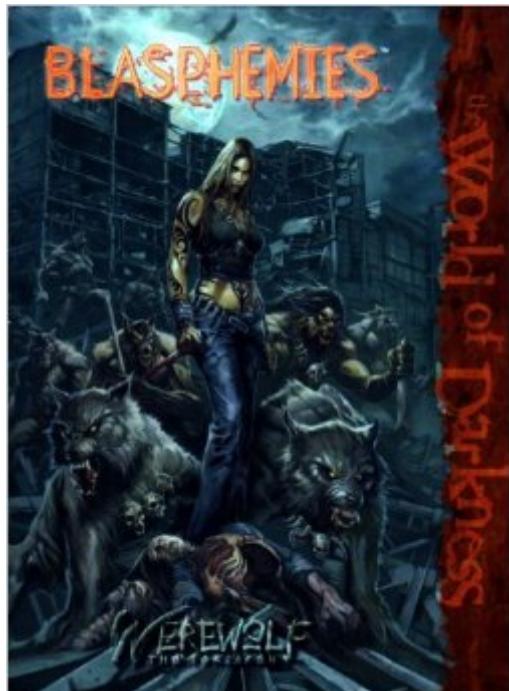


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Werewolf Blasphemies (Werewolf The Forsaken)



Synopsis

"Is there some sort of appeal to being ignorant? Do you sleep better without the knowledge of things outside your tiny boundaries? Perhaps it suits you not knowing why you should be afraid. If you die having only known a single beautiful lie, perhaps you'll be happier. Or perhaps that will be the worst regret to haunt you in hell." -- Olivia Citysmith *Blasphemies* is a 144-page hardcover supplement for *Werewolf: The Forsaken*. This book includes:

- * Multiple alternate creation myths and the lodges who exemplify their heretic ideas
- * Human cults formed around werewolves and the denizens of Shadow
- * The secrets of the Bale Hounds, from scattered cults to the rumor of the ninth tribe

Book Information

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Customer Reviews

This book is a wonderful addition to the almost flawless stable of *Werewolf the Forsaken* supplements. While not quite as broad in scope as *Lore of the Forsaken* or *Blood of the Wolf*, this book still has its uses. First and foremost among these is the in-depth treatment of the Bale Hounds. Werewolves sworn to various archetypical spirits of do-badding (Wrath, Sloth, Lust, Greed, and so on), they feel that the world is on its way to being mastered by negativity, and that they want to be on the winning side. They basically swear to do as much harm as possible and to bring the world closer to what their masters want. The second focus of the book is on spirit cults- how and why a spirit from the Shadow would want to be the focus of human worship, what sort of benefits and risks come from this activity, and so on. This builds on the spirit stuff talked about in the core book and various supplements, and is another great thing about this book. The third focus, and something that

could have been a bit more in-depth, are various alternate creation myths and the Lodges and Mots (local party-oriented Lodges) who back them up. They're great, and do a fine job of explaining the origin of the Uratha, but the Pure don't really figure in to most of the stories. This is a fantastic book, especially if you're looking for something to really shake up your players' RP world- nothing says "Apocalyptic doom" like a bunch of werewolves shoring up the power of a local Wound, or a Lodge saying that werewolves are really descended from a king cursed to live as a wolf for his wrongdoings.

The deceptively titled Blasphemies presents only a few pages of alternate creation myths and a few supporting Lodges. By far the book is focused on Storyteller ideas and potential antagonist groups, especially cults and the corrupt Bale Hounds. New Lodges unconnected to anything are presented as well, so there is some material for players too. The information on spirit cults is, by far, the most interesting part of the book. It is very evocative and does a perfect job of filling the reader with those creepy ideas that work so well in the World of Darkness. Discussion of spirit motivations and why spirits interact with the world is extremely helpful given that spirits are a major part of any Werewolf: The Forsaken game. The alternate creation myths are interesting and creative. The Lodges are flavorful and have an aura of mystery about them, though they are narrowly focused. The chapter on Bale Hounds, corrupt Werewolves dedicated to the seven deadly sins, provides a more subversive antagonist for Storytellers who want a more tangible foe than most spirits provide.

The first thing to note is that this book is meant and geared towards the ST more than the player. The most useful information I got out of this book was the Balehounds, the closet group to the OWOD Black Spiral Dancers for those who yearn for that setting and are trying to find the similarities. Mainly this book focuses on alternate creation mythos and takes for Uratha legends, Cults, those formed by Uratha or those formed by Spirits, or the result of them. New Lodges specific to some of these alternative takes and cults are also detailed in the book. You -can- live without the book, but to me, the best draw and use is the last chapter with the Bale Hounds, detailing their cosmology, out looks, new gifts, rites, ect to tailor them as needed for the needs of a chronicle.

The alternative myths concerning werewolves are a good start, but I feel like they didn't go far enough and tended to be a bit more wordy than needed. I would have liked a bit less narrative and more actual concepts. The lodges and mots are alright, but nothing spectacular. The Bale Hound section is the best, offering three different options on what they are and how they operate with the

option to mix and match elements of the three to complicate matters further. I would have liked less attention on the descriptions of Bale Hounds dedicated to a specific Maeljin, though, and maybe a few more options.

Love it.

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