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*OP Wraith The Oblivion 2nd Edition (World Of Darkness)

Synopsis

The World of Darkness role playing games tak e the reader into worlds and realities where magic is not de ad and not even the dead are dead. Wraith is the 4th game se t in White Wolf''s World of Darkness. '

Book Information

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Customer Reviews

Wraith: The Oblivion is far and away the BEST of White Wolf's "World of Darkness" role-playing games.The world is grim and forbidding... far more so than even the typical WoD setting, but without the flagrant overstatement occasionally found in Vampire or Werewolf. The backdrop is absolutely perfect for the story... Imagine the frustration, pain, and tragedy of being able to see and feel and hear the world you left behind... but being unable to move or manipulate that world. Imagine seeing your ex-wife grow old and die... or feeling the impotent rage of watching the bastard who raped and murdered you stalking his next target. Calling the setting "gothic" is a horrible injustice; it is akin to dismissing Tolkien's "Lord of the Rings" trilogy as "a story about elves."The emphasis is overwhelmingly on role-playing; combat junkies and munchkins need not apply. Although physical conflict and neat toys and powers have their place in the sepulchral setting of Wraith, the game is such that your character won't even SURVIVE for long without thoroughly roleplaying the Passions and beliefs that fuel her post-mortem existence. Emotions run high; it's not unusual for one or more players to end up in tears during a gaming session. I have even seen a real-life romance blossom from the results of in-character roleplaying. The triumphs and defeats, joys and sorrows, of the

characters are raw and clear by their players.In short, this game is absolutely wonderful- even for people new to the "World of Darkness" or who are not normally interested in "gothic horror." If you enjoy roleplaying with a heavy emphasis

This book is a masterpiece of White Wolf in terms of sorrow and darkness. The dicothomy within every character was never so clear: the desire to be near of the skinlands vs. the urge for selfdestruction.

Great feel but setting is a little confusing, 2nd edition is better.

I cannot for the life of me remember who said that line first, but boy-howdy does it fit this game in the best ways possible. Players create ghosts, basically. People who get stuck between the here and now and the here-after. These 'wraiths' are tied to the realms of the living by 'fetters' - objects and people who the characters feel strong emotions for (and it doesn't have to be a sun-shiney happy sort of way. In fact, that's very uncommon; this is a White Wolf game...). Characters also have a 'shadow', the character's own devil that whispers promises of power into their ears. The game is essentially a travelogue of the soul, and the characters have to come to terms with what they left behind and what they are now able to do.The stories are heavy Gothic romance (romantic in the literary terms). Tragedy is the stage this game sets its tales. There are other character possibilities, but the wraiths are the main protagonists. There are a goodly handful of source material, some of which can still be tracked down for more than a fair price.The mechanics are simplistic, standard d10 'Storytelling' systems found in White Wolf's other games of the times: Vampire, Mage, Changeling, Werewolf, and Hunter. Tasks are rated at a Difficulty 1-10, a dice pool defined by raw capability (attributes)and experience (abilities); the more successes scored mean a greater level of overall effort.This game was perhaps ahead of it's time, like many good things in life. But here, death is not the end. It's just the beginning.

When I first heard of Wraith I was a bit put off by it, I thought "oh great an rpg thats gone all goth and crap." But then my husband urged me to read it saying it just seemed like a game i'd like given my own touch of the morbid. So he bought me the core book. I sat down and read it and was plaqued by nightmares for days enough so I couldn't bring myself near the book. BUT to me that showed how good it was, if it got to me that much. So we sat down and made a character and played. It didnt last long, but it was the most intense role-playing session i've ever had. I've not

played since that time though, since its a great game and quite dark. It was just to much for me drew up to much pain for me to really play without breaking into tears.This game though is truly wonderful, from the writing to the images. It stays with you even after you've set it down. Its not for the faint of heart, or for those who want to "kill everything that moves"..It requires more actual role-playing and a really deep connection to your character. You have to be able to step into the shoes of someone who has died and must watch everything they love fade away, while at the same time still try to hold onto it in someway so as to not succumb to the very darkness that resides within themselves. And I also recommend NOT making the painful mistake of playing a character based on yourself..Especially if your storyteller knows you intimately well down to the darkest bits. While it may make for WONDERFUL roleplaying, think hard if you can truly handle having your own flaws played out, your own fears pulled forth, your own mistakes brought to light. If you can handle that, then I'd say do it, because it really does make the experience far more intense. But if not, i'd say stick to made up characters :) Its easier on the mind.Still a shame this game died out. It really was one of their best, none of their "ghost" games that followed it (Orpheus, Sin-eaters, and the likes) Ever came close to this level of pure emotion and feeling.

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