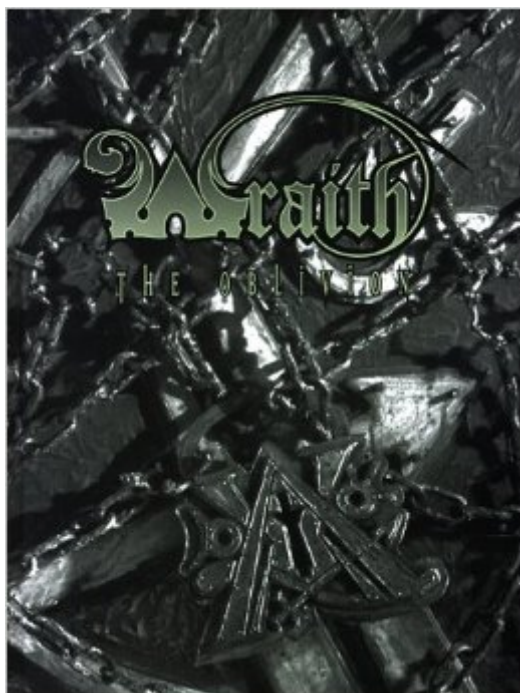


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*OP Wraith The Oblivion 2nd Edition (World Of Darkness)



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.

Book Information

Series: World of Darkness

Hardcover: 292 pages

Publisher: White Wolf Publishing; 2nd edition (January 1, 1998)

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Product Dimensions: 8.8 x 1 x 11.2 inches

Shipping Weight: 2 pounds

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (21 customer reviews)

Best Sellers Rank: #1,138,834 in Books (See Top 100 in Books) #27 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other](#) #179 in [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.

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