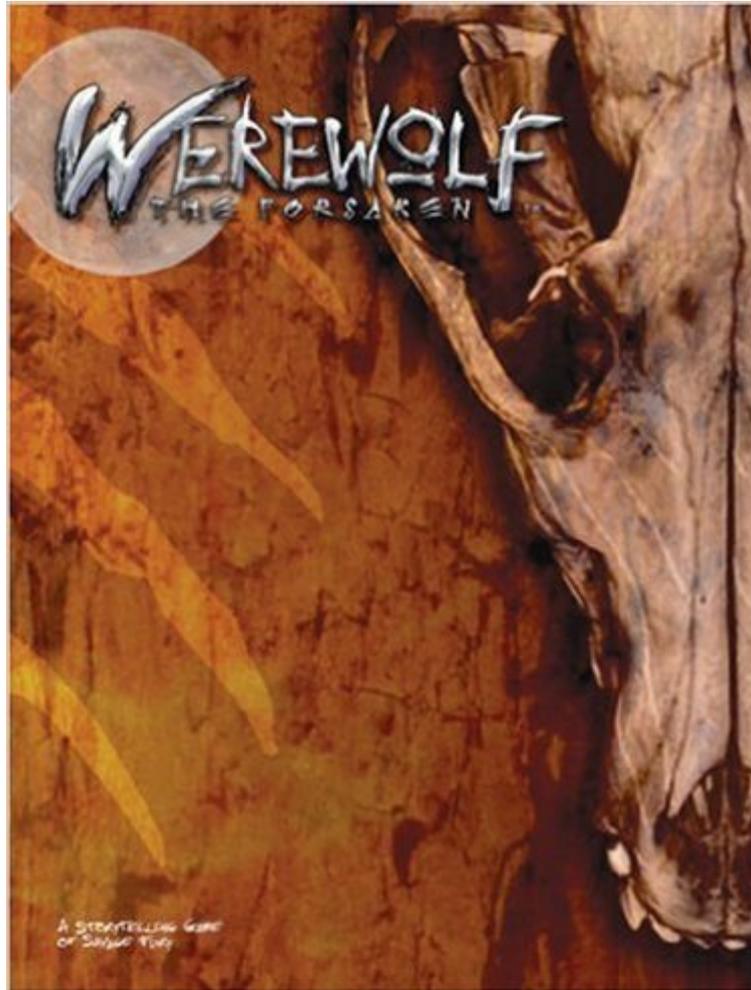


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Werewolf: The Forsaken



Synopsis

Full Moon Rising The world is in shadow. To one side stretches the forest, to the other the city. Your claws are stained with blood. Your senses whisper of prey that runs before you, and of predators who stalk even the likes of you. You hear the howls of your brothers and sisters. Luna rises. Your blood boils. It is time to hunt.

Wolves at the Door Werewolf: The Forsaken - the game of bestial violence and supernatural terror - is the second core setting sourcebook intended for use with White Wolf's new Storytelling System . Werewolves are creatures of original sin, tainted by ancestral crimes and driven to hunt by the shame of being abandoned. This book details what it is to be Forsaken, one of the Tribes of the Moon. Create your own werewolf pack and seek redemption or give in to your savage nature. Hardcover. For use with the World of Darkness Rulebook.

Book Information

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Customer Reviews

As a veteran Vampire: The Masquerade and Werewolf: The Apocalypse player and storyteller, I was very distraught when I heard that White Wolf was bringing the much feared End of Days to the World Of Darkness. When I heard they were replacing the World of Darkness with a new, streamlined version I was more distressed. This seemed justified as I read Vampire: The Requiem and failed to be inspired by its lack of conflict and the feeling of eternal ennui it seemed to provoke. I held out hope that Werewolf: The Forsaken would be different. While I appreciate White Wolf's attempt to create a more unified and coherent set of rules for the World Of Darkness, I find that they have left the setting for the games released so far unfinished. I find no fault with the new backstory, which has the five tribes of Werewolves exiled from the Spirit World for the "justified" murder of their

progenitor Father Wolf. It just lacks something visceral that the original had. Something that inspired me to sit down with my friends and play these monsters who so desperately wanted to save the world and their Goddess from the destructive, sentient, metaphysical forces that had gone mad, and could never really see eye to eye on how to do that. Gone is this conflict that was as central to the original incarnation of this game as was the premise that your character had to live in two worlds, but could never really be a part of either. Not fully human, not quite a spirit. But something inbetween and sometimes just as feral as the wolves whom the Garou shared part of their blood with. Granted, *Werewolf: The Forsaken* does capture the essence of its predecessor. You are still a spirit made flesh, able to change forms between your human birth form and a wolf.

Some years ago, I had the pleasure of playing *Werewolf the Apocalypse* alongside the other *World of Darkness* games and found it interesting and fun but difficult to implement and with little consistency in the rules. Enter the new *World of Darkness* with its unified rules for the characters. *Werewolf the Forsaken* is the first game I've run for this new system, but already I've noticed two things from the players. One, they thoroughly enjoy the consistency of the rules, preferring it to the previous *World of Darkness*. Two, they actually like playing werewolves now! What a difference a little consistency to rules makes. *Werewolf the Forsaken* has stripped much of *Werewolf the Apocalypse* away. You still have the five auspices based on the phases of the moon and you have tribes (only five *Forsaken* tribes and three *Pure* tribes, but that's more than enough, really). All werewolves, now called *Uratha*, are born human with at least one human parent and at some point in their lives undergo the First Change. There's the five forms of the werewolf, just like in the first *Werewolf* game, but now you truly understand why the third form, the classic half-wolf/half-man form is called the battle form and why too much *Rage* is dangerous. Most characters will be *Forsaken*, werewolves descended from those first werewolves forced to enact the laws of the wild to commit a terrible action and forever change the world after. The *Pure* are their enemies, those who hunt the hunters. There's no connection to *Gaia* or *Wyrms* to fight. You're savage and primal, trying to balance instinct over reason, and you're both predator and prey. The game just feels different than the old *Werewolf*. Spirits can be friend or foe, and they make some of the deadliest of foes in this *Werewolf*.

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