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# Ananasi: Changing Breed Book 7 (Werewolf: The Apocalypse)



## **Synopsis**

To Create a New World The Old One Must be Destroyed! Cast as monsters, villains and rogues, the novas of the Teragen are hated by Project Utopia, vilified by the media, and worshipped by misfits, outcasts and rebels everywhere. Led by the powerful and charismatic Divis Mal, the Teragen seek to create a new Eden for the Quantum born. But there can be no salvation without sacrifice. Once the Teragen deals with the fragile and unfit baselines, a bold new civilization of novas will blossom in their place. *Aberrant: Teragen* contains the history of the movement Utopia loves to hate, and the deviant personalities that drive it. It's also brimming with new powers, including the strange techniques used by Terats to deal with Taint. Are you nova enough for the secrets in this book?

## **Book Information**

Paperback: 136 pages

Publisher: White Wolf Publishing (February 3, 2000)

Language: English

ISBN-10: 1565043596

ISBN-13: 978-1565043596

Product Dimensions: 8.2 x 0.2 x 11 inches

Shipping Weight: 12.8 ounces

Average Customer Review: 4.7 out of 5 stars See all reviews (6 customer reviews)

Best Sellers Rank: #1,324,996 in Books (See Top 100 in Books) #41 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf #222 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

## **Customer Reviews**

This book rates very highly on the 'I want to play one scale'. Whereas werewolves are designed as warriors, the werespiders are the regulators, taking on the tasks that the three primal forces of the universe have screwed up at. They serve all three and are dominated by none. The alien perspective (spiders are a lot further from humans than wolves, reptiles or even sharks) is explored well. Werespiders aren't evil as such, just very detached and callous about others (if it's a choice between sacrificing their best friend or failing in their mission, well, time to look for a new best friend). Their worldview is also explored with lots of interesting bits and pieces, such as the Ananasi-hunting monster stalking Australia and the dark fate of werespider metis (those with two shapeshifter parents). The retelling of world history is worthy of note, mainly because it's told from the point of view of the werespider goddess, Ananasa, who was actually there to witness it.

all. Character templates, and non-player characters are also given (including the builder of the first human city and a collector whose hobby is the corpses of serial killers). Overall, a good, comprehensive book, and well worth a purchase.

This is a great book for anyone who plays the old World of Darkness system. I chose this book because the werewolves are to "gun-hoe" about killing anything that has to deal with the wyrm. Then you have the vampires. Don't get me wrong, I love the vampires; but they too seem to be at the far end of the spectrum as well. I was looking for a more balanced character. This is where the Ananasi come in. For the most part they don't care for one side or the other. They just want balance. For me this is perfect. I have the ability to play with either a werewolf game or a vampire game without worrying if I am going to anger one side or another. The Ananasi are a wonderful marriage of both the abilities and powers of the werewolf and the vampire. I highly recommend this book for anyone who is looking to play something different or to add some spice to the game.

I have been a fan of Werewolf: the Apocalypse as an RPGer for quite a few years now--ever since High school, back in the 90's. I started collecting the books for it near the end of high school, and I didn't get a chance to purchase the Ananasi book until this past year because White Wolf had run out of hard copies of it and the Ratkin book. So I waited. And I waited. I looked for copies of these books for some time, and finally I had the money and the right price to purchase it. I love the Changing Breeds, they are neat, and they are fun, and full of old mythologies--which is why I love the Werewolf, hell, the original White Wolf books so much. Wizards of the Coast got several new artists and writers to do the new books, and they aren't the same--they couldn't be, because White Wolf still owned the rights to the original stories and mythos. The new Vampire, Mage and Changeling books are amazing, but the Werewolf book is not as awesome as the White Wolf editions. I haven't touched the new Wraith book, but I would suggest Promethean to ANYBODY. When I got this, I started looking at it immediately. I'd gotten so hyped up waiting to finally look at the book, I was a little underwhelmed when I finally got it. The Ratkin book--which I purchased a few months earlier--is more entertaining. There's just not very much involved with the Ananasi. Not as much as the other Changing Breed books. Maybe I haven't read far enough into the books, but the coolest thing about the Ananasi are the fact that they have 3 factions: Weaver, Wyld, and Wyrm. They are striving to keep the balance as it was meant to be. Don't get me wrong, that's fantastic, but where is all the mythos and the cool link-ups to mythological creatures and gods?? The Triat is neat, but c'mon, there's got to be more to them than that! I still liked the book,

but I'm holding on hope that when I finally go back to reading it, I will be more moved by the material.

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