“Our revels now are ended. These our actors,
   As I foretold you, were all spirits, and
   Are melted into air, into thin air:
   And like the baseless fabric of this vision,
   The cloud-capp’d tow’rs, the gorgeous palaces,
   The solemn temples, the great globe itself,
   Yea, all which it inherit, shall dissolve,
   And, like this insubstantial pageant faded,
   Leave not a rack behind. We are such stuff
   As dreams are made on; and our little life
   Is rounded with a sleep.”
- The Tempest, Act 4, scene 1, 148-158
Introduction:

This is a guide designed to help storytellers, players, and prospective players a vision of how spirits are handled in the Mind’s Eye Society’s Werewolf the Apocalypse Chronicle. This guide seeks to illustrate how spirits are to be created, role-played, and tracked, as well as defining these spirits and how they interact with the Umbra. To do so, we will be using the following books to educate and illustrate:

- *Laws of the Wild, revised (MET).*
- *Werewolf the Apocalypse, revised. (Table-Top)*
- *Axis Mundi: The Book of Spirits. (Table-Top)*
- *Umbra, revised. (Table-Top)*
- *Umbra: The Velvet Shadow, 2nd edition. (Table-Top).*

When utilizing spirits, it’s often helpful to attempt to get into the mind-set. This is difficult, because spirits are alien and foreign to any mindset that human beings have. To this end, there are several pieces of media that might be helpful for you.

Books & Websites:

- The Power of Myth by Joseph Campbell. This book illustrates the Hero’s journey, and the steps and obstacles heroes must go through in order to complete their quests.
- At the Mountains of Madness by H.P. Lovecraft. This is a good example of being face to face with the “other worldliness” of exotic Umbral locations and the strange spirits that reside within them. Not all spirits are there to help.
- A Christmas Carol by Charles Dickens. A classic, yes, but one that illustrates the alien, yet, selfish nature of spirits.
- Native American Mythology. Looking into our past and the lessons and parables presented show us a wealth of ideas and the mind-set for beings as simplistic or complex that you can create [here](http://americanfolklore.net/folklore/native-american-myths/), [here](http://www.native-languages.org/legends.htm)

• Riddles. When you have a mixed group, riddles can be a useful tool to gauge how your players interact with spirits. Spirits revel in riddles and games, and here are a few sites with riddles to get you going.

  http://thinks.com/riddles/a1-riddles.htm
  http://www.riddles.com/
  http://www.rinkworks.com/brainfood/p/riddles1.shtml

Films:

• Pan’s Labyrinth (2006) http://en.wikipedia.org/wiki/Pan%27s_Labyrinth, useful in showing entities that are both alien, foreign, and terrifying. Great if you want to showcase the darker aspects of the Umbra.

• Constantine (2005) http://en.wikipedia.org/wiki/Constantine_(film), this movie is useful in showing what happens when Garou go to places like the Atrocity Realm, the Abyss, and other places that are only used in grand and glorious quests. One should take away from this movie the danger and ferocity of these places and their inhabitants.

• Labyrinth (1986) http://en.wikipedia.org/wiki/Labyrinth_(film), useful for showing various realms and aspects of the Hero’s Journey. Also, the strange, foreign, and alien creatures who aren’t as they appear to be, can be a boon for a storyteller to trick or confound players.

• Final Fantasy: Spirits Within (2001) http://en.wikipedia.org/wiki/Final_Fantasy_Movie, useful for showing how spirits can descend upon locations and people, and what happens when PCs face overwhelming odds.

• Snow White and the Huntsman (2012) http://en.wikipedia.org/wiki/Snow_White_and_the_Huntsman, useful for showing how entire landscapes can be changed by spiritual forces, and how some Umbral domains may look.
TV:

- Once Upon a Time (2011 – ) [http://en.wikipedia.org/wiki/Once_Upon_a_Time_(TV_series)], the character of Rumplestilksin in particular, and the way that he makes his deals with the main characters can be helpful in building pacts and in dealing with characters.

- Avatar: The Last Airbender (2005 to 2008) [http://en.wikipedia.org/wiki/Avatar:_The_Last_Airbender], specifically for the Spirit World. The Face-Stealer, Wan Shi Tong, the Spirit of Knowledge and numerous others. This alien and foreign nature are contrasted with his secretive and strange nature. It is a good example of players giving chimingage to a spirit.

- Supernatural (2005 – ) [http://en.wikipedia.org/wiki/Supernatural_(TV_series)], for so many reasons, specifically the nature of dealing with the supernatural, and realizing that there are bigger and darker things that wait for you across the Umbra that are beyond human comprehension.


- Stargate SG-1 (1997 to 2007) [http://en.wikipedia.org/wiki/Stargate_SG-1], while not dealing with spirits, the show dealt regularly with walking into alien worlds, alternate realities, strange environments, and how human-kind dealt with such things.
Chapter 1: Lexicon

The spirit world can be a confusing and complicated place. In an effort to help make sense of some of what you are about to encounter, please take some time to familiarize yourself with some of the common terminology.

**Abyss:** An Umbral realm which is tear in the fabric of creation. The Abyss is a yawning, chasm that consumes everything that is forgotten or abandoned. In its depths are things long gone and things best forgotten. As the Apocalypse approaches, it steadily grows larger.

**Aetherial Realm:** Stretching across the Umbral heavens, portions of the Aetherial Realm wend their way across the barrier between Earth and the Deep Umbra. Powerful Garou tend to Anchorheads, places where travelers may pass through Earth’s Gauntlet to other worlds; many of these distant realms are staunchly defended by the Stargazer tribe. Aetherial totems strong influence on this realm — the “planetary Incarnae” of Luna and Helios are among the most powerful.

**Airts:** (Old Form) The pathways leading into and through the spirit realms (moon bridges, spirit pathways, etc.)

**Ancestor Spirits:** Garou are faithful to tribe and Gaia unto death and beyond. The spirits of the long-dead wait in the Umbra, watching the exploits of their descendants and ready to aid the living with knowledge, wisdom or perhaps by lending their expertise in combat.

**Anchorhead:** Elusive spirit gates leading into various Realms and other areas in the Near Umbra.

**Apocalypse:** The age of destruction, the final cycle, the birth of death, the everlasting corruption, the end of Gaia. A word used in Garou mythology to describe the time of the final battle with the Wyrm. Many consider this time to be the present.

**Arcadian Gateway:** Here one may find a dying relic of a bygone age, and perhaps portents of the future. This realm is the manifestation of the fae in the Near Umbra, a place where emanations imbued with faerie energy act out the classic roles of fae myth. However the ailing plight of the fae has affected this realm; an Endless Winter slowly advances across the landscape, destroying the old ways. If Garou seek truths about the Fair Folk’s past, they had best quest here soon.
**Atrocity Realm:** Millennia of suffering from all the world’s victims have created the Atrocity Realm, a place where the worst cruelties and tortures have been immortalized. No Garou seeks this place for glory — those that come here do so to learn, no matter how painful the lesson.

**Awakening:** The process of arousing a slumbering (inactive) spirit. When performed on plants, this is known as sanctification. The Rite of Spirit Awakening is used in this process.

**Ban:** Limitations placed upon the spirit by its nature or by something else. Bans represent what the spirit cannot do, will not do, or may do in certain circumstances.

**Bane:** Evil spirits that follow the Wyrm. Many different kinds of Banes exist, including Scrags, Kali, Psychomachia and more.

**Binding:** The process of attaching a spirit to a Garou, making it his servant. Garou generally feel that spirits should only be bound when needed.

**Blight:** Any corrupted area in either the spirit world or physical reality; a realm reflecting either the most perverse and desecrated ideals of the Wyrm, or the static and dehumanizing agenda of the Weaver.

**Bone Rythms:** A minor rite used to pay homage to one’s totem spirit.

**Caern:** A sacred place; a meeting spot where the Garou can contact the spirit world.

**Caern Heart:** The most sacred part of a caern is its center. This is the spiritual heart of the caern. The caern’s heart is where the Gauntlet is nonexistent, and hence the place where the most powerful rituals are conducted.

**Calcification:** The actor process of becoming woven into the Pattern Web by a Pattern Spider.

**Celestine:** The greatest spirits; the closest things the Garou have to gods. Examples are Luna (the Moon) and Helios (the Sun).

**Charms:** Powers of a spirit that are usable by a spirit to help or harm.

**Chiminage:** favors or deals made between spirits and Garou, currency for services performed. Chiminage is also used to describe services performed for the proper spirit in exchange for fetish creation or services rendered.
**Corruption**: The act of destroying, devolving or debasing life; also, the overwhelming effects of the Wyrm’s actions.

**Cyber Realm**: The war against the Weaver has come to the glass and steel skyscrapers of the CyberRealm. In the urban squalor of the streets below, anarchists and idealists gather their forces. High overhead, the Weaver dominates a high-tech realm. “Corporate ladders” of webs stretch across many vertical miles. Computer terminals scattered throughout the upper levels grant access to a sub-realm known as the Computer Web.

**Dark Umbra**: Few werewolves know much about the Dark Umbra, the realm of death. When a werewolf dies, his spirit returns to the Earth Mother; some Garou linger on as ancestor-spirits to guide their kin, while others are said to be reborn in different bodies. For this reason, most werewolves have less a fear of death than a fear of dying poorly.

**Deep Umbra**: The aspects of the Umbra that lie outside the Membrane. Reality becomes more and more fragmentary the farther one travels from the Realm.

**Disconnection**: Werewolves who spend too much time either in the Umbra or away from it may experience disconnection. This dangerous condition can lead to madness or even Harano. Lone wolves are more likely to suffer from disconnection than pack members. The cure for disconnection is to step sideways.

**Domain**: A mini-Realm in the Umbra, usually connected to a larger Realm in the Deep Umbra.

**Drones**: Humans merged with Weaver-spirits, the Weaver version of Formori.

**Engling**: A spirit sent by Gaia for the purposes of renewing her brood. Their purpose is one of sacrifice, being sacrificed to give Gnosis to Garou.

**Enigmatic Spirits**: Most of the spirits that Garou deal with are tied to something concrete and understandable, such as a type of animal or plant. Some have no such connection, though. Lacking a frame of reference, they are often difficult to comprehend.

**Epiphling** – A spirit that represents an abstract idea or concept.

**Erebus**: Gaia’s wrath manifests in caverns below the Umbrascape, where failed Garou atone for their greatest sins. Sinister broods of black or silver Crinos brutes exact punishment against werewolves. Their charges writhe in a river of molten silver. Visitors may pass through and learn from the errors of others ...
or may challenge the broods for knowledge and power. Charyss rules here, watching from the parapets of a castle in the center of a silver lake.

**Flux Realm**: Anything is possible in this highly transitory realm. When the Wyld faded from Gaia, it’s said, he left his heart in deep in the Umbra. Now the Weaver has encased it and trapped it in the Flux Near Realm. Pure madness and energy surge here.

**Fomori**: (singular “formor”) Humans who have been corrupted by a wyrm spirit and draw supernatural power from it.

**Gaffling**: A simple spirit servant of a Jaggling, Incarna or Celestine. Gafflings are rarely sentient.

**Gaia**: The Earth and related Realms, in both physical and a spiritual sense; the Mother Goddess, the great spirit the Garou serve.

**Garou**: The term werewolves use for themselves.

**Gate**: The ancient places have many strong ties. In times past, mighty spirits forged gates between realms in the Umbra. Gates transport travelers from one location to another instantly. They are permanent constructs able to withstand any force that a werewolf could bring to bear.

**Gatekeeper**: Liaison to other septs; monitors the moon bridge.

**Gauntlet**: The barrier between the physical world of Earth and the spirit world of the Umbra. It is strongest around technological (Weaver) places, weakest around caerns.

**Ghost**: Ghosts are the spirits of dead humans who are somehow prevented from passing on to their final reward and are marooned in the Dark Umbra.

**Glen**: A domain where the Wyld is supreme. Their earthly reflections are places of great beauty, while their Penumbral shadows are ideal for meditation.

**Helios**: the celestine spirit of the sun.

**Impergium**: The 3,000 years immediately following the birth of agriculture, during which strict population quotas were maintained on all human villages.

**Incarna**: A class of spirits; weaker than the Celestines, but still greater spirits by any measure.
**Jaggling:** The spirit servant of an Incarna or Celestine.

**Kenning:** The empathic calling some Garou perform when howling.

**Kin-Fetch:** A spirit, sometimes bound into a fetish or talen, which serves to alert nearby Garou that a First Change is about to occur.

**Klaive:** A fetish dagger or sword, usually of great spiritual potency and nearly always made of silver.

**Legendary Realm:** The legends of the Garou live on. Packs in the Legendary Realm can experience the lives of their ancestors in this Umbral realm. Incorporating the legends of all the tribes, it has created a mythic fantasy realm, a place that never was, but will exist until the end of time. Galliards give this realm strength by reciting tales from the old days.

**Luna:** the celestine spirit of the moon.

**Malfeas:** Just as the Cyber Realm pulses with the growing power of the Weaver, Malfeas bears witness to the diseased might of the Wyrm. Though the Wyrm itself may make its home in the Deep Umbra, the most corrupt and demented of its servitors have flocked here, to the realm born of its most hideous dreams.

**Membrane:** The barrier between the Near and the Deep Umbra. To breach it, an Anchorhead must be found.

**Moon Bridge:** A gate between two caerns; it most often appears during moots.

**Moon Path:** One of Luna’s many gifts to her children are paths through the mists of the Umbra. A moon path appears in the Penumbra as a shaft of moonlight. A werewolf who touches the light can find herself travelling on a moonbeam with the mists of the spirit world swirling all around her.

**Naturae:** The spirits a Garou is most likely to encounter are nature spirits. Some are the spirits of dead animals that haven’t yet cycled to life; others are generated from significance (or belief in such significance) of a place or thing.

**Near Umbra:** The spirit world surrounding the Gaia Realm.

**The Pact:** The ancient pact between the Changing Breeds and the spirits. The spirits agreed to empower the shapeshifters’ rites if properly performed and teach them Gifts, as well as agreeing to enter into
material shells in order to serve their wielders. This is not, however, a one-sided affair. The oldest rule of spirit negotiations is that nothing is free; a shapeshifter must offer something in return in order to gain a fetish of any power.

**Pangea:** This Umbral realm is a world before civilization; a world before the Impergium. Pangaea is a spiritual memory of primal Earth, as it was and as it should have been. Dinosaur kings and bronze-skinned human tribes live on as Pangaean spirits. Packs have been known to degenerate here over time, resembling their ancient ancestors more with each passing day.

**Pattern Spider:** The most common Jaggling servants of The Weaver, pattern spiders preform any number of duties for The Weaver.

**Peeking:** Garou are able to peer into the Realm from the Umbra and, with some increased difficulty, the reverse. While performing this activity, the werewolf becomes completely oblivious to what is happening around them, unless is wounded. In the Umbra, a peeking Garou’s eyes glow brightly, and her expression is one of obvious intense concentration.

**Penumbra:** “Earth’s Shadow”; the spirit world directly surrounding the physical world. Many, but not all, terrain features have reflections there.

**Prophecy of the Phoenix:** A famous Garou prophecy, said to foretell the signs that will lead to the Apocalypse.

**Reaching:** Traveling into the spirit world.

**Realms:** The worlds of “solid” reality within the Tellurian. Earth is referred to as the Realm. Other realms include Summer Home, Malfeas, etc.

**Scar:** Created during the Industrial Revolution, this Umbral realm once reflected the idealistic efficiency of mechanical perfection. The Wyrm and Weaver have since claimed the realm as their own, sacrificing captured spirits to create Wyrm-tainted fetishes. Every employee’s nightmares come to life here. The soul-deadening horrors of the workplace thrive in Scar.

**Shrine:** A place on a caern’s bawn set aside to meditate or pray. It is a place to do homage to a spirit, to dedicate victories to a totem, or to ask for aid. Packs often have shrines dedicated to their totem, although Garou with a close personal tie to a spirit (such as an Ancestor-spirit) may keep a personal shrine as well.
**Spirit Track**: Another way to travel through the Umbra. Also called an airt. When spirits move through the Umbra, they part the shadows and mists, creating a track upon which Garou can travel. Spirit tracks are not as reliable as moon paths, as they follow the course of the individual spirit, be it whimsical or dangerous.

**Stepping Sideways**: Entering the Spirit World.

**Summer Country**: This is another realm that is steadily fading away, becoming lost in the depths of the Umbra. It is a world of Gaia’s pure, uncorrupted love, where she offers her bounty to all who would receive it. Some Garou debate whether it exists at all anymore.

**Talen**: A simpler version of a fetish which is easier to create and use but more limited in effect, and temporary duration.

**Tellurian**: The whole of reality.

**Totem**: A spirit joined to a pack or tribe and representative of its inner nature. A tribal totem is an Incarna, while a pack totem is an Incarna avatar (a Jaggling equivalent).

**Triat**: The Weaver, the Wyld, and the Wyrm; the trinity of primal cosmic forces.

**Umbra**: The spirit world.

**Veil**: A poetic term for the false assumption that the supernatural does not exist, which the Delirium reinforces.

**Weaver**: The Manifestation and symbol of order and pattern. Computers, science, logic, and mathematics are examples of the Weaver’s influence on the material plane.

**Web**: The Weaver’s webs hold all things together. Without the Weaver, there would be no form or substance. Some young werewolves have dared to use the webs as a highway of sorts. This method of travel is unmentioned in the traditions of the Garou, and few old ones trust it.

**Wolfhome**: Upon reaching the Umbral realm of Wolfhome, all werewolves immediately shift to Lupus form … and cannot change back. To survive, one must master the ways of the wolf. Here one finds vast stretches of untouched wilderness, the answers to primal mysteries the world has forgotten, and even
urban labyrinths where animals are hunted and feared. Homid are sometimes sent to quest in Wolflhome when lupus elders are angered.

**Wyld:** The Manifestation and symbol of pure change. The chaos of transmutation and elemental force.

**Wyrm:** The Manifestation and symbol of evil, entropy and decay in Garou belief. Vampires are often manifestations of the Wyrm, as are toxic waste and pollution.

**Wyrmhole:** A place that has been spiritually defiled by the Wyrm; invariably a location of great corruption.

**Wyrm Tunnel:** Agents of the Wyrm have carved dark passages through the Umbra and the Gauntlet. Wyrm tunnels abound with Banes, and the Black Spiral Dancers use them to move secretly through the spirit world.
Chapter 2: Roleplaying

Spirits are manifestations of Gaia who have been stripped of their bodies, or who have never had bodies to begin with. When the Gauntlet arose, it divided matter and spirit, and many beings retreated into the Spirit World to be forgotten by humans. These beings come in many forms, for they are as varied as imagination itself. Spirits can represent ideas, concepts, even the elements themselves. Spirits are all around us, inhabiting objects, elements, animals, to some extent, people.

At the basic level, spirits trade in favors, acts, deeds and pacts. A water spirit may wish for a polluted lake to be cleaned. A fire spirit may wish for more fuel. A spirit of pain may wish for more suffering. The more complicated the spirit, the more complicated the chiminage it will require for a task. The spiritual mind is not a human mind, so therefore, their needs and wants are not necessarily those that we would recognize. Spirits are also organized by rankings, much like Garou, and sometimes desire more power or authority.

Spirits reside everywhere, in everything. From the deepest forest to the most crowded city, spirits swarm and reside wherever they can manifest. Spirits primarily reside in the Umbra, on the other side of the Gauntlet where they can do whatever it is that they are compelled to do.

When portraying the role of a spirit, there are two important factors to keep in mind. What type of spirit are you, and what power level are you. As previously stated, the intellect of a spirit is relative to its purpose, and power level. A gaffling tree spirit may know little of its surrounding, while a jaggling hawk spirit may be able to detail you the countryside for miles. Spirits are a complicated, alien creature. Their awareness is limited strictly to their purpose.

Think of it as a sliding scale, with one slide being the spirits power level (engling-celestine), and the other being its type. An engling earth spirit may be portrayed as a simple rock, only able to tell you of the place it lies. While an incarna earth spirit could embody a great mountain, and possess vast knowledge of everything its foothills touch.

It is important before you assume the role of a spirit, to familiarize yourself with these two driving forces. Doing so will allow you to appropriately, and confidently portray the role of your NPC, and enhance the roleplaying experience for your players.
Chapter 3: Spirit Creation

Before you can begin customizing your spirit for its specified task, it is a good idea to understand what you are working with. Spirits come in a variety of shapes, sizes and power levels. While limited only by your creativity, we have established the following guidelines for creating spirits for your game.

Englings: Englings are spirits sent to Gaia’s brood to renew their spiritual energy. When an engling dies, it gives its gnosis to its slayers. This is an engling’s entire purpose; they die happily. It’s proper to give thanks to the engling or to Gaia for this sacrifice.

Gafflings: Gafflings are single-purposed, somewhat simple minded servants of greater spirits. They are given the most simple of tasks, and seldom possess knowledge outside of that scope.

Jagglings: Jagglings are a step up from Gafflings, and enjoy a modicum more intelligence and freedom to perform their tasks. They can be assigned to a certain places, represent ideas and concepts, or even exist as monsters. Pack totem avatars resemble jaggings in form and powers. Pattern spiders, nexus crawlers, and vortices are a few examples of jaggings.

Incarna: The Incarna are minions, consorts, advisors and warriors who serve the Celestines and derive power from their patrons. These powerful spirits seek both Gnosis and a purpose. Many of them seek to become Celestines. Totem spirits are the Incarna most familiar to Garou. These beings, most often servants of Gaia, can create many avatars to communicate and interact with the Garou. While Incarna are less powerful than Celestines, they are still immensely potent and vast, existing on many levels. In most instances, Incarna use avatars as their medium of communication.

Celestines: The greatest of the Celestines are Luna, the spirit of the Moon; and Helios, the spirit of the Sun. Gaia’s most direct manifestation is a Celestine form. They are sentient and highly intelligent. Most Celestines abide in Realms of their own design; here they are omnipotent and omniscient. They are usually visited only by Incarna. Celestines sometimes send avatars to communicate with Garou. These avatars are aspects of themselves that are approachable and understandable by Garou. The true form of a Celestine is unimaginable; it is only through an avatar that communication between them and lesser beings can take place. To create an avatar, the Celestine wills itself to appear in a finite, limited form. Because of its near-infinite nature, a Celestine may have many avatars active at one time. Celestine avatars cannot be destroyed or adversely affected in any way by beings of lesser potency than Celestines.

In addition to the varying power levels of spirits, they also culminate in a variety of forms. The list provided below outlines some of those types.
Servants of the Wyrm:

- Elemental Banes- these Wyrmish elementals mirror the traditional four elements in corrupted form: toxin (water), smog (air), sludge (earth), and balefire (fire). Balefire banes are the most feared as they can produce horrible mutations in creatures that come in contact with them, and their toxic fire can damage even the most hearty Garou.
- Scrags- These are warrior banes covered in chitinous armor. They frequently run in packs and will actively hunt creatures of Gaia.
- Psychomachiae- Psychomachiae are powerful banes that feed on carnage and death. They often possess weak-willed humans and send them on killing sprees. They may also subtly whisper into the ear of their targets, encouraging them to engage in even more brutal acts.
- Nexus Crawlers- These powerful creatures warp reality around them, which also serves as its most powerful weapon. They are one of the most powerful Wyrm-spirits Garou are ever likely to encounter... and many Garou never live to tell of such encounters.
- The Maeljin Incarna- The thirteen demon lords of Malfeas, the Maeljin Incarna each serve one of the heads of the Hydra. Each is more hideous than the last. Fortunately they are generally found only in Malfeas, so Garou are unlikely to ever encounter them directly. The Maeljin Incarna are easily capable of destroying entire septs of Garou by themselves.

Servants of The Weaver:

- Pattern Spiders – Pattern spiders represent the foot soldiers of The Weaver. Pattern spiders are divided into several categories: Watchers, Navigators and Enforcers. All serve their purposes in maintaining the Pattern Web.
- Geomids (Icons within the Web itself) – Inorganic nodules and receptacles for information, these spirits often coordinate information and distribution amongst Weaver spirits.
  I. Attack Geomids – Front line defensive fractals and spirits used to defend other Geomids and other Weaver Assets.
  II. Informational Geomids – Knowledge specialists who specialize in certain subjects, used for interrogations and other functions.
  III. Structural Geomids – Construction supervisors designed to build the Pattern Web and guide Pattern Spiders.
- Drones – Human/Weaver spirit hybrids who serve the Weaver.
- Elementals – Some elementals are more inclined to serve the Weaver than others. Such elementals would include Plastic, Electricity, Glass, Alloys & Metals, Radiation, and Atomic spirits.
- The Incarna: The Machine (the manifestation of the gift of Technology), The Patriarch (manifestation of Dogma), Science (the manifestation of Science).
**Servants of the Wyld:**

- **Nemesis** – Animals crossed with Wyld spirits who act against humans due to maltreatment or abuse at the hands of humans.
- **Undergrowth** – Plants infused with Wyld spirits.
- **The Spark** – Sparks of inspiration for those who help the Wyld.
- **Vectors** – Fast-moving beams of light that specialize in travel.
- **The Echoes** – Echoes are idealized versions of extinct animals.
- **Sands of Time** – The oldest of the Wyld spirits.
- **Unravelers** – Spirits designed to breakdown manufactured items into their base components.
- **Origami Spirits** – Spirits that fold and shape into various forms
- **Serpentine Snakes** – Spirits designed to heal.
- **Howlers** – Spirits that howl, thought to be former allies to the White Howlers, but unconfirmed.
- **Gyre** – A perfect circle representing rebirth and new life.
- **Chatterer** – A spirit that represents the Wyld’s rage at the Weaver, very nasty to be affected by.
- **Twister** – A spirit of dynamism and dynamic change.
- **The Nameless** – Powerful spirits, secreted away by The Wyld.
- **Children of the Muse** – Muses sought out by Galliards across the Wyld.
- **Gorgons** – The Wyld’s servitors in the real world, usually wild animals.

The Spirit Rankings are as follows:

1. **Rank One** – Englings, low-powered Gafflings. (Straight traits for comparison on ties)
2. **Rank Two** – Gafflings. (Double traits for comparison on ties)
3. **Rank Three** – Jagglings. (Double traits for comparison on ties)
4. **Rank Four** – Greater Jagglings. (Triple traits for comparison on ties)
5. **Rank Five** – Incarna. (Triple traits for comparison on ties)
6. **Rank Six** – Celestines. (Only to be used by national staff)

It is recommended that 10-15 points be applied per rank of the spirit, although storyteller discretion applies. Spirit creation follows the rules presented in pages 235-252 of Laws of the Wild, with the following exceptions, as well as those of the current addenda:
• Spirits are limited to a single Essence Retest per challenge, per round of combat. This is in addition to any applicable ability retests.

**Building Spirits:**

**Trait Cost:**

**Power:**

1  Per two traits to divide among, Rage, Gnosis, and Willpower.

1  Per point of Essence.

1  Per Ability trait, maximum of 5 per Ability.

2  Per Charm known.

2  Spirit has one Renown trait against other spirits, which functions as Spirit Affinity (see chapter 5).

Suitable negative traits may be applied as needed.

Spirits possess Rage, Gnosis, and Willpower just as other creatures in this venue. The way they are used, however, is fundamentally different. Below are the applications for use of Rage, Gnosis, Willpower, as well as Essence (a trait unique to spirits).

• **Rage:** Spirits use their Rage Trait in Physical Challenges, and may also be used for additional actions in combat the way garou are able to.

• **Gnosis:** Spirits use their Gnosis in Social Challenges, and to fuel certain charms.

• **Willpower:** Spirits use Willpower in Mental Challenges. It also has the standard applicable uses for Willpower, such as: retesting in defense of mental/social challenges, ignoring effects of certain gifts, or resisting frenzy (if applicable).

• **Essence:** Spirits spend Essence to fuel special powers called Charms, and they can expend an Essence trait for a free retest in any challenge. Essence also serves as a spirit’s Health Levels: each wound taken reduces Essence by one point. When a Spirit runs out of Essence, it “dies” — disappearing into a slumber from which it may take years to awaken, without help.

*Note: The amount of traits bid is determined by the spirits rank as detailed above.*

---

**Chapter 4: Charms**
Like the spirits that wield them, there are a great variety of charms. Although virtually any charm can be purchased for any spirit, we do encourage you to make responsible and relative choices when selecting powers for your spirit. A rock spirit, for example, would be unlikely to possess the create fire charm. There are 4 categories of charm General (common and uncommon), Wyld, Weaver, and Wyrm. General charms are available for any spirit type, while the others should be reserved for spirits of their type, or the rare story application. They are as follows:

**General Charms:**

**Common Charms**
- **Air Sense:** Paths left by fellow spirits, called “airts”, are visible to this spirit. Making a Gnosis challenge allows the spirit to navigate by them, finding a specific person or place in the Umbra. (If this test fails, make two simple tests; failing both means that the airts lead the spirit into great danger.)
- **Armor:** For one Essence Trait, the spirit gains armor equal to half its current Gnosis (rounded up). This armor refreshes at the beginning of each round, and will continue to do so for the remainder of the scene.
- **Blast:** The spirit spends one Essence to engage in a contested physical challenge. If successful, the spirit inflicts a third of its Rage total (round up) in levels of Aggravated Damage against a target. This blast takes whatever form is appropriate to the spirit — a tongue of flame, a bolt of lightning, a barrage of shuriken, whatever.
- **Call for Aid:** By expending an essence spirits can call for the aid of like spirits (brood or other affinity) by making a WP challenge with variable difficulty depending on likelihood of such spirits being present nearby. This gift reaches 1 mile per rank.
- **Hide:** For five essence traits, the spirit can conceal itself using the Umbral or natural landscape; an opponent wishing to find the spirit must make a contested Mental Challenge. Concealment breaks if the spirit attacks or otherwise makes its presence known.
- **Influence:** For two essence, the spirit can change a target’s mood from anywhere, even across the Gauntlet. The spirit makes a contested mental challenge. If successful, the target’s mood changes to one more to the spirit’s liking. The player may make a Mental Challenge vs. the Spirit to recognize and attempt to wrest control of their emotions from the spirit. If successful, the PC has control of their emotions and may not be targeted for the duration of the scene.
- **Insight:** The Spirit can gain insight into any one hidden aspect of the target’s self. The cost is 3 essence to learn a general tidbit or 5 essence if spirit searches for a specific piece of knowledge about the character.
- **Intangibility:** By spending 2 essence, the spirit can become intangible for the duration of the scene. This can only be used in the Umbra and spirit can still communicate but it otherwise is unable to affect or be affected by any physical attacks. If the spirit activates a charm the effect will end immediately.
- **Invisibility:** To activate, this charm costs 2 essence. The spirit can make itself invisible in the Umbra or physical world (if materialized). The Gifts Umbra Sight and Pulse of the Invisible will not
detect the spirit. Refer to Investigation vs. Stealth rules in the addendum. The spirit receives a +1 bonus per rank, for the purpose of resolving ties. If the spirit attacks or uses charms, the power fades.

- **Materialize**: If the spirit’s Gnosis is higher than the local Gauntlet rating, it can assume physical form in the Earth realm. Its appearance on Earth matches what it looks like in the Umbra. Refer to the above combat section for traits and damage. It has seven Health Levels, but may be adjusted by the Storyteller for its size. If it “dies,” it returns to the Umbra and enters Slumber.

- **Mind Speak**: For 5 essence per scene, spirits with this Charm can speak directly into a target’s mind; if the target is someone pacted to the spirit, there is no challenge required. For other targets, the spirit must make a contested Mental Challenge.

- **Realm Sense**: The spirit is generally attuned to all goings-on in its native domain, on both sides of the Gauntlet. By making a Gnosis Challenge against the Gauntlet rating, the spirit can gain more information about a specific intuition it feels. Nature spirits and Realm-specific spirits almost all have this charm, while spirits focused on broader tasks or concepts would not.

- **Reform**: The spirit can escape trouble by dissolving its form, then re-forming elsewhere in the spirit world. The spirit must take a full turn to focus, then make a Gnosis Challenge against six Traits — modified for how friendly or unfriendly their destination is to them.

**Uncommon Charms**

- **Access Caern**: Spirits may not usually access caerns from the Umbra. Allows spirit to access the fundamental nature of a caern (wisdom, enigmas, etc.) to facilitate other Charms or other events. It costs six essence to use this power.

- **Acquisition**: This power allows spirits to “borrow” a small object from the physical world. Object disappears from the material world and appears in the Umbra. At the end of the scene, the object disappears from the Umbra and reappears in the physical world. If object is moved or hidden while in the Penumbra, it reappears in the appropriate place corresponding to its new location. Item cannot be removed from the Penumbra into a near realm however, any attempt to do so immediately shifts the item back into physical world. Make a gnosis challenge vs. the local Gauntlet; cost is 1 essence for a set of keys/lighter; 2 essence for an item smaller than a normal 16 oz drinking glass; 4 essence a wine bottle or phone book. An item as large as a laundry basket or suitcase costs 6 essence and is the maximum size that can be acquired using this Charm. If a spirit attempts to take an item being used or on someone’s person, there is an additional cost of two essence. If the object is not being actively held, the player may make a mental challenge against the spirit, retest with awareness, to notice that the object is shifting. If it is being held, the spirit must engage in a contested physical challenge to move the object.

- **Agony**: For 3 essence, the spirit magnifies a target’s pain during combat doubling the target’s wound penalties for the scene, the target may spend a willpower per round to ignore wound penalties, as normal. If the target is in possession of a gift that ignores pain (i.e. Resist Pain) it removes the current application of the gift for the scene.

- **Animate (Banes & Ghosts)**: An expenditure of 5 essence allows a ghost or bane to take over a dead body and send it against the living. Make a static challenge of Gnosis vs. local Shroud/Gauntlet. A zombie thus animated has 10 Physical Attributes per rank, 10 no-penalty Health levels and a Brawl
of 5 but no other attributes, and is immune to the effects of non-damaging mental or social effects. Wound levels inflicted by fire are doubled.

- **Appear** – Spirit may manifest in front of a mortal (or other) without assuming a material form. They cannot, however, affect the material world in any way. Each use costs 5 essence.

- **Assess Character:** By spending 2 essence, and making a gnosis challenge against 7 traits, the spirit can assess the general characteristics of its target (Attributes, Rage, Gnosis, Willpower). They may determine one category, plus 2 additional categories per gnosis spent.

- **Babelmind:** For 3 Essence, the spirit can intrude in on the victim’s thoughts and jumbles what the victim says or hears. Simple words are misheard and complex conversations turn into gibberish. The spirit engages in a supernatural challenge with the target pitting its maximum Gnosis vs. the target’s maximum Willpower. If successful, the effect lasts the scene.

- **Bloodsucking:** By spending 3 essence, and engaging your opponent in a contested physical challenge, the spirit may leach blood from its target, replenishing its essence. The essence drained is equal to 2 essence per point of damage inflicted, damage determined by type of attack. If the target has a blood pool, it loses 1 blood per damage dealt.

- **Choke:** By spending an initial 3 essence, the spirit is able to generate a cloud of suffocating ash, smoke or noxious gas by spending 3 essence. Anyone inhaling the cloud must make a Physical Test, difficulty 8 or begin choking, unable to do more than roll around on the ground or crawl from the area (see the combat primer for being prone). Holding one’s breath is insufficient to prevent the invasive, noxious gas. If the player fails their initial challenge, they are at a 3 trait penalty for the next challenge, and any subsequent challenge after, until they are out of the cloud. When the penalty would cause a character to be unable to bid a physical challenge (at 0 traits), the character will start taking 3 Bashing Damage each turn until unconscious. The cloud effects 3 steps, plus an additional step per essence spent, up to 6 steps.

- **Cleanse the Blight:** The spirit removes spiritual corruption as per the Rite of Cleansing. Most spirits have limited access to this Charm, being able to use it under certain conditions, such as beneath a full moon or within a fairy ring. Cleansing requires a static Gnosis Challenge versus a variable difficulty: three Traits for minor corruption, six Traits for well-established taint, and nine Traits or more for old, pervasive evils.

- **Clone:** For 5 Essence, the spirit can split into multiple versions of itself. The first clone is -1 Gnosis, -1 Rage, -1 Willpower and -5 current essence to itself (post charm activation). The second clone is -2 Gnosis; -2 Rage, -2 Willpower and costs 5 more essence from the original. (-3, -4, etc.) The spirit can only create as many clones/children as can be achieved without a clone’s Gnosis, Rage, or Willpower falling to 0. Each clone is a carbon copy and shares the same goals, drives and motivations as the original copy. The clones will last until the spirit’s goals, drives, and motivations are completed, or the scene ends, whichever comes first. Clones may not make clones.

- **Consumption:** Wit an expenditure of 2 essence, this charm allows the spirit to consume emotional energies and convert it into power. For each point of rage that is spent and/or each failed willpower challenge within 100 ft. of it, for the duration of the scene, it gains 1 essence. If other characters have emotional outbursts without challenges but seem applicable, the spirit may gain 1 additional essence per character having an outburst of intense anger, grief, passion, fear, etc.
• **Control Electrical System:** The spirit takes control of an electrical device by making a static Gnosis Challenge versus a number of Traits representing the device’s complexity, ranging from three (a light switch) to nine (a supercomputer). The spirit may then perform any task with the machine a normal operator could. If the device is being used, the spirit makes a contested mental challenge against the user. Success means that the user loses control of the device.

• **Craving:** By spending 4 essence and making a contested mental challenge, the spirit can cause a victim to suffer hunger and thirst that cannot be assuaged by normal food or drink. The effect will last until the end of the scene, or until the craving is sated. The target is at a -3 to complete tasks or engage in challenges until their Craving is resolved. The source of the craving must be sated at the time of the use of the charm.

• **Create Fire:** The spirit summons a gout of flame. Make a static Gnosis Challenge: against three Traits for a candle’s flame, six for a fireplace, nine for a conflagration. Unless ignited on a combustible fuel source, this fire will quickly die out.

• **Create Wind:** To control the local winds, the spirit makes a static Gnosis Challenge vs. a variable number of traits, depending on the strength of the wind. A challenge against one Trait is enough for a brief gust; against ten Traits, the spirit summons a tornado. Tornados use the following rules –

  - **Tornado** – The tornado takes one round to form, and starts at three feet in diameter. The tornado moves with a speed of 20 steps and will grow bigger as the scene progresses. There is little to do against a tornado except run away from it and seek shelter. Characters within three steps of the tornado must make a Static Physical Challenge vs. 6 traits, and are at a -3 penalty due to the pull of the storm. Success allows the character to act normally for the round. A failure means that the character is caught within the twister, and may not move or take other physical actions until they are out of the twisters grasp. To escape the twister is a Static Physical Challenge and the penalty is increased to -6.

• **Create Shadows:** The spirit can create, shape and manipulate shadows in the physical world. Apart from their unusual animation, these shadows are perfectly mundane, unable to attack or manipulate physical objects- although they can speak in shadowy whispers. Spirits with this charm often use it to unnerve or frighten humans, often to scare them away from the spirit’s territory. Cost is 1 essence.

• **Cut:** Allows spirit to cut a person or object in the physical world in the real world or across the Gauntlet. For 1 Essence, the spirit initiates a contested Physical Challenge against the target. If successful, the spirit can “scratch” the target leaving a physical mark. For this charm to inflict damage, the spirit may spend 2 points of essence per for each level of lethal damage, or 3 points per level of aggravated damage. The total levels of damage may not exceed the Spirit’s Rank.

• **Dark Omen** (Ancestor Spirits & Ghosts): By expending 1 essence, the spirit can deliver a terrifying portent of her target’s future. Engage in a contested Mental Challenge. If successful, the character will be distracted and receive a 1 trait penalty for the remainder of the scene.

• **Disable:** By expending an essence and engaging in a contested Physical challenge, the spirit can paralyze its target for 1 round.

• **Drain:** By spending 7 essence, and engaging in an opposed mental challenge, the spirit is able to drain virtually any source of power from its opponent (gnosis, blood, mana, etc.) at the rate of 2 per round. If no such pool is applicable, it begins draining the target’s life force in the form of 2
aggravated wounds per round. The power drained is channeled to the user in the form of 1 essence per unit drained. While no further expenditure is required after initial activation, the power requires the users concentration, and his action is limited to simple movement or speaking (although some passive and defensive powers may be used at storyteller discretion. Once the pool has been depleted, the power ends.

- **Dream Journey:** The spirit can intrude into the dreams of the sleeping target and interact there. There is no physical carryover and though the dream is exceptionally vivid, the sleeper may not remember it upon awakening. Cost is 10 essence to use.
- **Ease Pain:** For 1 essence per hour, the spirit may ease a creature's pain, removing all wound penalties. This does not actually heal wounds, and when the effect ends, the penalties return as normal.
- **Flee:** The spirit spends 5 Essence and makes a simple test. If successful, the spirit Fair Escapes from the scene immediately. On a tie, the spirit will take an extra turn and will Fair Escape at the beginning of the following round.
- **Flood:** The spirit overflows a container of water, creating 10 cubic feet of water per rank, per essence spent. This charm does not create water, but merely expands on an existing body.
- **Freeze:** By spending Rage Traits, the spirit turns drops the air temperature to Antarctic levels. Creatures within the area of effect take 1 aggravated wound per round, until they remove themselves from it. This damage may be resisted with a static physical challenge. This effect last 3 rounds, and the area affected is 3 steps. +3 steps per additional Rage spent.
- **Freezing Breath:** The spirit attacks by exhaling a cone of bitter cold air. The spirit spends 2 Rage to activate the breath, affecting all opponents within a 3 step semi-circle. The spirit can spend an additional Rage to make this damage aggravated. The spirit makes a contested mass physical challenge against all in the area of effect. If he succeeds, all opponents in the area of effect suffer 2 aggravated wounds.
- **Healing:** For 2 Essence, the spirit can heal wounds by making a static Gnosis Challenge. The difficulty is eight Traits to heal Aggravated wounds, or six otherwise. The spirits can heal as many health boxes as it has Gnosis. This charm may only effect the same target once per scene.
- **Hold:** For five essence, the spirit can immobilize a person in the physical world. Upon successful activation, the victim will feel like they are being enveloped by invisible blanket and unable to move. The spirit engages in a contested Mental Challenge. Willpower may be used as a retest to resist the effect. Once immobilized, the test is made again at the beginning of each turn (or each minute outside of combat) before any other actions take place, until the victim succeeds, or the scene ends. If targeted by hostile effects, the victim may defend itself normally.
- **Human Guise:** The spirit can assume a human guise; it may change its shape, sex, age at will. Costs 1 essence to perform in Umbra; 2 essence to perform simultaneously with Materialize or Appear charms.
- **Inner Pain:** The spirit may cause a living being intense pain. Spending two Essence, the spirit engages in a Mental Challenge with the target. If successful, for every point of essence spent, the target loses a Physical Trait. If the victim is reduced to 0 Physical Traits, it falls unconscious.
- **Kindle:** The spirit has the ability to kindle life’s fragile spark wherever that potential exists. Seeds can be germinated, eggs fertilized, fruit grown on trees. The spirit can also kindle powerful emotions in other beings, possibly making them so powerful to blot out other emotions being felt for the duration of the charm (the scene or until the spirit leaves). To do so, the spirit makes a contested social challenge. The spirit is at a +2 bonus if the target’s emotional state is predisposed to the spirit’s desire. This power costs 5 essence per use.

- **Liquify:** The spirit, even when Materialized, may merge its form with water, blood, oil or any liquid substance. This is often used if spirit wishes to disengage from a losing battle and does not have power to Reform. The spirit’s form is integrated with the substance, giving attackers a -3 penalty to further strike against the spirit. If the liquid is damaged (evaporated, set on fire etc.) the damage is applied to the spirit’s Essence. If the spirit is drained of all of its Essence, on the Material Plane, it “dies”, dispersing until it can gain strength enough to cross into the Umbra. Most spirits will attempt to cross into the Umbra to avoid final death. The power cost is 5 essence.

- **Meld:** Some spirits can shift into their native elements and “disappear”. This effect requires the expenditure of 2 Gnosis and occurs at the end of the turn, making the elemental completely unreachable. This element may be disturbed after the spirit’s departure, but only after the entity has fled. The power only works with elements of the spirit’s affinity. For example, a fire spirit cannot Meld into earth or water.

- **Mirage:** The spirit can use this charm to create a wide variety of insubstantial images. This charm can only produce static images incapable of independent movement, but these images can be extremely complex and detailed. All images created by the charm are completely insubstantial, a mirage of a wall may seem solid, but anyone can walk through it without resistance. Images of a single object smaller than a microwave costs 1 essence to create for one scene; spirit can alter the appearance of a room for 10 essence for one scene; an entire house or bigger area (up to small park) would cost 20 essence for one scene.

- **Neutral Scent:** The spirit can conceal its triadic affiliation by spending 3 essence for the duration of the scene. It does not register to any Gifts such as Sense Wyrm, Sense Weaver, Sense Wyld.

- **Open Moon Bridge:** The spirit opens a Moon Bridge up to a thousand miles in length. Its endpoint can be anywhere, not just a Caern.

- **Peek:** The spirit has the innate power to peek through the Gauntlet, from the Umbra into Earth. Once purchased, this power becomes innate, and requires no expenditure or challenge.

- **Poltergeist:** The spirit can move physical objects without materializing itself. To use this power, the spirit engages in a Physical challenge vs. the local Gauntlet Rating. If the object is being held, the spirit must also engage in an additional contested Physical Challenge against the restraining opponent. One point of essence allows the spirit to move a few small objects like keys or pencils for a scene. Three points of Essence allows the spirit to move or operate a single moderate sized object like a toaster or large handgun. Five points of Essence allows the spirit to operate or move a large object like a car, motorcycle or entire contents of a room. This charm cannot be used to throw objects hard enough to do more than 1 point of bashing damage; however, it can be used to drop large objects on people, hit them with cars or shoot at them with guns. Damage should be assigned appropriately at storyteller discretion.
- **Prophecy:** With a static Mental Challenge vs. the local gauntlet, the spirit can peer into the future. This allows the spirit to answer 1 question to any who ask. The clarity of the answer is determined by the essence spent: 1 hazy and cryptic, 2 relative and discernable, 3 perfect clarity.

- **Purify:** By spending 1 Gnosis, the spirit is able to purge toxins from the body of a living creature. This power does not heal wounds already taken, but will prevent future damage.

- **Quake:** By expending 3 Rage, a spirit can make the area within a 1 mile radius of it rumble and shake. Victims caught in the area of effect must make a static Physical Challenge(re-test Athletics) vs. 8 traits, or be knocked off its feet. They may make another attempt the following action increasing the difficulty by 2 traits, and a further 2 each subsequent action. The spirit may increase the area affected by 1 mile per additional Rage spent. This effect lasts for 1 round plus 1 round per rank of the Spirit.

- **Sap Will:** The spirit is capable of undermining a target’s resolve and determination. Usable across the Gauntlet, the spirit spends 1 essence and makes a contested Mental Challenge against their opponent. Success drains 1 Willpower per essence spent. The spirit may spend no more than 1/3rd of their Gnosis Rating in essence in this way.

- **Scale:** This rare charm allows a spirit not directly in the Weaver’s service to climb on the Pattern Web without becoming stuck or calcified; similarly, its presence on the Pattern Web won’t draw the attention of Net or Pattern Spiders. The cost is 5 essence and lasts the scene.

- **See the Secret:** This is a rare charm. With a limited form of mind-reading, the spirit uncovers one secret that a living person wishes to hide. Minor secrets (“I’m dressing as a man”, “I just stole someone’s wallet”) do not require a challenge to uncover typically. Major secrets require a challenge of gnosis vs. the target’s Willpower. Cost is 3 essence.

- **Shapeshift:** The spirit can alter its shape, size, and appearance, but doesn’t gain any special powers a new form would have. If the spirit is attempting a disguise, anyone who knows the person they’re imitating my attempt an opposed Mental Challenge to see through the disguise. A successful use of Name the Spirit will reveal that there is an incongruity.

- **Shatter Glass:** A static Rage Challenge versus six Traits results in the spirit’s power shattering all glass nearby. The area affected is equal to 10x the spirits permanent Rage in steps. Secondary damage from the glass is determined by the Storyteller.

- **Short Out:** By spending a gnosis and making a Static Gnosis Challenge against 6 traits, the spirit can short circuit the power to one targeted electronic device for the remainder of the scene.

- **Spirited Away:** The spirit can snatch a single living target from the Material world and take it with them to Umbra. By expending 10 essence, and making a Gnosis Challenge against the local gauntlet, the spirit can take a willing target across the veil in to the penumbra. Increasing the expenditure to 25 essence allows the spirit to take them to their home realm. This lasts until the spirit releases the effect, or is rendered dormant (killed). Unwilling targets require a Contested Physical Challenge.

- **Swift Flight:** The spirit flies at triple speed, up to a maximum of 60 + (Willpower x3) yards per turn (normal movement is 20+ willpower).

- **Terror:** By expending 5 essence the spirit can use this charm to create an overpowering aura of raw, overwhelming terror. Non-Garou must make Static Willpower challenge against 8 traits or collapse in fear or run away. Garou must make a frenzy check or fox frenzy. The terror radiates outward from the
spirit in roughly five feet in all directions and lasts a number of turns equal to their permanent Willpower; a test to resist the fear is required each turn.

- **Tracking:** The spirit may spend one Essence to track its prey for the remainder of the scene. If the target is hiding, a Static Mental Challenge (difficulty is the target’s Mental Traits) is required. Once the target is found, the spirit may engage in a Mental Challenge with the target, using the Investigation vs. Stealth rules in the addendum, to locate a hiding target. The spirit receives a bonus on this challenge equal to Its rank. If the target is not hiding, there is no challenge required.

- **Umbral Storm:** The spirit can cause great downpour in the surrounding Umbra. Due to the strange nature of the Umbra, it is not always just water that falls from the sky. Visually, the storm forms instantaneously and without warning. The power cost is 5 essence for a storm one mile in diameter with 40 mph winds. The size of storm increases by 10% or the mph by 10 for every 2 essence the spirit spends. The spirits may also spend an extra essence to change what kind of liquid “rains down”. Storms created by this charm generally last until they die down naturally or the scene ends.

- **Umbralquake:** For five essence, the spirit shakes the very fabric of the Umbra, dealing bashing damage equal to one third of its Rage (rounded down) to everything within a mile radius. The spirit can increase the area of effect for the cost of two essence per mile.

- **Updraft:** – By spending a point of Willpower and an essence, the spirit engages in a contested Physical Challenge with the target. If successful, the spirit summons a column of wind to render a target suspended in the air for one round. The spirit may spend a Gnosis each turn to keep the subject trapped. The target can make ranged attacks, or engage in mental or social challenges as normal, with a 2 trait penalty due to being jostled by the wind. They may likewise dodge, or resist incoming damage, also receiving a 2 trait penalty.

### Wyrm Charms

- **Blighted Touch:** The bane amplifies a target’s negative characteristics. They must touch their target and make an opposed Mental Challenge; if successful, their target’s Negative Traits are doubled for the rest of the session.

- **Corruption:** By making a Gnosis challenge against the target’s Willpower, the bane implants a single evil suggestion that their target must act on before the session is through. The bane may use this Gift across the Gauntlet.

- **Incite Frenzy:** By making a Rage challenge against the target’s Willpower, the bane forces that Garou into a Berserk Frenzy. They must test for thrall of the wyrm as normal.

- **Poison:** Most commonly possessed by banes, snake and spider spirits and some ghosts, this charm poisons its target, draining health every turn. By expending 5 essence, and beating his opponent in a contested Physical Challenge, the spirit poisons its target, dealing one level of lethal damage per turn, for a number of turns equal to the Spirit’s permanent Gnosis. Effects that negate poison and toxins, also negate this effect.

- **Possession:** The spirit expends 10 essence, and engages its target in a contested Mental Challenge. If successful, the spirit possesses the target, gaining full control of its body. This power has no effect on supernatural creatures.
Weaver Charms

- **Calcify:** The spirit spends 3 essence to activate this charm. Engaging his opponent in a contested Mental Challenge. If successful, the target loses 2 Physical Traits for the remainder of the session. Once activated, this gift may be used against the same target once per round, at the cost of one additional essence without need for a challenge. By winning a Contested Challenge against their own Maximum Physical Traits, the effected creature may "tear off" an application of calcification with a successful physical challenge. Should this reduce the target to 0 Physical Traits, it is completely immobilized, and can no longer attempt to remove the calcification itself. The spirit can engage in no other action while calcifying its target.

- **Craft Merchandise:** At the cost of 2 essence, the spirit can reshape an item from one type to another. Like the homid gift: Reshape Object, but specifically consumer goods. Bigger items like furniture and microwaves cost 5 essence.

- **Craft Technology:** Functions like gift Reshape Object but only functions on complicated/intricate technological items. Cost is 3 essence per object.

- **Crystallize:** Unique among Crystal Elementals and spirits, this charm allows for the spirit to expend 3 essence to transform part of target’s substance into crystal. The spirit makes a contested Physical Challenge. Success inflicts 1 level of aggravated damage per rank of the spirit (For example, a Rank Three spirit will inflict 3 Aggravated wounds) as part of the target’s body becomes brittle and crystalline. Only Mother’s Touch or some other form of magical healing will restore creature to its original form.

- **Information Flow Tap:** Spend 3 essence. The spirit can tap into the flow of electronic data flowing between two computers and read the data without disturbing the process. Make a Gnosis challenge (difficulty 10 minus the local Shroud/Gauntlet); success gives general information about the data but cannot distinguish message’s contents if it was encrypted or protected against magical intrusion. The spirit may make a second test to pierce mundane encryption without detection. Magically encrypted information requires the expenditure of an additional essence prior to the additional challenge.

- **Information Leak:** Spend 10 essence. This charm allows the spirit access to all the knowledge incorporated into the Patten Web (which is just about everything). The spirit must make a gnosis challenge vs. 9 traits to receive the answer to any specific question.

- **Snatch Wireless Data:** The Weaver spirit can grab data packets coming from or going to phones, pagers, or laptops. Catching as many packets as possible and in the process somewhat disrupting communications in a small area (dropped calls, low signals, etc.) requires a Willpower challenge vs. local Shroud/Gauntlet rating. Finding a particular stream of packets such as specific conversation requires first a Gnosis challenge against same local Shroud/Gauntlet rating in addition to the willpower challenge. After having consumed these packets, the spirit can recount the information to others at any later date if it so chooses or is compelled to.

- **Solidify Reality:** The weaver-spirit reinforces the Pattern in the target, making it difficult to damage. For three Essence, the spirit can reinforce the Pattern by making a static Gnosis Challenge vs. six traits. The spirit can grant one Health Level or Essence to a target for each Essence spent, up
to the Spirit’s Rank. The effects lasts until the Health levels are used up or until the end of the scene, multiple uses of this charm are not cumulative. A target can only benefit from Solidify Reality once per scene.

- **Spirit Static**: With an act of will, the spirit raises the local Gauntlet rating by one, fortifying the defenses between worlds. Multiple spirits with this charm can work in concert, raising the Gauntlet by a maximum of three. The Gauntlet cannot be raised past 10. A spirit using this charm must stay nearby and concentrate, suffering a two-Trait penalty to all challenges.

**Wyld Charms**

- **Break Reality**: The wyld-spirit wreaks havoc with the local reality of its target, transforming it by degrees. Spend one Essence and make a static Gnosis Challenge against six Traits. If the challenge fails, the spirit loses the essence spent; it must then attempt two Simple Tests. If both of those fail, the spirit loses one Gnosis. If the initial challenge succeeded, the spirit can make a minor change, such as turning liquids into gases, changing the electrical resistance of a metal, or making a strong substance brittle. If the spirit spends a Gnosis Trait it can make major changes: giving life to an inanimate object, sealing off all the doors to a room, or shrinking a Garou to the size of a mouse, for example. If this charm is used against a sentient being, the spirit must engage its opponent in a Contested Mental Challenge. If the spirit succeeds, the victim is altered per the spirit’s desire. If the spirit fails, it may not target the victim for the rest of the scene. Effects of this charm used against sentient targets last until rescinded, or the end of the scene.

- **Disorient**: The wyld-spirit harmlessly rearranges the local geography, making it difficult to know where you’re going or where you’ve been. To do so, the spirit must make a static Gnosis Challenge against six Traits or the local Gauntlet rating, whichever is higher. Effects of this charm last until the end of the scene.

- **Control Forest**: This power can be used on both sides of the Umbra. The spirit spends 10 essence and makes a Gnosis challenge vs. the local Gauntlet; success animates one tree or bush to attack the target of the spirit’s choice. The spirit may test each turn to animate another tree, but only needs to pay the essence cost once. The typical animated tree will have 30 physical traits, 6 Brawl and 10 unpenalized health levels, with no other attributes. Damage is normally 2 lethal, but can be adjusted based on the size of the tree. The effect generally lasts one scene; the trees will become normal almost immediately if the spirit departs.

- **Quit Reality**: This bizarre and rare charm allows the spirit to “step sideways” from both physical reality and the umbra into a mysterious other place, presumably a pocket Realm. The spirit may take one passenger along; for some reason, mages are the most frequent targets of this attack. The cost is 10 essence.

- **Tear the Gauntlet**: Some Wyld spirits can break the Pattern Web. Power cost is 15 essence. When Activated, the local Gauntlet can be reduced by 1 for days equal to spirit’s Gnosis.
• **Tech Sense:** The spirit can become aware of all technological events transpiring near the spirit in the physical world. They will be able to sense and identify cars, cell phones, power lines, ipods, etc but must make a gnosis challenge vs. the local Shroud/Gauntlet in order to focus upon a single item and notice details about it or person using it. power cost is 1 essence. Most typically possessed by Weaver and City spirits.

• **Wood Warping:** The spirit twists all wood within a 10-foot radius into new and interesting shapes. Unless the wood has been magically protected, or is part of a Fetish of other mystical item, the Warp is automatic. Malicious uses of this power against fetishes, or magical items require a contested Mental Challenge vs. the wielder/owner of the item. Aesthetic changes may be relented at the opponent’s discretion.

## Chapter 5: Spirit Notoriety and Affinity

Spirit Notoriety / Spirit Affinity is assigned by Tribal Brood and Universal Broods. Tribal Broods are very common, whereas Universal Broods are exceedingly rare in modern times. Spirit Affinity/Notoriety may be tracked through use of the Spirit Network Background. Spirit Notoriety/Affinity is a single fluid system. You may not have both Notoriety and Affinity in a single brood. If you have Affinity 4: Falcon, and gain a level of notoriety from Falcon, you drop to Affinity 3.

You may only possess a finite number of spirit affinity traits at each level, they are as follows:

- 1 Affinity at Level 5,
- 2 at Level 4,
- 3 at Level 3,
- 4 at Level 2,
- No limit to level 1.
- You may have any amount of Spirit Notoriety.
- You may only gain Spirit Affinity: Universal with Global Approval.

Spirit affinity and notoriety is gained by the spirit’s brood. Below we have listed the tribal broods.
• **Chimera**: Belstu, The Aralin, Woneyah Kohn (Dream Ravens), Meneghwo (Patchwork Wolf), Suzaku the Red Bird, Bya-akko the White Tiger, Seiryuu the Azure Dragon, Genbu the Black Tortoise.

• **Cockroach**: Kilakac’n, Gremlins, Mula’Krante, Guardian of the Gates, Scab Birds, Ol’Mighty Dollah & Easy Credit, Clashing Boom-Boom.

• **Falcon**: Talons of Horus, Children of Karnak, Firebirds, Merlin, Osprey, Buzzard, Eagle, Wyvern, Peregrine Falcon, Harrier, Heron, Hawk.

• **Fenris**: Surtur, The Norns, The Fimbul Wolves, Hrafn, Sturms, Bragir, Cuckoo, Aegir, Snow Queen, Firedrake, Seadrake, Ratatosk, Raven?

• **Grandfather Thunder**: Crow, Typhon, Bat, Stormcrows, Rogue Raven Gafflings who manage to get away, Night Spirits, Spirits of Pain.

• **Griffin**: Saber-Tooth Tiger, Lion, Simurgh, Mammoth Gafflings, Sphinx, Scavengers, Old Wolf of the Woods, Badger, Wolverine, Wild Raven.

• **Owl**: The Twice-Born, Death’s Breath, Darklings, North Star, Scarab, Cobra, Sphinx-of-War (feminine aspect), Crocodile, Ibis, Sirius the Dog Star, Gull.

• **Pegasus**: Chimera (different aspect), Haima the Red Mothers, Pegasus Gafflings, The Tryptich – Maiden, Mother, Crone; The Muses, The Gorgons, Eurayle, Istheme, Helena, Medusa, Stheno, Panther, Themis the Dream-Weaver.


• **Stag**: Dawn, Grain, The Hind, Impala, Rabbit, The Brook, Squirrel, Yale, The Black Stags, Kelpies, White Harts, Morrigu, Herne the Hunte, Danu, Brigid, Epona, Merlin, Cockerel.

• **Uktena**: Oriental Dragons, Feathered Serpents, Sea Serpents, Kolowissi, Inadu (Snake), Dakwa’s Spirits (Fish spirits), Wild Turkey, Gila Monster, Dragonfly, Hummingbird, Roadrunner, Lesser Uktena, Turkey Gafflings.

• **Unicorn**: Black Unicorn, Dove, The Misshapen, Narwhal, Heart Guides, Mythrae (Olive tree glade children), Starlight, Duck, Father Mule, Eagle, Sea Otter.

• **Wendigo**: Kwakwadjec (Wolverine), Atcen, Ice Elementals, Windtooth, Mosquito spirits, Dolphin, Moose, Caribou, Sturgeon, Rabbit, Goose, Porcupine, Beaver, Great Wendigo, Aurora.

---

**Spirit Affinity Levels:**

- **Level 1** – Low Approval – +1 trait on all social interactions with spirits of that brood. Your name is known amongst the spirit’s brood in your area.

- **Level 2** – Low Approval – +2 traits on all social interactions with spirits of that brood. Spirits outside your own home caern and area are beginning to hear about you.
• **Level 3** – High Approval – +3 traits on all social interactions with spirits of that brood. When creating a talen with the aid of a spirit of that brood, an extra talen is created without need for increased chiming or the expenditure of additional traits. Spirits throughout the region know your name, and what you’ve done.

• **Level 4** – Top Approval – +4 traits on all social interactions with the spirits of that brood. You are +1 trait all social challenges when dealing with Garou of the Tribe whose Totem you have at this level of Affinity. Throughout the Nation, word of your deeds on behalf of the spirits of this brood is known and spread.

• **Level 5** – Top Approval / Global Notification – +5 traits on all social interactions with the spirits of that brood. When creating a fetish with the aid of a spirit of this brood, you are able to create the fetish with no chiming due to your global acclaim amongst this spirit brood.

**Spirit Notoriety Levels:**

• **Level 1** – Low Approval – -1 trait on all social interactions with spirits of that brood
  (Summoning, Social challenges related to mood and requests, no challenges related to combat.) Some spirits of that brood in the area think you are a pretty lame guy.

• **Level 2** – Mid Approval – -2 traits on all social interactions with spirits of that brood. Spirits outside your own home caern and area are beginning to hear about you, for good or for ill. During travel, you might find yourself being watched with disapproval or anger.

• **Level 3** – High Approval – -3 traits on all social interactions with spirits of that brood. You are down 3 traits on social challenges regarding convincing spirits of that brood to enter into Talens you wish to create. Spirits throughout the region know your name, and what you’ve done. When alone with spirits of that brood, you might find yourself under attack by them, or your location being sold for chiming.

• **Level 4** – Top Approval – -4 traits on all social interactions with spirits of that brood. You are -1 trait on all social challenges when dealing with Garou of the Tribe whose Totem you have at this level of notoriety. Throughout the Nation, word of your deeds on behalf of the spirits of this brood is known and spread. You might find yourself making pacts or deals with other spirits to prevent attacks from the targeted brood.

• **Level 5** – Top Approval / Global Notification – -5 traits on all social interactions with spirits of that brood. You are -2 on all social challenges when dealing with Garou of the Tribe whose Totem you have at this level of notoriety. You might find yourself targeted by spirits of the targeted brood and their allies. You will find challenges harder, if they’re accepted at all by members of the offended tribe. No spirit of this brood will willingly enter a fetish or talen for you.
There are several ways in which Spirit Affinity and Notoriety can be earned in game. Some ways you can do so are as follows:

- Teaching a gift to another Garou directly. (Notoriety)
- Learning a gift to another Garou instead of finding a spirit to teach you. (Notoriety)
- Vouching for someone to learn a Tribal Gift outside of their Tribe. (Notoriety)
- Vouching for someone to learn a gift outside their Breed or Auspice. (Notoriety among the Universal Broods)
- Destroying a Talen, Fetish, Klaive inhabited by a member of the targeted Brood without releasing the spirit. (Notoriety)
- Freeing an abused or mistreated spirit from a Talen, Fetish, Klaive. (Affinity)
- Failure to grant chiminage after promising to do so. (Notoriety)
- Granting more chiminage than the initial agreement called for. (Affinity)
- Bad-mouthing, talking smack, insulting or being dismissive of a spirit or Tribe. (Notoriety)
- Making amends for a past indiscretion against a Brood. (Affinity)
- Making amends for past indiscretions by your ancestors against a Brood. (Affinity)
- Performing successful spirit quests. (Affinity)
- Assisting in the righting of wrongs against a spirit brood by a packmate or complete stranger. (Affinity)
- Being a pack-mate in a pack that disgraces or dishonors a spirit brood. (Notoriety)
- Failing to perform an Act of Contrition against a Garou. (Notoriety by the offended Garou’s brood)
- Performing deeds for a spirit brood outside of your Tribal Brood, putting yourself at great risk, expecting nothing in return. (Affinity)
- Breaking a pledge, promise, or your word to a spirit brood. (Notoriety)
- Killing a member of a Spirit Brood for any reason. (Notoriety)
- Accepting, unconditionally, the punishment, quest, or price of a spirit brood for killing a member of it’s brood and completing what happens next. (Affinity)
- Binding spirits into inappropriate items. (Notoriety)
- Binding spirits unwillingly. (Notoriety)
- Binding spirits into servitude without chiminage. (Notoriety)
- Altering a spirits nature or brood. (Notoriety)
- Allowing a spirit to become tainted or corrupted as a result of doing a favor for you. (Notoriety)
- Needlessly awakening spirits from slumber. (Notoriety)
- Using the gift Command Spirit to avoid paying chiminage. (Notoriety)
- Forcing a spirit to converse without spirit speech. (Notoriety)
- Ignoring a pack totem ban. (Notoriety)
- Opening a moonbridge into a bawn without permission of the caern spirit. Includes bridge walker, and totem bridges. (Notoriety)
- Hunting Englings for sport or out of malice. (Notoriety)
• Failure to perform proper rites for prey spirits. (Notoriety)
• Failing to honor the spirits of your ancestors. (Notoriety)
• Ignoring prophetic warnings. (Notoriety)
• Cheating in a contest of riddles or game craft. (Notoriety)
• Summoning an incarna avatar or above without a good damn reason. (Notoriety)
• Improving/expanding the influence of the spirit's material-world counterparts (i.e. expanding the borders of a protected forest, successfully promoting awareness of a species importance to the environment, etc) (Affinity)
• Protecting the spirit’s material counterpart (preventing a major catastrophe, helping keep a species or it's environment in good health, etc) (Affinity)
• Creating works of art to honor the spirit/brood, especially if presented to the general public (Affinity)
• Retrieving a Talen that has been taken by minions of the Wyrm (Affinity)
• Retrieving a Fetish that has been taken by minions of the Wyrm (Affinity)
• Publicly adopting and upholding a Ban (Affinity)
• Freeing a Spirit that has been trapped in the Pattern Web/Calcified (Affinity)

Chapter 6: Spirit Network

In order to make the game more immersive and in order to empower Theurge to keep a close watch over their sept and packmates, we are reintroducing the Spirit Network Background from “The Book of Auspices”. You can find more information about this Background on pages 57 and 58 of the Book of Auspices. The background is altered as follows:

* Prerequisites: Theurge only, must possess Spirit Speech.

• **Level One:** Low Approval - You have a few spirits on the lookout for useful or interesting information within your sept.
• **Level Two:** Mid Approval - Several spirits are willing to share what they have seen with you within your area.
• **Level Three:** Regional Approval - You have unseen eyes in countless different locations in the area at any time within your region.
• **Level Four:** Top Approval - Spirits far and wide seek you out with strange information to give you about the nation’s offenders and saints.
• **Level Five:** Top Approval/Global Notification - Unless the Gauntlet is very high, very little escapes the notice of your watcher spirits. You know the greatest offenders and the greatest allies of the broods.