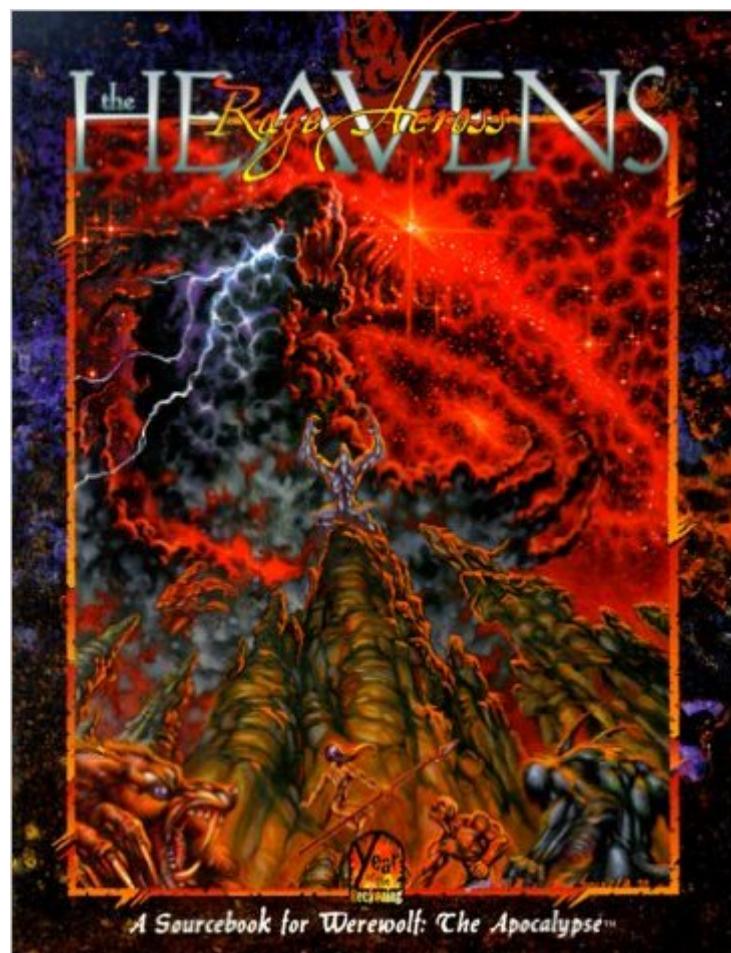


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The Rage Across The Heavens (A Sourcebook For Werewolf: The Apocalypse)



Synopsis

A Sourcebook for werewolf the apocalypse

Book Information

Series: Werewolf: The Apocalypse

Paperback: 128 pages

Publisher: White Wolf Publishing (June 24, 1999)

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Average Customer Review: 4.5 out of 5 starsÂ [See all reviewsÂ \(4 customer reviews\)](#)

Best Sellers Rank: #2,388,655 in Books (See Top 100 in Books) #82 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf #520 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

This book is the main way the people at White-Wolf decided to bring the Werewolf line into their so-called meta-plot, and as far as I can tell it leads into Werewolf Revised. Now I could care less about the meta-plot. As far as I can tell it is simply an excuse to rewrite their books so you have to go out and buy new versions to keep up with the "story." I would be so much happier if the good people at White-Wolf would keep their grubby little hands out of our stories and stop devoting so much time and content to their silly plot. Isn't it our role as storytellers and players to come up with our own plots? A game developer's role is to give us an excellent and detailed background from which we can pull ideas and come up with our own stories. Having said my peace on that, I must say that most of this book is excellent. Remember the Astrological aspects from the 1st edition Player's Guide? Well, this book reintroduces them but on an entirely new level. It only makes sense that the Garou would look to the heavens to find answers to the universe. They are so tied into the moon and its phases, it stands to reason that they might also look to the stars. And most early human cultures did. This book is about astrology from the Garou point of view. While it clearly relies on ideas from ancient human astrology, it does a good job modifying it to fit the werewolves. It devotes a lot of space to the zodiac as a whole, the separate aspects of the zodiac, and how these effect the Garou. All excellent material whether you are simply looking to add a new dimension to the Garou

religion or you are actually going to take your players among the stars themselves (personally, I prefer the former).

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