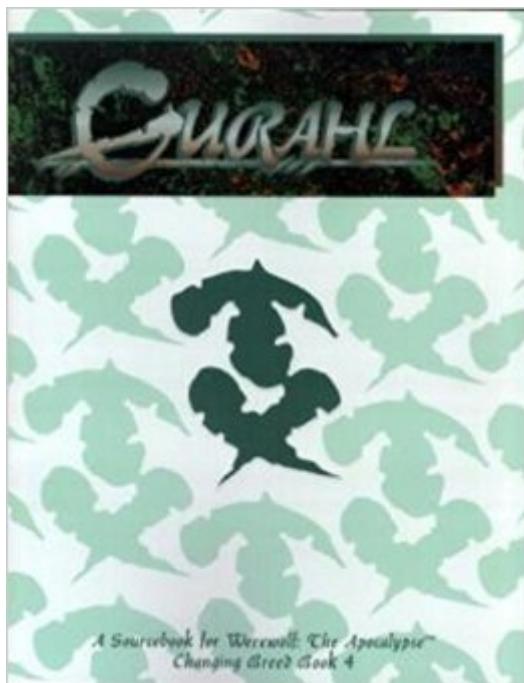


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Gurahl: Carrying The Wounds Of The World (Werewolf: The Apocalypse)



Synopsis

Waking from centuries of slumber, the Gurahl - the werebears - rise again. Some aid the Garou from the shadows. Others exact vengeance on werewolves for ancient slights. Now players can become these gentle and ferocious, strong and unyielding creatures. Gurahl allows you to create a werebear character of your own - and to join in the final struggle against the forces of Apocalypse. But are the Gurahl too late?

Book Information

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

Best Sellers Rank: #889,176 in Books (See Top 100 in Books) #23 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf #131 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #21459 inÂ Books > Literature & Fiction > Genre Fiction > Horror

Customer Reviews

Gurahl is an expansion to Werewolf the apocalypse. This book contains everything you need to play a werebear character (black, brown, polar, and grizzly only) including history, culture, merits, flaws, abilities, gifts, and fetishes unique to the gurahl. This book contains much more information than the player's guide did on the werebears. It even includes how to bring a werebear into your werewolf game. The only disappointment is that this book does not have a greater variety of bears such as the sun bear, or kodiak bear. The gurahl are the Healers of gaia, and are much less violent than the werewolves (but MUCH more strong)!

The eldest of Gaia's children are coming back. They are the healers, the nurturers and the fierce protectors of the needy. This is probably the first "supernatural" in the WoD line very close to your typical Hero. The strong (Very strong) and silent type (and you don't want to hear them roar). Strong and tough, they experience all the auspices throughout their lives, being polyvalent characters (they

must be because they usually operate alone). Although on a one on one fight they are excellent fighters, they lack the speed of the Garou; so they are probably not the first choice for a slasher of multitudes of fomori. But they are wise, stubborn, good natured and powerful, healers and nurturers (obviously there are exceptions). A player can choose from four tribes: Forest seekers (mostly Black Bears), Ice Stalkers (mostly Polar Bears), Mountain Guardians (mostly Grizzly) and River Keepers (mostly Brown bears). Two auspices are available (there are no Metis Gurahl). As usual the gallery of the famous has interesting characters like "Arturus" or "The Most Ancient of Bears". Very good addition to the "Werewolf, the Apocalypse" line of Changing Breeds.

This is a great sourcebook for players and storytellers alike. It gives a deep insight into another breed of Gaia's changing children, more specifically, the werebears. While players may find the concept of playing a huge bear-changer intriguing, storytellers might want to include the powerful Gurahl in their chronicle to add extra depth or perspective. On top of that, the white-wolf crew have put together another piece of brilliance, which pretty much characterises the whole white-wolf publishing and game company.

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