

WEREWOLF GIFTS – using WOD 2.0 rules (This draft dates from Oct 2020 – extra Fianna, auspice and breed gifts included from supplements)

FIRST RANK (all tribes)

NAME	AVAILABLE TO	COST	ROLL	EFFECT
Aura of Confidence	Shadow Lords	1G	PRE + subterfuge	The Garou radiates strength and command, preventing any attempts to read his aura or detect his weaknesses.
Babble	Red Talons	1G	Manip + primal	The target loses the ability to read, write or speak any human language for one scene.
Balance	Stargazers	1G	-	The Garou can walk on any ledge, rope or slippery surface. If a climbing roll is needed you get an extra 3 dice.
Beast Speech	Galliard/Red Talons	-	PRE + animal ken	The Garou uses spirit speech to speak to animals. This gift does not change the animals' basic reactions, nor raise their intelligence.
Blur of the Milky Eye	Ragabash	1W	Manip + stealth	You become a blur, making you difficult to see. Your successes increase the difficulty of Wits + Composure rolls to detect you.
Call of the Breeze	Wendigo	1G	-	Call wind spirits to create a stiff, chill breeze.
Call of the Wyld	Galliard	-	-	Summon other Garou by howling, even if they are out of earshot. If you get 2 successes, then the call will also distract Wyrms agents in the area, reducing their dice rolls by -2.
Camouflage	Wendigo	1G	-	Blend into the background (opposition at -2d to spot you). May only be used in the wilderness.
Control Simple Machine	Glass Walkers	1W	Manip + crafts	Use residual spirit power to flip catches, pull a lever, etc. NO electronics – this is mechanical only.
Cooking	Bone Gnawers	-	Wits + survival	You can add rubbish to a cooking pot and turn it into a bad tasting but nutritious porridge.
Create Element	Metis	1G	Gnosis	The Garou can create a small amount of a single element, e.g. a rock to throw at someone. By element it means earth, air, fire or water NOT periodic table stuff. The more the successes the bigger the amount (but think kilos not tonnes!)
Eye of the Falcon	Silver Fangs	1G	-	You heighten your vision by calling on Falcon the totem. All 'spotting things' and ranged weapon rolls get +1 to the dice pool. It lasts one scene.
Eye of the Hunter	Red Talons	-	Int + primal	The Garou can assess who is the weakest and strongest member in a group. If she attacks the group she will get one extra attack against the weakest.
Faerie Light	Fianna	(1G)	Wits + occult	The Garou can create a wisp of ghostly light in white, green or faint blue. She can direct the glow to move, or do effects like making her eyes glow green. The light only illuminates an area of 1m radius. It lasts for 1 turn. If 1 gnosis is spent it lasts for the whole scene.
Falling Touch, The	Ahroun	-	Dex + medicine	Sends foe sprawling with a touch. Opposed by Sta + Athletics.
Fatal Flaw	Shadow Lords	-	Wits + empathy	Discern a foe's weakness in combat. Concentrate for a turn. Opposed by Wits + Subterfuge. Each success allows you to do +1 damage to that foe on your next hit. If you get 5+ successes you discover all their flaws and get the damage bonus all scene.
Find Water	Lupus	-	Wits + survival	Paw or sniff at the ground to locate water. Distant or tiny amounts of water may require extra successes. Max range 20 miles.
Heightened Senses	Lupus/Black Furies	1G	-	Improve all sensory input. Your Primal Urge/Survival rolls get an extra 3 dice.
Ice Dance	Philodox/Silver Fangs	1G	-	The Garou can move on ice and snow with speed and grace. All Dex rolls are at +2 dice pool and the Garou can run at normal speed through snow or on ice.
Inspiration	Ahroun	1G	-	Gives other PCs +1 to the effect of any Willpower spends for one scene. You can't use this effect on yourself.
Lambent Flame	Silver Fangs	1W	-	Silvery light outlines the Garou's body. Hand to hand attacks against her are at -1 dice, but missile attacks are at +1 dice.
Leap of the Kangaroo	Lupus	-	Sta + athletics	Double normal jumping distance.
Mindspeak	Galliard	1W	PRE + express	Silent communication through a dreamlink. If a subject resists, their Willpower is the defence. All subjects must be within line of sight.
Mother's Touch	Theurge/Children of Gaia	(1G)	Int + medicine	Heals 1 wound per success. Extra attempts on the same target require 1 Gnosis point to be spent.
Nose of the Hungry Hound	Bone Gnawers	1W	RES + primal	You can locate the nearest source of discarded but edible or free food in an urban area.
Open Seal	Ragabash	-	Gnosis	Open nearly any closed or locked device. Magical or complex locks may have a dice penalty.
(Gift of) Persuasion	Homid/Fianna/Glass Walkers	1G	PRE + subterfuge	Each success adds one dice to your pool for any social rolls this scene. Your words seem more meaningful and credible, no matter what you say. (Confusingly, there is also a skill called Persuasion in nWOD, so we may have to re-name this!)
Razor Claws	Ahroun/Get of Fenris	1R	-	Sharpen claws on stone to do an extra 1 point of damage for the scene.
Resist Pain	Philodox/Children G/ Get of Fenris	1G	-	Ignore all penalties for wounds for the duration of the scene.
Resist Toxin	Fianna	-	Sta + survival	No damage from disease or poison. Includes sobering up instantly from alcohol!
Scent of Running Water	Ragabash/Red Talons	1G	-	Masks your scent, so people tracking you with Primal Urge are at -2 dice.

Scent of Sweet Honey	Bone Gnawers	1G	Wits + subterfuge	The Garou calls on air-spirits to change the scent of the target, causing them to exude a sweet aroma and become sticky, which will attract swarms of bees, flies, etc. Lasts 1 hour per success.
Scent of the True Form	Metis/Philodox	-	Int + Primal	Automatically know by their scent if someone is a Garou. Primal Urge roll needed to detect other shapeshifters, vampires, mages, etc or to identify what Tribe the Garou is from.
Sense Magic	Uktena	-	Int + occult	This gift senses the presence of magic and its general strength. It reveals only basic information about the magic itself (e.g. it is spirit magic not Vampiric thaumaturgy).
Sense Prey	Lupus	1W	RES + primal	Detect animal prey sufficient to feed a pack of 12 wolves.
Sense Wyrm	Metis/Theurge/ Black F/Silent S/ Stargazers	-	Int + Gnosis	Sense Vampires & manifestations of the Wyrm.
Shed	Metis	-	Dex + primal	The Metis can shed a layer of fur to escape from grapples etc or to squeeze though tight spaces.
Smell of Man	Homid	-	-	Enhances homid scent. This makes animals nervous (-1 to dice pool and they may flee). Switch on and off at will.
Speed of Thought	Silent Striders	1G	-	Doubles normal land speed.
Spirit Speech	Theurge	1W	-	You can communicate with encountered spirits, whether they wish to be addressed or not.
Truth of Gaia	Philodox	-	Int + empath	Detect lies. Opposed by Manipulation + Subterfuge.

SECOND RANK (Only European werewolves on this list)

NAME	AVAILABLE TO	COST	ROLL	EFFECT
Alter Scent	Ragabash	1G	Wits + primal	You can change one scent into another. E.g. your scent into Bob's, or a badger's scent into a dog's.
Awe	Silver Fangs	-	PRE + empathy	The Garou's bearing and speech proves her right to rule other tribes. Resisted by Composure + Resolve. If successful then social rolls are at -1 dice against her; her foe's to hit -1. Only works on Garou (but that includes Black Spiral Dancers).
Axis Mundi	Lupus/Silent Striders	1G	-	Know which direction that you are travelling in or facing. You also carry your "territory" with you, so wolves and kinfolk of other tribes will not attack or harass you.
Beastmind	Red Talons	-	Manip +empath	You can reduce the mental faculties of the target to those of an animal for one turn per success. Resisted by Composure + Resolve.
Blissful Ignorance	Ragabash/Bone G/Silent Striders	-	Dex + stealth	Become invisible by remaining still. Each success removes 1 from opponent's dice pool to detect you.
Brew	Fianna	1G	Wits + medicine	You can take any jug of liquid and turn it into alcoholic drink. More successes increase the quality and strength of the drink. A botch makes beer that gives a terrible hangover (-1 to dice rolls).
Burrow	Metis	-	Str + athletics	If in Crinos, hispo or lupus form you can burrow a tunnel into the earth. Speed of burrowing is 1 metre per turn for each success. Other beings your size can follow you down the tunnel.
Call of the Wyrn	Galliard	-	manip + express	Attracts creatures of the Wyrn by howling – usually used to ambush them. Resisted by Composure + Resolve.
Call to Duty	Philodox	(1G)	PRE + persuade	Summons spirits which are known by name and give them one command OR spend 1G to summon any spirits within 1 mile to assist or protect you, even if their names are not known.
Calm	Children of Gaia	1G	PRE + empathy	You can quell anger in others. Each success takes away 1 rage from target. Defence is Composure + Resolve if in combat.
Ceridwen's Blood	Fianna	(1G)	Sta + medicine	By spilling her own blood, the Garou can heal one wound per success. However, she suffers a number of wounds equal to the amount healed and cannot soak this damage. She can heal aggravated wounds if she spends 1G, but will only take normal damage in exchange.
Clap of Thunder	Shadow Lords	1G	-	Clap your hands to send out a shockwave (you must be in a form with hands). Everyone within 4 metres has to make a Resolve roll or be stunned for 1 turn. If they botch they are stunned for the scene.
Command Spirit	Theurge	1W	PRE + persuade	Give simple commands to encountered spirits. Each additional command requires another 1 Will spend. You cannot command a spirit to leave an area/object to which they have been bound.
Curse of Aeolus	Black Fury	-	Gnosis	You summon an eerie, chilling mist to shroud the landscape. You can see in this mist but all are at -1 dice to vision and enemies are at -1 to Composure.
Curse of Hatred	Metis	1G	manip + express	Verbalize your rage to dishearten foes. Opponent loses 2 Will & 2 Rage points. Can only be used on someone once per scene.
Cybersenses	Glass Walker	(1G)	(Int + science)	You alter your perceptions to that of a machine – hearing radar, seeing radiation, etc. Spend 1G per sense affected. It lasts a scene, and you can make Int + Science rolls to spot or notice stuff with your machine senses.
Disfigurement	Shadow Lords	1W	Manip + primal	Inflct a disfigurement upon the target – a diseased blotch, dishonourable scar or mangy fur. It lasts only one scene but the target's social rolls are at -2 until then.
Distractions	Galliard	-	wits + express	Yips, yelps and howls which distract Garou. Each success -1 off their dice pool next turn.
Dreamspeak	Galliard	(1G)	wits + empathy	Enter the dreams of someone you know and affect their course. You have to have met or seen them. If they wake while you are in their dreams you lose 1 Gnosis point.
Eye of the Eagle	Lupus	-	Per + alertness	You can see for 1 mile per success in the countryside/wilderness, or 1 mile per 2 successes in urban areas.
Glib Tongue	Fianna	1G	Wits + express	Whatever you say – even gibberish – sounds like what the target wants to hear. You'll have no idea what they are hearing! The effects last for 1 turn per success.
Grovel	Metis	1G	PRE + politics	By showing your throat to other Garou, you stop them from harming you. You lose 1 permanent Honour every time you use this Gift. Effects last for 1 scene.
Halt the Coward's Flight	Get of Fenris	-	PRE + intimidate	If you spend a turn concentrating, you can slow your fleeing foes. You half their speed for a scene. Their defence is Resolve.
Heat Metal	Glass Walkers	1G	Int + crafts	Used to heat metal objects – for forging or to cause aggravated damage to someone in contact with the metal. You'll need multiple successes to melt the metal.
Howl of the Banshee	Fianna	1G	-	Emit a fearful howl. All who hear make Will or flee for 1 turn per success. Friends of the howler get +2 to that Will roll.
Howl of the Unseen	Fianna	1G	-	What you say or howl can be heard on both sides of the Gauntlet for 1 turn.
Inner Strength	Stargazers	-	wits + gnosis	Meditate and concentrate for 5 minutes to convert rage to will (1 point per success).
Jam Technology	Homid	1G	Manip + crafts	Causes all technological devices within 15m to cease functioning for 1 round per success. If you get 5 successes then even simple tools like knives will cease to work!
King of the Beasts	Philodox	-	PRE + animal	An animal will understand and willingly follow your commands. +2 dice to this roll if you know and feed the animal (e.g. kinfolk packmate, your pet cat). -2 dice if the animal is hostile.
Luck of the Irish	Fianna	1G	-	Re-roll any failed or botched roll. Usable only once per scene. Other minor effects at the GM's discretion.
Luna's Armour	ChildG/Shadow	1G	sta + survival	Call upon the blessing of Luna for armour. Each success gives +1 of magical armour which deducts from damage. Lasts for one scene.

	L/Silver Fangs			
Messenger's Fortitude	Silent Striders	1G	-	Run at full speed for 3 days without rest, food or water, then you sleep for a week. If you spend an extra gnosis you can imbue the effects of this gift upon another.
Name the Spirit	Theurge	1W	Int + occult	Identify type of spirit encountered and their approximate power.
Odious Aroma	Bone Gnawers	1G	-	The Garou greatly amplifies her own musk. Anyone within 6 metres is at -2 to dice pools as they choke and retch. The Garou herself is at -2 to social rolls.
Power Surge	Glass Walkers	1G	wits + science	Speak with spirits of electricity to cause surge in item/area. 1 success blacks out a room, 2 a house, 3 a large building, 4 a city block and 5 a whole neighbourhood.
Scent of Sight	Lupus	-	Wits + primal	Use sense of smell to "see" in the dark or "see" invisible things. Lasts a scene unless something messes with scent (e.g. foe flees over water), in which case another roll is needed.
Sense of the Prey	Ragabash/Black Fury/Red Talon	-	(Int + occult)	Sense of direction to your prey, if you know them in some way. Dice roll only needed if they are hiding, in which case it is resisted by their Resolve. Can be used in the spirit world.
Sense Silver	Ahroun	-	Gnosis + primal	Can detect the presence of silver. 3 successes tells you the silver's exact location.
Sense the Unnatural	Lupus	-	Gnosis + occult	Sense Wyrms, ghosts, magic and spirits etc. More successes gives more information.
Sight From Beyond	Theurge	-	(wits + occult)	The Garou receives signs and portents in visions and dreams (passive). May need roll to interpret.
Snarl of the Predator	Get of Fenris	-	PRE + intimid	Intimidate your opponent with a snarl. Each success reduces their dice pool by 1 next turn. Defence is Composure.
Speak with the Wind Spirits	Wendigo	1G	manip + express	Ask a question of aerial spirits.
Spirit of the Fray	Ahroun	(nG)	-	Attack first, no matter what initiative order is. If several folk are using this, the one who spends the most Gnosis goes first. If they spend the same amount it is simultaneous.
Staredown	Homid	-	PRE + intimid	Stare into the eyes of a human or animal to intimidate them into fleeing. If used against Garou they will freeze, not flee. Effect lasts 1 round per success.
Strength of Purpose	Philodox	-	sta + gnosis	Draw on your resolve in times of need. Recover 1 willpower per success.
Summon Talisman	Silent Striders	2G	-	You can summon any object that has been bound to you by the Rite of Talisman Dedication.
Surface Attunement	Stargazers	1G	dex + athletics	Walk on mud, snow etc leaving no tracks. Or walk on water or quicksand without falling through.
Taking the Forgotten	Ragabash	-	Wits + stealth	If you steal something, the victim will forget they ever owned it. Defence is their Resolve.
Trash Magnet	Bone Gnawers	-	PRE + street	You cause trash in the area to engulf the target. 1 success is a distraction, 5 successes they are totally cocooned in garbage.
True Fear	Ahroun	-	str + intimidate	Display your power and prowess to cow one enemy from attacking for one turn per success. Defence is Composure. The enemy can still defend from attacks or do other actions.

THIRD RANK (extra Fianna, auspice and breed gifts included from supplements – not from other tribes)

NAME	AVAILABLE TO	COST	ROLL	EFFECT
Adaptation	Silent Striders	1G	sta + survival	You can survive 1 hour per success in any environment, including underwater or on the surface of Venus. You take no damage from poison or disease, but are affected by fire and radiation. Spending extra gnosis extends the duration. Can affect others, but roll separately for them.
Awaken Beast	Metis	1G	Manip + primal	This is the ability to turn someone into a werewolf by biting them – or at least to make them believe that! You must make a successful bite attack first. The victim will begin to frenzy. Defence is Composure.
Call Flame Spirit	Uktena	1G	manip + occult	Summon spirit of fire to do one task.
Catfeet	Lupus	-	-	Immune to damage from falls under 30 metres – you land on your feet. Perfect balance on slippery surfaces, etc. You get +2 dice to body slams & grappling in combat.
Chill of Early Frost	Wendigo	1G	int + occult	Great ritual to call winter spirits & drop temp.
Clarity	Stargazers	-	RES + gnosis	See through fog, pitch black, illusions, etc. Can even detect invisible things. To see through illusions roll against their defence rather than a straight roll.
Combat Healing	Ahroun	2R	-	The Garou can regenerate normal damage during combat without a roll for battle scars or a need to make a Stamina check.
Control Complex Machine	Glass Walkers	1W	manip + science or computer	Bargain with elementals and electricity spirits to control electronic machinery. Control lasts for one scene.
Coup de Grace	Black Furies	1W	Int + medicine	Study a foe to land a devastating blow next turn. Doubles the damage of next blow, if it hits.
Dazzle	Children of Gaia	-	PRE + empathy	Overwhelms target with glory and beauty of Gaia. Target will stand in awe for the scene (unless attacked). Defence is Resolve. Can only be used once per target per scene.
Detect Spirit	Lupus	-	Gnosis + occult	Detect type, power & nature of spirits in area.
Disquiet	Homid	1G	manip + empath	Subject feels depressed & can't use or recover Rage for the scene. Non-combat actions are at -1 to the target's dice pool. Defence is Resolve.
Elemental Favour (urban)	Glass Walkers	-	PRE + subterfuge	Urban elementals will do one "favour" for you. This can include destroying the object the elemental is associated with or using it to attack someone.
Elemental Favour (normal)	Red Talons	-	PRE + subterfuge	Earth, air, fire or water elementals will do one "favour" for you. This can include destroying the object the elemental is associated with or using it to attack someone.
Exorcism	Theurge	-	varies	Eject a spirit from its lodging place or the object it inhabits or is bound to. If the spirit does not want to leave, it is Manip + Intimidation (defence Resolve). If it is bound it is Wits + Subterfuge (defence is binder's number of successes used to bind it).
Eye of the Cobra	Galliard	-	PRE + socialize	Attract anyone to your side with a glance. Defence is Composure. 1 success they start moving, and 3 successes they come straight to your side.
Eyes of the Cat	Metis	1W	-	Can see clearly in pitch darkness. Your eyes will glow green while this power is in effect.
Fly Feet	Ragabash	-	Dex + athletics	You can climb vertical surfaces as if you were an insect. Movement rate is halved. Lasts one scene.
Faerie Kin	Fianna	1G	Manip + occult	You call Faeries (Changlings) to aid you. They are well disposed to you unless you botch. Each extra success increases their number. Each extra gnosis spent after the first increases their raw power.
Gift of the Skunk	Bone Gnawers	-	Dex + primal	You can spray noxious chemicals like a skunk or bombardier beetle. The roll is to hit the target. They have to spend 1W to do anything for the rest of the scene and are at -1 dice per success of yours.
Great Leap	Silent Striders	1W	str + athletics	You can leap incredible distances in one bound – 30 metres per success.
Gremlins	Ragabash	-	manip + intimidation	Intimidate a spirit within a technological device to cause a malfunction. You must be touching the device. 5 successes cause the spirit to flee, breaking the device permanently.
Heart of Fury	Ahroun	(1W)	RES + Primal	The Garou steels herself against anger, to reduce chance of Frenzy. Each success takes 1 dice from the Rage pool for Frenzy checks this scene. Afterwards, you must spend 1W or make a Frenzy check at regular difficulty.
Icy Chill of Despair	Shadow Lords	1G	manip + intimidation	You assume a shadowy and terrible aspect to intimidate those around you. Foes must get more Resolve + Composure success than you did on your roll, or have to spend Will pts to oppose you. Lasts one scene.
Mental Speech	Metis	-	PRE + empathy	You can communicate telepathically with someone you know, or someone whose possession you are holding (clothing, lock of hair, etc). This is not mind-reading! It's just a conversation. 10 miles distance per success.
Merciful Blow	Stargazers	1G	Wits + medicine	You can subdue a foe in combat without harming him. When your next blow which would do damage is rolled, then make your Wits + Medicine roll to make the foe keel over helpless for a turn. 3 successes make it last the whole scene.
Might of Thor	Get of Fenris	1G+1R	Sta + Resolve	Each success doubles strength for 1 turn. Afterwards you will be as weak as a kitten: physical attributes drop to 1 and Willpower is half until you rest for 1 hour.
Name the Spirit	Lupus	1W	Int + occult	Identify type of spirit encountered and their approximate power. (Same as 2 nd rank Theurge gift).
Open Moon Bridge	Ragabash	1G	wits + occult	Open a moon bridge between caerns, without the totem of the caern's approval. The maximum distance that can be bridged is 1000 miles. You must know the Rite of the Opened Bridge to do this.

Paralysing Stare	Shadow Lords	1G	PRE + intimidate	You direct a terrifying glare at an opponent. Each success freezes the opponent for 1 turn.
Pulse of the Invisible	Theurge	-	(Wits + occult)	Constantly aware of all spirits around you. This is automatic if your Gnosis dice pool exceeds the Gauntlet. Otherwise make a dice roll and it lasts until you enter an area with a higher Gauntlet.
Re-shape Object	Homid/Bone Gnawers	-	Manip + crafts	You can instantly shape once-living material (not undead) into other objects, e.g. a fallen tree becomes a hut, an antler becomes a spear. This lasts 5 minutes (1 success) to permanently (5 successes) – see page 115 of WWTA 2 nd ed.
Silence	Ragabash	-	Manip + stealth	The Garou can completely silence an area. Five metre radius per success.
Silver Claws	Ahroun/ Silver Fangs	-	Gnosis	Invoking the power of Luna, the Garou turns her claws into silver. Damage from the claws cannot be soaked. The Garou gains 1 Rage per turn from the agony or her claws, until her Rage exceeds her Willpower and she must check for frenzy. All her non-combat actions are at -1 dice.
Song of Rage	Galliard	-	manip + persuade	Unleashes the Beast in others, causing Garou to shift into Crinos form and frenzy, Vampires to frenzy and humans to go berserk. Lasts one turn. Defence is target's Will.
Song of the Siren	Galliard	1G	PRE + express	You enchant another with your singing. They cannot act for 1 turn per success. Defence is Composure.
Spirit Friend	Bone G/Children of Gaia	-	PRE + express	Your aura makes spirits like your company. Each success +1 dice to all interactions with spirits in the vicinity, except those of the Wyrms.
Spirit Kin	Fianna	2G	manip + occult	Calls one or more spirits to aid you.
Tail of the Monkey	Lupus/Ragabash	-	Dex + varies	Your tail becomes prehensile and can be used as a clumsy limb. Dex + Athletics for most uses. Dex + Brawling minus 1 to use the tail in combat.
Tongues	Homid	1W	Int + academics	The Garou can read, write and speak any language, including obscure or long-forgotten ones. The ability lasts for one scene.
Trackless Waste	Red Talons	1G	Int + primal	You can disrupt others' perceptions of an area of countryside/wilderness which you are familiar with. People get lost, compasses won't work, maps are misleading. It lasts 4 hours. Each success adds 2 miles to the radius of the effect. Garou need more successes than yours on Int + Primal or Int + Survival to navigate.
Venom Blood	Get of Fenris	1R	Sta + medicine	The Garou turns her blood into a black viscous bile that harms anyone who comes into contact with it. The blood does 1 aggravated damage per success. Lasts one scene.
Visceral Agony	Black Furies	1R per attack	-	Turn your claws into barbed talons dripping venom. All wound penalties from these are doubled for the scene.
Weak Arm	Philodox	-	Int + brawl	Detect weakness in an opponent's fighting style. Each success = 1 extra dice for attack &/or dodge (you assign the dice as you want). Can only be used against a foe once per scene.
Wisdom of the Ancient Ways	Philodox	-	gnosis	Meditate to remember ancient facts and lore given to your ancestors by totem spirits. You then get +1 dice to roll for every dot you have in Past Life.
Woadling	Fianna	1G	Dex + occult	Woad paintings on your skin can leap free to distract a foe for a turn. Each success subtracts 1 from the foe's dice pool unless he spends 1W. Spend more gnosis to extend the effect for extra turns.
Wrath of Gaia	Silver Fangs	1G	PRE + intimidate	The Garou is revealed to foes as Gaia's Chosen Warrior. All Wyrms agents must equal your successes on Resolve + Composure or flee in terror.