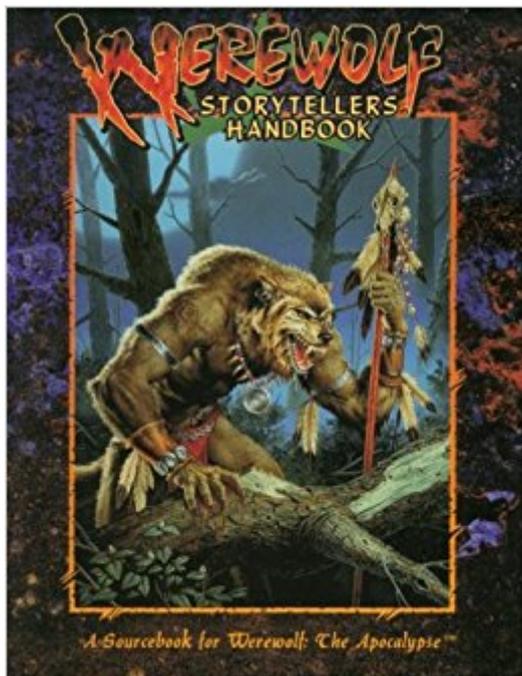


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# \*OP Werewolf Storytellers Handbook (Werewolf: The Apocalypse)



## Synopsis

1994, 136 pages. White Wolf Game Studio, publisher. Includes "Legends of the Garou: a Galliard's Tale." Advice, tips and essays on storytelling, from creating chronicles to telling mythic stories. Includes details of the Garou culture, from the inner strife tearing apart the Garou Nation to the Seasonal Rites of the 13 Tribes.

## Book Information

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## Customer Reviews

The Werewolf Storyteller's Handbook is a must-have for any WW:TA Chronicle. It will revolutionize the game and flesh out complete stories to drive the pack. The expansion of fetish rules was a nice touch. The only flaw (and its a 1 pt. flaw) in the book was the bogging down of text at times, making some of it difficult to chew on all at once. The lack of systems will throw off many people, until they come to the realization that it is all about the concepts of the game, and not dice-rolling or gift-slinging. All in all, a complete guide for the member of the gaming group stuck with all the work. :)

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gift-sliding. All in all, a complete guide for the member of the gaming group stuck with all the work.  
:)

This book is an excellent companion to the main book. It should definitely be bought to add to your werewolf collection. It is also excellent to buy if you are just beginning to learn about Werewolf.

Perfect for any WTA fan!

A must have

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