

Tribebook Silver Fangs Werewolf The Apocalypse

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RACHAEL SAWYER

Corax White Wolf Pub

Werewolf: The Apocalypse is about anger over the loss of what the shapeshifting Garou hold dearest: Gaia, the Earth itself. Corruption from without and within has caused the destruction not only of the Garou's environment, but also of their families, friends and culture, which extends in an unbroken line to the very dawn of life. No matter how righteously the Garou hold themselves, no matter how they prey on their destroyers, the corruption spreads. Now the time for reconciliation is past. This grave insult against Gaia can end in only one way: blood, betrayal... and rage. Updates players and Storytellers on the struggle of Garou across the globe.

Chronicle of the Black Labyrinth White Wolf Pub

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A World of Rage White Wolf Pub

Fantasirollespil.

Werewolf Storytellers Handbook White Wolf Pub

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Uktena White Wolf Pub

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The Silver Crown Vintage

At long, long last, Wendigo Tribebook is here! Now players and Storytellers alike can learn the secrets and ways of the purest of the Pure Ones. Learn the special battle techniques of these fierce warriors, or listen to their tales of winter magic. This Tribebook closes out the series in fighting form.

Tribebook Red Talons White Wolf Pub

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Hengeyokai White Wolf Pub

Once the people known as the Garou existed in harmony with their mother Gaia, the Earth. But the rise of mankind has seen an increase in the power of the Wyrms, a decayed entropic force that seeks to ruin Gaia. The Garou will not have this and wage a war that they have been losing for a millennia. The second edition of this anthology contains the best stories from the first edition, as well as new stories that even better reflect the world of Werewolf: The Apocalypse "TM" as presented in the revised edition of the Storyteller game.

Werewolf White Wolf Pub

The gates to Arcadia, the original paradise, are closed. Only the world of humanity remains. Without any awareness of our true nature, humankind crushes us beneath its banal heel. Joy and laughter are gone; only the Dreaming remains. We are changelings, the forgotten ones, neither fully fae nor wholly mortal. The last of our kind on Earth, we have built ourselves an invisible kingdom. We are everywhere, yet you have never seen us. We hide, not behind some fragile Masquerade, but in plain sight with the power of our Glamour. We exist within a real world of make-believe where "imaginary" things can kill and "pretend" monsters are real. Journey to a land of ancient magic and hidden wonders -- the isle of Great Britain!

Werewolf Players Guide White Wolf Pub

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matter how they prey on their destroyers, the corruption spreads. Now the time for reconciliation is past. This grave insult against Gaia can end in only one way: blood, betrayal... and rage. Tribebooks contain vital character information for players and Storytellers.

Tribebook White Wolf Pub

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Isle of the Mighty White Wolf Pub

The reclusive and wise Stargazers are the keepers of many mysteries: mysteries that have not been revealed until now. The 11th Tribebook delves into the society and philosophy of the enigmatic Garou from the Far East, who walk in dreams.

Umbr White Wolf Pub

"A Song of an Older Time. A Memory Yet to Come. Long ago, the world was One. Everything lived in harmony. All creatures revered the great mother, Gaia. Then the fabric of the world was rent. Spirit was torn from matter by the claws of the Wyrms and the webs of the Weaver. From one world, two were born: the Earth and the Umbr. Werewolves still live between the two worlds. They have one foot in each, yet their home is neither. Great adventures await in the Umbr -- but so does death; the Wyrms has infiltrated the Shadow. The Apocalypse is coming, even in the spirit world. Umbr: The Velvet Shadow is a Werewolf sourcebook detailing the places, spirits and cosmology of the Garou spirit world".

Mokole White Wolf Pub

Fantasirollespil.

Stargazers White Wolf Pub

In Fenris' Name The Get of Fenris are much maligned by the other tribes. They're called bloodthirsty, intolerant, stubborn, savage even for werewolves. The Get know the other Garou dislike them, but they don't care. The Get of Fenris aren't here to play politics. They're here to make whatever sacrifices they must to win the war against the Wyrms. They're warriors, every one -- warriors with a cause. Nothing else matters. Never Compromise, Never Surrender The next in the series of revised Tribebooks, Get of Fenris delves into the culture of the Nordic and Germanic warrior-tribe. Their society, their history, their greatest weapons and their deepest shames are all laid bare. For those seeking to create the finest warriors in the World of Darkness "RM" or those looking for heroes as crafty as Raven and swift as Otter, Get of Fenris has what you're looking for.

Black Spiral Dancers and Wendigo White Wolf Pub

They follow the great water serpent Uktena, the strange totem of mystical wisdom. They have imprisoned countless evil spirits and learned volumes of magical lore. There are no greater sorcerers among the werewolf tribes--but the Uktena have not gained such wisdom without cost. There is always a price. The Revised Tribebooks take a turn for the dark and secretive with Tribebook: Uktena. The mystics of long-lost lore, able to bind evil spirits and fight the Wyrms with magic unknown to other tribes. Explore the depths of the Uktena's knowledge. Learn their blessings and curses, and their secret arts. If the Uktena don't know, it's not worth knowing.

Wild West Companion White Wolf Pub

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Tribebook White Wolf Pub

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They Came from Beneath the Sea! White Wolf Pub

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