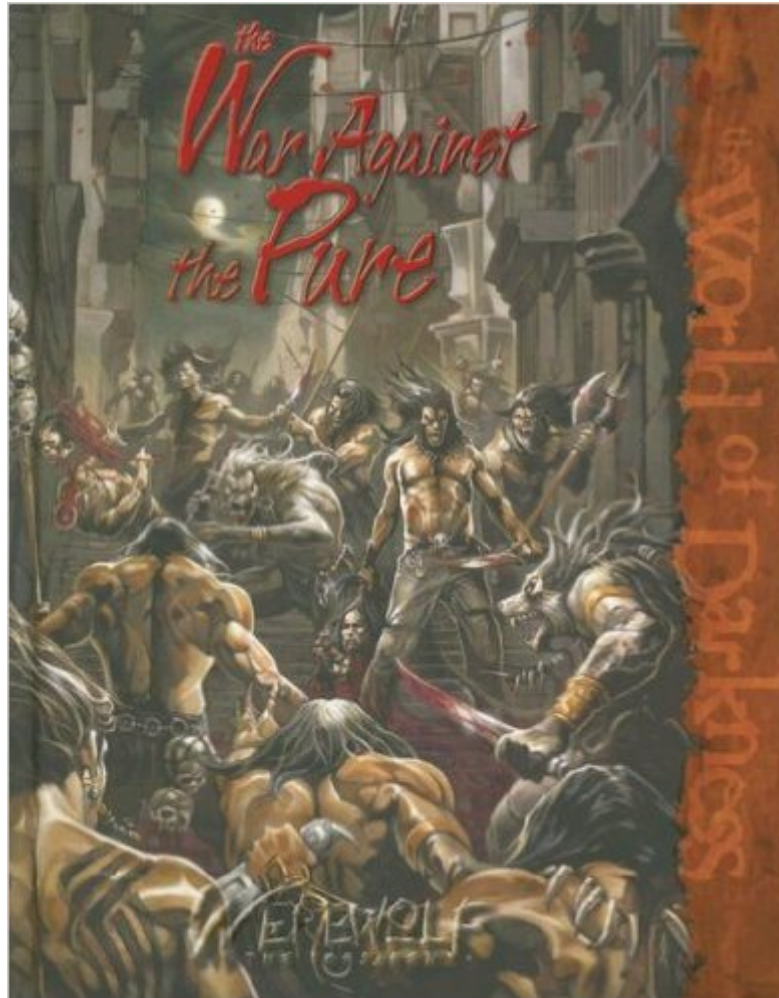


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# Werewolf: War Against The Pure (Werewolf The Forsaken)



## Synopsis

"We stand as brothers and sisters tonight. Pack beside pack, rival beside rival, bound by blood and moon against the forces that would come here and murder us all and our kin. Someday we may have the luxury of fighting amongst ourselves again, but not tonight. Tonight we are one. Tonight we go to war." --Ruth Hundred-Scars, Blood Talon

This book includes:

- \* Tactics, tools, weaponry and other information for running large-scale covert wars between the werewolves and their many enemies
- \* Details on the Silver Crusade chronicle hook, where Luna more directly empowers the werewolves to make war
- \* Guidelines for historical war stories, from prehistory to the 20th century
- \* A potential new rival faction in the form of five new beast-shifters and the rules to create and integrate as many more as appropriate

War Against the Pure is a supplement for Werewolf: The Forsaken.

## Book Information

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Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (2 customer reviews)

Best Sellers Rank: #656,475 in Books (See Top 100 in Books) #15 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf](#) #91 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#)

## Customer Reviews

The title of this book is kind of misleading; it would be more appropriate to call it WAR! This book does detail War Against the Pure--specifically in the Silver Crusade chapter. There it details Harmony loss and how to mitigate it, serving under a Lune, and additional Gifts and Rites. It also give you an idea of how to space and time everything, because as in any war you are not fighting all the time. There are Klaives and other assorted sundries to be found here as well. Before this chapter there is a chapter that deals with War against any opponent: other supernatural denizen, changing breed, Pure, or the Forsaken. This book is very useful for storyteller's and can assist players in detailing background information on a character who has seen combat. Following this chapter is a

great little historical setting/chronicle ready to run with npc's and background details that gets snuck into the book--more bang for the buck and it's a cool setting to boot. The final chapter is really where this outstanding book really brings it home by giving you the capability to create your own changing breed complete with your own historical (or not) concept that is useful for both st (storyteller) and player. A great way to keep players on their toes and keep things from getting stale or to frame the Forsaken in a new light by contrasting them with a new changing breed of your own creation. Another Excellent book in a long line of them in this setting. You should own this.

War Against The Pure offers up a wealth of information and details for wars, either modern or historical between the Forsaken and Pure. There's a new merit, new fetishes, talens and Gifts, even discussion on War Totems as Packs take on the Pure. Also included, for those who haven't bought Changing Breeds, is a look at other Beast Shifters and ways to integrate them into a game. I wasn't sure about this book at first, but I did find it a good addition to my games.

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