

RAGE WARRIORS of the APOCALYPSE

With a Howl of Fury

For too long, the Wyrms has spread its influence across Mother Gaia. In pain, she cries out to her strongest children. With a howl, they answer her. From the white-hot crucibles of battle they arise, joining into packs to tear through all who would threaten their world. But the Wyrms, too, has its dark heroes, and they are willing to do anything to eradicate the Garou forever.

The Final Battles are Joined

The greatest champions of both sides are gathering. Now the Garou must call on allies they wronged long ago and steel themselves against the corrupt minions of the Wyrms. They must fight the coming war on all fronts, from the Umbra to the Amazon rainforest. The War of the Apocalypse is here.

Rage: Warriors of the Apocalypse is the Rage sourcebook for Werewolf: The Apocalypse. It includes:

- Werewolf statistics for practically all the Garou in Rage, including their backgrounds and personalities.
- Information on the Wyrmspawn as well, from fomori and Banes to the hated Black Spiral Dancers.
- A gathering of never-before seen statistics for famous Werewolf characters, including Mari Cabrah and Lord Albrecht.



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RAGE WARRIORS THE APOCALYPSE

Into the jaws of Ragnarok

Sample file



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Because of the mature themes involved, reader discretion is advised. Printed in Canada

Extra Special Thanks

To all those writers who originally devised the characters that populate the *Werewolf* and *Rage* cosm, a heartfelt thank-you. Half the characters in here are your babies. Hope you appreciate the directions they're growing in; as for us, we're all very proud ourselves.

RAGE WARRIORS IN THE APOCALYPSE

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Introduction

During the **Rage** collectible card game development, everyone agreed that it had to accurately reflect its parent game, **Werewolf: The Apocalypse**. From that sprang the idea of character cards based on the Garou that **Werewolf** players might run into or meet during their chronicles. It was pretty obvious to everybody involved that there were a lot of great characters lying around in various **Werewolf** supplements. So the developers hit the books, dragging a number of Garou and Wyrmspawn from various sources. Some got a facelift; others were adapted fairly whole-cloth. Many characters were invented on the fly. And lo and behold — the players liked them. Not just that; they wanted to know more about them.

That's where **Warriors of the Apocalypse** comes in. Herein are almost all of the character cards from **Rage**, presented for use with **Werewolf: The Apocalypse**. Not just **Rage**, either; there are also characters from the **Umbra**, **Wyrms**, and **War of the Amazon** supplements. You want to know how strong Anna Kliminski is? Or why Grimfang is so important? Now you can find out.

This book is also useful for Storytellers who don't play **Rage**. Any character within can be dropped with little modification into a **Werewolf** chronicle. For the first time, you can see statistics for Lord Albrecht, Mari Cabrah and Evan Heals-the-Past. You want enemies? We have more than a pack's worth of Black Spiral Dancers and a vanload of fomori, to say nothing of other threats. Several of these characters have gone out of print and deserve a second look.

You'll find the characters listed alphabetically by tribe; of course, this gets problematic with Garou and their diverse names. For simplicity's sake, we filed them according to the first letter in their name — Susan Anthony and Sister Judith Paws-of-Light are both under "S," for example.

Many of the characters presented here are brand-new, invented just for **Rage**. But many others have previously been published in

other **Werewolf** supplements. For space's sake, we left out those published in the **Werewolf: The Apocalypse** rulebook and the **Werewolf Players Guide**. The others hail originally from **Caerns: Places of Power**, **Rage across Australia**, **Rage across the Amazon**, **Rage across New York**, **Rage across Russia**, **Umbra: The Velvet Shadow**, the tribebooks **Black Furies** and **Get of Fenris**, even **Under a Blood Red Moon** and **Dark Alliance: Vancouver**. The power level of these characters often varies significantly between the original source and the statistics presented here. This is not an oversight; this book simply presents the character at a different place along his journey. In addition, we've changed any first-edition characters to mesh with second-edition rules.

One distinct difference is that several characters shifted breed when translated to **Rage** statistics (Roshen One-Arm, for example). We've published them here with their original breed (the changes were made to balance the card game). Feel free to change them back to **Rage** information if that suits your chronicle.

Another difference: the Banes in **Rage** possess human bodies that they shed when pressed. In strict **Werewolf** terms, these Bane-possessed hosts would be fomori. However, there's a distinct difference between the Bane cards and the fomori cards in **Rage**. Assume that the Banes presented hereafter are not as attached to their host bodies and can destroy their meat vessels to free themselves when the situation demands. They are individuals, stronger players in the War of the Apocalypse.

Enough said. Here are the heroes of both sides of the War. Some are pure of heart and mind; others are traitors to everything they once valued. Some are filled with fury; others are just along for the ride. Whatever name they answer to, however, they're all fighters in one way or another. They are the Warriors of the Apocalypse.

Champions of Gaia

Sample file

