

## Mind's Eye Theatre Gift Deck



### Homid Basic

#### Jam Technology

This Gift allows you to disable technological devices. "Technology" in this case extends to *all* tools, though it's harder to break simple tools. Spend one Gnosis Trait and make a Static Social Challenge, the number of Traits depending on the nature of the device.

Traits	Complexity of Device
4	Computers, complex electronics
6	Telephones, simple electronics
8	Cars, complex mechanical devices
9	Guns, straightforward machines
10	Knives, levers, simple tools

If the challenge succeeds, all devices of the target complexity and higher within 50 feet cease to work for one turn, plus an additional turn for each Mental Trait the Garou spends. Affected devices remain unchanged but inert, and resume working when the jamming wears off.

### Homid Basic

#### Master of Fire

Taming fire helped separate humanity from beasts. This Gift lets you call on the ancient pact with fire-spirits, persuading them to withhold their hunger when you touch them. Spend one Gnosis Trait. Fire damage now heals as if it were bashing damage. The effect lasts for the rest of the scene, or for one hour.

### Homid Basic

#### Fianna Basic

##### Persuasion

Your words carry unusual meaning and credibility in whatever way reaches each listener. Make a Static Social Challenge against six Traits (retest with *Subterfuge*). If the challenge succeeds, you gain one bonus Trait on all Social Challenges for the rest of the scene, or for one hour. You may gain additional bonus Traits at the cost of one point of Gnosis each, spent at the time of the initial challenge. In addition to the game-mechanical effect, your words are more influential than usual on the roleplaying level, and Storytellers should work with players to make the use of *Persuasion* clear in play.

### Homid Basic

#### Smell of Man

Wild creatures know that death follows the smell of humanity. This Gift lets you strengthen that smell, making wild animals fearful and domestic animals submissive. This Gift requires no Gnosis or challenge, only the decision to turn the Gift on or off. When it's active, all wild animals (other than supernatural creatures in animal form) suffer a one-Trait penalty to *all* challenges while within 20 feet of you and flee when possible. Domesticated animals refuse to harm you, regardless of commands to the contrary unless you actually harm them in some way.

### Homid Basic

#### Staredown

Your eyes gain a subtle but powerful quality that makes humans and animals flee and freezes other werewolves where they stand. Make a Social Challenge against the target. If it succeeds, a human or animal target flees for one turn, plus one additional turn per Mental Trait you spend. (The target may spend a Willpower Trait to avoid flight for one turn.) Garou targets do not flee, but cannot attack while you continue to stare them down. If you are attacked, Garou targets regain their freedom of movement. If the target is attacked, the effects of the Gift are dispelled. You can use this Gift on one target per turn.

### Homid Intermediate

#### Cocoon

With this Gift, you can draw a magical cocoon out of thin air, a thick, opaque, sarcophaguslike layer that immobilizes you but protects you from fire, starvation, gas, high pressure, cold and other environmental hazards. Spend one Gnosis to create the cocoon. This takes one turn. Once inside it, you ignore all attacks which fail to inflict levels of bashing or lethal damage equal to your Stamina-related Physical Traits. The first attack to inflict this much damage dissolves the cocoon. Otherwise it lasts for one scene or for one hour. You can spend one Gnosis Trait to renew the cocoon for another scene or hour, and can spend this Trait at any time before the cocoon dissolves.

### Homid Intermediate

#### Disquiet

This Gift allows you to perturb the target's soul, creating inexplicable depression and an urge to withdraw. The subject cannot draw effectively on active emotions or maintain concentration. Make a Social Challenge against the target. If the challenge succeeds, your target cannot regain Rage for the duration of the scene (or for one hour) and suffers a one-Trait penalty on any extended challenge.

### Homid Intermediate

#### Bone Gnawers Intermediate Fianna Intermediate

##### Reshape Object

You can transform once-living material (but not the substance of undead beings) into objects trees into shelter, antlers into spears, animal hides into armor, flowers into perfume and so on. The resulting items resemble their sources: the spear shaft is made of antler, the armor retains skin textures, etc. Spend one Gnosis and make a Static Social Challenge (retest with *Repair*). The difficulty depends on the degree of transformation: making a broken tree branch into a spear requires a test against five Traits, while making a single plank into a raft that can carry three Garou requires a test against eight Traits, and making a blade of grass into a lean-to that can resist hurricane winds requires a test against 10 Traits or even more. Spend a second Gnosis Trait to allow a created weapon to inflict aggravated damage.

Objects stay reshaped for only five minutes. Spend one Mental Trait to increase this to 10 minutes, two Mental Traits to increase it to one hour, three Mental Traits to increase it to the rest of the session or four Mental Traits to make it permanent.

### Homid Intermediate

#### Spirit Ward

You can create an invisible pictogram to shield against spirits. The resulting symbol unnerves spirits other than pack totems and caern spirits and travels with you. Send one Gnosis and make a Static Social Challenge against seven Traits. On success, spirits within 100 feet of you (other than pack totems and caern spirits) suffer a one-Trait penalty for each Social Trait you spend. The *Spirit Ward* lasts for one scene or one hour.

### Homid Advanced

#### Assimilation

You can blend smoothly into any culture, no matter how strange or unfamiliar it seems. *Assimilation* doesn't hide racial differences, but allows you to act and speak like a native and understand the local language. Make a Static Social Challenge. The difficulty varies based on how alien the culture is: infiltrating another sept requires only five Traits, while passing as a member of a Black Spiral Hive on another continent requires nine Traits. If the challenge succeeds, you suffer no social penalties while interacting with members of the target culture. *Assimilation* lasts for one scene, plus one day per Willpower Trait spent when activating the Gift.

### Homid Advanced

#### Part the Veil

This Gift lets you protect a human being from the effects of the Delirium. The human can then interact with Garou without suddenly breaking into flight or denial. If the target suffers the Delirium at a later date, much of what happened while *Part the Veil* was in effect will become lost, just like other Delirium-obscured memories. Spend one Gnosis and make a Social Challenge (retest with *Empathy*). If you win, the target is protected from the Delirium for one scene or one hour.

### Metis Basic

#### Burrow

With this Gift, you can burrow through the earth, creating a tunnel just large enough for you to go through. Others can follow, if they're small enough to fit into the hole. You must be in Crinos, Hispo or Lupus form to use this Gift, since it requires digging claws. (Metis without claws or fragile claws can still use this Gift, relying on their extra-strong fingers.) The tunnel isn't structurally sound and crumbles over time. Make a Physical Challenge against a difficult depending on the substance to be burrowed through: four Traits for loose mud, up to nine Traits for solid rock. Strong metals and reinforced structures don't yield at all. You can burrow at one yard per turn, and need not make another challenge unless the composition of the material to burrow through changes.

### Metis Basic

#### Create Element

You can create a small amount of fire, air, earth or water. (One Gift covers all four elements.) You cannot create specialized forms, like precious metals or lethal gases, but can replenish the air in a sealed room, make a rock to throw at someone, light a fire without matches or fill a bathtub without faucet or pipes. Spend one Gnosis and make a Gnosis Challenge. If successful, you create up to 10 pounds of the desired element per current Gnosis Trait, up to a maximum weight of 100 pounds. The element can appear anywhere you can see within 60 feet and remains until used up. Flames created with this Gift inflict one level of lethal damage per Gnosis Trait, up to a maximum of three health levels.

### Metis Basic

#### Curse of Hatred

Metis are expected to endure all sorts of abuse for the privilege of existing, and this can breed resentment and bitterness. With this Gift, you vent the hatred in your heart, demoralizing your opponents. Spend one Gnosis and make a Social Challenge. If successful, your opponent loses two Willpower Traits and two Rage Traits. This Gift can be used on any particular opponent once per scene.

### Metis Basic

#### Primal Anger

You have learned to focus the anger Metis suffer and use it to increase your Rage. Metis rarely teach this Gift to non-metis, as few ever experience enough shame and suffering. For each health level you sacrifice, you gain two Rage Traits, even if this takes you above your permanent Rage score. Such anger eats at its user, though — the damage heals as if it were aggravated. *Primal Anger* can be used once per scene.

### Metis Basic

Theurge Basic  
Black Furies Basic  
Silent Striders Basic  
Silver Fangs Basic

#### Sense Wurm

You can perceive nearby manifestations of the Wurm. The Gift acts directly on your consciousness through a mystical sense, but Garou using it often describe it in terms of other senses, like "This place stinks of the Wurm." Garou must remember that the Wurm's taint often clings to innocent victims, such as those who eat tainted food or work in Wurm-controlled factories. Make a Mental Challenge with a difficulty depending on the concentration and strength of the Wurm's influence. Test against six Traits to sense a fomer in the next room, but detecting the lingering residue of a Bane that left an hour ago requires testing against eight Traits. Vampires with three or fewer Humanity Traits always smell of the Wurm; vampires on a Path of Enlightenment stink of the Wurm no matter what their rating.

### Metis Intermediate

#### Gift of the Porcupine

With this Gift, your fur becomes long, bristly and sharp, like porcupine quills. You must be in Crinos, Hispo or Lupus form to use this Gift. Spend one Gnosis; your fur immediately sharpens. Anyone you tackle, grapple or immobilize suffers a level of aggravated damage. Anyone who strikes you with bare flesh suffers damage as if he'd struck himself. The Gift lasts for one scene, or until you will your fur to return to normal.

### Metis Intermediate

#### Mental Speech

You can speak directly into another person's mind, even at a great distance. You must know the target personally (though you do not have to like the target) or have something that belongs to the target, such as a lock of hair. Spend one Willpower Trait and make a Social Challenge. If successful, you can communicate with a target at a distance of up to 10 miles per current Gnosis Trait the *Mental Speech* user possesses. *Mental Speech* does not allow for mind reading, but you can use social Abilities such as *Intimidation*. The Gift remains active for one scene.

### Metis Intermediate

#### Wither Limb

You direct your hostility at a target's arm or leg and make it twist, desiccate and wither. Only creatures with regenerative powers can escape permanent harm from this Gift. Spend one Gnosis and make a Static Willpower Challenge against a total of your target's Physical Traits. If you succeed, the victim suffers a two-Trait penalty to all Dexterity-related challenges; if her leg was targeted, she can move at only half normal speed. Regenerative powers take effect after one scene; otherwise this Gift creates permanent effects.

### Metis Advanced

#### Madness

This Gift imposes the madness against which all metis struggle onto others. Its effects vary from one target to the next: *Madness* finds whatever weaknesses lurk within and draws them out. Spend one Gnosis and make a Social Challenge. The target suffers debilitating insanity for one day. You can change the intensity of the madness at any time, granting moments of lucidity and then yanking them away with fresh psychosis. The victim always suffers at least a one-Trait penalty to tasks requiring concentration, and, at the Storyteller's discretion, can simply lose the ability to sustain a chain of thought for more than one turn at all. The memories and psychological trauma of the madness remain in effect even after the Gift expires.

### Metis Advanced

#### Totem Gift

You draw on your unusually strong ties within Garou society to plead directly with your tribal totem and gain some of its power. The results depend on the totem. Rat might send swarms of rats to attack an enemy, while Grandfather Thunder might defend you with thunder and lightning. Miraculous manifestations are common, and the only real limit is the totem's inclinations. Spend one Gnosis and make a Static Social Challenge against seven Traits. Further expenditures increase the effects, from a minor manifestation to a veritable tide of elemental fury.

### Lupus Basic

#### Black Furies Basic

#### Heightened Senses

Your senses all become preternaturally sharp. In Homid or Glabro form, you can see, hear and smell as acutely as a wild wolf, while in wolf-related forms you're all but precognitively alert. Note that this Gift doesn't allow for selective intensification: Routine city noises can overload and cripple a wolf-form Garou with *Heightened Senses*. Spend one Gnosis. In Homid and Glabro form, you gain a two-Trait bonus to all perception-related challenges, and you may make Mental Challenges to perform feats normally impossible to human beings, like tracking by scent. In Crinos, Hispo and Lupus forms, you gain a three-Trait bonus to perception-related challenges and one-Trait bonus in *Primal-Urge* challenges. *Heightened Senses* lasts for the rest of the scene or for one hour. A sudden surge of sensory information (a discharging skunk, car alarm, flashbulb, etc.) overloads the sense in question, leaving you stunned for two rounds and possibly losing the overloaded sense for an hour (at Storyteller discretion).

### Lupus Basic

#### Hare's Leap

You can leap incredible distances. The Bunyip knew it as *Leap of the Kangaroo*; reconciliation-minded Garou call this Gift by that name in honor of their fallen cousins. This Gift requires no Gnosis. Make a Physical Challenge. If successful, you double your normal jumping distance for your next leap.

### Lupus Basic

#### Scent of Sight

You can completely compensate for visual impairment through scent, including navigation in total darkness and making attacks against invisible creatures. Make a Static Mental Challenge (retest with *Primal-Urge*) to trace a scent. Weird and unpleasant scents require five to seven Traits, while subtle and faint ones require up to 10 Traits. A blood-soaked invisible monster requires only five Traits; finding your way through clean steel corridors in darkness requires at least nine Traits. Make fresh challenges only when the scent changes or events might become distracting, like following it through water or into a fight in a reeking alley.

### Lupus Basic

#### Sense Prey

This Gift lets you find enough prey to feed a pack. Traditionally it came into use most often during hard winters. In urban environments, it generally guides Garou to parks, sewers, animal shelters and zoos. *Sense Prey* identifies large numbers of prey within 50 miles when you're in the wild, or within the limits of a city and its suburbs. Human beings do not register as prey, though rumor credits the Red Talons with a variation on *Sense Prey* which does identify humans. Make a Static Mental Challenge (retest with *Primal-Urge*) against seven Traits in wilderness, nine Traits in urban environments. Success reveals the location of enough prey to feed a large pack. If multiple concentrations of prey would all serve, the Gift points to the nearest gathering (not necessarily the easiest or safest).

### Lupus Basic

#### Sense the Unnatural

You can detect unnatural presences and their general strengths and types. *Sense the Unnatural* reveals magic, spirits, the Wyrn, wraiths, vampires and other creatures, but doesn't distinguish between something unnatural and someone merely touched by it (a haunting, a ghoul). Make a Mental Challenge (retest with *Enigmas*). Success provides a vague impression susceptible to various interpretations. That smell of old blood might be a vampire, or a cannibalistic spirit or something else. Spend one additional Mental Trait for a clear but general impression—"something long dead but still moving on this side of the Gauntlet"—or two Mental Traits for a specific signature impression. Once you know that a vampire smells this particular way, for instance, spending two Mental Traits on future uses of *Sense of the Unnatural* will always make it clear that some new peril is another vampire.

The Storyteller may require a second Static Mental Challenge (retest with *Occult*), against six Traits, to interpret an unfamiliar impression.

### Lupus Intermediate

#### Children of Gaia Intermediate

##### Beast Life

You can communicate with wild animals and give them orders. Domesticated animals will speak with you, but must be persuaded rather than ordered since they're now part of the human order. Spend one Gnosis and make a Social Challenge (retest with *Animal Ken*). If successful, you can speak with all animals. You can also call animals of a single type within 10 miles, and those who can reach you without too much trouble or delay will do so. Spend an additional Mental Trait for each increase in 10 miles of the calling radius. Wild animals become friendly to you, willing to follow all reasonable requests and many unreasonable ones. (Ordering an animal to sacrifice itself must be followed with homage to its spirit, or you risk angering Gaia.) The Gift lasts for one scene, plus an additional scene for each Gnosis Trait you choose to spend.

Children of Gaia — As the Lupus Gift; Children of Gaia do not use this Gift to lure animals to harm except to save the heart of a caern from imminent danger.

### Lupus Intermediate

##### Catfeet

You gain catlike agility, including immunity to damage from falls of less than a hundred feet (you always land just right) and perfect balance on all slopes. This Gift is innate and always active. The Garou gain a two-Trait bonus to all challenges involving body slams and efforts at grappling, and to challenges involving balance and equilibrium.

### Lupus Intermediate

##### Gnaw

Your jaws become strong enough to chew through just about anything, given time. Spend one Willpower and make a Static Physical Challenge, difficulty based on the toughness of the target material. Wood is only three Traits' worth of difficulty while steel cables require testing against six Traits and titanium doors require nine Traits or even more. In addition, you inflict an additional level of lethal damage when biting in combat. The Gift lasts for the rest of the scene or for one hour.

### Lupus Intermediate

#### Theurge Basic

##### Name the Spirit

You have learned the Umbral ways and can sense the type and general power of nearby spirits. Spend one Willpower and make a Mental Challenge. If successful, you learn the type and approximate Rage, Gnosis and Willpower of a particular spirit within 50 feet (on either side of the Gauntlet). Further expenditure does not grant more knowledge; you learn enough to get started on research or have a general idea what you're encountering.

### Lupus Advanced

##### Elemental Gift

You can call upon elemental forces — not just the natural world brought to animation, but primal spirits of tremendous power. Spend one Gnosis and make a Social Challenge. If successful, you call an elemental capable of commanding one of the four elements in any of their forms, occupying a space about 20 feet on a side, plus another 20 feet for each Social Trait you spend. The elemental remains for one scene or until it's destroyed or dismissed. What happens once the elemental is called is another matter.

### Lupus Advanced

##### Song of the Great Beast

You may only use this Gift in deep wilderness, howling the *Song of the Great Beast* to summon one of the creatures of long ago to your aid. Great Beasts include the willawau (giant owl), Yeti, sabertooth tiger, Megalodon shark and mammoth. You can attempt to call any Great Beast you can imagine, and rumors persist of dinosaurs in remote jungles and other equally exotic creatures elsewhere in the world's secret places. The Great Beast will listen to you but is not obligated to cooperate, and giving orders to such creatures is very unwise. Spend one Gnosis and make a Social Challenge (retest with *Primal-Urge*). If successful, the Great Beast comes out of the Umbra; spending more Social Traits increases the odds of its answering a request favorably. The Storyteller can set the Great Beast's Traits to suit the situation, but they should be impressive — this is a creature of legend after all.

### Ragabash Basic

#### Bone Gnawers Basic

#### Silent Striders Basic

##### Blissful Ignorance

With this Gift, you can become nearly invisible to all senses, spirits and monitoring devices by remaining still. Make a Physical Challenge. If successful, you blend into the landscape as long as you remain still. Cross your arms across your chest to show when this Gift is in use. The Gift lasts as long as the Garou can remain still. Talking, moving, attacking someone or the like will break the effect.

### Ragabash Basic

##### Blur of the Milky Eye

You become a shimmering blur, able to pass unnoticed among others. Once someone else sees through the deception, you become visible to that observer until something distracts him and allows you to escape. Make a Social Challenge. If successful, you become a blur; the sharp-eyed see you as a hazy shape. Others can notice you only if you visibly disturb the environment in some way, and must win a Mental Challenge against you to do so. The Gift lasts for the rest of the scene or for one hour. While blurred, you may move at half your walking pace and speak in a whisper. You should cross your arms over your chest, and others should ignore your passage unless your character interacts with the environment in some way that leaves noticeable effects (talking out loud, running, dropping a vase, attacking).

### Ragabash Basic

##### Open Seal

You can open almost every kind of closed and locked device. Make a Static Gnosis Challenge with a difficulty of the local Gauntlet rating to open a closed or locked barrier.

### Ragabash Basic

#### Red Talons Basic

##### Scent of Running Water

You can almost completely mask your scent. This Gift becomes active whenever you indicate. While it's active, all challengers trying to track you by scent suffer a two-Trait penalty.

### Ragabash Basic

#### Black Furies Basic Red Talons Basic

##### Sense of the Prey

You gain an innate awareness of any prey about which you know something and can move toward it as fast as you can travel. This Gift operates in the Umbra as well as in the material world. This Gift works automatically if the target isn't trying to hide. If it is, make a Mental Challenge (retest with *Enigmas*); if the target is a spirit, pit your Mental total against the spirit's Gnosis.

### Ragabash Basic

##### Taking the Forgotten

You can take something from a target who then forgets about ever having owned it. Make a Mental Challenge; the Garou can retest with *Stealth*, the target with *Streetwise*. Bonded fetishes may stir memories of their own accord, though (the victim may make a Mental Challenge, Storyteller discretion, to "remember" that he had an item like this, but not how it went missing or by whom).

### Ragabash Intermediate

#### Gremlins

You can make a technological device malfunction just by touching it. The Gift actually disrupts the spiritual energy inside the device, possibly even frightening the spirit into leaving the device permanently and thereby dooming it to permanent breakdown. Make a Static Social Challenge (retest with *Intimidation*) with the difficulty based on the type of device.

Traits	Complexity of Device
4	Computers, complex electronics
6	Telephones, electrical items
8	Cars, machines
10	Knives, simple tools

If successful, the device stops working for the rest of the scene. Spend one additional Social Trait to make the failure last for the rest of the session, two to make it permanent. At the Storyteller's discretion, good roleplaying may add to your Social total or count as one (or even both) of the additional Traits.

### Ragabash Intermediate

#### Luna's Blessing

While the moon is visible in the night sky, silver does not inflict aggravated damage on you. During the full moon, silver may even turn against those who would use it to hurt you. This Gift is active whenever you indicate. While it's in effect, as long as the moon is clearly visible in phase above the horizon (stepping into a building, bad weather or moonrise/moonset negates this Gift), you can regenerate damage from silver as if it were bashing or lethal damage (bashing if the weapon is blunt, lethal if it's edged). Note that this Gift is not active during the new moon. During the full moon, any attacker who makes an unsuccessful attack against you must then make two Simple Tests. If both fail, the attacker takes normal damage from his silver weapon.

### Ragabash Intermediate

#### Open Moon Bridge

You can create a moon bridge, with or without the cooperation of a caern totem. Spend one Gnosis to activate this Gift. See the *Rite of the Opened Bridge* for details; a moon bridge created with this Gift can stretch up to one thousand miles.

### Ragabash Intermediate

#### Whelp Body

You can curse a foe's body to render it weak or palsied. Using this Gift is tantamount to a declaration of permanent war, as far as the vast majority of Garou are concerned. Spend one Gnosis and make a Gnosis Challenge against the target. Success (not a tie) lets you *permanently* remove one of your target's Physical Traits. You may only remove six Physical Traits in this way (by spending additional Gnosis during the challenge). The target can regain them by spending experience points as usual. This Gift works only *once ever* against a particular target.

### Ragabash Advanced

#### Thieving Talons of the Magpie

With this Gift, you can appropriate the powers of others. This Gift extends to Garou Gifts, spirit Charms, vampiric Disciplines, mage Spheres and the like. Make a Mental Challenge against the target. If successful, you can use one specified power for one turn per Gnosis Trait you spend. During this time, the target cannot use the same power. Use your current Gnosis total in place of any Trait that Garou don't normally possess, like Blood Traits, Glamour and so on. You must know something about the power in question — enough to specify which one you're taking — and must physically be able to accomplish the actions it requires, like looking at someone.

### Ragabash Advanced

#### Black Fury Advanced

##### Thousand Forms

Trickster is a shapeshifter; so are the Ragabash, who bring his archetype into present experience. You can adopt any form at least as large as a small bird and no bigger than a bison. You gain all the standard powers of that animal (such as gills, flight, poison glands, etc.). You can't take on the form of Wyrms-beasts, but can evoke mythical creatures. Spend one Gnosis and make a Static Mental Challenge (retest with *Animal Ken*). The difficulty increases as the desired animal form becomes more remote from your own form.

Test against five Traits for an ape, panther or other animal about as big as the Garou, seven Traits for an alligator or other reptile somewhat larger than the Garou, nine Traits for a frog or other very small creature or against 10 for any mythical creature.

**Black Furies** — As the Ragabash Gift, Furies who adopt mythical beast form generally honor Pegasus and assume her form.

### Theurge Basic

#### Command Spirit

You can give simple orders to spirits and expect them to obey, at least partially. *Command Spirit* cannot draw spirits from a distance, only command the ones on hand. Spend one Willpower and make a Social Challenge (retest with *Leadership*) against the spirit's Gnosis. Each command after the first requires another Willpower Trait. You cannot command spirits to leave areas to which they're bound; that requires the Theurge Intermediate Gift *Exorcism*.

### Theurge Basic

#### Children of Gaia Basic

##### Mother's Touch

You can heal any wound in a living creature, even aggravated wounds, by laying hands on the afflicted area. You cannot use *Mother's Touch* to heal yourself, spirits or the undead with this Gift. Spend one Gnosis to heal one health level of damage (make a Mental Challenge to heal non-Garou). Spend a second Gnosis Trait and make a Mental Challenge (retest with *Medicine*) to heal battle scars, but only if you apply *Mother's Touch* in the same scene in which the scars were inflicted.

### Theurge Basic

#### Sight From Beyond

You receive visions of impending danger or portentous events. These visions come without warning and always present the subject in metaphorical terms; a powerful vampire might appear as a bloody skeleton, while an impending battle might be represented by carrion crows or shouted commands. Where possible, roleplaying is the best way to resolve interpretation of the signs *Sight From Beyond* provides, but Storytellers may allow a Mental Challenge (retest with *Occult*) to interpret particular elements of an omen.

### Theurge Basic

#### Uktena Basic

##### Spirit Speech

You can communicate with spirits in their "language." Of course, the ability to address a spirit does not mean the spirit must answer or even stay in the area. This Gift works automatically and intuitively. You can understand spirits and speak to them in ways they understand. Reaching very alien spirits can be difficult; communicating with Banes can be downright painful.

### Theurge Intermediate

##### Exorcism

You can force spirits to leave objects and places, regardless of whether the spirits were there voluntarily or bound. Make a Static Social Challenge (retest with *Intimidation*) against the spirit's Willpower to displace a spirit that can choose to leave but does not wish to. Make a Static Social Challenge (retest with *Subterfuge*) against eight Traits to displace a spirit that has been bound into place; *Exorcism* requires more successes on this challenge than the binder won while tying the spirit there. *Exorcism* can "cure" fomori, but the host generally dies once the Bane is ejected unless a powerful healer can preserve the host's life through the *Exorcism*.

### Theurge Intermediate

##### Grasp the Beyond

You may carry things into and out of the Umbra without dedicating them to yourself. This Gift even allows you to take humans and animals, willing or otherwise. Garou often use *Grasp the Beyond* to bring loyal Kinfolk on Umbral quests and to heal injured Kinfolk in mystic glens. You must grasp the person or object to carry it (make a Physical Challenge to grapple an unwilling target). Spend one Willpower for small items (pocket watch, knife, etc.), two for larger items like backpacks and bows, or three for big items like people. Make the usual challenge to step sideways. If you succeed, you and your carried object both enter or depart the Umbra. Unwilling targets may make a Willpower Challenge to resist and only cross the Gauntlet if the Garou wins this challenge as well.

Once in the Umbra, carried people must rely on the Garou or an area like a caern with very low Gauntlet rating (3 or less) to escape if they don't possess the ability to step sideways themselves. People left in the Umbra indefinitely gradually turn entirely to spirit matter.

### Theurge Intermediate

##### Pulse of the Invisible

Spirits fill the world, but most Garou do not see them most of the time. This Gift lets you see the spirits whether in the Umbra or in the material world and interact with Umbral spirits at will. Most spirits aren't doing anything very interesting, but sometimes things change dramatically, and *Pulse of the Invisible* lets you know when a change or complication arises. You can see into the Umbra without a challenge whenever your permanent Gnosis equals or exceeds the local Gauntlet rating. When the Gauntlet is stronger, make a Static Mental Challenge against the Gauntlet rating. The effect lasts for the rest of the scene or until you go somewhere with a higher Gauntlet rating.

### Theurge Intermediate

##### Spirit Drain

You may siphon power from a spirit to feed your own resolve. Make a Static Gnosis Challenge against the spirit's Gnosis. On a success, you drain two Power points from the spirit, granting a temporary Willpower Trait. You may use this Gift as frequently as you like, but any Willpower exceeding the maximum for your Rank is lost at the end of the scene.

### Theurge Advanced

##### Feral Lobotomy

You can reduce an opponent's mind to animallike complexity, effectively destroying the target's ability to reason. Spend two or more Gnosis and make a Static Mental Challenge (retest with *Empathy*) against Traits equal to the target's Willpower + 3. You can destroy one Mental Trait per success, at a cost of two Gnosis each. The target becomes more and more animalistic with each lost Trait; he can only be dropped to one Mental Trait.

### Theurge Advanced

#### The Malleable Spirit

You can change a spirit's form and purpose. Make a Static Gnosis Challenge against a difficulty depending on the intended change, while the spirit makes a Static Gnosis Challenge against your Gnosis. Changing the spirit's Willpower, Rage or Gnosis requires a Static Gnosis Challenge against six Traits, with one success required per Trait added or removed. Changing the spirit's disposition (friendly, neutral or hostile) requires a Gnosis Challenge against eight Traits, with success allowing you to specify the spirit's new disposition. Changing the spirit's basic type (Naturae, Elemental, Bane, etc.) requires a Gnosis Challenge against 10 Traits. Many spirits are not crazy about being monkeyed with and will fight such change.

### Philodox Basic

#### Call to Duty

You can summon and command any spirit you know by name. This Gift allows for one command, after which the spirit is free to leave; it does not teach the names of spirits. Make a Static Social Challenge (retest with *Leadership*) against the spirit's Willpower. If successful, you can summon a local spirit and give a single command. Spend two Gnosis to summon all spirits within one mile to aid or protect you, even without knowing their names. *Name the Spirit* can provide spirit names as can personal acquaintance through other means.

### Philodox Basic

#### King of the Beasts

You can command the loyalty of a specific animal, which will follow your commands willingly and unconditionally. The target must be within 100 feet. Make a Static Social Challenge (retest with *Animal Ken*) against three Traits for a sibling animal (such as a wolf littermate), six Traits for an animal you feed and care for, eight Traits for an unfamiliar animal or 10 Traits for a hostile one. This Gift can only affect one animal at a time and does not draw animals to your vicinity.

### Philodox Basic

*Children of Gaia Basic*  
*Get of Fenris Basic*  
*Wendigo Basic*

#### Resist Pain

You can continue to act without suffering impairment from wounds. The wounds themselves must be treated and healed later; *Resist Pain* only blocks some of their effects. Spend one Willpower. No wound penalties apply for the rest of the scene or for one hour.

### Philodox Basic

#### Scent of the True Form

With this power, you can tell what a person's true nature is through scent and other cues that manifest like scents. You can automatically recognize other werewolves. To detect other sorts of creatures, make a Static Mental Challenge (retest with *Primal-Urge*) against six Traits for most sorts of creatures, against eight Traits for vampires, faeries and other shapeshifters, or against 10 Traits for fomori and mages.

### Philodox Basic

#### Strength of Purpose

You draw strength from your underlying conviction about your place in pack, tribe and world. Make a Static Physical Challenge (retest with *Rituals*) against seven Traits. For every success, regain one Willpower Trait, up to your maximum. You may use this Gift once per scene.

### Philodox Basic

#### Truth of Gaia

You can tell when others are speaking the truth or lying. Make a Mental Challenge. If successful, you can determine whether the target is deliberately lying. (The key word is *deliberately* — the target may speak falsehood but be telling the truth as she understands it, complete with misinformation or altered memories.)

### Philodox Intermediate

#### Roll Over

You can compel a target to submit to you by exerting your presence and force of will. You can make humans fall to their knees, wolves roll on their backs and so on. Make a Willpower Challenge. If successful, the victim can take no action other than submission unless in direct danger. This Gift lasts for one scene or one hour.

### Philodox Intermediate

#### Scent of Beyond

You can focus your senses on a distant spot — at any distance, in fact, or even in the Umbra as long as you're familiar with it. You see it as if standing in the middle of the chosen area. Make a Static Mental Challenge (retest with *Enigmas*) against eight Traits or the local Gauntlet rating, whichever is higher. The change of viewpoint lasts for the rest of the scene or until you choose to stop observing the target. While using *Scent of Beyond*, you are unaware of your immediate environment.

### Philodox Intermediate

#### Weak Arm

You can observe an opponent's fighting style and evaluate strengths and weaknesses based on subtle clues others would miss. Concentrate for one full turn and make a Mental Challenge (retest with *Brawl*). Success gives you a one-Trait bonus on your next attack against that target, plus an additional bonus Trait for each Mental Trait spent on *Weak Arm*. *Weak Arm* can only be used once per scene against any individual target, and the benefits last only until the end of the scene.

### Philodox Intermediate

#### Wendigo Intermediate

##### Wisdom of the Ancient Ways

All werewolves retain some innate connection to their ancestors, accessible through meditation. This Gift lets the Garou bring old memories to the surface and recall ancient lore. Meditate for at least one full turn and make a Static Gnosis Challenge against nine Traits (-1 for each level of *Ancestors* the Garou possesses). If successful, the Garou gets a general impression of the information she seeks. Spend one Mental Trait to make it clear though broad, two to make it detailed and specific.

### Philodox Advanced

#### Geas

You can impose a *Geas*, a sacred binding oath, upon the target. A *Geas* cannot override basic instincts such as self-preservation, but you may otherwise command one or more individuals as you see fit. Spend one Gnosis and make a Static Social Challenge (retest with *Leadership*) against the target's Willpower. To *Geas* a group, such as a pack or family, make the test against whoever has the highest Willpower. The compulsion lasts until the assigned task is completed, or the target falls to Incapacitated in pursuit of the quest. No victim can suffer from more than one *Geas* at a time, and the first one laid always takes precedence.

### Philodox Advanced

#### Wall of Granite

Philodox have unusually strong relationships with earth elementals. While in contact with earth or rock, you can invoke a wall to protect yourself, which will move with you to protect you from all angles. Spend one Gnosis. The wall emerges automatically, and is three yards high, two yards long and one yard thick. It can soak 10 levels of bashing and lethal damage and has 15 health levels that must be penetrated to break through it at any point. The wall lasts for one scene or until released by the Garou.

### Galliard Basic

#### Red Talons Basic

##### Beast Speech

You can communicate with any sort of animal, from fish to mammals. *Beast Speech* does not change animals' natures or reactions and does not make the Garou seem like any less formidable a predator. Make a Social Challenge (retest with *Animal Ken*). Each separate encounter or type of animal requires its own challenge — for example, a successful challenge to speak with a rattlesnake would allow you to speak with all venomous snakes, but you need another successful challenge to talk with a stag.

### Galliard Basic

#### Call of the Wyld

Your natural aptitude for communicating with howls becomes greatly magnified. A *Call of the Wyld* can stir other Garou to fresh energy, even those beyond the normal range of hearing. Galliards regularly use this Gift at the beginning of revels and other pack and sept activities and to call for aid in trouble. Make a Physical Challenge. If successful, the remarkable call goes out. A single success carries it to all Garou within twice normal hearing range. Spending an additional Physical Trait provides the following bonus — those Garou who hear the call gain a one-Trait bonus to the next challenge they take part in as members of the pack or sept (that is, to group efforts, not individual ones). Spend two additional Physical Traits to impose a one-Trait penalty on all combat-related challenges that the hearing Garou's opponents engage in for the rest of that scene.

### Galliard Basic

#### Call of the Wyrn

This extremely dangerous Gift draws Wyrn-creatures to you. Galliards traditionally surround this Gift with a great deal of cautionary advice and watch those who know it for signs of corruption. It's most often used to bait ambushes and flush prey from hiding. Make a Static Social Challenge (retest with *Performance*) against the Wyrn-creature's Willpower. If successful, you can implant an overwhelming urge in the Wyrn-creature's mind. Spend an additional Social Trait to hide the otherwise obviously external source of the impulse and make the creature regard the urge as its own idea.

### Galliard Basic

#### Distractions

You can supernaturally distract your target with a mix of yips, yelps and howls. Make a Social Challenge (retest with *Performance*). If you succeed, the victim suffers a one-Trait penalty on all challenges next turn, plus an additional one-Trait penalty for each Social Trait you spend.

### Galliard Basic

#### Dreamspeak

You can enter another's dream and change its course. You do not have to be anywhere nearby, but must know or have seen the dreamer. Make a Mental Challenge (retest with *Empathy*) to gain control over the victim's dream. No damage the victim suffers in the dream carries over into waking reality, but disorientation imposes a one-Trait penalty on the victim's challenges for one turn per Gnosis Trait you possess (if you are inflicted a disorienting or unpleasant dream). If the dreamer awakens while you are still in the dream, you will be immediately thrown out of the dream world and lose one Gnosis Trait.



### Galliard Basic

#### Mindspeak

You can link the minds of targeted individuals into a sort of shared waking dream. They perceive the shared dream overlaid on mundane reality, and can communicate freely with each other while it lasts, at the cost of some impairment of their ability to deal with their respective immediate physical surroundings. Spend one Willpower Trait per sentient being to link in *Mindspeak*. Make a Social Challenge against each unwilling participant. Participants can speak freely once linked, and can use Social Abilities against each other. They suffer a two-Trait penalty on all challenges dealing with their own surroundings. *Mindspeak* ends when all participants choose to end it, or when you fail a challenge against an unwilling target. Participants must be within line of sight of each other when the Gift goes into effect, but can move any distance thereafter.

### Galliard Intermediate

#### Bridge Walker

You can create minor moon bridges for your own exclusive use. It takes one percent of the usual time to travel along one of these bridges, allowing (among other things) for you to disappear in front of a foe and reappear behind it. Lunes do not protect these bridges, and they do sometimes attract spirit creatures' interests. Such creatures may even follow you into the physical world. Spend one Gnosis to create the bridge. It lasts for only one passage unless you also spend a permanent Gnosis Trait while creating the bridge, in which case it lasts until the next full moon. The bridge can extend up to one mile per Gnosis Trait the Garou possesses at the time of creation.

### Galliard Intermediate

#### Eyes of the Cobra

With a strangely compelling look, you can draw a victim to your side. Make a Social Challenge (retest with *Enigmas*). If you win, the victim begins moving toward you; spend an additional Mental Trait to make the victim move as rapidly as possible without risking actual injury. The victim regains power of choice within arm's reach of you.

### Galliard Intermediate

#### Shadows by the Firelight

You invoke shadows and dreams to create stories in which others take part... willingly or not. Shadows surround the participants as they act out the roles you assign, and dreamlike sensations fill in sensory gaps. Galliards often use this Gift at moon while teaching stories from Garou history and legend. It can also serve as a weapon, however, commanding the targets into fixed behavior. There is no challenge required to use this Gift on willing subjects. To force unwilling targets into a story, make a Social Challenge (retest with *Performance*) against each victim. The story begins when the requisite number of victims are all compelled to act. Each must act precisely as one of the characters in the story you tell. This Gift lasts for one turn per Gnosis Trait you spend.

### Galliard Intermediate

#### Song of Rage

You sing a song that unleashes the Beast in others, driving werewolves, vampires and other supernatural creatures into frenzy and inspiring berserker rages in human beings. Make a Social Challenge (retest with *Leadership*). The victim flies into a violent rage for one turn (or frenzies if he is susceptible to frenzy), plus one for each additional Social Trait spent. This Gift affects one victim at a time; you may use it once per turn.

### Galliard Advanced

#### Uktena Advanced

#### Fabric of the Mind

The greatest Galliards can bring the products of their imagination to life, drawing out creatures and objects from their dreams. Make a Static Mental Challenge (retest with *Performance*) against eight Traits. With a success, each Trait successfully risked provides one Trait which you can assign as you like to a single imagined object or creature. The Traits can go into one object or several and have any characteristics you can imagine and describe. Once created, the objects require one Gnosis Trait per scene per object to remain in the material world if they're relatively inactive, one Gnosis Trait per turn per object if they're involved in fights and other strenuous activities. Creatures brought out thusly are sentient, but not entirely independent; they react naturally, but perform by your volition.

If you fail the challenge before accumulating the desired Traits, make two Simple Tests. If you fail both, the object emerges immediately, independent of your control and often not exactly what you wanted. It lasts until destroyed, banished or otherwise removed.

### Galliard Advanced

#### Head Games

This Gift puts a target's emotions under your control. You can change love to hate and back again, twist the objects of desire and do almost anything else you please to your victim. Keep in mind that over-indulging in destructive impulses may, over time, corrupt your soul. Make a Social Challenge (retest with *Empathy*) against the target. Success allows you to manipulate the target's emotions in any way you desire. The Gift lasts for the rest of the scene, or for one hour. Creating *lasting* emotions is difficult: The effects of *Head Games* wear off in ensuing scenes unless events reinforce them. You can, for instance, make the target fall in love with someone, but the passion will fade unless the target has reasons to find that person attractive without manipulation and without some sign of favorable response from the object of desire. On the other hand, an irrational fear of a particular mode of attack or kind of creature can easily become lasting if the target suffers damage from the object of fear while *Head Games* is in effect.

### Aroun Basic

#### Falling Touch

You can knock over your target with the lightest touch. Make a Physical Challenge (retest with *Medicine*). If successful, the target falls down. Using this Gift counts as an action; using *Falling Touch* and striking to inflict damage are separate actions. The target must sit on the ground for the next four actions (or 15 seconds if not in combat). He may not initiate Physical Challenges, but may defend himself as normal.

### Aroun Basic

#### Inspiration

You can share your confidence, resolve and righteous anger with your comrades. Spend one Gnosis. Each comrade (excepting the Gift-user) within arm's reach receives an automatic success on a single Willpower Challenge that scene, or one additional Willpower Trait to spend.

### Ahroun Basic

#### Get of Fenris Basic

##### Razor Claws

You can sharpen your claws by raking them over stone or other hard surfaces. Spend one Rage and take one full turn to sharpen your claws. For the rest of the scene, your claw attacks inflict an additional level of damage.

### Ahroun Basic

#### Sense Silver

Ahroun learn to evaluate all potential threats. This Gift lets you detect nearby silver weapons through subconscious cues. Make a Mental Challenge (retest with *Primal-Urge*). If successful, you can tell that silver weapons are nearby; spend an additional Mental Trait to learn their precise locations.

### Ahroun Basic

#### Spirit of the Fray

You can strike like lightning, preempting even the fastest opponents. This Gift is always in effect. You are considered to have 10 (yes, 10) additional Traits for initial challenges, and can spend a Gnosis Trait for an additional 10 for a single challenge. Remember that Garou can't spend Rage and Gnosis in the same turn, so buying the initiative edge this way means that you can't spend Rage for extra actions.

### Ahroun Basic

#### True Fear

You can scare your chosen target into fearful quiescence. Make a contest of your Physical Traits (retest with *Intimidation*) against the target's Willpower. If you are successful, the target cannot attack for one turn, plus one turn for each Mental Trait you spend. The target can defend against attacks and otherwise act normally (or as normally as possible when gripped with terror).

### Ahroun Intermediate

#### Clenched Jaw

You can bite down with such force that you can't be pried loose until you choose to let go. If you are killed, your teeth remained clenched. Make a successful bite attack before using this Gift. Spend one Rage Trait. On succeeding turns, make a biting attack with a two-Trait bonus to keep inflicting bite damage. The victim can make a Physical Challenge to break free (suffering an additional level of lethal damage if it works), but you can add half your Willpower Traits to your total for the challenge.

### Ahroun Intermediate

#### Heart of Fury

With this power, you erect mental and spiritual barriers against the flow of anger within, restraining yourself by suppressing the rage for the time being. You must vent it later, of course, before it erupts in frenzy. Make a Static Willpower Challenge against your permanent Rage Trait total. You receive a one-Trait bonus per success to efforts at resisting frenzy that scene. At the end of the scene, spend one Willpower Trait or make a frenzy check at normal difficulty.

### Ahroun Intermediate

#### Silver Fangs Intermediate

##### Silver Claws

You can transform your own claws into silver. Make a Static Gnosis Challenge against seven Traits. If successful, your claws become silver for the rest of the scene or until you decide to return them to normal. While silver, your claws do aggravated damage to all targets. When you make a successful strike on your target, you inflict an extra level of aggravated damage to any creature susceptible to silver. The transformation is agonizingly painful, giving you an automatic Rage Trait each turn and imposing a one-Trait penalty on non-combat challenges. When your Rage total exceeds Willpower, you must test for frenzy.

### Ahroun Intermediate

#### Stoking Fury's Furnace

This Gift allows Ahroun to channel their rage in very precisely controlled ways. You automatically regain one Rage Trait in any turn that you suffer damage, and do not have to test for frenzy from that specific stimulus (though other stimuli may impose challenges as usual). You can spend one Rage Trait per turn without losing temporary Rage. If you spend two or more Traits in one turn, they're marked off as usual.

### Ahroun Advanced

#### Kiss of Helios

You draw on the sun's power to become immune to fire damage, and can set any part of your body on fire and keep it burning for extended periods. Spend one Gnosis. For the rest of the scene, you take no damage from natural fire, up to and including molten lava. Artificial sources of fire like napalm and gas fires inflict half their usual damage (round up), and it's treated as bashing damage. You can inflict two additional levels of aggravated damage if you attack with blazing fists, claws or fangs.

### Ahroun Advanced

#### Strength of Will

You can inspire yourself and your comrades to remarkable heights of courage — no task is too daunting. Make a Static Social Challenge (retest with *Leadership*) against eight Traits, and spend Gnosis. Each Gnosis Trait spent gives all of the Garou's allies within 100 feet an extra Willpower Trait. These bonus Traits last for the rest of the scene and are spent as usual. *Strength of Will* can raise Willpower totals over their Rank maximum and even over 10. This Gift may only be used once per scene by any individual Garou, and allies can receive its benefits from only one Garou at a time.

### Black Furies Basic

#### Breath of the Wyld

You can instill a Wyld-born sense of vitality in others, providing proof by example of what life can be but so often isn't. You must touch the target's skin (Physical Challenge if necessary) while outdoors in some reasonably natural setting (a park will do in cities). Make a Static Gnosis Challenge against five Traits for Garou, six Traits for humans. Success grants the target a one-Trait bonus on all Mental and Rage Challenges for the rest of the scene. The target also feels invigorated and clear-headed; minor confusion slips away.

### Black Furies Basic

#### Curse of Aeolus

You can call up an unnatural fog to obscure opponents' vision and intimidate them. You can see through the fog, but all others suffer impairment. Make a Static Gnosis Challenge against a number of Traits, dependent on frequency of fog in the area: four Traits on the seashore, six Traits in most locations, nine Traits in the desert. This power does not function in places where fog could not naturally occur (such as indoors). You suffer no visual impairment; all others can use only half their normal Trait total (rounded up) in perception-related challenges. Everyone except you and your packmates also suffer a one-Trait penalty on Willpower Challenges as the fog seems unnerving and menacing. The Gift lasts for the rest of the scene.

### Black Furies Intermediate

#### Body Wrack

You can create crippling pain in a target, just by pointing at him. Spend one Gnosis and make a Physical Challenge (retest with *Medicine*). On success, the victim is racked with fiery agonies. The victim suffers a one-Trait penalty on all challenges due to the pain, plus an additional one Trait for each Mental Trait you spend. The pain lasts for the rest of the scene, or for one hour.

### Black Furies Intermediate

#### Coup de Grace

You identify your target's most vulnerable spot and prepare a special attack upon it. Spend one Willpower and make a Mental Challenge (retest with *Brawl*). If successful, you inflict double damage with your next attack if it succeeds. (If the next attack fails, the benefits of *Coup de Grace* are lost.)

### Black Furies Intermediate

#### Visceral Agony

Your claws become barbed talons which drip black venom. They inflict no extra physical damage, but deal out horrendous, crippling pain. Spend one Rage before attacking. Wound penalties the target suffers during the next attack are doubled — the target is at a four-Trait penalty when Wounded, and so on. The target only suffers the normal wound penalties if in frenzy or otherwise capable of resisting or ignoring pain.

### Black Furies Intermediate

#### Wasp Talons

You can discharge your claws from your hands like darts. (You cannot make any more claw attacks with a hand you've used until the claws regenerate.) Spend one Rage and make a Physical Challenge (retest with *Brawl*). Figure the difficulty penalties as if you were using a gun. Damage is normal claw damage for the character (this excludes any other claw-enhancing Gifts like *Silver Claws*). It takes one full turn to regenerate claws once fired off.

### Black Furies Advanced

#### Wyld Warp

This Gift summons Wyld-spirits... that you cannot control. It's a desperate tactic, since they run or fly in an unpredictable destructive fury. Wyld-spirits have been known to dismember enemies, grant the summoner and her packmates increased physical strength or Rage, instantly heal the Fury and her packmates of all damage to allow a sustained fight, or destroy all Weaver-tools in the area. Whatever they do, it will be beneficial in some sense. Spend one Gnosis and one Rage. Make a Static Mental Challenge (retest with *Enigmas*) against the local Gauntlet rating. Success summons a variable number of Wyldings, who behave as the Storyteller sees fit. The Wyldings will do something that helps — it's just unlikely to be what you most want or expect.

### Bone Gnawers Basic

#### Cooking

With only a small pot (a coffee can or bigger) and a ladle or spoon, you can stir together any rubbish you can find with water and produce a nourishing mush. It's pasty and bland, but very filling. Make a Static Mental Challenge (retest with *Survival*), against a difficulty depending on the ingredients: six Traits for inedible but harmless materials, up to 10 Traits for virulent toxins.

### Bone Gnawers Basic

#### Odious Aroma

You can magnify your body odor to a debilitating degree. Spend one Gnosis. All beings with a sense of smell suffer a two-Trait penalty to all challenges while within 20 feet of you, thanks to the stench. This Gift lasts for the rest of the scene.

### Bone Gnawers Basic

#### Fianna Basic

#### Resist Toxin

The Bone Gnawers' usual diet, rich in dangerous substances, provides the basis for developing a truly amazing resistance to poisons of all sorts. Make a Physical Challenge (retest with *Survival*). Success neutralizes most poisons and gives you a three-Trait bonus on challenges to cope with Wyrms-enhanced poisons.

### Bone Gnawers Basic

#### Tagalong

This Gift makes you seem appealing, or at least acceptable to the totem guarding a pack or caern, for a short while. While it's in effect, you are treated just like any other member of the pack when it's time for the totem's blessings, pack maneuvers and the like. A caern totem will allow you to perform the *Rite of the Opened Caern* without fear of retribution. You must know the totem's name and must prostrate yourself before the caern center or pack leader, wriggling forward on your stomach like a begging dog (you need not actually do this). Make a Static Social Challenge (retest with *Subterfuge*) against the totem's Gnosis. Success gives you the benefits described above for one day, and the totem will disapprove of any Garou who mistreats you without cause. Overuse of this Gift can cause bad will, though occasional, careful and respectful usage won't.

### Bone Gnawers Intermediate

#### Glass Walkers Intermediate Silent Striders Intermediate

#### Attunement

You can communicate with the spirits of a city or town and learn useful things from them.

The population of the city (in general terms), Garou and other supernatural beings' enclaves, secret tunnels and the like. This Gift only works in urban areas. Spend one Gnosis and make a Mental Challenge (retest with *Streetwise*). Success provides you with general information. Spend one additional Mental Trait for precise answers to one or two questions, and two additional Mental Traits for detailed information on a whole category of questions like "supernatural enclaves," "derelict buildings" and so on.

Silent Striders — As the Bone Gnawer Gift, except that you must decide it whether it functions in the city or the wilderness when you learn it. The wilderness version uses a Mental Challenge, retesting with *Survival*.

### Bone Gnawers Intermediate

#### Friend in Need

Garou of other tribes are slow to accept Bone Gnawers as equals. When they do, Bone Gnawers can repay that trust in remarkable manner. You can choose to sacrifice *everything* for the sake of a packmate or tribemate. Spend one Willpower and make a Willpower Challenge. If successful, you can transfer one of the following — health levels, Rage, Willpower or one Gift — from yourself to a comrade. *Friend in Need* does not allow for transferring Gifts of higher ranks than the recipient could know, nor for the transfer of Abilities or Attributes. The transfer lasts for the rest of the scene, or until the recipient chooses to terminate the transfer. While *Friend in Need* is in effect, you cannot use the transferred Traits. If the recipient dies before they're returned, you lose them permanently (although you may buy them back with Experience Traits). Health levels lost in this way return as aggravated damage.

### Bone Gnawers Intermediate

#### Infest

You can summon vermin to invade any structure up to the size of a large building. Whatever creatures are at hand come, be they insects, slugs, rodents, snakes, carrion birds or other unpleasant creatures. The creatures summoned do not attack people, but behave according to their nature, which generally means looking for dark places to hide within the targeted structure. Spend Gnosis to achieve the desired effect, and make a Static Social Challenge (retest with *Animal Ken*) against seven Traits. A single Trait gathers a few creatures to make a nuisance, while five Traits fill the building with enough vermin to make it uninhabitable for a prolonged period of time.

### Bone Gnawers Advanced

#### Riot

You summon malevolent spirits to goad a city's people into violent rioting. The spirits make hatreds and fears of all sorts seem justified, distorting perceptions and blocking communication that could defuse the escalating tension. Spend Gnosis enough to achieve the desired effect, and make a Static Mental Challenge (retest with *Subterfuge*) against eight Traits. One Gnosis Trait provides enough spirits to infest a building, two to infect a block, three to rouse a neighborhood, four to arouse several neighborhoods or a district, five to affect the whole city. The spirits begin by concentrating on a target group you specify, but they don't work together or stay directed. The spirits leave at the end of the scene; after that, normal human psychology takes its course.

### Bone Gnawers Advanced

#### Survivor

This Gift brings the Bone Gnawer knack for survival to its purest expression, providing (temporary) freedom from the need for food, water, sleep, protection from the climate or temperature extremes and the like. You develop a temporary immunity to natural poisons and diseases, and even Wyrms-toxins work at only half their normal strength. Spend one Gnosis and make a Physical Challenge (retest with *Survival*). Success grants the effects described above; the effects last for one day. By spending a second Gnosis, you can gain three Stamina-related Traits and suffer no wound penalties, but the Gift will expire early after 10 rounds of combat. When the Gift wears off, you must sleep for at least eight hours, and you'll awaken ravenously hungry.

### Children of Gaia Basic

#### Calm

You can calm others' anger. Spend one Gnosis and make a Social Challenge (retest with *Empathy*). Success removes one of the target's Rage Traits, plus one for each Mental Trait you spend. Creatures who can frenzy but do not possess Rage, like vampires or fomori, come out of frenzy.

### Children of Gaia Basic

#### Shadow Lords Basic Silver Fangs Basic

#### Luna's Armor

You may call on Luna for protection in battle, even (to some degree) against silver weapons. Spend one Gnosis. You must concentrate for one full turn and make a Physical Challenge (retest with *Survival*). Success gives you one extra Healthy health level for the rest of the scene, plus one for each Mental Trait spent. These bonus levels can absorb damage from silver, but only these can. These levels last until wounds are suffered or until the end of the session. You may only carry as much armor as you have in Rank.

### Children of Gaia Basic

#### Mercy

This Gift allows the Children of Gaia to fight with their natural weaponry and Rage, but to subdue rather than kill opponents. *Mercy* often comes into play in duels and when a high-Rage Garou seeks prisoners or subjects rather than corpses. (Note that this Gift can enhance *Intimidation* and other social efforts, as it looks very strange: Claws and fangs tear open wounds, which then immediately close up most of the way and turn into bruises. It's obvious to all observers that something unnatural is going on.) Spend one Gnosis. For the rest of the scene, all damage that you inflict with your own body is considered bashing damage. Opponents who'd otherwise die simply fall unconscious and may heal at normal bashing damage rates.

### Children of Gaia Intermediate

#### Dazzle

You can flood a target's mind with the glory and love of Gaia, rendering her stunned and harmless for a while. Make a Social Challenge. Add two Traits to your total when using *Dazzle* against normal humans or one Trait when using it against Gaian Garou. Subtract one from your total when attempting to *Dazzle* unemotional or highly alien creatures, including vampires. Success makes the target sit down and quietly contemplate Gaia's wonders for the rest of the scene. The target can return to normal awareness if attacked. *Dazzle* can only affect a particular target once per scene.

### Children of Gaia Intermediate

#### Spirit Friend

A Child of Gaia's presence is more reassuring than the aura given off by most Garou, and spirits can sense the difference. *Spirit Friend* eases your interaction with spirits. Make a Social Challenge (retest with *Empathy*). Success gives the Garou a one-Trait bonus on all challenges involving spirits for the rest of the scene, plus an additional Trait per Mental Trait spent.

### Children of Gaia Intermediate

#### Strike the Air

You become unable to strike an opponent, but also immune to being struck yourself, weaving and dodging and wearing out opponents in fruitless attacks. Spend one Willpower and make a Mental Challenge (retest with *Dodge*) against a target. If successful, you automatically dodge all attacks your opponent makes. The Gift is immediately canceled if you attack your opponent, even if someone else attacks on your behalf. *Strike the Air* can befuddle multiple opponents, but it requires a separate Willpower Trait and challenge for each one.

### Children of Gaia Advanced

#### Halo of the Sun

Blazing sunlight surrounds a Child of Gaia using this Gift, making many Wurm-creatures flee and enhancing the Garou's might against the rest. Spend one Gnosis. Blinding light surrounds you, and all direct attacks suffer a three-Trait penalty due to the visual overload. You inflict two extra levels of damage in brawling attacks, and all brawling damage is considered aggravated. Vampires within 20 feet take aggravated damage as if exposed to direct pure sunlight. This Gift lasts for the rest of the scene.

### Children of Gaia Advanced

#### The Living Wood

You call on forest spirits to come to your aid, animating trees to restrain or fight foes. Spend one Gnosis and make a Social Challenge (retest with *Survival*). Success animates one tree. The trees move with your own Dexterity-related Physical Traits and fight with your Physical Traits (and possibly more, up to as many as 15 total for particularly massive trees). Any other Traits are at the discretion of the Storyteller.

### Fianna Basic

#### Faerie Light

You can conjure a small, floating sphere of light bright enough to illuminate a three-foot area. Make a Mental Challenge (retest with *Enigmas*). Success lets you create a light anywhere within line of sight and move it at up to 10 feet per turn. It lasts for one turn per Mental Trait you possess or until the end of the scene if you spend a Gnosis Trait.

### Fianna Basic

#### Glib Tongue

You can make listeners hear whatever they wish to hear, regardless of what you actually say. *Glib Tongue* cannot arouse support for specific intellectual propositions or courses of action, but is excellent for making a first impression, dodging a lie and the like. Spend one Gnosis and make a Social Challenge (retest with *Expression*). The Gift lasts for one turn per Social Trait you possess, or until the end of the scene if you spend a Gnosis Trait.

### Fianna Basic

#### Howl of the Banshee

You emit a howl that inspires terror-stricken flight in others. Spend one Gnosis and make a Social Challenge against your target. Those who fail the challenge must flee for one turn per Social Trait you possess. The Gift does not distinguish between friend and foe. Your allies get a two-Trait bonus on this challenge but risk being overcome as well.

### Fianna Intermediate

#### Balor's Gaze

The name of this Gift reflects one of the Fianna's ancient enemies; the Gift makes your eyes blaze livid red and inflicts pain on those you gaze at. Spend one Rage and one Gnosis. Make a Static Social Challenge against eight Traits. If successful, any target whom you gaze on must make a Willpower Challenge to avoid crippling pain. While tormented, he suffers the penalties as if Crippled (-5 Traits on all challenges), regardless of his actual health levels. Targets who are already Crippled are considered Incapacitated. The effects of *Balor's Gaze* wear off at the end of the scene. You may only affect one target at a time with this Gift.

### Fianna Intermediate

#### Faerie Kin

You can call on ancient pacts between the Fianna and the fae, summoning them to help (albeit not without questions or their own concerns) with a distinctive cry. Learning this Gift almost always involves a quest of some sort. Spend one or more Gnosis Traits and make a Social Challenge. Each success calls forth a fae of some sort. One Gnosis Trait produces a very weak creature; more Traits raise the capabilities of the creatures. If you fail the initial challenge, make two Simple Tests. If both fail, fae still come, but now they're hostile.

### Fianna Intermediate

#### Phantasm

You create an unmoving illusion with cues for all senses. Such an illusion might be a wall, a statue or a garden. While the illusion will smell right and feel solid, it cannot be made to move naturally (a field of grain that is not bending under a strong wind can make some people very suspicious). Spend one Gnosis Trait for each 10-foot area to be covered by the illusion and make a Static Mental Challenge (retest with *Expression*) against six Traits. Anyone who doubts the illusion must make a Static Mental Challenge (retest with *Awareness*) against the creator's Mental Trait total to see through it.

### Fianna Advanced

#### Call the Hunt

You can only use this Gift once per month and only in dire need. It summons forth the Great Huntsman of Celtic myth to harry and slay a great evil designated by the Fianna. This Gift requires a full hour be spent in chanting prior to use. Spend one Gnosis and make a Social Challenge. If successful, the Huntsman appears with one hound, plus an additional hound for each Rage or Gnosis Trait you spend. If the evil is not worthy of the Huntsman's attention, the summoner does not join the hunt, or you lose the challenge, the Huntsman hunts you instead.

The Huntsman is a powerful Juggling in the service of Stag, appearing as a tall, antlered man with 10 Willpower, 10 Rage, 5 Gnosis, 40 Essence, and the Charms *Armor*, *Materialize* and *Tracking*. His hounds are Gafflings, usually numbering nine, with coal-black coats and eyes of green fire. They can easily keep pace with a Garou in lupus form. They have 6 Willpower, 7 Rage, 2 Gnosis, 18 Essence, and the Charms *Materialize* and *Tracking*.

### Fianna Advanced

#### Gift of the Spriggan

With this Gift, you can change your size, up to three times normal or down to the size of a small puppy. Spend one Gnosis and make a Physical Challenge (retest with *Primal-Urge*). The effects last for one hour or until you choose to cancel them. You gain three Strength-related Physical Traits (up to a maximum of 10 extra Traits) per 100% increase in size. You retain your normal Traits while shrunk, but get a one-Trait bonus on stealth-related challenges per 25% reduction in size.

### Get of Fenris Basic

#### Halt the Coward's Flight

You can slow a fleeing foe (though not a charging one), making it easier to catch. Spend one turn in concentration and make a Social Challenge (retest with *Intimidation*). If successful, the target's speed is halved for the rest of the scene.

### Get of Fenris Basic

#### Snarl of the Predator

You emit a feral snarl to terrify opponents. Spend one full turn in preparation and make a Social Challenge (retest with *Intimidation*) against one or more targets. Those who fail suffer a one-Trait penalty on all challenges next turn, plus an additional Trait for each Mental Trait you spend.

### Get of Fenris Basic

#### Visage of Fenris

You loom larger and more formidable than usual, commanding respect from peers and fear from foes. Make a Social Challenge (retest with *Intimidation*) against one or more targets in the vicinity. To affect Garou of higher rank, spend one Mental Trait per Rank of difference: A Rank 1 Garou must win the Social Challenge and spend four Mental Traits to affect a Rank 5 Garou. Allies and peers see you as impressive and noble, and suffer a one-Trait penalty on Social Challenges against you. Enemies see you as particularly formidable, and suffer a one-Trait penalty on attacking challenges. The Gift lasts for the rest of the scene.

### Get of Fenris Intermediate

#### Hero's Stand

You draw on Gaia's strength, fixing yourself where you stand. You cannot retreat or move from the spot while Gaia's power supports you. Make a Static Willpower Challenge against eight Traits. Success gives you two bonus Traits on all Physical Challenges. You may not be surprised, and all attacks are considered frontal. You may not move until all foes have been defeated or fled.

### Get of Fenris Intermediate

#### Might of Thor

You increase your strength tremendously, the better to slay your foes. Spend one Gnosis and one Rage and make a Static Willpower Challenge against eight Traits. Success doubles your Strength-related Physical Traits for one turn, plus an additional turn per Social Trait you spend. Afterward, you become substantially weakened. Halve your Physical Traits and Willpower until you rest for at least one hour.

### Get of Fenris Intermediate

#### Scream of Gaia

You cry out in a scream infused with Rage and echoes of Gaia's pain; it batters foes and can even knock them down. Spend one Gnosis and make a Rage Challenge. Everyone within 50 feet is knocked down and suffers one level of bashing damage, plus another for each Social Trait you spend. This manifests as a distinct shockwave that rips through the area.

### Get of Fenris Intermediate

#### Venom Blood

You transform your blood into a black, acidic bile that poisons all who come in contact with it. Spend one Rage and make a Physical Challenge (retest with *Medicine*). For the rest of the scene, anyone who comes in contact with your blood suffers a level of aggravated damage.

### Get of Fenris Advanced

#### Fenris' Bite

This Gift magnifies your bite, making it strong enough to mangle or even sever limbs. Spend one Rage and make a Physical Challenge (retest with *Medicine*). If it succeeds, your next bite attack on that target will (if the bite attack succeeds) mangle and disable a limb, inflicting an extra level of aggravated damage on top of any other damage the bite deals out. The limb is useless until the target can regenerate the damage; if the target is human or some other sort of being that lacks regenerative abilities, she becomes permanently disabled. After inflicting bite damage, make two Simple Tests. If the attacker wins both, the bite severs the limb completely. If the bite attack fails, the benefits of this Gift aren't held over for some future attack.

### Get of Fenris Advanced

#### Horde of Valhalla

You may use this Gift only if you are in good standing with your tribal totem and in great need of help, as it calls directly on Fenris to send great wolves. Spend one or more Rage and/or Gnosis Traits and make a Static Social Challenge (retest with *Animal Ken*) against six Traits. If successful, one great wolf, equivalent to the wolves of the Great Hunt, appears from the Umbra per Rage or Gnosis Trait spent. The wolves remain for the rest of the scene. They have 6 Willpower, 7 Rage, 2 Gnosis, 18 Essence, and the Charms *Materialize* and *Tracking*.

### Glass Walkers Basic

#### Control Simple Machine

You can command the spirits within simple devices and order levers to flip, doors to bolt or unbolt, pulleys to roll and so on. Spend one Willpower and make a Social Challenge (retest with *Repair*). You gain control of one device until the end of the scene.

### Glass Walkers Basic

#### Cybersenses

You can exchange your normal senses with the sensory capabilities of a nearby machine, replacing normal hearing with radar, ordinary sight with ultraviolet sight or magnetic field sensing and the like. Spend one Gnosis Trait per sense affected, and thereafter make challenges using the new senses as Mental Challenges, retesting with *Science*. The effects last for the rest of the scene.

### Glass Walkers Basic

#### Diagnostics

You can tell what's wrong with a machine just by looking at it, and can enlist the machine-spirit's help in fixing it. Make a Mental Challenge (retest with *Crafts*) to determine the problem. Spend one Gnosis to persuade the device's spirit to help fix the problem. Most spirits are willing to do this, since they don't want to inhabit junk, but not all automatically like Garou. (At the Storyteller's discretion, this exchange can be roleplayed out.) Once persuaded, the spirit's help halves the time to fix the device, and you receive a one-Trait bonus on the challenge to fix the device, plus an additional bonus Trait for each Social Trait spent.

### Glass Walkers Basic

#### Power Surge

You persuade electricity-spirits to cease their usual activities, causing a blackout. Spend Gnosis according to the desired effect and make a Social Challenge (retest with *Science*). One success suffices to black out a single room; two can black out a home or floor of an office building; three can black out an entire block of residences or even the largest skyscraper; four can black out several blocks; five can black out an entire neighborhood.

### Glass Walkers Basic

#### Trick Shot

This Gift used to be obscure, but has become increasingly popular in modern times. You can perform brilliant feats of marksmanship, such as shooting a weapon out of an opponent's hand and firing down the barrel of an enemy's gun. *Trick Shot* cannot directly harm an opponent, though it can really mess up a gun, and only works on rifles and pistols. Add your permanent Glory rating to your Trait total when performing particularly exuberant shooting tricks. It can inflict indirect damage on opponents, by (for instance) shooting the rope that holds a chandelier over an enemy's head, but will not work for any shot that aims to put a bullet into a living target. The effect is permanent.

### Glass Walkers Intermediate

#### Control Complex Machine

This Gift builds on the principles of *Control Simple Machine*, but applies to much more sophisticated devices, including electronic equipment. Spend one Willpower and make a Static Social Challenge (retest with *Science*) against a number of Traits depending on the device's complexity. Most computers have a difficulty of eight Traits; the Storyteller can modify this up or down for special cases. This Gift lasts for the rest of the scene.

### Glass Walkers Intermediate

#### Doppelganger

You take on the exact likeness of another person, wolf or Garou. Spend one Gnosis and make a Social Challenge (retest with *Performance*). This Gift doesn't duplicate Traits, Abilities or Gifts, but does include voice, posture and scent. The effects last one day, plus an additional day for each Mental Trait spent.

### Glass Walkers Intermediate

#### Red Talons Intermediate

##### Elemental Favor

You persuade, beg, threaten or cajole an urban elemental into destroying its earthly shell. A glass sheet might explode at foes, a door refuse to open even if unlocked, a car's brakes suddenly melt or fail, and so on. Make a Static Social Challenge (retest with *Subterfuge*) against the spirit's Gnosis. The Storyteller and player must work out the precise effects; most severe damage will be indirect.

Red Talons — As the Glass Walker Gift, except that the Red Talons' version is taught by natural elementals and affects one of the four classic elements — earth, air, fire or water.

### Glass Walkers Advanced

#### Chaos Mechanics

Glass Walkers respect both the Wyld and the Weaver, and this Gift most fruitfully combines the power of the two. It infuses you with the power to overcome normal limits the Changing Breeds confront, drawing on primal energy and mystical form simultaneously. You may spend Rage and Gnosis in the same turn without penalty. Among other things, this means that you can use Rage actions to activate fetishes and use Gifts requiring Gnosis all in the same turn, as long as the Gifts don't require a full turn or more to become active. In addition, you can take Rage-fueled actions in the same turn as stepping sideways, provided the Umbral crossing isn't delayed and you succeed in the necessary challenges. This Gift is always in effect.

### Glass Walkers Advanced

#### Summon Net-Spider

You can summon a Net-Spider, a very potent Weaver spirit, and use it to gain control over any computer. The Spider can modify or destroy all data in the system and extensively manipulate its physical features: turning power on and off, overloading circuits and so on. Spend one Gnosis and make a Static Social Challenge (retest with *Computer*) against eight Traits. If successful, the Net-Spider appears and heeds your commands. Halve the difficulty of all computer-related challenges, in addition to whatever devilry you and Net-Spider cook up. The Net-Spider remains for the rest of the scene. The Net-Spider has 5 Willpower, 4 Rage, 6 Gnosis, 12 Essence.

### Red Talons Basic

#### Beastmind

You can suppress the higher mental functions of your victim, reducing the target to an animal-like condition. Make a Social Challenge (retest with *Empathy*). If successful, the victim can only obey base instincts for one turn.

### Red Talons Basic

#### Wolf at the Door

It's not always necessary or even desirable to slaughter all human opponents. This Gift enhances your ability to inculcate fear of the wild, making humans loath to enter or interfere with nature. You must make eye contact with the target (but can be in any form while doing so). Make a Social Challenge (retest with *Primal-Urge*). If you're successful, the victim is cowed for one full day, plus an additional day per Mental Trait you spend. During this time, the victim must make a Static Willpower Challenge against the Garou's Gnosis or Social Traits, whichever total is higher, to leave home and may not go near anything resembling a forest without spending a Willpower Trait. All the time the victim is away from home, he feels shaky and fearful, suffering a two-Trait penalty to all Mental and Social Challenges. This Gift works on Kinfolk, mages, ghouls and other supernaturally enhanced mortals, but they get a two-Trait bonus on the initial challenge. This Gift does not function on Garou.



### Red Talons Intermediate

#### Trackless Waste

This Gift enables you to make sure humans get lost and stay that way. Compasses malfunction, maps mislead and landmarks appear to move unpredictably. You must know the territory to use this Gift. Spend one Gnosis and make a Static Mental Challenge (retest with *Primal-Urge*) against six Traits. If successful, the Gift "scrambles" an area two miles in radius, plus an additional two miles for each Mental Trait you spend. The Gift functions on werewolves as well as humans, but Garou can overcome their confusion with a Mental Challenge (retest with *Primal-Urge*) against the Garou who used *Trackless Waste*. (Do this as a Static Challenge if the Gift-user isn't on the scene.) *Trackless Waste's* effects last for four hours.

### Red Talons Intermediate

#### Gorge

Wild wolves eat as much as possible when food is available, storing it for times when meals are scarce. This Gift allows you to do the same thing on the spiritual level, building up Rage, Gnosis or Willpower for times of need. Upon learning this Gift, choose one Trait — Rage, Gnosis or Willpower — to store. Thereafter, you can accumulate three more Traits in that characteristic than your permanent rating. Extra Traits are spent as usual, and Traits over the character's maximum do not count in challenges. You must learn this Gift multiple times to store multiple characteristics, and may use this on a particular Trait only once (you may not *Gorge* three times on Rage and have nine extra Rage Traits).

### Red Talons Intermediate

#### Quicksand

You can turn nearby ground into a sticky entangling mass. Spend one Gnosis and make a Social Challenge (retest with *Primal-Urge*). Success changes a spot of ground 10 feet in radius into a quicksandlike morass; you can increase the radius by 10 feet for each Mental Trait spent. Anyone but its creator moves through *Quicksand* at half walking speed, suffers a one-Trait penalty on all combat challenges and cannot execute any combat maneuvers requiring special movement. *Quicksand* lasts for the rest of the scene.

### Red Talons Advanced

#### Curse of Lycaon

You can strike at human targets and turn them into wolves or force Garou into lupus form. Spend one Gnosis and make a Static Gnosis Challenge against the target's Willpower. Success lets you force a werewolf into lupus form for one day or transform a human being into a wolf, body and mind, *permanently*.

### Red Talons Advanced

#### Gaia's Vengeance

You call to the spirits of the surrounding forest to attack intruders. They all respond as best they can: Rocks roll down, vines lash, water sucks victims under, and so on. Spend one Gnosis and one Rage, and make a Static Social Challenge (retest with *Primal-Urge*) against the local Gauntlet rating. Work out the effects with your Storyteller, keeping in mind the limits of the spirits and their material shells in the area.

### Shadow Lords Basic

#### Aura of Confidence

You present yourself confidently and with a manner that suggests the obviousness of your superiority, repelling efforts to find flaws in your thoughts, read your aura or otherwise intrude on your mind. This Gift doesn't prevent supernatural efforts (such as the Discipline *Auspex*), though it may hamper them (at the Storyteller's discretion). Make a Social Challenge (retest with *Subterfuge*). If successful, you automatically win all ties on normal Mental and Social Challenges intended to probe your mind, examine your aura, etc. The effects lasts for one scene or one hour.

### Shadow Lords Basic

#### Clap of Thunder

You can slam your hands together to create a stunning thunderclap. Spend one Gnosis and strike your hands together. Everyone within 10 feet must succeed in a Willpower Challenge to avoid being stunned by the tremendous sound and incapable of acting for one turn. Those with supernaturally attuned hearing may even be temporarily struck deaf. You must be in Homid, Glabro or Crinos form to use this Gift.

### Shadow Lords Basic

#### Fatal Flaw

You can intuit a target's most exploitable weakness, gaining an advantage in combat. You must concentrate on studying the target for a full turn. Make a Mental Challenge (retest with *Empathy*). If successful, you inflict an extra level of damage on the target for the rest of the current fight. Spend two additional Mental Traits for knowledge of some additional weakness (which does not provide a damage bonus), or four additional Traits for a fairly complete inventory of the target's combat weaknesses.

### Shadow Lords Basic

#### Seizing the Edge

Shadow Lords don't believe in even contests; where there is no winner, everyone loses. This Gift draws on that conviction to give you an extra edge. Spend one Gnosis. For the rest of the scene, you have a number of Traits based on your Rank that you may add to your total for the purposes of comparing on ties. These Traits may be switched between the three Attributes (Physical, Social, Mental), but may not split up. There must be a direct confrontation to use this Gift (such as a combat or a staredown). Static Challenges to activate Gifts or to use Abilities do not benefit from this.

### Shadow Lords Intermediate

#### Direct the Storm

Frenzy in one packmate endangers the whole pack. With this Gift, you can partially direct a frenzied packmate, putting the loss of self-control to use. Spend one Gnosis and make a Willpower Challenge. If successful, you can designate a target for the frenzied packmate to attack. This Gift does work on Garou suffering from Thrall of the Wyrn. If your initial challenge fails, make a Static Rage Challenge against seven Traits. Losing this challenge means you lapse into frenzy.

### Shadow Lords Intermediate

#### Open Wounds

You can curse the next wound you inflict so that it bleeds profusely. Spend one Gnosis and make a Physical Challenge (retest with *Medicine*). If your next attack inflicts any damage, the wound continues to bleed, the target suffering one level of lethal damage the following turn, plus another on successive turns, at a rate of one extra turn per Mental Trait you spend. When you stop inflicting damage, the target may start healing the wounds.

### Shadow Lords Intermediate

#### Paralyzing Stare

You glare at a target, and something in your eyes rouses buried fears within her, freezing her in place. You must concentrate on the target for one turn. Spend one Gnosis and make a Social Challenge (retest with *Intimidation*). Success freezes the target in place for one turn, plus one turn for each Mental Trait you spend. The target must be able to see your eyes and facial expression. Attacking the target dispels the Gift's effects.

### Shadow Lords Intermediate

#### Strength of the Dominator

With this Gift, you siphon off a target's anger to feed your own. Make a Static Social Challenge (retest with *Intimidation*) against six Traits. With success, the victim loses three Rage Traits over the next three turns. You gain those Traits at the same rate and can spend them as usual. This Gift can only affect a particular target once per scene.

### Shadow Lords Advanced

#### Obedience

You take on a supernatural presence to become the ultimate alpha. Others feel compelled to follow your orders. Spend one Gnosis and make a Static Social Challenge (retest with *Leadership*) against eight Traits. Anyone in the vicinity must make a Willpower Challenge to avoid the compulsion to obey. Spend Gnosis to determine the degree of obedience. One Trait allows you to give orders that others wouldn't normally mind following (even if they wouldn't choose to do those things now). Three Traits requires others to treat you as their alpha and fight for you. Five Traits, and you can lead others into the Abyss or other virtually suicidal actions.

### Shadow Lords Advanced

#### Shadow Pack

You can summon up shadow-duplicates of yourself in battle. These shadow-wolves resemble you and share some of your characteristics. Make a Static Gnosis Challenge against eight Traits and spend one or more Gnosis Traits. Each Trait summons one shadow-duplicate, which has your Attributes and Abilities but may not use Gnosis, Willpower or any of your Gifts. Each shadow-duplicate has just one health level so that any unsoaked damage destroys it. Surviving duplicates fade away at the end of the scene.

### Silent Striders Basic

#### Messenger's Fortitude

You can run at full speed for up to three days without requiring food, water or rest. When you reach your destination, you have 10 minutes to complete your business before you keel over and must sleep. Spend one Gnosis. Doing anything but running cancels the Gift, and you must sleep for as long as you've been running. Spend an additional Gnosis Trait to let another individual share in the Gift.

### Silent Striders Basic

#### Silence

You can move with the silence that has made the Striders famous. Make a Physical Challenge (retest with *Stealth*). All others trying to hear you suffer a one-Trait penalty, plus an additional one-Trait penalty per Mental Trait you spend. This Gift lasts for the rest of the scene.

### Silent Striders Basic

#### Speed of Thought

You can double your running speed. Spend one Gnosis; the effects are automatic and last for the rest of the scene.

### Silent Striders Intermediate

#### Adaptation

You become temporarily immune to harm from poison, disease and naturally occurring environmental extremes — pressure, temperature, atmospheric conditions, etc. This Gift doesn't protect against hazardous situations like falling or Wurm emanations, only against circumstances that prevail throughout the area. Spend one Gnosis and make a Physical Challenge (retest with *Survival*). Success allows you to *Adapt* for one hour.

### Silent Striders Intermediate

#### Great Leap

You can make amazing jumps. Spend one Willpower and make a Physical Challenge (retest with *Athletics*). Success lets you jump 100 feet (vertically or horizontally), plus an additional 100 feet per Mental Trait spent.

### Silent Striders Intermediate

#### Speed Beyond Thought

You can run at 10 times normal land speed, for up to eight hours, as long as you continue to concentrate exclusively on running. When you stop, you must immediately eat or face frenzy from hunger. Spend one Gnosis and make a Physical Challenge (retest with *Athletics*) to activate the Gift.

### Silent Striders Advanced

#### Gate of the Moon

You can create a specialized Moon Bridge to take you directly to where you want to go, without perceptible delay, as long as there's at least a sliver of moon visible. Spend one Gnosis Trait for every hundred miles you wish to travel. Make a Static Mental Challenge (retest with *Enigmas*) against five Traits for less than a hundred miles, six Traits for up to 250 miles, seven Traits for up to 500 miles, eight Traits for up to 1000 miles or nine Traits for longer distances. You arrive and spend one turn disoriented from travel, unless you spend an additional Mental Trait. If the challenge fails, make two Simple Tests. If both fail, you materialize miles away in any direction... including straight up.

### Silent Striders Advanced

#### Reach the Umbra

You can step in and out of the Umbra at will, needing neither a reflective surface nor even conscious effort. No challenge is required to enter or leave the Umbra, and you rarely risk getting stuck along the way. You receive a two-Trait bonus on all challenges to enter or leave Umbral realms. You still cannot spend Rage in the same turn that you step sideways.

### Silver Fangs Basic

#### Empathy

Leadership requires understanding and the ability to make followers feel that their concerns matter as well as the ability to command. You can examine your subjects' expectations of you that you might live up to them. Spend one Gnosis and make a Mental Challenge (retest with *Empathy*) against the pack or other group of followers (see the rules regarding mob scenes). If you win the challenge, you understand the group's desires in a broad sense: attack or mediation, harsh punishment or clemency, etc. Spend one Mental Trait for a more detailed sense and a second Mental Trait to understand desires that haven't been articulated. Note that this doesn't point to the wisest or most rational decision, only to the most popular one.

### Silver Fangs Basic

#### Falcon's Grasp

You can keep a *literal* grip on power — your hands or jaws tighten in a death-grip almost impossible to escape. Spend one Rage to affect hands or jaws, two Rage to affect both. For the rest of the scene, you receive a three-Trait bonus on all challenges involving the affected parts in grappling and biting. This Gift does not inflict extra damage.

### Silver Fangs Basic

#### Lambent Flame

Your body flickers with silver illumination. Spend one Willpower Trait to ignite the light, which illuminates the area within 100 feet of you. Hand-to-hand attacks suffer a one-Trait penalty (getting close tends to muddle vision) while ranged attacks get a one-Trait bonus. The light inflicts no damage. *Lambent Flame* lasts for the rest of the scene.

### Silver Fangs Intermediate

#### Mastery

You can command other Garou to do your bidding — even Black Spiral Dancers. Make a Social Challenge (retest with *Leadership*). If successful, you can give one non-suicidal command, plus an additional command for each Mental Trait spent. The target must obey each command in turn for one turn, plus an additional turn for Mental Trait spent. That is, if you spend two Mental Traits, you can give three commands, and the target must follow each one for a minimum of three turns apiece. If you spend no Mental Traits, you can give one command, and the target must follow it for one turn.

### Silver Fangs Intermediate

#### Mindblock

You maintain constant mental defenses at peak levels. You receive a minimum three-Trait bonus on all efforts to mentally attack or control your mind (such as mind reading, mental illusions, possessions) — you defend with 10 Traits or your normal Mental Trait total + 3, whichever is higher. *Mindblock* is always in effect. It does not extend to powers that affect emotions.

### Silver Fangs Intermediate

#### Wrath of Gaia

You display the full terrible glory that is your birthright as one of Gaia's chosen warriors. You can cow minions of the Wyrms into helpless flight. Spend one Gnosis and make a Social Challenge (retest with *Intimidation*). If you are successful, all Wyrms-minions within line of sight must make a Willpower Challenge to remain, then make a second Willpower Challenge to attack you. *Wrath of Gaia* remains manifest for the rest of the scene.

### Silver Fangs Advanced

#### Luna's Avenger

Your whole body, whatever form it's currently in, becomes living silver. Concentrate for one full turn and spend one Gnosis. The transformation is automatic. While silver, you are immune to the effects of silver weapons; all damage you inflict is aggravated to other Garou and several Changing Breeds. When you make a successful strike, make a Simple Test; success means you inflict a second level of aggravated damage. You gain the Physical Traits *Rugged* x 2 and one additional health level while the Gift lasts. *Luna's Avenger* remains in effect for the rest of the scene.

### Silver Fangs Advanced

#### Paws of the Newborn Cub

By snarling and glaring at an opponent, you can cow it into losing the use of its supernatural powers, leaving behind only mundane Abilities and Attributes. Spend one Gnosis and make a contest of the your Gnosis against the target's Willpower. If successful, you can strip the target of all special powers — shapeshifting, Gifts, Disciplines, etc. — for one turn.

### Uktena Basic

#### Sense Magic

You can discern the magical emanations of Garou Gifts, vampiric powers, human magic and the like. Make a Static Mental Challenge (retest with *Enigmas*) against the mental total of the magic's creator. You enjoy a one-Trait bonus for familiar magic and highly obvious effects, and a two-Trait bonus on Garou Gifts. Very unfamiliar magic imposes a one-Trait penalty, or even more at the Storyteller's discretion for particularly alien manifestations. You can only recognize broad categories, including whether you've encountered this sort of thing before: "Gaian" and "blood magic" are about as precise as this Gift allows. The Gift covers all magic within 10 feet of you, plus an additional 10 feet per Mental Trait spent.

### Uktena Basic

#### Shroud

You create a field of inky blackness which only your own eyes can pierce. Spend one Gnosis and make a Static Gnosis Challenge, the difficulty depending on the time of day: three Traits at night or in twilight, six Traits indoors, nine Traits outside in bright sunlight. Success blacks out a 10-foot-square area, plus another 10-foot square area per Mental Trait spent. The area can be anywhere within your line of sight. The metis Gift *Eyes of the Cat* can see through the resulting darkness, which lasts for the rest of the scene.

### Uktena Basic

#### Spirit of the Bird

Few Garou attack from above, which is precisely why the Uktena developed this Gift. It allows you to hover, fly and float. Spend one Gnosis. You can fly at up to 20 mph, and hover or float as you desire. You suffer a one-Trait penalty on all combat maneuvers. This Gift remains active for one hour.

### Uktena Basic

#### Spirit of the Fish

You can breathe underwater, and can swim as fast as you can run in Hispo form. Spend one Gnosis and make a Physical Challenge (retest with *Animal Ken*). The effects last for one hour, plus an additional hour per Mental Trait spent.

### Uktena Intermediate

#### Banish Totem

By speaking words of forbiddance, you can cut off a pack from contact with or aid from its totem. The resulting spiritual void also interferes with pack maneuvers and other joint actions. You must concentrate on the totem and the ties to break for one full turn and must know which totem the pack follows. Spend one Gnosis and one Willpower, and make a Static Gnosis Challenge against the pack's combined *Totem* scores (maximum of 10 Traits). If you succeed, the pack loses all Traits associated with its totem and cannot use pack tactics and the like. The Gift lasts until the end of the scene or until you are knocked out or killed.

### Uktena Intermediate

#### Call Elemental

You can summon forth one of the four classic elementals (earth, air, fire or water). You must learn the Gift separately for each type of elemental. Spend one Gnosis and make a Static Gnosis Challenge against the local Gauntlet rating to summon the elemental. Make a Social Challenge against the elemental's Gnosis to persuade it to look favorably on you. The elemental vanishes at the end of the scene, in either case.

### Uktena Intermediate

#### Hand of the Earth Lords

You draw on the land's innate power to move a single object weighing up to a thousand pounds by force of will alone. An air elemental and an earth elemental must work together to teach this Gift. Spend one Gnosis and make a Physical Challenge. You must concentrate on the object at all times while the Gift is active, and can move the object at up to 20 mph (breaking concentration means dropping the object, which can be disastrous). The Gift remains active for one turn, plus an additional turn per Mental Trait spent.

### Uktena Intermediate

#### Invisibility

You vanish completely from sight. You must concentrate on staying invisible, moving no faster than half your normal walking speed and doing nothing to attract attention to yourself (such as attacking). Spend one Gnosis and make a Static Mental Challenge against four Traits if already concealed, six Traits if on open ground, or nine Traits if in plain sight of hostile observers. Anyone looking for you must win at a Mental Challenge while you enjoy a three-Trait bonus for the purpose. Remove this bonus if you do something that clearly draws attention: entering combat, slamming doors, etc. *Invisibility* lasts for the rest of the scene. Cross your arms over your chest to indicate that you are not visible to others.

### Uktena Advanced

#### Fetish Doll

Sympathetic magic is as old as civilization, if not older, and the Uktena use it whenever they feel the end justifies this potentially abhorrent means. With this Gift, you construct a specially made doll with a piece of the victim (lock of hair, nail clippings) or something belonging to the victim (piece of clothing, jewelry), and then use the doll to inflict harm on the target from a distance. It takes one week to construct and enchant the doll once you have a piece of the victim or some important possession. Make a Mental Challenge (retest with *Crafts*) to complete the making. Once it's complete, make a Static Mental Challenge against the victim's Willpower while mutilating or damaging the doll. Success indicates the victim suffers a level of aggravated damage (soakable as per any ability the victim has to do so). Spend additional Mental Traits to inflict additional damage. The doll is destroyed and rendered useless once it transfers 10 levels of damage. If any challenge to inflict harm fails, make two Simple Tests. If both fail, the doll is immediately destroyed.

### Wendigo Basic

#### Call the Breeze

You can call up a chilling wind of up to 20 mph that you can direct at will. It freezes unprepared targets and disperses or redirects clouds of gas or vapor, swarms of insects and the like. You simply whistle to call the breeze. Unprepared targets suffer a one-Trait penalty to perception challenges and challenges involving rapid motion. The breeze lasts for the rest of the scene.

### Wendigo Basic

#### Camouflage

You blend in with your surroundings, becoming very difficult to see. Spend two turns concentrating to camouflage yourself. You receive a three-Trait bonus on all challenges by others attempting to find you. This Gift always works in northern wilderness; how much it helps in other environments depends upon the presence of useful features like chill winds or evergreen trees and upon Wendigo's sense of how deserving you are. *Camouflage* lasts as long as you wish.

### Wendigo Basic

#### Cutting Wind

This conjures up a more chilling wind than *Call the Breeze*, one that can be used as a weapon. To use this Gift, spend a Willpower; the wind comes automatically. Make a Physical Challenge to set the wind's direction. Anyone struck by it suffers a two-Trait penalty to all challenges the first turn they're in the blast and a one-Trait penalty the second turn. The wind can push targets off ledges, into pits and otherwise knock them over. The wind's range is 20 yards and is treated as if it were a firearm. It lasts for one turn, plus one turn per Mental Trait you spend.

### Wendigo Basic

#### Speak with Wind Spirits

You can call up wind-spirits for advice and guidance and ask them a single question, which must concern the immediate area. (You can ask about more distant matters, but wind-spirits don't have long attention spans.) You can automatically speak with wind-spirits while in the Umbra; calling them in the physical world requires spending one Gnosis. In either case, make a Social Challenge (retest with *Expression*). Success lets you obtain a generally correct answer, albeit a very general one. Spend one additional Mental Trait to clear things up a bit, or two Mental Traits to get a precise and focused answer.

### Wendigo Intermediate

#### Bloody Feast

Great Wendigo is a cannibalistic spirit and teaches his children how to gain strength from enemies' flesh and blood. You must bite and taste blood (inflict at least one health level of damage after all soaking). The target must be something that bleeds; toxic blood or no blood at all makes this Gift useless. Make a contest of your Gnosis against the target's Physical Traits. If successful, you gain one extra *Tough* or *Ferocious* Physical Trait for every two health levels of damage the bite inflicts, up to a maximum of five bonus Traits. The bonus lasts for one turn, plus one turn per Mental Trait you spend. Flesh and blood can be addictive, and you must test for frenzy the turn after activating *Bloody Feast*. Depending on the target, certain uses of this Gift may violate the Litany. Obviously, remember the Rules of Safety and don't get carried away.

### Wendigo Intermediate

#### Call the Cannibal Spirit

By dancing under the night sky, you can summon an avatar of Wendigo and direct it to hunt one of your enemies. You must possess a piece of the target whose heart you want Wendigo to devour. Spend three full turns in a summoning dance. Spend one Rage and one Gnosis, then make a Static Social Challenge against eight Traits. Success summons a Wendigo-spirit, who pursues the target until it can engage in combat. If the summoning fails, make two Simple Tests. If both fail, the Wendigo-spirit turns on you, as it will if somehow prevented from attacking the target.

Mighty Wendigo appears as a blue humanoid with claws and fangs, blazing eyes and black stumps for feet. It can run through the sky at 50 mph to find its prey. It has 7 Willpower, 10 Rage, 5 Gnosis, 32 Essence, and the Charms *Blast (Ice)*, *Create Wind*, *Freeze*, *Materialize*, *Tracking*.

### Wendigo Intermediate

#### Chill of Early Frost

You call down mystic chill from Great Wendigo, freezing the area and everyone in it. Spend one Gnosis and make a Mental Challenge against four Traits for an area already in deep winter, six Traits for most climates, or nine Traits for an area in hot summer. Success reduces the temperature to somewhat below freezing, or down 20 degrees if it's already below freezing, in an area five miles in radius. Everyone without a natural coat of fur takes a two-Trait penalty to all challenges. Pipes burst, roads freeze, and other suitable consequences decided by the Storyteller take effect. The Gift lasts for one hour, plus one hour per additional Mental Trait spent.

### Wendigo Advanced

#### Heart of Ice

With this Gift, you can call down Wendigo's curse on your enemies. By whispering your victim's name to the wind, you direct Wendigo's attention to him, and his internal organs begin to freeze. Spend one Gnosis and make a Static Mental Challenge against your target's Willpower. With success, you inflict a single level of aggravated damage. With each succeeding test, you can continue to inflict further levels of damage (one per turn), literally freezing your victim to death. If you lose a test, no more damage may be inflicted on the target for the rest of the scene.

### Wendigo Advanced

#### Invoke the Spirits of the Storm

You can summon almost any arctic weather you want: tornado, fog, blizzard, thunderstorm, etc. Spend one Gnosis and make a Static Willpower Challenge against a variable number of traits, from four Traits for minor changes (light wind to stiff breeze, high clouds to overcast) up to nine Traits or even more for radical changes (blizzard to calm clear skies). The storm covers an area 10 miles in radius with success. If you call up thunderstorms, spend a Gnosis each time you wish to launch lightning bolts against your enemies: Physical Challenge to hit, 10 levels of aggravated damage soakable by any means that can soak aggravated damage.

### Homid Intermediate

#### Bone Gnawers Intermediate

#### Fianna Intermediate

#### Reshape Object

You can transform once-living material (but not the substance of undead beings) into objects trees into shelter, antlers into spears, animal hides into armor, flowers into perfume and so on. The resulting items resemble their sources: the spear shaft is made of antler, the armor retains skin textures, etc. Spend one Gnosis and make a Static Social Challenge (retest with *Repair*). The difficulty depends on the degree of transformation: making a broken tree branch into a spear requires a test against five Traits, while making a single plank into a raft that can carry three Garou requires a test against eight Traits, and making a blade of grass into a lean-to that can resist hurricane winds requires a test against 10 Traits or even more. Spend a second Gnosis Trait to allow a created weapon to inflict aggravated damage.

Objects stay reshaped for only five minutes. Spend one Mental Trait to increase this to 10 minutes, two Mental Traits to increase it to one hour, three Mental Traits to increase it to the rest of the session or four Mental Traits to make it permanent.

### Metis Basic

#### Theurge Basic

#### Black Furies Basic

#### Silent Striders Basic

#### Silver Fangs Basic

#### Sense Wurm

You can perceive nearby manifestations of the Wurm. The Gift acts directly on your consciousness through a mystical sense, but Garou using it often describe it in terms of other senses, like "This place stinks of the Wurm." Garou must remember that the Wurm's taint often clings to innocent victims, such as those who eat tainted food or work in Wurm-controlled factories. Make a Mental Challenge with a difficulty depending on the concentration and strength of the Wurm's influence. Test against six Traits to sense a fomer in the next room, but detecting the lingering residue of a Bane that left an hour ago requires testing against eight Traits. Vampires with three or fewer Humanity Traits always smell of the Wurm; vampires on a Path of Enlightenment stink of the Wurm no matter what their rating.

### Ragabash Basic

#### Bone Gnawers Basic

#### Silent Striders Basic

#### Blissful Ignorance

With this Gift, you can become nearly invisible to all senses, spirits and monitoring devices by remaining still. Make a Physical Challenge. If successful, you blend into the landscape as long as you remain still. Cross your arms across your chest to show when this Gift is in use. The Gift lasts as long as the Garou can remain still. Talking, moving, attacking someone or the like will break the effect.

### Ragabash Basic

#### Black Furies Basic

#### Red Talons Basic

#### Sense of the Prey

You gain an innate awareness of any prey about which you know something and can move toward it as fast as you can travel. This Gift operates in the Umbra as well as in the material world. This Gift works automatically if the target isn't trying to hide. If it is, make a Mental Challenge (retest with *Enigmas*); if the target is a spirit, pit your Mental total against the spirit's Gnosis.

### Philodox Basic

#### Children of Gaia Basic

#### Get of Fenris Basic

#### Wendigo Basic

#### Resist Pain

You can continue to act without suffering impairment from wounds. The wounds themselves must be treated and healed later; *Resist Pain* only blocks some of their effects. Spend one Willpower. No wound penalties apply for the rest of the scene or for one hour.

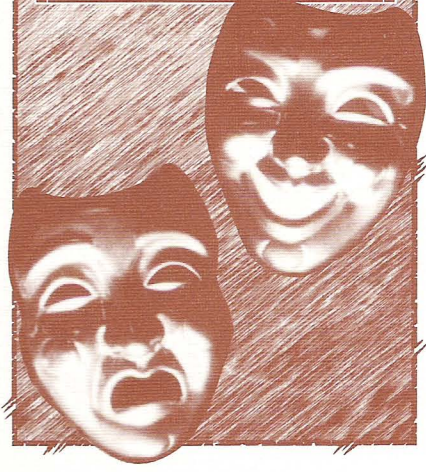
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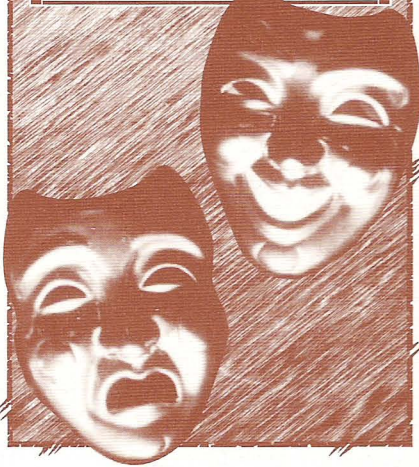
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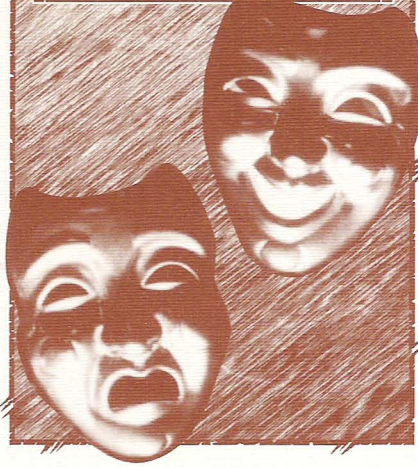
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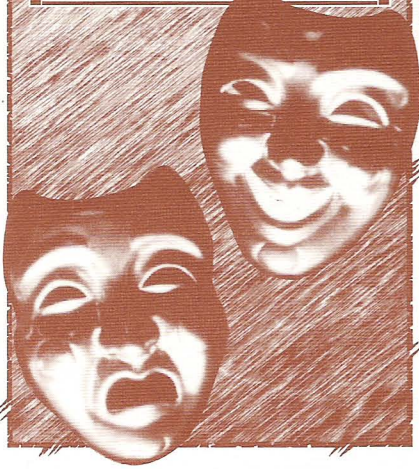
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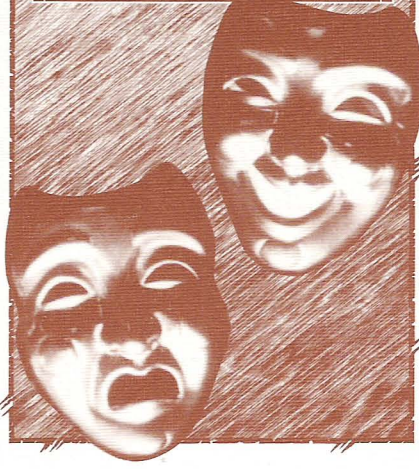
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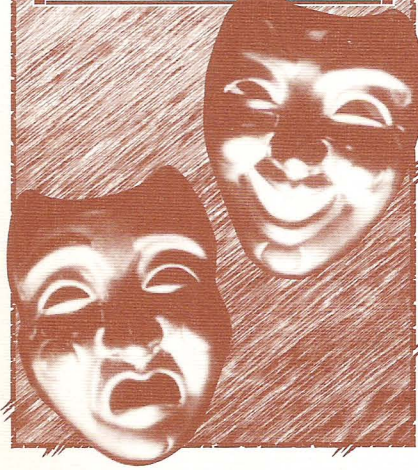
Children of Gaia Basic

Shadow Lords Basic  
Silver Fangs Basic

Luna's Armor

You may call on Luna for protection in battle, even (to some degree) against silver weapons. Spend one Gnosis. You must concentrate for one full turn and make a Physical Challenge (retest with *Survival*). Success gives you one extra Healthy health level for the rest of the scene, plus one for each Mental Trait spent. These bonus levels can absorb damage from silver, but only these can. These levels last until wounds are suffered or until the end of the session. You may only carry as much armor as you have in Rank.

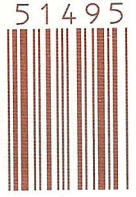
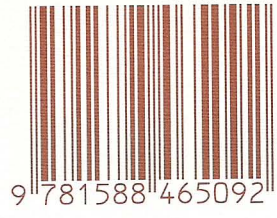
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