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Ghouls: Fatal Addiction (Vampire: The Masquerade)



Synopsis

Vampire: The Masquerade is a sourcebook detailing the half-human servants of the Kindred. It includes rules for creating vassal, independent and revenant characters. New merits, flaws, derangements and other traits...

Book Information

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Customer Reviews

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paints a very dark picture of the relationship between thrall and domitor. really great flavor and guidelines for playing a ghoul.WAY better than the libre de ghouls.

This book gives you the right material for makeing and playing a ghoul in a game also more of the political asspect of the game.

You don't need this book to play ghouls or have them in your game. The book is based on 2nd edition, spends a lot of time talking about how little ghouls know about vamps, etc. Save your money and time by creating basic rules of your own.

All the World of Darkness games are intended for a mature audience (although inevitably some Å¢ÂœE-V-I-L kiddosÅ¢Â• will play it moronically). Only being mature and understanding loss can a gamer experience the realities of Vampire and personal horror. The game can be occasionally heroic and action oriented, but VtM isnÅ¢Â™t properly stories of Vampire Super Heroes or Å¢Âœevil is coolÅ¢Â• campaigns (obviously if your gaming group enjoy such settings, please continue to do it Å¢Â“ the golden rule of gaming is to have fun; but some settings are more adequate for certain types of play). In this supplement the personal horror experience and the Faustian deal is in such a way clear that there is no way that it can remain hidden. I dare to say that this Ghoul setting is more attuned to the personal Horror experience designed for Å¢ÂœVampireÅ¢Â• than the main setting with all Vampire Player Characters troupe! And here there is no doubt at all what you are; what you need to keep your powerÅ¢Â|and you will do anything at all to keep the juice coming. When I refer to the needs of mature players for this product IÅ¢Â™m not referring to the sado-masochist art in the cover and interior illustrations. Some implications are truly terrible and monstrous, such as the possibility of Frenzying when oneÅ¢Â™s child cry incessantly; or a domestic dispute; or failing an objective at work; or being forced to deceive or even lead someone to enslavement or death. The things a Ghoul must do to keep the godlike/demonlike being she/he adores happy will lead to inevitable repercussions with their family, job, moral values. The fact that the character is in fact ignorant of what is happening and why she/he feels and craves the way she/he does will enhance the effect of any loss that will occur due to actions of the character. And thatÅ¢Â™s why this book isnÅ¢Â™t for the faint of heart. ItÅ¢Â™s not only for adults, but adults who are mature enough to play an Addict and see the consequences of their actions. Because thatÅ¢Â™s what Ghouls really are: addicts. And playing one can be an atrociously intense experience. This supplement by Ronni Radner and Ethan Skemp, produced in 1997 (year of the Ally) tries to bring the day to day and night to night existence of those omnipresent servants of the undead. Their physiological and psychological characteristics, their capacities and limitations are described in detail, something which was missing in the 6 first years of the game VtM (Ghouls were those servant guys with Potence 1. Period). The rules are well thought of and three main playable ramifications are provided: Vassals, Independents and Revenants. The sub-ramifications are immense, and the types of campaigns are also numerous and most of them quite rewarding. The authors also provide guidelines on how Domitors of different Clans and ages treat their Ghouls, and how they use them. Obviously those are archetypical guidelines; each character and non-player character should be individualized. There are Ghoul creation rules, evolution tables, new backgrounds, ghouling animals and supernatural creatures,

overcoming blood bonds, merits and flaws and proper descriptions of four revenant families, their powers and weaknesses, Bratovitch, Grimaldi, Obertus and Zantosa, among many other subjects. The art by Vince Locke and Guy Davies is extremely adequate; almost always focusing on subjugation, both physical and mental. This supplement is truly a welcome addiction (pun intended) to the World of Darkness.

I love ghouls. When I'm the storyteller, I make sure we have ghouls in our games and I love when players are willing to take on ghouls as characters. Why? They are an interesting combination of vampire and human, a mixture of emotions, and far more powerful than most storytellers and players would like to believe. This book gives you some insights into ghouls though I've seen other passages in other "world of darkness" books which should have been included here. I was expecting a read guide to all ghouls you see so that did disappoint me greatly. The pictures are probably some of the scariest in the series and in fact have turned off one really great player from being a ghoul -- very sad because he was so talented and he had such potential as this character. I think another ghoul book perhaps modeled on the "Children of the Night" book would be a great aid. Surely there are very powerful and very important ghouls in the world of darkness too.

Ghouls Fatal Addiction focuses the social interactions between ghouls and their respective domitors (masters), with special consideration of the various clan habits and the roles ghouls can play within and outside of kindred society. Unfortunately some chapters appear twice, first in the subjective view of an ghoul or vampire then described in an objective rules-style. This seems rather odd and makes reading a bit boring. Though the book has many details about the ghouls' anatomy, it lacks information on the perception of ghouls via disciplines such as Auspex, Thaumaturgy etc. Can you see only her or ever her domitor? Etc. If you are a vampire, always remind every ghoul, even if she loves you, might be a threat and kill you one day without warning.

This book, moreso than any other recently released WoD product places emphasis on just how sick, twisted, and screwed up the World of Darkness is. Ghouls have always gotten the shaft, but now, the storyteller has the materials at hand to properly motivate that unrepentant bloodjunkie, or some smug Ghoul player who cops a quick fix, 'lives forever', and moves along. Addiction, what happens to a ghoul feeding off Malkavians or Nosferatsu, Blood Bonds, Revenants, it's all covered. If you're a newer storyteller and are choosing books to purchase, pick up the two core books and Ghouls. **HIGHEST POSSIBLE RECCOMENDATION.**

This is a great book, but I wanted to comment that a lot of people read it and were scared by it. Some of it deals with rather adult content, but this is White Wolf we're talking about here: almost EVERYTHING in the World Of Darkness is adult, mature, scary, and...well, dark. I didn't find it frightening at all. Then again, this comes from a guy who read Clanbook: Baali without batting an eyelid. So if I had to "warn" others about the adult content of this book, I'd honestly say that it's nothing out of the ordinary in the World Of Darkness.

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Fantasy Sports, Poker) Draw 50 Monsters: The Step-by-Step Way to Draw Creeps, Superheroes, Demons, Dragons, Nerds, Ghouls, Giants, Vampires, Zombies, and Other Scary Creatures
Demons, Ghouls and Zombies: A Rogues gallery of evil incarnate GURPS Vampire The
Masquerade *OP (GURPS: Generic Universal Role Playing System) Guide to the Sabbat: A
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