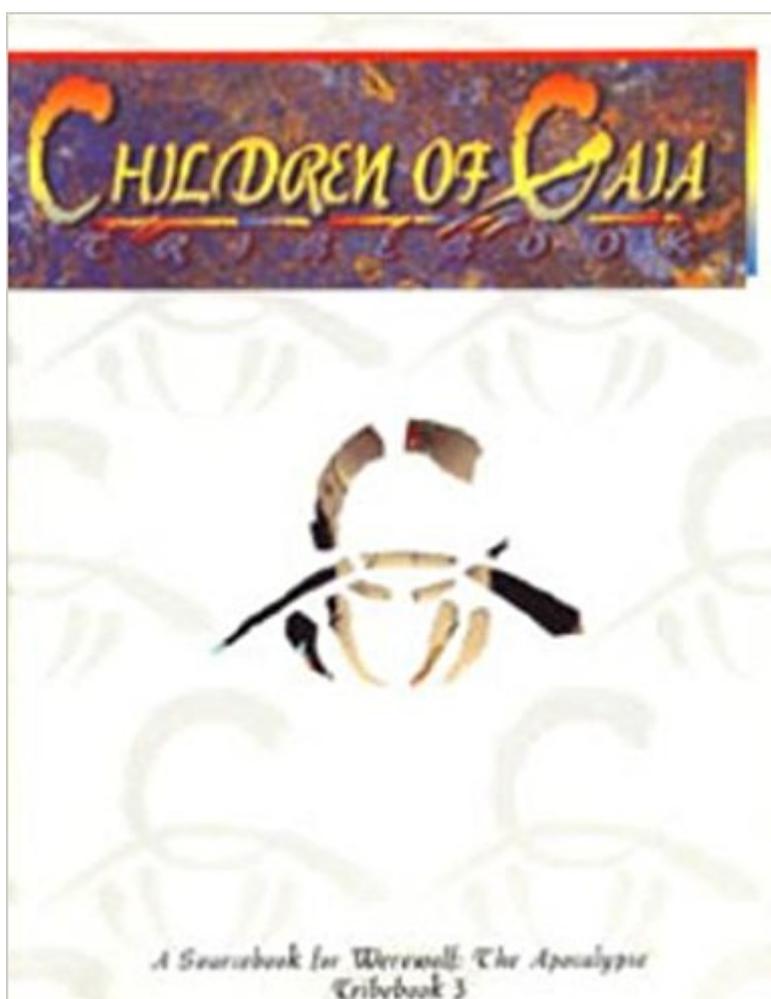


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Children Of Gaia Tribebook: A Sourcebook For Werewolf: The Apocalypse



Synopsis

RPG Book

Book Information

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Customer Reviews

I've really have mixed feelings about this tribebook. Sometimes great, other times plummeting to very low standards. Note that this supplement is for the first edition, although it's not that hard to adapt to the revised edition. Starting with a very good comic titled "The wounds of the world", story by the author Daniel Greenberg and art by Dan Smith, you clasp your hands preparing yourself for a treat. The Children of Gaia are an iconic tribe because of their particular point of view of following non-violence whenever possible; also believing that is possible to redeem anyone, even Vampires! These ideas are very well explored integrating them with the concept of unity, the devotion to mother Gaia, the absolute loathing of tradition (but respecting the law of the litany...mostly). In this book you will also find useful gifts like "grandmother's touch" (like mother's touch but you can also heal yourself); the hilarious "Good Faith" (if you negotiate in bad faith you get flatulent) or the mighty "Trust of Gaia" (people trust you...period! If you abuse this gift Gaia will be upset). The extra rites presented here are also completely adequate for this tribe, including among others one to comfort Garou in Harano, one to part the veil (permitting lovers and allies to not be scared by the Garou, or the "End of the world rite" (to measure the consequence of an action in avoiding or rushing the apocalypse). Both the templates with generated characters as the "Hall of Fame" are very good. You'll get glimpses of the noble Gron that managed to stop the Impergium, the story of Siduri Sabitu

which convinced Gilgamesh that the pleasures of life are much greater than the power of death or the quest of Sarah Rasheeda Ben-Fasil hunting for Malkav in Jerusalem.

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