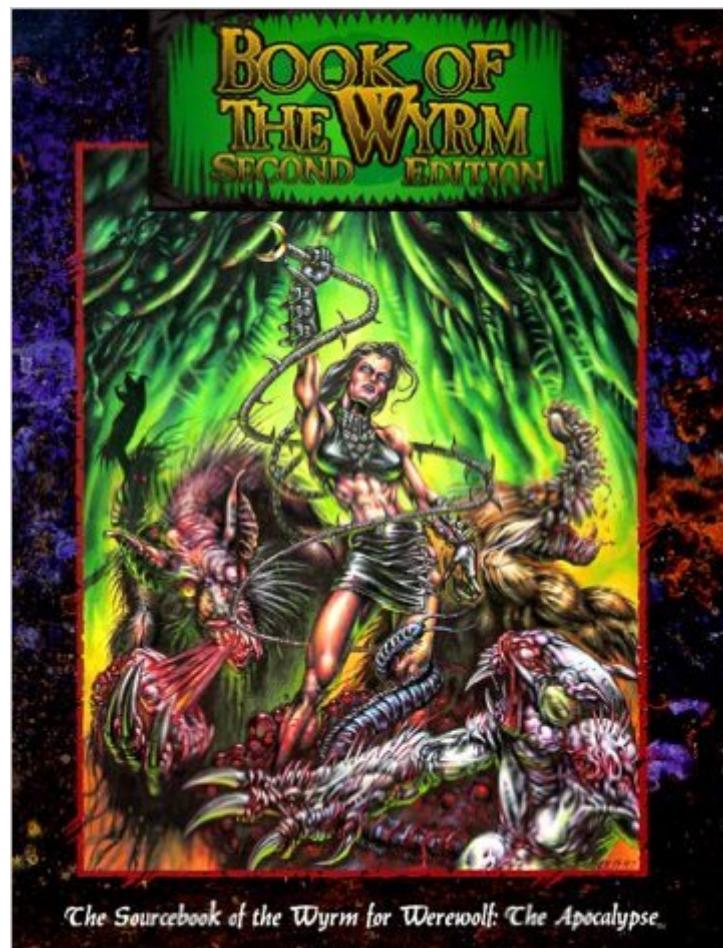


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Book Of Wyrm (Werewolf: The Apocalypse) 2nd Edition



Synopsis

Paperback: 152 pages Publisher: White Wolf Publishing; 2 edition (November 1, 1998) Language: English ISBN-10: 1565043561 ISBN-13: 978-1565043565 Product Dimensions: 11 x 8.2 x 0.4 inches

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Customer Reviews

I got this book as a suggestion from a friend after I had started werewolf, and said I was planning ot run a campaign. This did not disappoint me. This book has most everything you need in it to make a serious Wyrm chronicle. From various themes to use, such as Horror, Terror, or Splatter, to the nature of teh Wyrm itself.I mean, after reading this, one can actually feel SORRY for the Wyrm, and as I looked through the various Urge Wyrms, one begins to realize just WHY the Wyrm is doing what it is doing.It also includes good information the Cosmology of the Wyrm, information on Malfeas, the Umbral knot created by teh Wyrm's struggles, the Maejin Incarna, a mini-BSD tribe book that shows just WHY they fell and just why they are possibly the greatest threat to Gaia. Information on Fomori, Banes, wyrm-fetishes, mOrtal Cults, and other things ae all included.My only gripe is the Pentex section, whihc played up the "destroying the world for the sake of it" feel a bit too much for my liking. Though the fiction throughout that part of the book made up for it, as it is very interesting and is more of what I will use Pentex for int eh future.My favourite parts were the Mortal Cults and Aliens. A non-supernatural group serving the Wyrm is a ncie way to be sadistic to players, and the concept of an Alien made my mind start spinning.If you plan to run a Werewolf campaign,

and want the Wyrm as the main antagonist, get this book. It will help you make a great in-depth, serious, and dark game, exactly what Werewolf is about. To boot, there isn't that much that doesn't need to be changed for Revised rules, just a bit of thinking with Spirits, and some BSD Gifts and Rites, but that's it. So enjoy folks...

This is every storyteller's dream and every player's nightmare. The second edition gives you expanded rules for Black Spirals (new gifts, totems, etc.) as well as a host of other baddies from fomori to fallen shapechangers. Details on Pentex and Malfeas are also presented. Some of the nastiest creatures you can throw at your players. This book focuses on the cosmology of the wyrm and the creatures that serve it. Don't let your players read too much, though, as it will take away much of the mystery surrounding the wyrm.

An excellent book. A must have if you are a ST. First of all, this book describes the cosmology and myth of the Evil One. Next, follows a mind-blowing hoard of details about the Wyrm Things in world of darkness - Banes, Monsters, Fomori, wretched homid cults....And, of course... The Black Spiral Dancers - From their deepest lairs in hellish Malfeas to gifts, rites, totems and fetishes unique to those who no longer call Gaia their Mother. Overall - a superb book, which easily fits into campaign and mind alike (beware!!). If you need that extra touch of corruption - that's what you've been looking for.

The book of the wyrm is an expansion to werewolf the apocalypse. If you need some bad guys for your game (because the main werewolf book doesn't REALLY provide any) or you would like to play as a Black spiral dancer -formerly known as the white howlers- OR you would like to know about the wyrm, banes, fomori(freak legion suggested instead), pentex(subsidiaries: a guide to pentex suggested instead), OR you just want some more "fun stuff" for your game (like mustard gas) then this book is highly recommended. This book is in general about the "bad guys" (but not from the wyrms point of view, which is also in this book)!

If you're looking for the black spiral dancer tribe book, look no further! If you're looking for the wyrm's take on the whole triad "war," look no further. This book has all you could need to begin effectively using black spiral dancers in your chronicle--including gifts and totems. It also has the history of the world--wyrm style--and the thousands of ways it interacts in the modern world. It also discusses the "Triadic" Wyrm--the wyrm's avatars while he's still wrapped in the weaver's webs.

Fomori are glossed over in this book, but if you are looking for a source book for them, pick up the new Posessed book or the old Freak Leigons book.

I have done a review of this game product on youtube. On that channel just type in the full book title followed by woodwwad & you'll find my review. Also, you can feel free to pm me any questions you have about this book.

BotW 2ed is a great resource for the ST. Covering such things as the nature of the Wyrm, Pentex, BSD, Banes, wyrm fetishes. It gives wonderful insight to what's going on on the antagonists side! As a fledgeling W:TA ST, I hadn't much ideas what to do with the pack. BotW gave me ideas that made that small sane part of my mind scream in horror, then the ST in me took over and started plotting! ST! This is wonderful. Players.....ask yourself....do you really want to know? You might be better off ignorant! BUY! BUY! BUY! BUY! BUY!

Excellent!!

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