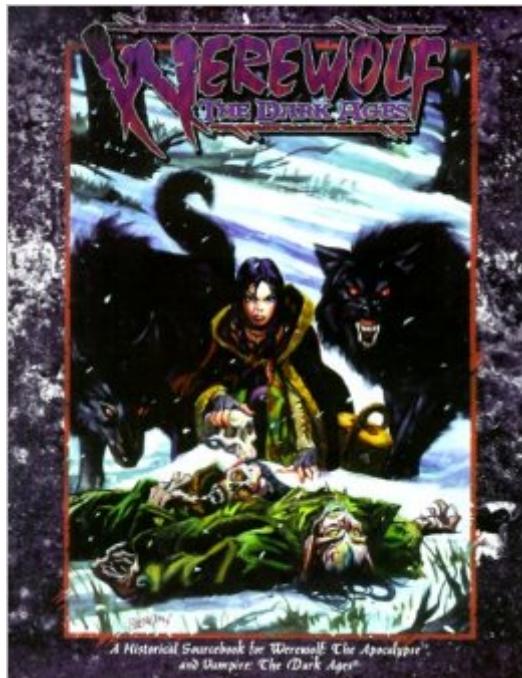


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Werewolf The Dark Ages (Werewolf: The Apocalypse)



Synopsis

Contains just about anything you could want for adapting werewolves to the Dark Ages setting, from information on the tribes of the time to guidelines for crossing over with Vampire: The Dark Ages. Whether you want to try a completely different spin on medieval horror fantasy, recreate the deeds of your modern-day Garou's ancestors, or even give the Lupines in your Vampire: The Dark Ages game some real teeth, this is the book for you.

Book Information

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Average Customer Review: 3.9 out of 5 stars See all reviews (9 customer reviews)

Best Sellers Rank: #651,005 in Books (See Top 100 in Books) #12 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf #27 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire #88 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

Dare you leave your filthy alleys and rotting cities, toss modernization behind you and visit the era when the wyrm was young and the garou mere legends? True enough, no real roleplayer needs to be told what a broadsword is, and not many would find the entire chronicles of the british islands necessary, but this book conveys an entirely new atmosphere. No longer a fugitive in a losing war and painful memory, the garou in the dark ages are the real monsters - the Bad Wolf of legends, horrors in the long nights. These are the times when a wolf can really be a wolf. However - don't mistake these times to be placid or tranquil - the young (and so far largely unknown)wyrm is growing stronger and bolder, huge monsters of old times stil wonder about, the Burning Times (the garou term for Inquisition) can return at any moment, and the abominable Leeches hold Europe by the throat. And intend to bite. You could say that this book is an interface between Vampire and Werewolf, because the Leeches recieve here a lot of attention - both in articles and in rules, and it is

probably very handy reading this book along with Vampire. Being a devoted storyteller of the Apocalypse campaign, and having no vampire rulebook close by, I skipped through much of the Leechy parts, and focused on the wolf point of sight. Herein you would find the viewpoints of each of the Old World tribes along with short articles written on each (and smashing artwork - especially the one along the Fenrir and Fianna tribes), whole chapter devoted to history and atmosphere, new skills, gifts, rites and fetishes (sadly no new Totems), and new monsters to entertain the aggressive wolf race. Admittedly, those who know next to nothing about Vampire (like myself) miss a bit of the point, but overall this is a good book to have.

This book rocks. It has every thing you'd need to play the Garou during the long night. One of the best books out there. My sole complaint was that there was too much about Kindred in there. That fine, even really good if you're lookin to use the damned in your game. But I sure as Malfeas wazent!

The book actually arrived a month ago and I was very happy that it did. There are no missing pages and the cover is in excellent condition. All and all this book is great I've had great fun using it in my Werewolf campaign.

This is a great supplement for anyone interested in running a Dark Ages campaign. While primarily focused on the Garou this would also be useful for a Vampire game as well.

I rarely find myself dissatisfied with a product. I'm not this time, but there are a few comments I feel should be made. First and foremost, White Wolf crossovers simply don't work. This book requires you to take Werewolf out of its normal context and place it in a world designed for Vampire. This is not inherently a problem. Werewolf has certain perks, even in the Dark Ages. But there is no conflict. When White Wolf branches into alternate settings, there is always a unique conflict (such as the Storm Eater in Wild West). I find that oddly lacking. This book lacks the conflict in the Americas (for obvious reasons), all-powerful Wyrm spawn, and all other potential enemies. In fact, it seems more to me like a hack-and-slash version of a serious game. What I find most distasteful is that it's a reprint of existing information. It varies only in small areas from the information in Werewolf: the Apocalypse. The Pure Ones are missing and the Glasswalkers have a period-appropriate name. But the Vampire: the Dark Ages covers this information sufficiently. In the end, all I can say for sure is that this is a good game out of its element. If Werewolves are to be used in the Dark Ages, use them with crossover rules: there are no tribes, they're all Lupines. Keep the games true to

themselves, leave them in their own time.

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