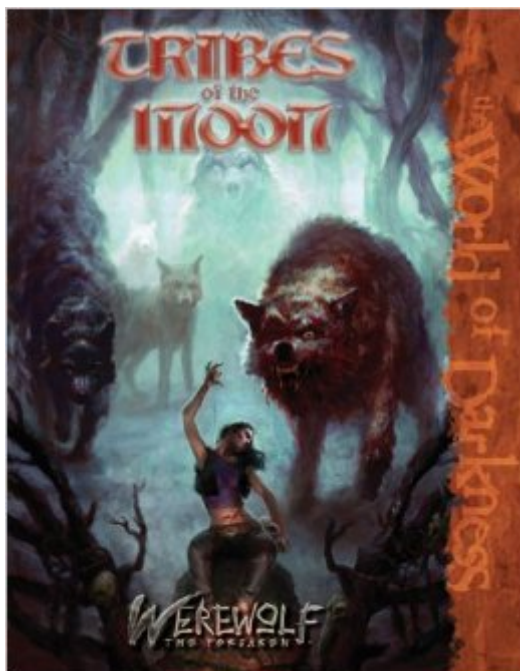


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# Tribes Of The Moon (Werewolf: The Forsaken)



## Synopsis

A character book for Werewolf

## Book Information

Hardcover: 196 pages

Publisher: White Wolf Publishing (April 30, 2008)

Language: English

ISBN-10: 1588467422

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Product Dimensions: 8.6 x 0.6 x 10.1 inches

Shipping Weight: 1.4 pounds

Average Customer Review: 5.0 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #1,472,543 in Books (See Top 100 in Books) #51 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf](#) #262 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #18224 in [Books > Humor & Entertainment > Puzzles & Games](#)

## Customer Reviews

Of all the gamelines White Wolf has released in their new 'World of Darkness' series, it seems Werewolf has consistently gotten the best, and most thorough coverage of all aspects of the game, from antagonists ('Predators' and 'The Pure') to spirit powers and Auspices ('Lore of the Forsaken') to alternate settings ('The Rage' and 'Lodges: the Splintered'). Every book released in the gameline has added more depth, and this book is no exception. Pretty much, you get exactly what you would expect - a supplement covering each of the five Tribes of the Moon (the Ghost Wolves, or Tribeless, are understandably not covered in this book). Each chapter delves into the history and culture of one of the five Tribes, telling of legendary heroes, epic battles and dark secrets. Recruitment, initiation, naming conventions views on Renown and Auspice roles and so forth are all included as well, giving the chapters both 'in character' and 'out of character' points of view. Most importantly, we also get some information on each Tribe's ban as well. And at the end of each chapter, we are also given several NPCs to use as we see fit. The end result is that this book winds up becoming an excellent supplement for Storytellers and players alike, chock full of useful plot hooks, story ideas and regional variations to keep any Werewolf fans happy for a very long time indeed. But aside from the fluff, what else does this book offer? 'Crunch,' and a lot of it. Each chapter focuses on a particular Tribe, as I said before, so you wind up getting all manner of cool, Tribal-specific Merits

(including a couple fighting styles), Rites, Fetishes, Talens and...

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