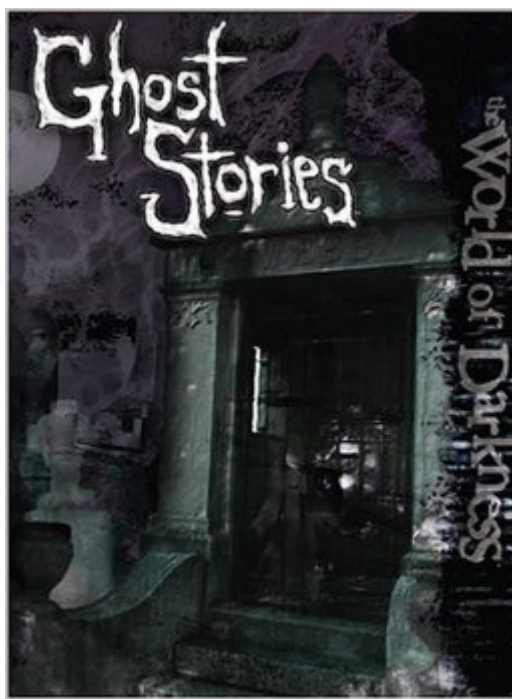


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World Of Darkness: Ghost Stories



Synopsis

Death Is Not the End "I see you. You go about your life like nothing ever happened. You think you're safe now that it's done, like a problem that you've solved once and for all. You're wrong. I remember what you did. You might have killed me, but I'm not gone. I stayed behind and I won't go until you've paid." A New World of Darkness Begins Ghost Stories is the first supplement dedicated specifically to mortal characters in the World of Darkness. Glimpse the secrets of the supernatural in five different adventures that lead players and characters into the deepest shadows and unknown places of the brand-new setting. This is your chance to explore the hidden world all over again, using the new Storytelling System. Hardcover. Requires use of the World of Darkness Storytelling System Rulebook

Book Information

Series: World of Darkness (White Wolf Hardcover)

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Average Customer Review: 3.3 out of 5 starsÂ Â See all reviewsÂ (7 customer reviews)

Best Sellers Rank: #401,153 in Books (See Top 100 in Books) #49 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #5590 inÂ Books > Humor & Entertainment > Puzzles & Games

Customer Reviews

This was one of the first World of Darkness books for general use, instead of a specific game line, though it is also intended for mortal games. It has an introduction that expands on using ghosts from the Rulebook, and five stories intended both for use and for showcasing how to create ghost stories for the World of Darkness. Before I go any further, I want to point out that I am very fond of ghost stories. This is one of the first World of Darkness books I bought, and I bought it because I like ghost stories, not, then, because I knew and liked White Wolf's style. So, if I start waffling on about how enjoyable a particular story is, keep in mind that I reading this for the entertainment value, not necessarily the gaming. Having said that, I thought the introduction opened the book on a high note

that kept going. The intro begins a good little overview of why people keep telling, and listening to, ghost stories. After that is a general breakdown of all the elements of Storytelling a ghost story, such as suggestions on types of ghosts, how to balance their attributes, when and how to break the rules for story purposes (primarily to throw off players that think knowing the core rulebook means knowing everything about World of Darkness ghosts), and a guide to the story elements. That also features a comparison of the differences between ghosts in a mortal game and ghosts in a supernatural game. The stories break down into roughly three types. The first and fourth are more about supernatural sites with ghosts. The second is a haunted house. The third and fifth focus on one ghost. The first story is about a literal ghost town - the town has died, but in so doing has created a lingering presence. This story is one of the classic "trapped and can't escape" types.

If you're in the mood for something different in a role-playing game, why not check out WORLD OF DARKNESS: GHOST STORIES? This book is primarily for Storytellers, and if you're looking for something beyond the typical hack-'n-slash, [...], shoot-'em-up, blow-'em-up combat games which are fine to play, but can become dull and boring very quickly, this book should fill the bill, because the five stories contained in this slim volume can give Storytellers some good ideas to work with, and build upon. The introductory chapter gives you a brief overview of the five stories, along with helpful ideas on how to tell ghost stories, and how to design a ghostly character which will give you (and your players) a good scare. A basic summary of the nature of ghosts and the ways they use to keep a foothold in the mortal world are discussed, as well as the types of ghosts which player characters may encounter during a particular story. While you can use WORLD OF DARKNESS: GHOST STORIES with the WORLD OF DARKNESS core rulebook to introduce your players' mortal characters to the "unseen world", you can also use it with any of the other World Of Darkness games, including VAMPIRE: THE REQUIEM and WEREWOLF: THE FORSAKEN. I'll be using GHOST STORIES as the prelude to my World Of Darkness: Chicago chronicle, and if you have any of the World Of Darkness city setting books (WORLD OF DARKNESS: CHICAGO, CITY OF THE DAMNED: NEW ORLEANS or BOSTON UNVEILED), you can use GHOST STORIES with them as well. After all, Chicago, New Orleans and Boston are three of America's most haunted cities, and adding GHOST STORIES to any of these city setting books will give your VAMPIRE, WEREWOLF or MAGE chronicle a little more zip.

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