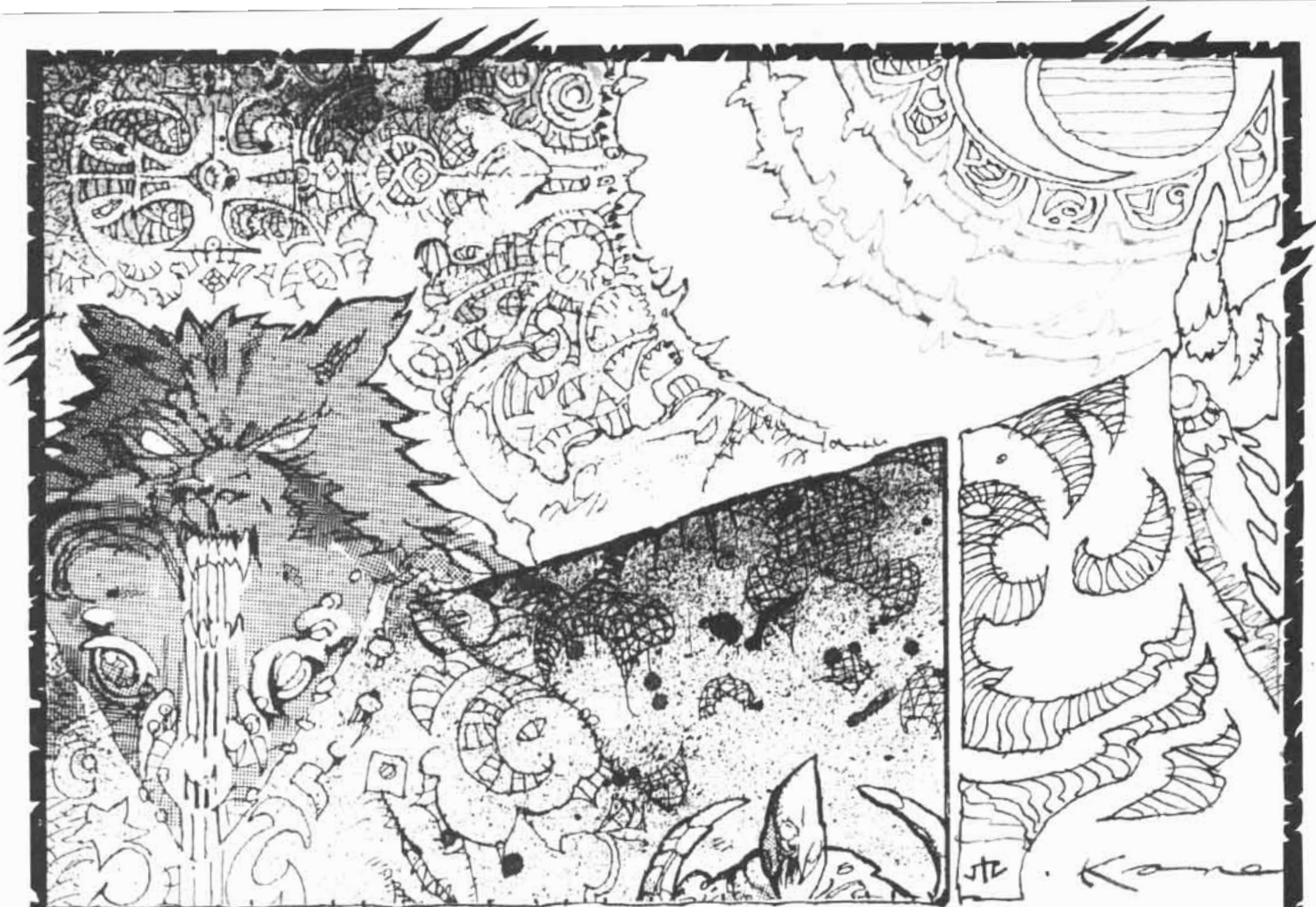
This fetish can be a pair of sunglasses, but is usually a pair of heavy-duty goggles. The goggles provide the level two Theurge Gift, Sight from Beyond.

Gaia's Ghost Shirt

Level 5, Gnosis 7

This fetish is a vest made of reeds. Gaia deflects wounds from the wearer.

The shirt adds two extra soak dice. If the Child of Gaia does not strike his foe, but only tries to subdue him, the shirt adds four soak dice. If the Child of Gaia refuses to fight back at all, the shirt adds five soak dice. The shirt also negates damage from the level five Get of Fenris Gift Fenris' Bite, the level four Shadow Lords Gift Open Wounds, and the Black Spiral Dancer Gifts of Foaming Fury, Crawling Poison, and Balefire.



Merits and Flaws

Burned Out (1 pt Psychological Flaw)

You've fought the good fight for too long and lost one battle too many. It has taken its toll on your soul, and you're ready to give up. Too many times has evil won over your crusades. If anyone starts shoving that peace and love crap down your throat one more time, you just might snap. This Flaw doesn't mean you've given up entirely, just that you're more cynical than you used to be, and more prone to frenzy when things don't go your way.

Horn of the Unicorn (1 pt Supernatural Merit)

Grants one automatic success on any roll involving healing or purification. This is not a real horn, though a short, horn-like shaft of light may appear from the Garou's forehead in the Umbra.

Naive (1 pt Psychological Flaw)

You look at the world through the rose-colored glasses of peace and love. Your privileged upbringing (or massive psychological repression of abuse) makes you all too ready to accept others as kind and caring. You are always the last to suspect foul play or bad intent on the part of another, and this can get you in real trouble. On the other hand, this flaw

often leads people of the Caregiver archetype to take you under their wings with more fervor than usual.

Proselytizer (1 pt Psychological Flaw)

You believe heavy in your cause and won't rest until everybody else does too. This can really help you at first, as the fire of your passion impresses others, but you just don't let up, and this leads others to grow annoyed fast. It can lead to fights if you go too far. If the Storyteller feels the player isn't playing this well, he can impose a Willpower point cost per scene the character does not try to win others to his side.

Supporter (2 pt Aptitude Merit)

You are quietly inspirational to all those around you. People seek you out because your every word inspires them. People are eager to believe you, and hear your words. All your Social rolls have a -2 difficulty.

Metis Disfigurement

Unicorn's Horn: Those metis with the Horn disfigurement may be more respected than usual among the Children of Gaia. The horn may either be a unicorn's horn protruding from the forehead, in which case the metis is considered favored by Unicorn, or it can be two knobby goat horns, in which case the metis is said to be a child of Pan.

Appendix Two: Children of Gaia Templates

I don't know Who — or what — put the question, I don't know when it was put. I don't even remember answering. But at some moment I did answer Yes to Someone — or Something — and from that hour I was certain that existence is meaningful and that, therefore, my life, in self-surrender, had a goal.

— Dag Hammarskjöld (1905-61), Swedish statesman, Secretary-General of U.N.

Children of Gaia are a widely varied group, ranging from delicate dreamers to arrogant killers. But most work to strike a balance between pacifist ideals and the warrior creed. In an age when all life hangs in the balance, the Children of Gaia

contend with their own souls as often as they contend with the minions of the Wyrn. They strive in good faith to answer Gaia's call, knowing that the world will be remade in the image of the tactics they use to fight the Apocalypse.



Wise Fool



Quote: *I live for their laughter, even when they laugh at me. But I always have the last laugh, for they never realize they stopped fighting each other to laugh at me, and walked away as friends.*



Prelude: Your mother was a Garou, not just Kinfolk, and that makes you rare among the Garou. You were raised with the Children of Gaia, where you learned tolerance for other tribes and other breeds by example. You learned the ways of the wolf and the human, and you love both and fear neither. Your unique upbringing allowed you to understand the similarities between humans, wolves and Garou, and understand what keeps them apart as well. Your First Change was not traumatic, but a happy and curiously arousing experience.

You use your talents to show other Garou that they hurt themselves when they hurt one another.

Concept: You believe in the old saying "Laughter is the best medicine." You deliberately play the fool to liven gatherings and lighten moods. You use your talents to make other Garou laugh, and bring joy into their lives. Their grim demeanors hang over them like a palpable cloud, weakening their resolve with cynicism. The weight of their gravity and misery only helps the Wurm. Gaia is strengthened when they laugh and love life.

You understand homid and lupus, human and wolf. You know what to do to make everyone laugh and play like pups. You're not afraid to be the object of ridicule, and often lower yourself to bring others together. Your antics have defused escalating tensions, and stopped open fighting.

You make friends easily, and bring together rivals through their common friendships with you. As rivals get to know each other, you help them see that they are not really so different from each other. You are loyal to your friends and always ready to lend a hand, a paw, or a tail. As a result, you have a wide network of allies.

Roleplaying Hints: Smile often and easily. Be charming, gracious, spontaneous and funny. Tell good-natured, insightful jokes, do acrobatic stunts, dance. Do not respond to anger with anger. Playfully chide dangerous behavior, but don't scold or punish. Laugh and the world laughs with you.

Equipment: Juggling balls, cloak of many colors, marbles, bits of string, chew toy, kite.

CHILDREN OF GAIA

Name:
Player:
Chronicle:

Breed: Lupus
Auspice: Ragabash
Camp: Aethera Inamorata

Pack Name:
Pack Totem:
Concept: Wise Fool

Attributes

Physical

Strength ●●○○○
Dexterity ●●●○○
Stamina ●●○○○

Social

Charisma ●●●○○
Manipulation ●●●○○
Appearance ●●●○○

Mental

Perception ●●●○○
Intelligence ●●●○○
Wits ●●●○○

Abilities

Talents

Alertness ●●●○○
Athletics ●●●○○
Brawl ●○○○○
Dodge ●○○○○
Empathy ●●●○○
Expression ○○○○○
Intimidation ○○○○○
Primal-Urge ●●○○○
Streetwise ●○○○○
Subterfuge ○○○○○

Skills

Animal Ken ●○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Melee ○○○○○
Leadership ●●○○○
Performance ●●●○○
Repair ○○○○○
Stealth ●○○○○
Survival ●●○○○

Knowledge

Computer ○○○○○
Enigmas ●●●○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ●●○○○
Occult ○○○○○
Politics ○○○○○
Rituals ○○○○○
Science ○○○○○

Advantages

Backgrounds

Allies ●●●●●
○○○○○
○○○○○
○○○○○
○○○○○

Gifts

Heightened Senses
Blur of the Milky Eye
Mother's Touch
Open Seal

Gifts

Renown

Glory

●○○○○○○○○○○
□□□□□□□□□□

Honor

●○○○○○○○○○○
□□□□□□□□□□

Wisdom

●○○○○○○○○○○
□□□□□□□□□□

Rank

□

Rage

●●○○○○○○○○○○
□□□□□□□□□□

Gnosis

●●●●●○○○○○○
□□□□□□□□□□

Willpower

●●●●○○○○○○○○
□□□□□□□□□□

Health

Bruised
Hurt -1
Injured -1
Wounded -2
Mauled -2
Crippled -5
Incapacitated

Weakness

WEAK VEIL:
WITNESSES AT +5 ON
DELERIUM CHART

Supernatural Investigator

Quote: *Do you really think that only the Garou are part of Gaia's plan to save the world? Even the Garou cannot agree on the details of Gaia's plan. So how can you be sure that many other creatures are not also part of the holy game of redemption?*

Prelude: You were a secretive child with an insatiable curiosity. From your earliest thoughts, you had an abiding certainty that the world was filled with occult powers and other-worldly creatures. You were drawn like a magnet to all mythical stories, and knew, in spite of ridicule, that the tales were true. You were especially drawn to horror movies about vampires and werewolves and reanimated beings. You really liked the ones that implied that these creatures were not necessarily evil, but answered to a higher power. You still like tales of the fall into darkness, and redemption from evil.

You were reading one night as the light of the crescent moon shone through your window — and you Changed. All your prayers were answered, and you began nocturnal missions into the supernatural world, finally meeting all the beings you always knew were there.

You have met and allied with several highly moral vampires of clan Gangrel. They have introduced you to many other vampires, and are helping you track down a supposedly mythical vampire who has transcended vampirism.

You have met faeries, mages, spirits, demons and

beings almost unclassifiable by any known system. You have learned that there are only two kinds of beings in the world: those who only look out for their own enrichment and betterment, and those concerned with the betterment and enrichment of all. Those concerned with themselves seem to always do the Wyrms' work, even if by accident. Those concerned with others seem to do the work of Gaia, even without knowing their actions aid her.

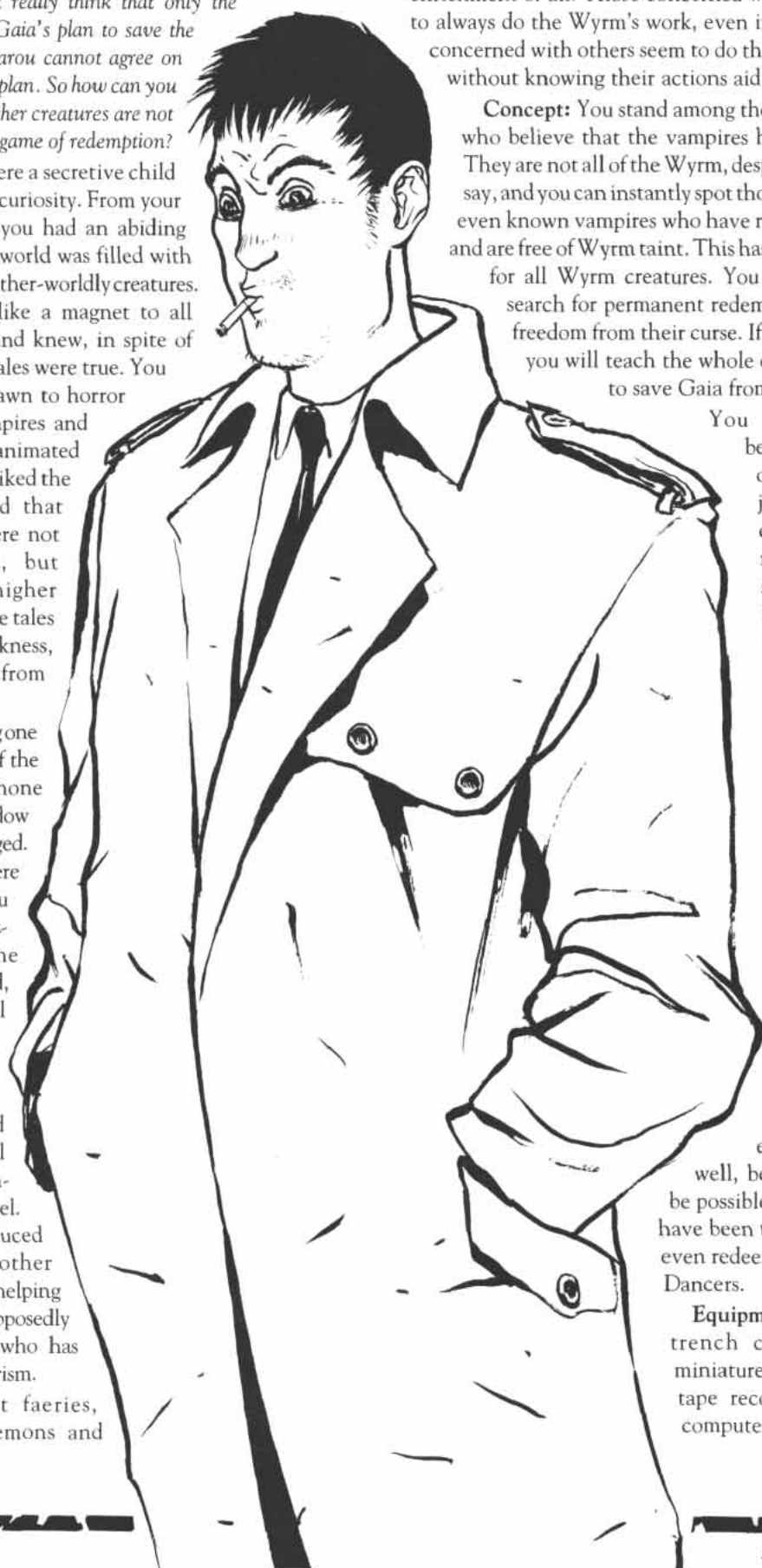
Concept: You stand among those Children of Gaia who believe that the vampires have much to teach. They are not all of the Wyrms, despite what some tribes say, and you can instantly spot those that are. You have even known vampires who have redeemed themselves and are free of Wyrms' taint. This has filled you with hope for all Wyrms' creatures. You help vampires who search for permanent redemption and complete freedom from their curse. If you find their Grail, you will teach the whole of the Garou Nation to save Gaia from the Wyrms.

You forge alliances between the Garou and other beings hidden just beneath the thin crust of conventional reality. These strategic alliances have helped you in the past, and you are eager to make new ones.

Roleplaying

Hints: You are tolerant and slow to pass judgment on others. You defend those vampires who are not of the Wyrms and those who are trying to save themselves. You are, however, quick to react to those vampires who revel in their evil. Your tolerance extends to Garou as well, believing that it may be possible to save Garou who have been tainted, and perhaps even redeem some Black Spiral Dancers.

Equipment: Cellularphone, trench coat, light pistol, miniature IR camera, pocket tape recorder and a laptop computer.



CHILDREN OF GAIA

Name: _____ Breed: Homid
 Player: _____ Auspice: Theurge
 Chronicle: _____ Camp: Patient Deed
 Pack Name: _____
 Pack Totem: _____
 Concept: Supernatural Investigator

Attributes

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●●○○	Perception	●●●○○
Dexterity	●●○○○	Manipulation	●●●○○	Intelligence	●●●○○
Stamina	●●○○○	Appearance	●●●○○	Wits	●●●○○

Abilities

Talents		Skills		Knowledge	
Alertness	●●○○○	Animal Ken	○○○○○	Computer	○○○○○
Athletics	○○○○○	Drive	●○○○○	Enigmas	●●●○○
Brawl	●●○○○	Etiquette	○○○○○	Investigation	○○○○○
Dodge	○○○○○	Firearms	●●○○○	Law	○○○○○
Empathy	●●●○○	Melee	●○○○○	Linguistics	○○○○○
Expression	○○○○○	Leadership	○○○○○	Medicine	○○○○○
Intimidation	●○○○○	Performance	○○○○○	Occult	●●●○○
Primal-Urge	●○○○○	Repair	○○○○○	Politics	●○○○○
Streetwise	●●●○○	Stealth	●○○○○	Rituals	●○○○○
Subterfuge	●○○○○	Survival	○○○○○	Science	○○○○○

Advantages

Backgrounds		Gifts		Gifts	
Allies	●●●○○	Smell of Man	_____		_____
Rites	●●○○○	Sense Wyrn	_____		_____
	○○○○○	Resist Pain	_____		_____
	○○○○○		_____		_____
	○○○○○		_____		_____

Renown

Glory
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Honor
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Wisdom
 ● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Rank

Rage

● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Gnosis

● ● ● ● ● ○ ○ ○ ○ ○ ○ ○

Willpower

● ● ● ● ○ ○ ○ ○ ○ ○ ○ ○

Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

WEAK VEIL:
 WITNESSES AT +5 ON
 DELIRIUM CHART

Anodyne

Quote: *Do you disdain me for the accident of my birth? Do you use the lofty perch afforded by the accident of your birth to judge and condemn? Then "pure blood" must not make for a pure heart. The splendor of Gaia's love can be found in the most base-born, even as it can be lacking in even the most high.*

Prelude: You were brought to the Children of Gaia shortly after your real parents tried to drown you. You don't know their tribes, and you don't care. The Children care for you as their own, and you desire no other home.

You were scorned by visitors from other tribes, but the Children of Gaia defended you. You began to stand out among all metis in your sept, and showed special gifts. The Unicorn marked you as one of her own; you bear a single horn on your brow. You learned to heal the physical wounds that your tribemates received and you have tried to heal the emotional ones as well. You remedy wounds, salve sorrows, and restore spirits.

Concept: You are the perfect balance, the perfect bridge. As Philodox, you are the balance between passion and wisdom. As a Child of Gaia, you are a bridge between the tribes, able to mediate for all of them. As a metis, you are a bridge between human and wolf, brought up among the Garou, both human and wolf and yet neither. You use your special station to bring fairness and justice to all Garou. You felt the scorn of Garou society, but you also felt the love of Gaia and her Children. Gaia has bestowed her greatest gifts upon you, and you will prove worthy of Her faith. You will heal Her children.

Roleplaying Hints: Speak softly but authoritatively. You are confident in yourself and your abilities, and secure in your beliefs. You teach by example more than by words. You know that Gaia and the Garou can be healed, but you are not afraid to take strong action against those who deserve to be stopped, even if they are other Garou.

Metis Disfigurement: Unicorn Horn

Equipment: Walking staff, bandages, first aid kit.



CHILDREN OF GAIA

Name:
Player:
Chronicle:

Breed: Metis
Auspice: Philodox
Camp: Demeter's Daughter

Pack Name:
Pack Totem:
Concept: Anodyne

Attributes

Physical

Strength ●●○○○
Dexterity ●●●○○
Stamina ●●●○○

Social

Charisma ●●○○○
Manipulation ●●○○○
Appearance ●●○○○

Mental

Perception ●●●○○
Intelligence ●●●○○
Wits ●●●○○

Abilities

Talents

Alertness ●●○○○
Athletics ●○○○○
Brawl ●●●○○
Dodge ●○○○○
Empathy ●●●○○
Expression ○○○○○
Intimidation ●○○○○
Primal-Urge ●●●○○
Streetwise ○○○○○
Subterfuge ○○○○○

Skills

Animal Ken ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Melee ●●○○○
Leadership ●●○○○
Performance ○○○○○
Repair ○○○○○
Stealth ○○○○○
Survival ●○○○○

Knowledge

Computer ○○○○○
Enigmas ●●●○○
Investigation ○○○○○
Law ●○○○○
Linguistics ○○○○○
Medicine ●●●○○
Occult ○○○○○
Politics ○○○○○
Rituals ●●●○○
Science ○○○○○

Advantages

Backgrounds

Mentor ●●○○○
Past Life ●●●○○
○○○○○
○○○○○
○○○○○

Gifts

Sense Wurm
Truth of Gaia
Mother's Touch
Resist Pain

Gifts

Renown

Glory
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Honor
● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Wisdom
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Rank

Rage

● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Gnosis

● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Willpower

● ● ● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Health

Bruised
Hurt -1
Injured -1
Wounded -2
Mauled -2
Crippled -5
Incapacitated

Weakness

WEAK VEIL:
WITNESSES AT +5 ON
DELERIUM CHART

Umbral Traveler

Quote: *You make a truly convincing case that there is no hope. But I am here to tell you I know for sure that there is hope. Hope is a living being. I met her. No, really, it's true. Two years ago I was in the Legendary Realm. Sit and I'll tell you the story...*

Prelude: You were born of prominent Kinfolk, and were prophesied for greatness. You have always had an innate spirituality, even as a young child. You were taken to a wild Children of Gaia revel for your Rite of Passage, but as it began, you felt a joyous rising, and saw the moonlit woods falling away below you. You found yourself in a wood far deeper and more mysterious than any you knew. At the top of an enormous hill, you saw a great unicorn. You climbed the hill for what seemed like weeks, and finally looked into its bottomless, shimmering eyes. The unicorn merged with you, and guided you across a beautiful, sunlit land full of plains, lakes, and forests, populated by friendly people and playful wolves. By the time your tribe found you in the Children of Gaia Homeland, you had decided you wanted to stay in the Umbra as much as you could.

Concept: You search the Umbra looking for stories and inspiration for all Garou. You bring back tales of things you have seen and found and share them with Garou of all tribes. The Umbral Realms are a source of tales to inspire even the most cynical Bone Gnawer. You can gentle raging Ahrouns with your tales. You can guide even the worldly Glass Walkers to spirituality in the Umbra. You are aware of the dangers of the Umbra, but you have no fear of it. And there is always more of the Umbra to find and bring back to the Garou.

Roleplaying Hints: Speak earnestly and wistfully of the honesty of the Umbra and the spiritual cleansing it provides. You love to champion the Umbra as the solution to any problem, and love to venture there to seek insight into earthly matters. You know that the Umbra has untapped potential to help Garou understand one another, and may even hold the secret to fighting the Wurm and preventing the Apocalypse.

Equipment: Uzi, flack jacket, flashlight, grappling hook, stun gun, rappelling equipment. You also have a fetish, a Memory Ribbon from the Atrocity Realm in the Umbra. It serves as a reminder of the atrocities you fight to prevent (you may not be possessed and all frenzy difficulties are raised by two).



CHILDREN OF GAIA

Name: _____ Breed: Homid Pack Name: _____
 Player: _____ Auspice: Galliard Pack Totem: _____
 Chronicle: _____ Camp: Servants of the Unicorn Concept: Umbral Traveler

Attributes

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●○○○	Perception	●●○○○
Dexterity	●●○○○	Manipulation	●●○○○	Intelligence	●●○○○
Stamina	●●○○○	Appearance	●●○○○	Wits	●●○○○

Abilities

Talents		Skills		Knowledge	
Alertness	●●●○○	Animal Ken	○○○○○	Computer	○○○○○
Athletics	○○○○○	Drive	○○○○○	Enigmas	●●○○○
Brawl	●●○○○	Etiquette	●●○○○	Investigation	●○○○○
Dodge	●○○○○	Firearms	○○○○○	Law	○○○○○
Empathy	●●○○○	Melee	○○○○○	Linguistics	○○○○○
Expression	●○○○○	Leadership	●●○○○	Medicine	○○○○○
Intimidation	○○○○○	Performance	●●○○○	Occult	●○○○○
Primal-Urge	●●○○○	Repair	○○○○○	Politics	○○○○○
Streetwise	○○○○○	Stealth	●●○○○	Rituals	●●○○○
Subterfuge	○○○○○	Survival	●●○○○	Science	○○○○○

Advantages

Backgrounds		Gifts		Gifts	
Fetish	●●●○○	Persuasion	_____	_____	_____
Past Life	●○○○○	Mindspeak	_____	_____	_____
_____	○○○○○	Resist Pain	_____	_____	_____
_____	○○○○○	_____	_____	_____	_____
_____	○○○○○	_____	_____	_____	_____

Renown

Glory
 ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Honor
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Wisdom
 ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Rank

Rage

● ● ● ● ○ ○ ○ ○ ○ ○ ○ ○

Gnosis

● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Willpower

● ● ● ● ● ○ ○ ○ ○ ○ ○ ○

Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

WEAK VEIL:
 WITNESSES AT +5 ON
 DELIRIUM CHART

Spirit Warrior

Quote: *Wicked cur! You would kill all humans? You are a disgrace before Gaia. The world would be a better place without your hate. Stop your cruelty now or I will stop you.*



Prelude: Your father was a great Children of Gaia Kinfolk who worked in poverty-stricken areas. He was murdered by Wyrn forces when he began to increase the hope and joy in a despairing city.

His brutal death shattered the safety and security of your world. The forces of good seemed small, and unable to protect themselves. Every drive-by shooting, every wife-battering, every foreign war seemed to show that violence was everywhere. All the forces of darkness respected was force. The only way to stop the violence was with more violence. You prayed to Gaia for power to stop the killing. And she answered your prayers.

One moonlit night, as a gang rampaged through your neighborhood, you Changed. You tore the gang apart as an offering to Gaia before the Children of Gaia found you to take you to Rite of Passage. But the Goddess had provided you with your own Rite of Passage.

Concept: You use your abilities to defend the innocent and the helpless. Your father's assassination haunts you, and impels you to greater and greater risks. You are certain that the only way to end the fighting between the tribes will be to get rid of those Garou who do not cooperate. You believe that it's long past time to placate those Garou who do not accept the love of Gaia and the worth of humanity.

Roleplaying Hints: Rage against injustice. Create the peace of Gaia through any means necessary. Eliminate your opponents to end their opposition. Kill for Peace. Peace through War. When those who work against kindness and justice are destroyed, the world will be a better place. Mourn the need for such tactics, but insist that the ends justify the means. You especially enjoy humiliating Shadow Lords or Wendigo in combat. (They often underestimate you because you are a Child of Gaia.)

Equipment: Pistol, knife, motorcycle, leather jacket, handcuffs, knives, crossbow.



CHILDREN OF GAIA



Name:
Player:
Chronicle:

Breed: Homid
Auspice: Ahroun
Camp: Imminent Strike

Pack Name:
Pack Totem:
Concept: Spirit Warrior

Attributes

Physical

Strength ●●●●○
Dexterity ●●●●○
Stamina ●●●●○

Social

Charisma ●●●●○
Manipulation ●●○○○
Appearance ●●○○○

Mental

Perception ●●○○○
Intelligence ●●○○○
Wits ●●○○○

Abilities

Talents

Alertness ●●●●○
Athletics ●○○○○
Brawl ●●●●○
Dodge ●●○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ●●○○○
Primal-Urge ●●○○○
Streetwise ●●●●○
Subterfuge ○○○○○

Skills

Animal Ken ○○○○○
Drive ●●○○○
Etiquette ○○○○○
Firearms ●○○○○
Melee ●●●●○
Leadership ●●○○○
Performance ○○○○○
Repair ○○○○○
Stealth ●○○○○
Survival ○○○○○

Knowledge

Computer ○○○○○
Enigmas ●○○○○
Investigation ●●○○○
Law ●○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ●○○○○
Politics ○○○○○
Rituals ○○○○○
Science ○○○○○

Advantages

Backgrounds

Contacts ●●○○○
Kinfolk ●○○○○
Pure Breed ●●○○○
○○○○○
○○○○○

Gifts

Smell of Man _____
Razor Claws _____
Resist Pain _____

Gifts

Renown

Glory

● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Honor

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Wisdom

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Rank

Rage

● ● ● ● ● ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Gnosis

● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Willpower

● ● ● ● ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □

Health

Bruised
Hurt -1
Injured -1
Wounded -2
Mauled -2
Crippled -5
Incapacitated

Weakness

WEAK VEIL:
WITNESSES AT +5 ON
DELERIUM CHART

Appendix Three: The Blessed

*Ring out the thousand wars of old,
Ring in the thousand years of peace.*

— Alfred, Lord Tennyson, "In Memoriam"

Lore-Speaker Gron

Children of Gaia historical records are older and more complete than those of any other tribe save the Fianna, and they hold esoteric secrets unknown even to the Fianna lore masters.

One of the oldest figures in Children of Gaia record-keeping predates even the recorded history of mankind. Lore-Speaker Gron was a hermaphrodite Ahroun who vowed to end the Impergium, and fought many challenges just for the right to raise the issue of changing the Impergium policy at Garou councils.

After a lifetime of challenges, and after living through multiple assassination attempts that claimed the lives of all his/her loved ones, Gron was allowed to raise the issue at a Grand Moot. Opponents thought they could beat the now-ancient warrior at either combat or Gamecraft, and agreed to Gamecraft. When Gron chose a Stargazer surrogate, she/he lost Renown, but won the war. Gron was murdered on the day the Impergium ended, but died happily, seeing the end of the hated practice.

Children of Gaia still look to Lore-Speaker Gron for enduring courage against seemingly impossible odds, especially against other Garou.



Siduri Sabitu

In the early days of mankind, Children of Gaia heroes were in constant contact with human healers. They all prayed together, and received direct revelation from the Mother. Siduri Sabitu created an extensive network of priestesses to carry her words to the land, and warn people of the corrupting influence of vampires and Wyrn minions. At that time, the Leeches preyed on the locals with impunity, and were gaining political control of Sumeria.

The Garou clamored for the heads of any kings who sided with the vampires. They launched an all-out war against the Leeches and their puppets, who were defiling the burgeoning civilizations. Siduri knew that the Garou would be doomed to lose their war against the vampires, since Leeches can manufacture legions of undead overnight. She feared the arrival of the Apocalypse.

She counseled that the Garou instead work to influence the mortal kings. The Garou refused, saying that they could never match the serpentine subtlety of vampires in statecraft. Besides, what had they to offer a king who has been offered immortality and absolute power? Siduri reproved them, saying that they had fallen into their enemies' game. What the Garou had to offer was better than the Leeches' gift.

She proved this by showering King Gilgamesh with all the pleasures of life in the most delectable manner possible.

Dazzled, the great king chose life over undeath. He could not bring himself to give up the pleasures of the living flesh for all the power in the world. He rejected the vampires, and organized the humans against the outraged Leeches.

This turn of events prevented the vampires from gaining total control of the first city, and gave the Garou time to regroup. Many generations later, the Leeches caused the downfall of this kingdom. But an organized anti-vampire resistance was born in humans that long outlasted the city. Due to Siduri's actions, humans have an inborn suspicion of vampires that carries even into the modern era of science and the vampiric Masquerade.

Jasper Covington

Jasper Covington was a wealthy Englishman born at the advent of the Enlightenment. He was the child of pampered English nobility, who were well-connected Children of Gaia Kinfolk. His parents taught him that fighting Wyrn-beasts was the least effective way to create change. After the taste of blood lost its novelty, he grew disinterested in combat.

What excited him was not warfare, but working behind the scenes to link Gaian love to man's practical life and political rule. Jasper embraced this cause, and became an influential power behind the burgeoning Age of Enlightenment.



He used vast amounts of his family money to bring together the greatest minds for salons and raucous parties that he stirred into hot philosophical debates. He toasted the greatest minds of the day, and tantalized them with bits of literally "enlightened" Gaian wisdom.

He also had a gift for understanding exactly how much change his contemporaries could endure. He could keep them challenged without going past their level of tolerance. His quiet, insistent, behind-the-scenes advocacy made Gaian ideals very fashionable. He never took credit for the ideas, and generously allowed others to publish thoughts that he had tossed into the philosophical mix. Publicly he insisted that his only function was as a gracious host, in perpetual awe of the intellectual superiority of his guests.

He helped spur a rise in Deism, a reverence for nature, the rights of man, and the place of pleasure as the basis for goodness. He helped slow the slaughter of the Native Americans by elevating the "natural man" to a place of respect. This "re-humanized" people who had been dehumanized by Wyrms forces in the colonial government. His greatest success was in spurring a neo-classical revival that borrowed only from Gaian ideals in classical Greece, and not the Wyrms-inspired ideas from the decayed city-states.

He acted as impresario and chief marketer for the Age of Enlightenment, which in turn spawned democratic governments and freedom movements all over the world. The rise of conscience in governing traces a path directly to Jasper.



Sarah Rasheeda Ben-Fasil

Sarah Ben-Fasil is a Theurge who has become a major force in the blazing cauldron of Mideast politics. Her parents were courageous Israeli and Egyptian Children of Gaia Kinfolk, who began their own private Mideast peace process shortly after the founding of Israel. She served in the Israeli army and trained as a guerrilla. She has a remarkable facility for Gifts, and is able to blanket an area in infectiously harmonious energies.

Sarah discovered that an ancient vampire named Malkav slumbers somewhere near Jerusalem; his madness poisons the land and drives humans to frenzy. This is medically documented as "Jerusalem Syndrome," in which hundreds of travelers to Jerusalem go mad every year.

She would like to heal or destroy this mad vampire, but until then, she works to provide an antidote to his broadcast lunacy. Her efforts have begun to pay off, and Mideast leaders have been able to make treaties free of artificially-induced frenzy.



CHILDREN OF CAJA

Name:

Player:

Chronicle:

Breed:

Auspice:

Camp:

Pack Name:

Pack Totem:

Concept:

Attributes

Physical

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Social

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Mental

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

Abilities

Talents

Alertness _____ 00000
 Athletics _____ 00000
 Brawl _____ 00000
 Dodge _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Primal-Urge _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

Skills

Animal Ken _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Melee _____ 00000
 Leadership _____ 00000
 Performance _____ 00000
 Repair _____ 00000
 Stealth _____ 00000
 Survival _____ 00000

Knowledge

Computer _____ 00000
 Enigmas _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Rituals _____ 00000
 Science _____ 00000

Advantages

Backgrounds

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Gifts

Gifts

Renown

Glory
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Honor
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Wisdom
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Rank

Rage

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Gnosis

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

WEAK VEIL:
 WITNESSES AT +5 ON
 DELIRIUM CHART

CHILDREN OF CALA

Homid Glabro Crinos Hispo Lupus

No
Change

Difficulty: 6

Strength (+2) _____

Stamina (+2) _____

Appearance (-1) _____

Manipulation (-1) _____

Difficulty: 7

Strength (+4) _____

Dexterity (+1) _____

Stamina (+3) _____

Appearance 0

Manipulation (-3) _____

Difficulty: 6

Strength (+3) _____

Dexterity (+2) _____

Stamina (+3) _____

Manipulation (-3) _____

Difficulty: 7

Strength (+1) _____

Dexterity (+2) _____

Stamina (+2) _____

Manipulation (-3) _____

Difficulty: 6

INCITE DELERIIUM IN HUMANS

Other Traits

_____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO

Fetishes

Item: _____ Dedicated Level _____ Gnosis _____
 Power _____

Item: _____ Dedicated Level _____ Gnosis _____
 Power _____

Item: _____ Dedicated Level _____ Gnosis _____
 Power _____

Item: _____ Dedicated Level _____ Gnosis _____
 Power _____

Rites

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart

Maneuver	Roll	Difficulty	D
Bite	Dex + Brawl	5	Strength + 1†
Body Slam	Dex + Brawl	7	Special
Claw	Dex + Brawl	6	Strength + 2†
Grapple	Dex + Brawl	6	Strength
Kick	Dex + Brawl	7	Strength + 1
Punch	Dex + Brawl	6	Strength

† These maneuvers do aggravated damage.

Armor: _____



CHILDREN OF GAIA™



Nature:

Demeanor:

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Expanded Background

Allies

Resources

Contacts

Pure Breed

Kinfolk

Past Life

Mentor

Pack Totem

Possessions

Experience

Gear (Carried) _____

TOTAL:

Equipment (Owned) _____

Gained From: _____

Sept

Name _____

TOTAL SPENT: _____

Caern Location _____

Spent On: _____

Level _____ Type _____

Totem _____

Leader _____

CHILDREN OF GAIA™

History

Prelude

Description

Age _____
Hair _____
Eyes _____
Race _____
Nationality _____
Sex _____

	Height	Weight
Homid	_____	_____
Glabro	_____	_____
Crinos	_____	_____
Hispo	_____	_____
Lupus	_____	_____

Battle Scars _____

Metis Deformity _____

Visuals

Pack Chart

Character Sketch



CHILDREN OF GAIA

TRIBEBOOK



War is the way of the Wyrn. And War is easy.

Peace is the way of Gaia. But Peace is the hardest work there is.

So why not fight an all-out war against the Wyrn? In the shadow of the Apocalypse, why not win at all costs?

Because that's what the Wyrn wants.

Because in winning we will lose.

If we triumph in the Apocalypse through terror, suffering and betrayal, we will create a world of terror, suffering and betrayal. And the Wyrn will win.

The only solution is Peace. But how do we wage Peace?

We must win by healing the world.

We must win by changing ourselves.

Or else our salvation becomes our damnation.

The Children of Gaia Tribebook includes:

- The history and culture of the Children of Gaia.
- A "Legends of the Garou" comic book.
- Five ready-to-play character templates.



4500 Stoneridge Ind. Blvd.
Stone Mt., GA 30083
U.S.A.

ISBN 1-56504-141-0
WW 3053 \$10.00

