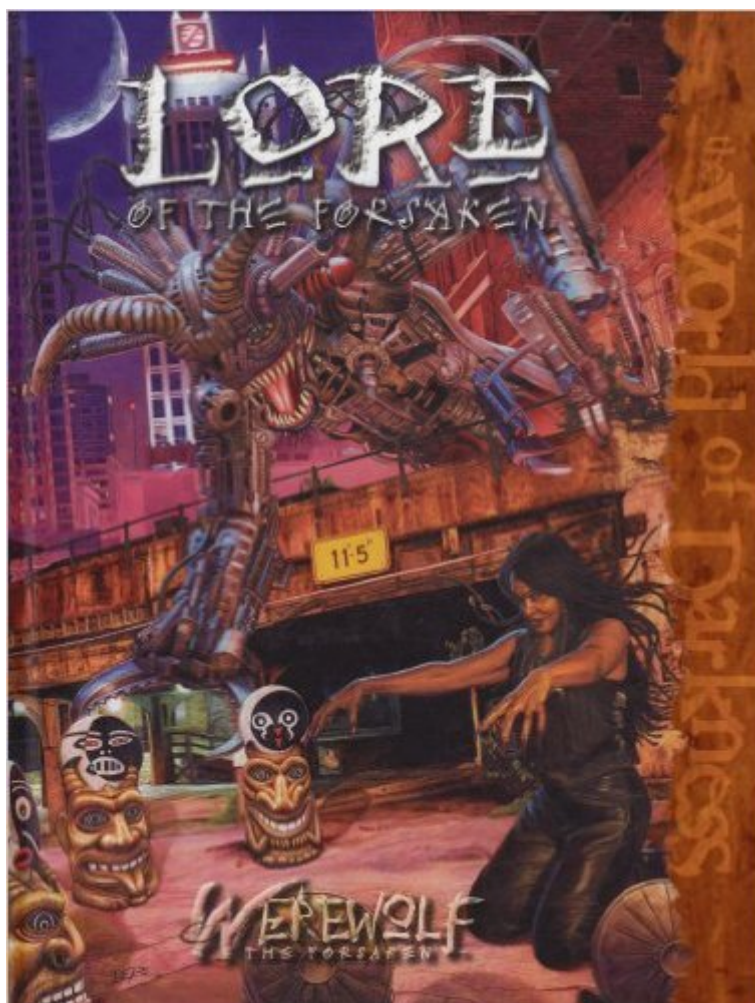


The book was found

Werewolf Lore Of The Forsaken (Werewolf: The Forsaken)



Synopsis

"We lie when we call them Gifts. A gift is something given freely, an act of love or friendship. We tell each other, and ourselves, that the power we pull from the Shadow was meant to be ours, that each time a spirit deigns to grant us a portion of its power then we're one step closer to salvation. It's funny. You wouldn't think we were such good liars." -Brokedown Val, *Crescent Moon* THIS BOOK INCLUDES: An exploration of werewolf spirit magic, from the ways that Gifts and rites are learned to expanded guidelines for fetish creation An expanded treatment of the five lunar auspices, from exploration of their roles in a pack or tribe to new Gift lists to aid them in their tasks Further exploration of the spiritual aspects of the world around the Uratha, from the lore of their most powerful totems to the practicalities of dealing with loci

Book Information

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Customer Reviews

This book offers a deeper treatment of various aspects of werewolf spirituality, specifically: totems, powerful spirits (Incarnae and Celestines), auspices, Gifts, Rites, loci, and fetishes. The treatment of totems was very helpful in conceptualizing the relationships between Uratha and their spirit allies, including both pack and tribal totems. The information on tribal totems (including those of the Pure) includes an expansion of the First Pack legends, suggested means and modifiers for tribal initiation, relations with other tribal totems and their followers, and ideas for the trials associated with each Incarnae's ban. Helpful information on other powerful spirits is offered here, including Luna and Helios, as well as the Maeljin (spirits of the respective Vices) and their avatars, the maeltinet. I

found this information very interesting for creating story hooks, and found the associated suggestions for dealing with Wounds helpful as well. The auspice section was my initial motivation for picking up this book, and probably the most helpful part for players. For each auspice, it offers thoughts on their chosen Renown, suggestions for interactions with packmates by auspice ("Pack Dynamics"), tribal roles, their role in the hunt against various antagonists, and several sample archetypes which players of that auspice might build upon. The section on the hunt covers how a member of the given auspice might contribute to struggles against other werewolves, the Ridden, Hosts, and unknown foes, each in turn. The archetypes were really interesting and will surely give you or your players cool ideas for running with a given auspice. Of course, new Gifts are provided for each auspice.

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