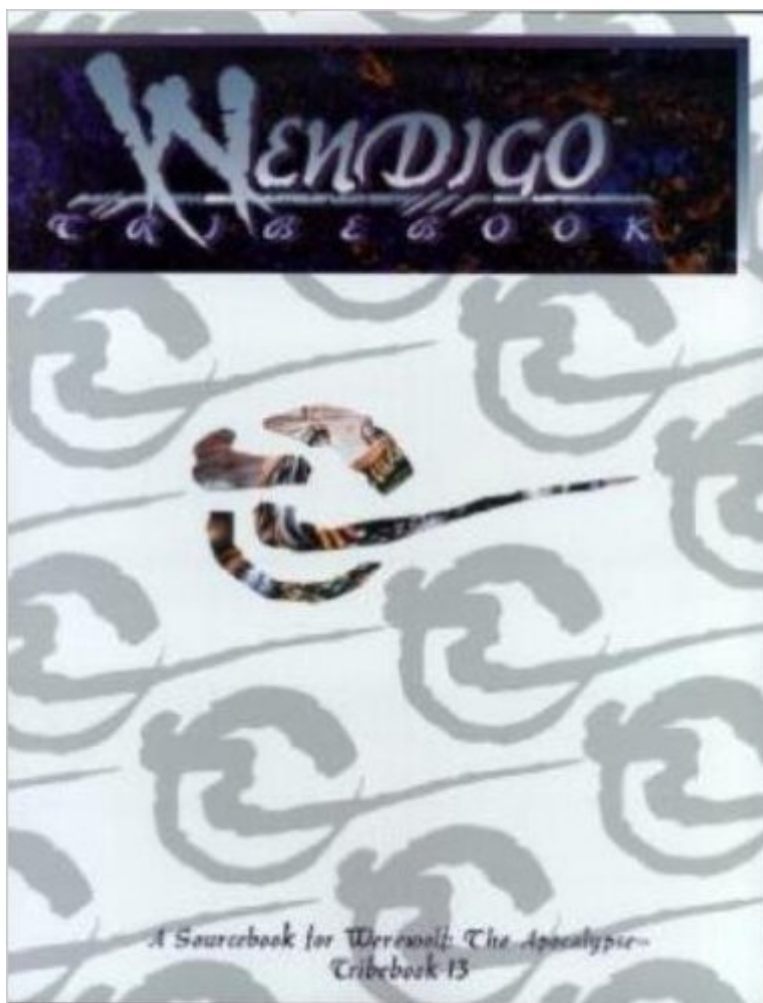


The book was found

Wendigo Tribebook (Werewolf: The Apocalypse)



Synopsis

Players and Storytellers alike can learn the secrets and ways of the purest of the Pure Ones. Learn the special battle techniques of these fierce warriors, or listen to their tales of winter magic. This Tribebook closes out the series in fighting form!

Book Information

Paperback: 72 pages

Publisher: White Wolf Publishing (July 29, 1998)

Language: English

ISBN-10: 1565043340

ISBN-13: 978-1565043343

Product Dimensions: 8.5 x 0.2 x 11 inches

Shipping Weight: 8.8 ounces

Average Customer Review: 3.7 out of 5 stars [See all reviews](#) (3 customer reviews)

Best Sellers Rank: #2,061,454 in Books (See Top 100 in Books) #67 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf](#) #425 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#)

Customer Reviews

This tribebook dedicated to the mighty *œlittle brother* • was published for the first edition of the game, although players and storytellers will have no trouble at all to adapt it to the revised system. As one other reviewer wrote, this book occasionally seems rushed. Which made sense marketing wise. The game was extremely popular and White Wolf was already working on the new edition. For the new line of supplements to be published, this product would have to be produced rather quickly. But the end product, in my opinion, is very good indeed. The usual comic that introduces the tribebook is easily one of the best, and drawn by the amazing Ron Spencer *œ* it's a true treat which shows us the Wendigo as they are, their beliefs, the weaknesses brought by losing touch with the old tradition, among other issues which are developed in the book later. One major strength of this work is the more three dimensional way the Wendigo and Native Americans are portrayed. In former books which described this tribe, they awkwardly looked like caricatures drawn by an angry activist of Native American Rights; not really Natives, but the way good-natured *wasichu* (white man) would think a despoiled native felt. Here the Wendigo are infinitely wiser; of course they still rage and their rage is mighty and just. But the rage is tempered with wisdom, and although *wasichu* are to blame for many atrocities they don't forget their own responsibilities and

mistakes and also that the true enemy are the followers of the horned serpent. The respect for the spirits-manitous, how to contact them and how to appease him isn't just the task of Theurge; everyone should respect the spirits, and the way it's translated in game terms is surprisingly effective.

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