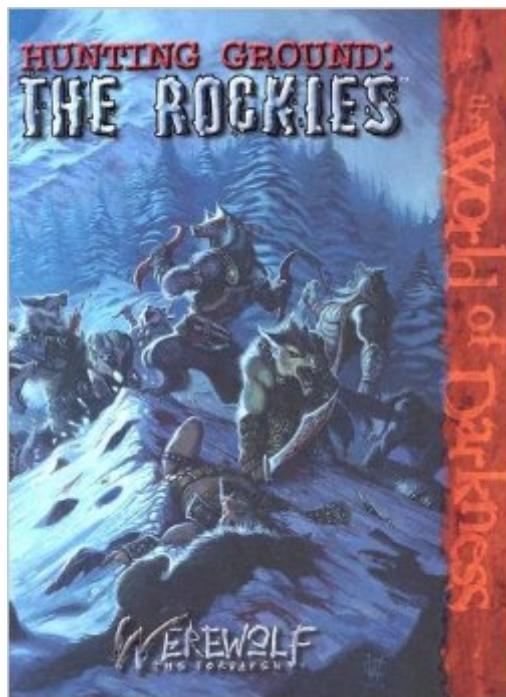


The book was found

Hunting Ground: The Rockies (Werewolf: The Forsaken)



Synopsis

Homeland of the Wolves It's a place of refuge, a territory where the Tribes of the Moon hold strong. Wolves run on four feet through mountain forests, and on two through urban landscapes. But even this place of refuge has its own dangers • horrors revealed only by the light of the full moon. Werewolves are not the most dangerous things that breathe the night air. Mountains by Moonlight Hunting Ground: The Rockies details the Colorado Rocky Mountains as a setting for Werewolf: The Forsaken. This book comes complete with characters, background information and huge numbers of plot hooks, as well as a long look at the spiritscape of the region. Play through the sample story provided, or any of hundreds more possible. Make this land your own. Hardcover.

Book Information

Series: Werewolf the Forsaken

Hardcover: 141 pages

Publisher: White Wolf Publishing (April 18, 2005)

Language: English

ISBN-10: 1588463257

ISBN-13: 978-1588463258

Product Dimensions: 8.7 x 0.6 x 11.1 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars (See all reviews) (3 customer reviews)

Best Sellers Rank: #2,288,999 in Books (See Top 100 in Books) #78 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf #492 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

This book is the signature setting book for the Werewolf the Forsaken role playing game and as such, it offers a wealth of information to this excellent game. Hunting Grounds basically follows through on the promise made by the original game, expanding and explaining what the game's actually supposed to be about, predators who hunt. This setting book is a must-buy for anybody who's got Werewolf: The Forsaken. Even if you don't plan on running games in the Rockies, it's a good book for showing you how to create and detail your own hunting grounds. Of course, you can also take the packs included and drop them wholesale into your own games.

As a setting book this book does fairly well with giving a general overview of the area, NPCs,

antagonists both Uratha and Spirits along with plenty of story hook ideas to implement them in. Its decent, nothing compelling to buy unless you want to complete a Werewolf collection for source book or plan on setting your chronicles there.

The book was in excellent quality. I didn't expect to get such a killer deal on a new book.

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