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Predators (Werewolf: The Forsaken)

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Synopsis

Hunt or be Hunted The world of werewolves is fear made flesh. Pain, terror and hatred all take physical form, and all hunt for prey. The Forsaken are well aware of these horrific threats, and pit themselves against their enemies when the moon rises. But are werewolves the predators... or are they the prey? Blood Flows Under a Full Moon An antagonists supplement for Werewolf: The Forsaken, Predators contains a horde of threats to pit against the werewolves of your chronicle. Inside are details on spirit foes from beyond the Gauntlet, and the Ridden they possess. Also included is information on the mad Rat and Spider Hosts, and on monstrous foes from the darkest past. Whether you need foes for a short and brutal encounter or a long and harrowing hunt, nothing fits the bill like a book full of predators.

Book Information

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Average Customer Review: 5.0 out of 5 starsÂ Â See all reviewsÂ (4 customer reviews)

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Customer Reviews

Werewolf the Forsaken, the second core setting game for new World of Darkness is perhaps one of the best roleplaying games published TO DATE! It’s just flexible - you can run a generational game in a small valley, or remake Wolfen, or delve into ancestral blood curses similar to Ginger Snaps, or just play it for the combat fun. Instead of cleaving narrowly to a particular adventure type, it offers room for expansion - it feels together. Predators expands it a little further, detailing spirits and going into more detail about the Ridden.The core Werewolf rule book went into some detail about the spirit world and what it was like, but it not fully developed - but this supplement expands it like no other.Predators essentially lays out exactly what spirits are like, broken down by category -

mechanical tool-spirits, god-like spirits, animal-spirits, plant-spirits and so on. Instead of describing spirits in vague terms, the book goes into specific, concrete detail about what a spirit's like - where it typically spawns, what they look like and how the storyteller (or game moderator) can use them in a game.It's worth noting that the book covers the entire range of spirits, from high to low - besides natural and artificial spirits, we also get the Celestial spirits (sun and moon, including lunes), conceptual spirits (apathy, war, dreams) and the bastard hybrid Magath. The Magath get some nice writeups, including a dump-truck/pain spirit who wanders the spirit highways, destroying car-spirits to siphon off their pain, and a dog/information spirit that haunts a library.We also get to find out how high tec data/technology-spirits work, and how book and computer spirits prey upon them.

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