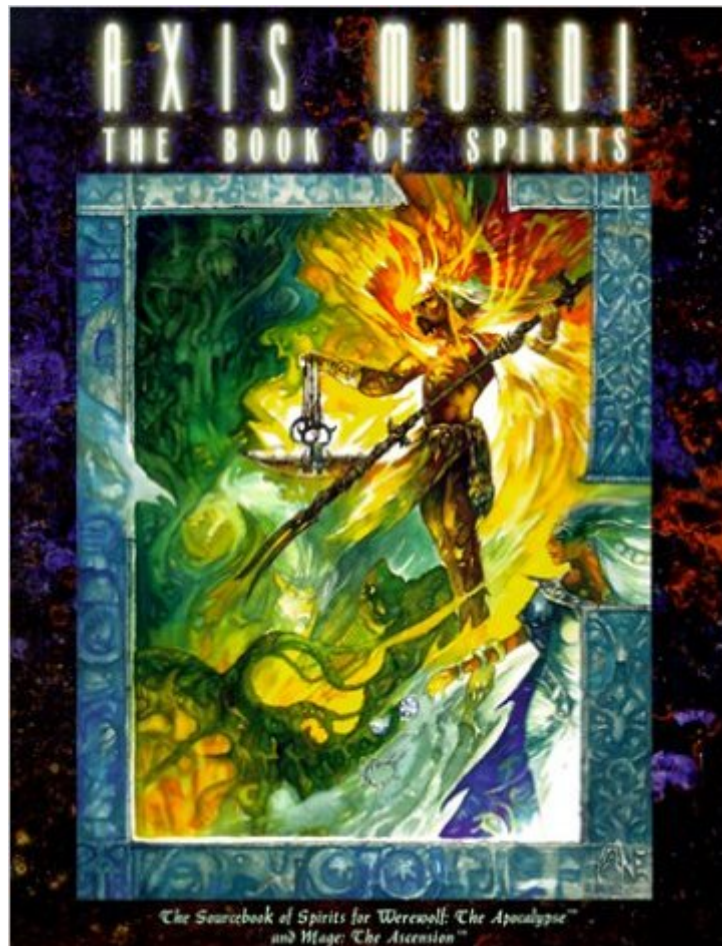


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*OP Axis Mundi The Book Of Spirits (Werewolf: The Apocalypse)



Book Information

Series: Werewolf: The Apocalypse

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Customer Reviews

This is a pretty good book. If you are looking for information on some of the spirits who support the totems of the werewolf tribes, then this book is for you. You won't be disappointed. However, I was disappointed with this book. The main reason for this is that I thought this book wasn't far reaching enough. According to the Werewolf universe, the Umbra is populated with thousands, if not millions, of different kinds of spirits, each with their own personality archetypes, wants, desires, interests, etc. But this book focuses mainly on the small number who serve the major tribe totems. This small slice of the spirit world is hardly fulfilling. Another problem is that the book makes no attempt to describe how the spirits interact with each other, how any of the hierarchies of the totems work, or how any other spirits really behave or act out in the day-to-day life of the Umbra. Spirits are described as if their only purpose is to interact with the werewolves and not as if they are each self-sufficient entities. So this book is good for what it is, but like many other White-Wolf supplements it fails to be all it could be. A much better book would have given more over-arching spirit information on a macro level so us creative-types could use the information they provided to populate our games with interesting individual spirits on a micro level.

I thought Axis Mundi would be a valuable aquisition to my werewolf stories, but wasn't. The mage storytellers will not understand why, whitewolf told that book would be useful for Mage campaigns. I wasted my money... Don't do the same mistake

As much as I enjoyed reading this book and think it's a nice supplement for Werewolf, I can't see why White Wolf recommended it for Mage. Other than a short little paragraph in an info box, the book made little reference to Mage.

This is a must-have for any Storyteller that deals with the Umbra and spirits, for Mage or Werewolf. It is a very information-rich sourcebook, full of guidelines and expanded rules on spirits, and packed with information on the spirits themselves. There is a spiritual history of the Garou that is very informative

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