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Corax (Werewolf: The Apocalypse)



Synopsis

Corax (Werewold; The Apocalypse)

Book Information

Paperback: 96 pages

Publisher: White Wolf Publishing; First Edition edition (April 16, 1998)

Language: English

ISBN-10: 1565043375

ISBN-13: 978-1565043374

Product Dimensions: 8.4 x 0.3 x 10.9 inches

Shipping Weight: 10.4 ounces

Average Customer Review: 4.9 out of 5 stars [See all reviews](#) (14 customer reviews)

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Customer Reviews

I'll say openly that I'm no fan of Werewolf. Don't get me wrong, I understand the system and I've played my share of the characters, but werewolves always seem to be played a bit to slash and kill for my taste. Well, you can imagine my surprise when a friend lent me this book and told me, despite my less than cheerful comments on the subject of werewolves, that it wasn't like the others. He was definitely right. Not only are were-ravens extremely interesting, and the book it's self amusing. It's a wonderful change of style from the typical werewolf characters. Were-ravens aren't slash and kill characters, but they have other interesting skills that lend depth to any game I've seen them in. Not only would I suggest this book to were-creature fans, I would suggest it to people who aren't (like me) because if you think that were-wolves are all about death, be prepared for a wonderful surprise.

The Corax book is everything you could want. It covers just about every angle of the wereravens and what they think of the other residents of the world of darkness. One thing to know is that this book is useful primarily for info on the Corax...it isn't heavy with new abilities but the humorous stuff and info on the Corax and their views are definitely worth it.

Ok, to all the Garou players out there, the W:TA is not about ripping the gore out of all the (possibly)

wyrm tainted creatures, leaving a trace of blood and gaining a lot of >Glory

The wereravens are the messengers and scouts in the world of Werewolf. The history of the breed is narrated by a humorous Corax, who takes things that you think to be written in biblical style writing, and translates it into modern english (VERY funny)I suggest this book to anyone who plays Werewolf but is getting tired of strictly garou and wants to add some color to the game.

Funny does not even start the rewrite of the Triat imbalance or the 'ol how the raven got his black feathers. Even the tribe stuff is so funny it makes the Nuwisha's respective section seem like dry politics. The whole book and the way it is told is great, like stated later a must have for any Werewolf storyteller even if you don't plan on intergrating Corax.

This book is hilarious and informative all at once! A wonderfully written sourcebook, and probably the most useful tribebook if you plan to play anything but a werewolf. The book has a humorous tone to it, but some of the jokes are in-jokes and you have to know what they're talking about . I strongly suggest reading the main book before purchasing this, or you'll be missing a lot.

I picked up the Corax book when I grabbed three or four other Breed Books at my local game store seeing how they were three or four dollars each. Of all the books I bought that day, this was by far my favorite. The Corax are a changing breed in Werewolf: the Apocolypse, but have a completely different feel than anyone else I have tried. Corax are bird-brained scouts. Their style is great if you are the one at the game table constantly cracking jokes.The book is, as per the norm for a White Wolf supplement, almost completely written from the perspective of an older Corax explaining the world to a younger bird. I personally found myself laughing on regular occasion at this narration. However, the history, purpose, style, and techniques of Corax were well covered.The book also carries its standard comic in the front, something that was lost with the Revised editions of White Wolf games. This story gives you a short tale surrounding one of the supposedly legendary Corax, Raina. She is more deeply detailed toward the end of the book as well, if Storytellers want to include her in their story.Overall, this book is quite possibly the best Breed Books White Wolf put out. Its humor, mechanics, and concepts will sell a player on the Corax quickly, and it will give STs something to play with that can both save their werewolf players' lives and annoy them to no end.

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