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# Werewolf The Apocalypse Core Rulebook

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Power Rangers RPG Core Book  
 Ananasi  
 Monsterhearts  
 She-wolf  
 Werewolf  
 Dark Ages Mage  
 Werewolf Players Guide  
 Vampire - The Masquerade 5th Edition  
 Conspicuous Consumption  
 Tribebook  
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 All Flesh Must Be Eaten REV Core  
 Kids on Brooms  
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 Werewolf: the Apocalypse 5th Edition Roleplaying Game Core Rulebook  
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## KANE HEATH

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*Power Rangers RPG Core Book* World of Darkness  
 "In the G.I. JOE Roleplaying game, create your own Joe by choosing your military training origin, personal traits, and role within the G.I. Joe organization to become a Real American Hero and save the day! This book contains everything you need to create your own G.I. JOE character and play the game - just add dice, some friends, and your imagination."-- Amazon.com.

**Ananasi** White Wolf Games Studio  
 Vampire: The Masquerade is the original and ultimate roleplaying game of personal and political horror. You are a vampire, struggling for survival, supremacy, and

your own fading humanity afraid of what you are capable of, and fearful of the inhuman conspiracies that surround you. **Monsterhearts** 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. Combines Werewolf: Rite of Passage and Valkenberg Foundation.

**She-wolf** White Wolf Publishing  
 Welcome to the World of Survival Horror! All Flesh Must Be Eaten is a complete roleplaying game. In it, you will find: Eleven different Deadworld settings allowing customization of the storyline. A comprehensive zombie creation system to surprise and alarm players. A list of equipment crucial to surviving a world of shambling horrors. Detailed character creation rules for Norms, Survivors, and the Inspired. A full exposition of the Unisystem game rules, suitable for any game in any time period. Open Game License conversion text for porting AFMBE to any modern-day campaign featuring a twenty-sided dice game mechanic. **Werewolf** White Wolf Games Studio  
 Doomed Warriors Protecting a Dying World Long have the Garou of the Western Eye Sept guarded the San Francisco region

from the Wyrms' evil. Thus far, the Garou believe their efforts have kept their millennia-long enemy at bay. But their vigil has faded. The Wyrms' murderous minions have insinuated themselves in Silicon Valley, Oakland, Berkeley and even the City itself. The time for watching has passed. The Garou must rise and fight. It is a battle they cannot hope to win, but they fight with courage, determination and an inner rage that relentlessly drives them. Some werewolves have left the safety of the forests and taken the battle to the streets. Now their rage grows even more intense, for they can see firsthand the taint of the Wyrms. Has the corruption infected even their own kind? *When Will You Rage* is an anthology of 19 original short stories detailing the lives and battles of San Francisco's werewolves. Follow them as they confront the many guises of the Wyrms.

**Dark Ages Mage** White Wolf Games Studio  
As a new generation Garou, you will confront the forces of destruction, avarice, and greed ravaging the earth-mother. Utilize the 5th edition Storyteller system to create your chronicles within the World of Darkness. Includes everything you need to know to build your own character or guide a troupe as they explore their new forms. This 300+ page hardcover book also includes an introductory story to guide new Werewolf players and veteran World of Darkness enthusiasts through their first game.

**Werewolf Players Guide** 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. Rules for playing the shapechanging spider-people of the World of Darkness

**Vampire - The Masquerade 5th Edition** White Wolf Games Studio

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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.

**Conspicuous Consumption** 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.

**Tribebok** White Wolf Games Studio  
She-wolf explores the cultural history of the female werewolf, from her first appearance in medieval literature to recent incarnations in film, television and popular literature. The book includes contributors from various disciplines, and offers a cross-period, interdisciplinary exploration of a perennially popular cultural production. The book covers material from the Middle Ages to the present day with chapters on folklore, history, witch trials, Victorian literature, young adult literature, film and gaming. Considering issues such as religious and social contexts, colonialism, constructions of racial and gendered identities, corporeality and subjectivity – as well as female body hair, sexuality and violence – She-wolf reveals the varied ways in which the female werewolf is a manifestation of complex cultural anxieties, as well as a site of continued fascination.

**Book of Auspices** White Wolf Games Studio  
Welcome to Equestria! Become a Pony

character and protect Equestria and all of your friends as you adventure together on magical missions and fantastical quests! There is no limit to the heroic stories you will tell as you explore and overcome any obstacles in your way through teamwork, friendship, bravery, and magic!

**Werewolf Storytellers Handbook** White Wolf Games Studio

Fantasirollespil.

**When Will You Rage?** 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

**Ways of the Wolf** Macabre Ink

A one-stop, complete guide to tabletop role-playing games for novice librarians as well as seasoned players. Tabletop role-playing games (RPGs) are a perfect fit for library teen services. They not only hold great appeal for teen patrons, but also help build important skills ranging from math and literacy to leadership and dramatics. Role-playing games are cost-effective too. *Dragons in the Stacks* explains why RPGs are so effective at holding teenagers' attention, identifies their specific benefits, outlines how to select and maintain a RPG collection, and demonstrates how they can enhance teen services and be used in teen programs. Detailed reviews of role-playing games are included as well, with pointers on their strengths, weaknesses, and library applications. Coauthored by an experienced young adult librarian and an adult services librarian, this is the definitive guide to RPGs in the library, and the only one currently available.

**World of Darkness Core Rulebook**

Manchester University Press

Dark Ages: Vampire takes you to the nights before the Camarilla, when kine truly had reason to be afraid of the dark. The vampires of this bygone age ride the dark as lords, play their games with the crowned heads of Europe, and travel to the mysterious lands of the East as they wage their ages-old war. The diablerie of saulot, the waking of Mithras, the destruction of Michael the patriarch, the return of the Dracon -- it all means the time of reflection is over. The Inquisition stirs and the time to act is now. Across Europe, monarchs of the night set princes and barons at each other's undying throats. Young vampires take to the field ready to claim their domain and become powerful lords in their own right. Blood calls to blood. Rules for playing Viking vampires!

**Dark Ages Werewolf** White Wolf Publishing  
*Liminal* is a self-contained tabletop

roleplaying game about those on the boundary between the modern day United Kingdom and the Hidden World- the world of secret societies of magicians, a police division investigating Fortean crimes, fae courts, werewolf gangs, and haunted places where the walls between worlds are thin. The players portray Liminals - those who stand between the mortal and magical realms, with ties to each.

Examples of Liminals include: A magician who acts as a warden to protect unaware mortals from supernatural menaces Someone of mysterious birth who is perhaps half Fae. In any case they are caught up in Faerie politics whether they like it or not A burglar who steals supernatural relics. A werewolf who still has many ties to ordinary people. A dhampir, striving to do good despite their vampiric infection. A mortal detective who knows some of the real strangeness out there. The magical world has a basis in British and Irish folklore and legends, along with ghost stories and modern day popular takes on the supernatural in fiction. Inspirations from fiction include the real world fantasy novels of Ben Aaranovitch, Jim Butcher, Emma Bull, Susanna Clarke, Harry Connolly, Charles de Lint, Neil Gaiman, Benedict Jacka, and Helene Wecker. Made in the UK.

**Altered Carbon Deluxe RPG** Eden Studios

In Fenris' Name The Get of Fenris are much maligned by the other tribes. They're called bloodthirsty, intolerant, stubborn, savage even for werewolves.

The Get know the other Garou dislike them, but they don't care. The Get of Fenris aren't here to play politics. They're here to make whatever sacrifices they must to win the war against the Wyrms. They're warriors, every one -- warriors with a cause. Nothing else matters. Never Compromise, Never Surrender The next in the series of revised Tribebooks, Get of Fenris delves into the culture of the Nordic and Germanic warrior-tribe. Their society, their history, their greatest weapons and their deepest shames are all laid bare. For those seeking to create the finest warriors in the World of Darkness "RM" or those looking for heroes as crafty as Raven and swift as Otter, Get of Fenris has what you're looking for.

Wolves of the Sea White Wolf Games Studio

"A Song of an Older Time. A Memory Yet to Come. Long ago, the world was One. Everything lived in harmony. All creatures revered the great mother, Gaia. Then the fabric of the world was rent. Spirit was torn from matter by the claws of the Wyrms and the webs of the Weaver. From one world, two were born: the Earth and the Umbra. Werewolves still live between the two worlds. They have one foot in each, yet their home is neither. Great adventures await in the Umbra -- but so does death; the Wyrms has infiltrated the Shadow. The Apocalypse is coming, even in the spirit world. Umbra: The Velvet Shadow is a Werewolf sourcebook detailing the places, spirits and cosmology of the Garou spirit world".

Monster of the Week White Wolf Games Studio

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**Werewolf Chronicles** White Wolf Games Studio

Rollespil. Foregår i World of Darkness rollespilsverdenen. Spillerne antager rollerne som dæmoner - faldne engle som slog sig ned i Edens have sammen med Lucifer, kun for at blive forvist til helvede efter en lang krig med himlen. Spillet fokuserer på konceptet "infernal glory" som drivkraft for historien og personernes udvikling. Vil spillerne være i stand til at skaffe sig nok kraft til at genskabe de faldnes storhed og genskabe samhørigheden med menneskene, som de elskede så højt, at de valgte at gå imod Guds vilje, eller vil de for evigt være henvist til en tilværelse i lidelse eller falde som ofre for endnu stærkere dæmoner end dem selv?

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