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Mokole: Changing Breed Book 6 (Werewolf: The Apocalypse)



Synopsis

This is a source book for Werewolf: The Apocalypse. The book includes details on the werecrocodiles' society, details about the four major tribes that populate the hot portions of the world. It also includes a look at the history of the world as related by Gaia, and an explanation of character creation rules, auspices, gifts, rights, fetishes, forms, merits and flaws, sample characters and much more.

Book Information

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Customer Reviews

This book is everything you need to play the Mokole, were-reptiles who remember (and embody) Gaia's past, the days of the Dragon Kings (dinosaurs). As naturally, the book opens with a comic adventure telling of the Garou Peter Ward's quest to Australia to meet with the Mokole themselves and learn of his heritage. The book then gives the typical introduction, lexicon of terms and an explanation of what it is to embody the dragons, dinosaurs and sea serpents of the past through your Rage. From there it goes on to a great history, telling of the Mokole's creation and the reptilian civilizations of prehistoric times. The Mokole can even remember previous Apocalypses (like the one that destroyed the dinosaurs) and fully expect to live through this one. Details on the Wars of Rage and the War of Shame are given, along with lost Fera (were-bulls, boars and bats) known only to the Mokole. In addition, brief mention is made of human times, like ancient Egypt, the Slave Trade and so forth ("western" history doesn't really matter, since most Mokole come from the tropics). The next chapter covers the four Streams (tribes) of the Mokole: the Gumagan of Australia who share ties to the Dreamtime, the Makara priest-kings of India and neighboring lands, the

primordial Mokole-Mbembe of Africa, the American Southeast and the and the scholarly Zhong Lung of East Asia's Hengeyokai. Specifics are given for each (like how the Gumagan have strong ties to the Umbra, differences in Mnesis and how the Zhong Long and Makara follow different auspices). Views on other Fera, vampires and even stranger factions (like mummies, voodooists, tribal shaman and Egyptian magi) are given, along with details on names and Duties (the Mokole Litany).

Mokole is a wonderful book detailing the werecrocodiles and weredragons of the World of Darkness. The writing is superb, truly bringing to life the Mokole, and portraying what it is like to possess a racial memory back to the time of the dinosaurs. The feel of incredible antiquity, the weight of ages of Memory and wisdom, keenly permeates this Breedbook. This book does not merely describe the Mokole and their culture, it builds a vivid atmosphere, describing these ancient relics of a distant golden age, and does an excellent job of immersing the reader in their very unique worldview. The book focuses most on the Australian Aboriginal culture of the Gumagan tribe, although it also describes the other tribes and their cultures. I hardly know anything about Aboriginal culture, but it looks like the authors of Mokole did a good job of respectfully including it in the book without the dreadfulness of Rage Across Australia, and I am glad to see Australia covered in another W:tA book. The Mokole are an amazing race, and I am eager to play them someday. Their war-form, the Archid, is a dinosaur or dragon, and it is customizable and completely different for each character. The Mokole have all unique totems, rites, gifts, and fetishes, including ghostly totems from extinct species. Although they possess immense physical power - they are weredragons! - they are truly focused on peaceful functions. They are very different in feel and function from the Garou, and should provide many new opportunities for players and STs. Although the Mokole are usually antagonistic toward werewolves, they can work with Garou in the Hengeyokai and the Ahadi, and the book's metaplot provides possibilities for inter-Breed interaction outside of these coalitions.

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