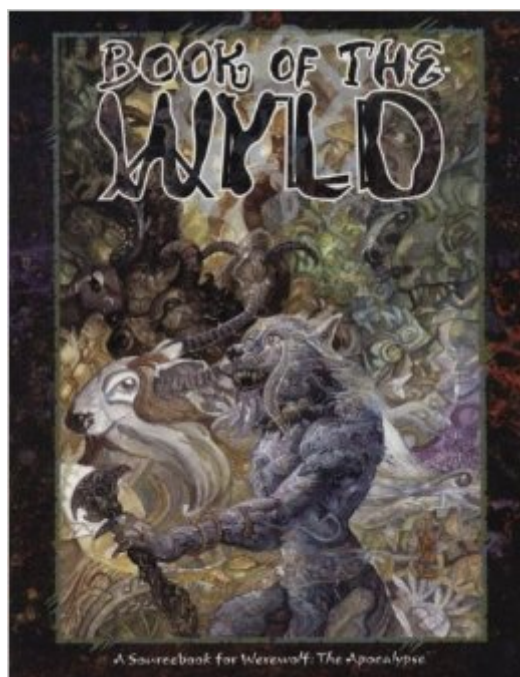


The book was found

Book Of The Wyld *OP (Werewolf: The Apocalypse)



Synopsis

White Wolf wyld Apocalypse werewolf game

Book Information

Series: Werewolf: The Apocalypse

Paperback: 128 pages

Publisher: White Wolf Publishing (May 28, 2001)

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Product Dimensions: 8.4 x 0.3 x 10.9 inches

Shipping Weight: 12.8 ounces

Average Customer Review: 3.5 out of 5 stars [See all reviews](#) (2 customer reviews)

Best Sellers Rank: #985,818 in Books (See Top 100 in Books) #24 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf](#) #145 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #46539 in [Books > Science Fiction & Fantasy > Fantasy](#)

Customer Reviews

" and the Wild was off picking it's toes or something." This the general stereo type I held of The Wyld. Yes it's the fountain of creation, but it had not been given the personification that the other members of the triad had. Well no more. The down side of this book: It tries to explain the unexplainable. The Up Side: It gives insight to what is often the most misunderstood element of the WereWolf game. The book has a good selection of Wyld Fetishes and a couple (2) Rites that can work as good background material. The selection of Wyld spirits is good (20 pages worth, and the Gorgans), and can act as excellent additions to any game (be forewarned some are reprints though). It also includes a section on The Storm Eater, if any one was wondering more about it, you'll find some answers. The addition of "thresholds" is also something new to me. And finally the warning "The Wild is a double Edged Sword." Under this topic there is a good section explaining the chaos that is The Wyld. As well as a discussion on insanity (The friend of Chaos) and how close association with the Wyld can lead your characters to the depths of madness, and how to deal with it as a storyteller, and player. All in all a good addition to the White Wolf line-up.

"Book of the Wyld" left me with mixed feelings. The book did contain some interesting and useful information; all the new rules would add just the right amount of flavor to any Werewolf story.

Unfortunately, this book left me wanting for more; I don't think it was as good as the two previous books about the Wyrm and the Weaver. "Book of the Wyld" could have definitely use some more work, but I think it is worth having in the end if you want add more the Wyld element to your stories.

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