

The book was found

Wraith: The Oblivion Roleplaying Game Core Rulebook. World Of Darkness. Category - Roleplaying Games



Synopsis

The World of Darkness role playing games take the reader into worlds and realities where magic is not dead and not even the dead are dead. Wraith is the 4th game set in White Wolf's World of Darkness. ' --This text refers to an out of print or unavailable edition of this title.

Book Information

Series: Wraith

Paperback

Publisher: White Wolf Publishing (December 1, 1995)

Language: English

ISBN-10: 156504133X

ISBN-13: 978-1565041332

Product Dimensions: 8.8 x 0.8 x 11.2 inches

Shipping Weight: 1.8 pounds

Average Customer Review: 4.6 out of 5 starsÂ Â See all reviewsÂ (21 customer reviews)

Best Sellers Rank: #945,290 in Books (See Top 100 in Books) #24 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other #137 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

This RPG is, quite simply, the greatest of its kind. White Wolf went out of its way and beyond the call of duty to put this gorgeous piece of work on the shelves. The fact that it's out of print is just appalling. This book is beautifully written and the art is amazing, in every sense of either word. The atmospheric darkness and overwhelming despair of the book itself is oddly uplifting compared to the forced grittiness or plagiarism of most other RPG books. The great bits of this book (and game) are the humanist bits. The fact that you're playing a character who, regardless of race, creed, whatever he/she did in their life, they are all so uniquely (well, like real people, as unique as everyone else) and subtly damned, in a way the vampires and Werewolves of the rest of the WW world can't even dream of. This game's only fault is that running it requires an incredible amount of concentration, a huge degree of single-mindedness and very good knowledge on how to set an atmosphere. If you can find a truly good storyteller (like we were lucky enough to) who can give his (or in our case, her) own touch to an already spectacular world and you're willing to possibly soil yourself from fear or break down crying from a role-playing game, then this is for you. This book follows the White Wolf traditions of actually being a fun and involving (if chillingly accurate and intensely personal) read.

The art is all along the high-contrast black on white lines that a book like this demands, and it works perfectly. The writing has the somber feel of being so meticulously done that the writers mustn't have gotten sleep for weeks.

[Download to continue reading...](#)

Wraith: The Oblivion Roleplaying Game Core Rulebook. World of Darkness. Category - Roleplaying Games *OP Buried Secrets: Wraith 2nd Ed Screen (Wraith - the Oblivion) Wraith Players Guide (Wraith : the Oblivion) Wraith: The Great War (Wraith the Oblivion) *OP Wraith The Oblivion 2nd Edition (World of Darkness) Dark Kingdom of Jade (Wraith: The Oblivion/World of Darkness) Revised Core Rulebook (Star Wars Roleplaying Game) Star Wars Roleplaying Game Core Rulebook, Saga Edition Core Rulebook (Star Wars Roleplaying Game) Pathfinder Roleplaying Game: Core Rulebook Midnight Express (Wraith: The Oblivion) *OP Shadow Players Guide (Wraith - the Oblivion) Dark Reflections: Spectres (Wraith: The Oblivion) Doomslayers: Into the Labyrinth (Wraith: The Oblivion) *OP Book of Legions (Wraith the Oblivion) The Hierarchy: In the Ranks of Death (Wraith: The Oblivion) Void Wraith (The Void Wraith Trilogy Book 2) This Present Darkness/Piercing the Darkness: Piercing the Darkness Warhammer Fantasy Rulebook Eighth 8th Edition - Hardcover Rulebook - English Dungeons & Dragons V.3.5 Core Rulebook Set (Dungeons & Dragons d20 3.5 Fantasy Roleplaying, Three Book Slipcased Set)

[Dmca](#)