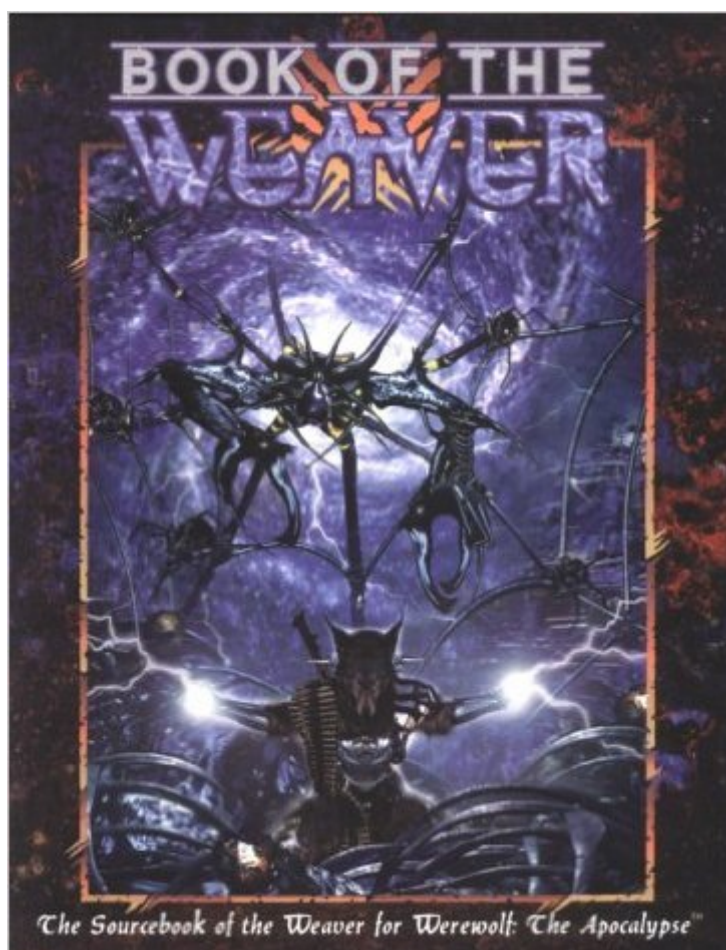


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# Book Of The Weaver (Werewolf: The Apocalypse)



## Synopsis

White Wolf Weaver in the World of Darkness werewolf

## Book Information

Series: Werewolf: The Apocalypse

Paperback: 144 pages

Publisher: White Wolf Publishing (March 1, 1999)

Language: English

ISBN-10: 1565043111

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Product Dimensions: 8.4 x 0.4 x 10.9 inches

Shipping Weight: 10.4 ounces

Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (5 customer reviews)

Best Sellers Rank: #644,951 in Books (See Top 100 in Books) #11 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf](#) #86 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #8525 in [Books > Humor & Entertainment > Puzzles & Games](#)

## Customer Reviews

The Book of the Weaver is an excellent resource for the Weaver in the World of Darkness. For once the White Wolf-folks have come off their behinds and written a book that actually compares Mage: The Ascension with Werewolf: The Apocalypse (for instance, a new background: Device!). A good run-down on the history of the Weaver is included (and, for once, from a fairly subjective point of view), as well as a guide to the different factions that, knowingly or unknowingly, serve the Weaver, which will be most helpful. Some good points on shapechangers vs. technomagick helps put things in perspective, especially about implants. All in all, this book is a must for anyone who pretends to know anything about the Triat and technology in the Garou cosmology, i.e. any Werewolf Storyteller worth mentioning. This book is also recommended for Mage storytellers as well, though remember which game this book is meant for. When WWGS will print The Book of the Wyld is anyone's guess, but one can only hope that it will be of the same prime quality that Book of the Weaver is of. This is by far one of the best Werewolf-sourcebooks in a long time.

This book is a very useful source for storytellers. It provides a different look at the triad as well as a lot of good information about how to play members of DNA. I would recommend this only for

storytellers and not players. I believe almost all of the information is not covered in other books which is why I gave it 5 stars.

Man they should have had this book a long time ago the Weaver is just too fascinating a spirit to ignore... While I dislike the villainous slant that they give the Weaver in this book. ( I am a major Glass Walker fan.) I really loved this book it was long overdue and just makes me wonder if they are going to do a book on the Wyld as well...?

Best tabletop RPG ever made. Period.

If you missed the planetary merits and flaws from the first edition player's guide, well they are now back. Along with that, there are other merits and flaws based on the Incarnae that inhabit those planets, as well as a wealth of new gifts, fetishes, and story hooks, including the fulfilling of the child of two metis prophecy. It continues to explain the cosmology of the Garou where Umbra: The Velvet Shadow left off, particularly the Aetherial Realm. It also explains how Garou view the stars and constellations. Overall, a very good addition to the Storyteller's repertoire for Werewolf, or even Mage.

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