
Nuwisha Werewolf

The Apocalypse

When Will You Rage

Werewolf

Vampire

Wyrn Wolf

Nagah

Kinfolk

Tribebook

Corax

Players Guide to Garou

Black Furies

Umbra

Croatan Song

Rage Across the Heavens

Players Guide to Changing Breeds

Werewolf Player's Guide

Guardian of the Caerns

Book of the Weaver

Wolf Blood

Ananasi

Uktena

Werewolf Players Guide

Hengeyokai

Black Furies Tribebook

Werewolf Storytellers Handbook

Liber Des Goules - The Book of Ghouls

Rokea

Werewolf

Bastet
Wild West Companion
The Silver Crown
Ratkin
Mokole
Bestial
Book of the Wyrn
Art of Werewolf: The Apocalypse
Tribebook Wendigo
Nuwisha
Laws of the Wild West
Werewolf Storytellers Companion
Apocalypse

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Apocalypse by guest

CLARA CLINTON

When Will You Rage

White Wolf
Publishing
Beneath the
dim light of a
full moon, the
population of
Cincinnati
mutates into
huge, snarling
monsters that
devour

everyone they
see, acting
upon their
most base and
bestial
desires.

Planes fall
from the sky.
Highways are
clogged with
abandoned
cars, and
buildings
explode and
topple. The
city burns.
Only four
people are

immune to the
metamorphosi
s-a smooth-
talking thief
who maintains
the code of
the Old West,
an African-
American
bank teller
who has
struggled her
entire life to
emerge
unscathed
from the
ghetto, a
wealthy

middle-aged housewife who finds everything she once believed to be a lie, and a teen-aged runaway turning tricks for food. Somehow, these survivors must discover what caused this apocalypse and stop it from spreading. In their way is not only a city of beasts at night, but, in the daylight hours, the same monsters returned to human form, many driven insane by

atrocities committed against friends and families during. Now another night is fast approaching. And once again the moon will be full. Werewolf White Wolf Publishing 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. This

Changing Breed Book details the society of the wereravens.

Vampire

White Wolf Games Studio Werewolf: The Apocalypse is about anger over the loss of what the shapeshifting Garou hold dearest: Gaia, the Earth itself.

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Wyrms Wolf

White Wolf Games Studio Forget what you've been told.

Werewolves do exist. And their numbers are growing.

"Does for werewolves what The Walking Dead has done for zombies" ...

"Full of surprise and suspense"

When a wave of vicious attacks sweeps across London, there are reports of a Beast on the loose. There are fears of a Ripper stalking the streets. But the truth is

more terrifying than anyone can imagine. Werewolves are prowling the city. Hunting and killing. Lycanthropy, a disease as old as humanity, now threatens to destroy civilization. With no cure, no vaccine, and millions of potential victims, it's spreading through the capital at exponential rates. And every werewolf bite has just two possible outcomes - death or

infection. The werewolf apocalypse is here, and it's only just beginning. WOLF BLOOD is the first in the LYCANTHROPIC apocalyptic werewolf series. If you enjoy the zombie apocalypse, dystopian or post-apocalyptic science fiction, horror, grimdark or dark fantasy, or multi-protagonist sagas, don't miss out on the next big trend in apocalyptic fiction. *Nagah White*

Wolf Games Studio
A Werewolf Time of Judgment Book for players and Storytellers. Features four different scenarios detailing the Apocalypse. *Kinfolk White*
Wolf Games Studio
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

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about Garou prophecies and celestial influences, detailing the greater forces at work in the Umbral skies and providing many heavenly Gifts. *Tribebook White Wolf Games Studio* Very few games seek to redefine the conventions of roleplaying as does the Mind's Eye Theatre line. There are no tables or dice involved in Mind's Eye Theatre games. Instead, you become a part of the story.

You assume the role of your character as soon as you step through the door, enacting every action, movement and gesture. For the purposes of the game, you are your character. The Mind's Eye rules for playing vampires' human pawns. *Corax White Wolf Games Studio* 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. The companion for Storytellers of the revised Werewolf: The Apocalypse combines a game screen and book to further reveal the plight of the Garou in the days before the Apocalypse.

Players
Guide to
Garou White Wolf Publishing
 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. The sourcebook about the secret lairs of werewolves. *Black Furies* White Wolf Games Studio

Very few games seek to redefine the conventions of roleplaying as does the Mind's Eye Theatre line. There are no tables or dice involved in Mind's Eye Theatre games. Instead, you

become a part of the story. You assume the role of your character as soon as you step through the door, enacting every action, movement and gesture. For the purposes of the game, you are your character. The live-action worlds of werewolves and the Wild West, combined!

Umbra White Wolf Games Studio

Werewolf: Black Furies: In White Wolf's noir/goth universe, the world of

Werewolf is dying. Their own numbers are decreasing, while the enemy grows stronger. This book focuses on the Black Fury tribe: warrior-women hell bent on protecting the environment and women's rights. They say you can never go home again. Libra, her packleader, makes that her first mistake. She finds that her human sister is in an abusive relationship with a

worthless
human male.
The pack
hunts down
the
scum, ignorant
to the dangers
their prey may
be leading
them to. This
is a tale
of revenge,
tragedy, and
hope,
breathed into
life by the
emotion-laden
atmospheric
painting skill of
Eddy Newell!

Croatan

Song White
Wolf Pub
"The signs are
upon us. The
earth burns,
the waters
bleed, the
humans
unleash
hunger and
disease and

bloodshed ...
There is
nothing left
but war and
none left to
fight but us."--
Page 4 of
cover
*Rage Across
the Heavens*
White Wolf
Pub
Werewolf: The
Apocalypse is
about anger
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Corruption
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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.
Tribebooks
contain vital
character
information

for players and Storytellers. *Players Guide to Changing Breeds White Wolf Games Studio The World Of Darkness* role-playing games from the White Wolf Game Studio are at the cutting edge of the science fiction/fantasy media world. Their Vampire universe, featuring Gothic-punk storytelling where each character strives to control the beast within, is the basis for the novelization of

Dark Prince (December 1994). *Werewolf Player's Guide* Permuted Press *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. At last! The long-awaited revision of the classic *Werewolf Players Guide*, this second edition is packed with

information on the Garou, their packs, moots, caerns and duels. Also detailed are the other shapeshifters, from the merciless weresharks to the sagacious werecats. Includes plenty of Gifts, rites, fetishes, talens and totems, as well as expanded combat systems and essays on understanding the world of Werewolf: The Apocalypse. *Guardian of the Caerns* White Wolf Games Studio 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. The lavishly illustrated art book that accompanied the Werewolf limited edition now available individually. **Book of the Weaver** White Wolf Games Studio Werewolf: The Apocalypse is about anger over the loss of what the

shapeshifting
 Garou hold
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 the Earth
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 Corruption
 from without
 and within has
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 No matter
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 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. More
 rules and
 tricks of the
 trade for
 Garou in the
 Savage West.
Wolf Blood
 White Wolf
 Games Studio
 Werewolf: The
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blood, betrayal... and rage. A complete reference to the savage and deadly weresharks.

Ananasi

White Wolf Games Studio Werewolf: The Apocalypse is about anger over the loss of what the shapeshifting Garou hold dearest: Gaia, the Earth itself.

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Wolf Games Studio 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. This Changing	Breed Book delves into the mysteries of the most enigmatic and reclusive shapeshifters of all -- the deadly wereserpents.
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