



Werewolf: The Apocalypse (Revised Edition)

Brian Campbell , Steve Prescott (Illustrator) , Mitch Byrd (Illustrator)

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Werewolf: The Apocalypse is about anger over the loss of what the shapeshifting Garou hold dearest: Gaia, the Earth itself. Corruption from without and within has caused the destruction not only of the Garou's environment, but also of their families, friends and culture, which extends in an unbroken line to the very dawn of life. No matter how righteously the Garou hold themselves, no matter how they prey on their destroyers, the corruption spreads. Now the time for reconciliation is past. This grave insult against Gaia can end in only one way: blood, betrayal... and rage.

They've been pushed to the brink of extinction. They've learned that they fight not one great enemy, but two. They've been hunted and slain, corrupted and cast down. But they'll be damned if they're going to stay down and die quietly. They're Garou, and their war is for the world itself.

The werewolves' very society is shaken, but even with their numbers reduced, they continue to fight. Years of development culminate in this rulebook -- the shifts in the tribes, the discovery of hidden enemies, the signs of the End Times. Rewritten from the ground up, the Revised Edition of -- Werewolf: The Apocalypse chronicles all these changes, and gives you the chance to join the werewolves' war at its most intense.

Werewolf: The Apocalypse (Revised Edition) Details

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Author : Brian Campbell , Steve Prescott (Illustrator) , Mitch Byrd (Illustrator)

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Chris says

I played this a few times in highschool, and loved the bestial nature of it - more fun than Vampire, to be sure. On the other hand, werewolves are a lot less interesting than vampires. White Wolf did a good job of making the werewolf almost as angsty as their vampiric brethren, but being a heirsuite eco-warrior just isn't as cool.

Kermode Bear says

Werewolf: The Apocalypse is a fantastic, refreshing view on the world of werewolves. These creatures are far more than bloodthirsty, murderous, mindless beasts. Set in WhiteWolf's "World of Darkness" gaming world, the Werewolves (known as Garou) are fighting - and losing - a battle against corruption and entropy.

The Garou are ferocious warriors, but they are also deeply spiritual creatures, healers, and protectors. In particular, I find that the spiritual aspect of the book comes across very well and successful, involved games using the setting will make good use of the material.

Although the book does have a strong "Good vs. Evil" theme to it (far more than other games from the WoD genre), there's lots of shades of gray. Different werewolf tribes have very wide ranging and different opinions on what is Right and what is Wrong.

The theme of environmentalism is also prominent in this book, with a strong leaning toward conservation and in some cases eco-terrorism. Other themes include female rights, Native American oppression, technology and civilization vs. less civilized lifestyles, genocide, personal sacrifice, and doing what is right even in the face of a hopeless situation.

The artwork and the flavor text is very well done, with entertaining comic-book style portions appearing here and there. Most of the werewolf tribes fit very well with good, solid themes behind them, though a few are unfortunately lacking (the Fianna in particular, an Irish-themed tribe, feel out of place and arbitrary compared to the rest).

Much like WhiteWolf's initial (and more well-known) offering, "Vampire: The Masquerade", the book certainly has a dark side to it and doesn't discourage players from exploring the monster within.

Unlike V:tM, however, W:tA provides far more depth "out of the box", and having a "Good Guys vs. Bad Guys" theme - even if vague - will appeal to gamers from more classic gaming backgrounds where the line in the sand is clearly visible. It is the most accessible of WhiteWolf's offerings and an incredible value.

Lori Schiele says

Although I've never played the card game this book was set up for, I own this book, as well as the dozens of subsets further exploring each different werewolf pack/sept and their strengths, weaknesses, abilities and

proclivities. Great to check out if you are into werewolves! Awesome illustrations too!

Jan-Erik says

This game marked my introduction to the World of Darkness, and it has held a special spot in my heart ever since.

J L says

This book does so much right. Everything from terrifying tooth and fang savagery to hauntingly primal stories of hope and discovery can all be yours if you create them. This book shows you how.

Eclipse Valthorn says

awesome book love the views on werewolves
