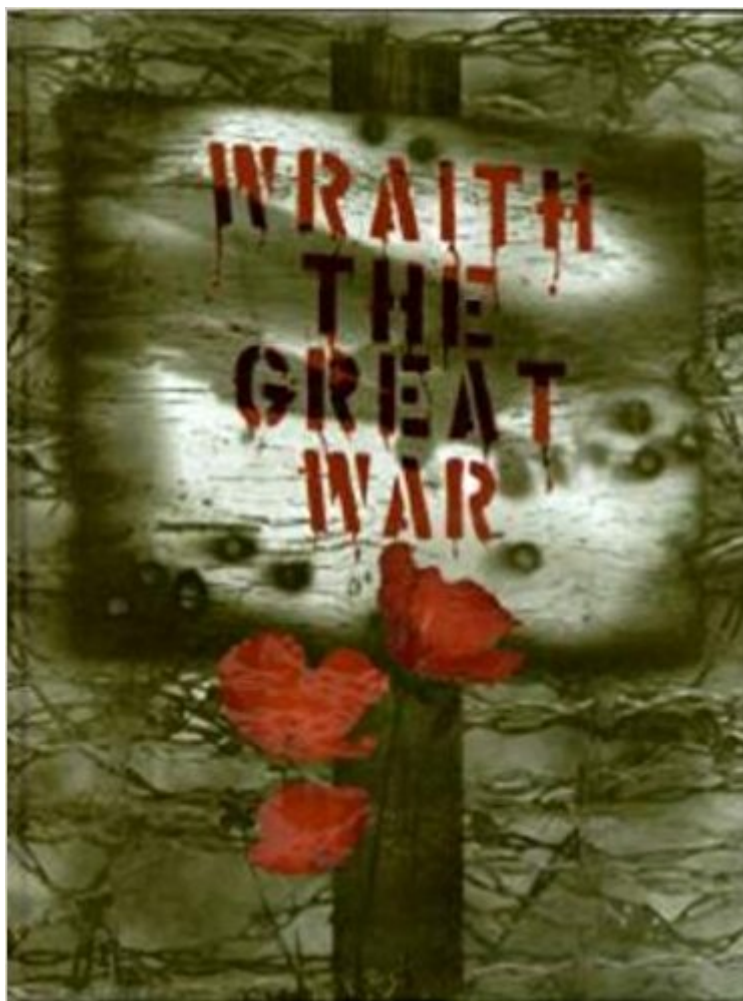


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Wraith: The Great War (Wraith The Oblivion)



Synopsis

Journey back to a time of aces and anarchists, of lost souls wandering the Shadowlands thousands of miles from home. Behold an era of innocence newly slaughtered and unimaginable terror unleashed. From the heart of the Labyrinth to the killing fields of the Somme, from the skies above Stygia to the brutality of gangland Chicago, Wraith: The Great War opens a new chapter in the history of the World of Darkness. Visit the Underworld of the Twilight Era and learn secrets even the Deathlords are afraid to whisper - if you dare.

Book Information

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Average Customer Review: 5.0 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #329,760 in Books (See Top 100 in Books) #16 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other](#) #44 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #298 in [Books > Literature & Fiction > Genre Fiction > Horror > Vampires](#)

Customer Reviews

I think this out-of-print gem might be the best supplement of White Wolf's Wraith: The Oblivion series. Back in 1997, starting with Vampire: The Dark Ages, White Wolf re-imagined each of their five core game lines in an alternate time setting in which important events to that game's metaplot occurred: the Middle Ages for Vampire, Wild West for Werewolf, and Renaissance for Mage. I'm glad they got to Wraith as the series was cancelled soon afterwards (Changeling: The Dreaming never received this treatment, though it would have been nice to see an Accordance War supplement). World War I is a clear choice for Wraith; it is a stark time when death and desolation is ever present. The Underworld is forced to assimilate hundreds of thousands of war casualties and Spanish Flu dead over a short time period. There is literally a storm of ghosts wracking the entire Underworld as one of the "Great Maelstroms" mentioned in the Wraith: The Oblivion core rulebook rages. It also was a time of belief amongst the Quick in theosophy and spiritualism, and this book

covers that very well. Wraith: The Great War provides wonderful in-game setting information including alternate rules for surviving the Maelstrom and rules on how it has affected Acroni, as well as information on political and cultural changes amongst the unquiet dead at that time period. It also covers changes to game stats, such as period weaponry and armor, how to handle the "Drive" skill at a time when automobiles and aeroplanes were fairly new, and so on. The alternate rules for mass combat (read "doomed infantry charges") are particularly tantalizing. There is a lot of handy real-life historical information on the time period as well.

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