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Vampire Night Horrors Wicked Dead *OP



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Synopsis

Less than Kindred, more than Kind Vampires call each other Kindred. Living dead playing at being a big, happy family. But not everything gets invited to the reunion. Some creatures are too grisly, too monstrous, too goddamn strange to be part of the family. These are the vampires that vampires fear. Meet the Wicked Dead. An Antagonist Book for Vampire: The Requiem * Details on the Strix, strange nemeses from the nights of Rome * The horrifying consequences of Kindred sins, including larvae and the Dampyr * New lineages of vampire, from the horrifying Jiang Shi to the grotesque Cymothoa Sanguinaria

Book Information

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Customer Reviews

The latest entry into the Night Horrors game books. This one is for Vampire the Requiem although it could be used for other horror/supernatural RPG game lines. It details some of the most unusual vampire denizens of the World of Darkness. While written for the Vampire game setting it could be used for other WOD games such as Werewolf or Mage. I think this book is a solid game supplement designed for Story tellers (not so much for players). It provides many different vampire antagonists and ways to incorporate these into a game. This book is not for children, its content is very mature in nature.Why do I give it a 5? 1. Its well written and provides original story seeds for the ST. 2. Full/vivid color. 3. Great value (cant beat ’s discount). 4. Great layout and great contents as well as cross-over-playability with other game lines.

It’s not a must-buy, but you probably already knew that. Some of the player character varieties involved don’t really work too well, but some might well work as their own stories. If you’re seeking to complete your vampire collection, buy it. Otherwise, better products have been put out.

I purchased this for my 28 year old son for Christmas - he loved it.

Like the other Night Horrors books, this full-color volume offers many antagonists and terrors for use in the World of Darkness gaming universe (and Vampire: The Requiem specifically). Beyond that though, I think this book was an excellent read and a beautiful volume of vampire material. The book’s focus is a variety of unusual vampiric creatures and phenomena, including strange parasites, diseases and conditions that afflict bloodsuckers. The majority of the text presents forms of vampire drawn from world mythology and the minds of White Wolf developers, all of which differ in some significant way from the Kindred clans that are typically the focus of a V:tR game. Some of these are presented with systems laid out in such a way that they might be used as player-characters, while others are clearly meant to be antagonists. As a gaming material, I found it greatly inspirational, mostly for use with Vampire but with no shortage of applications for horror in other WoD games. I don’t want to spoil the new material beyond what I’ve already said, but I will point out that this book offers expanded information on the Strix, Draugr and Larvae (which were previously presented in other Vampire sourcebooks). If you know about these things already, I thought that might be a selling point worth mentioning.Moreover, I really enjoyed the variety of takes on vampirism displayed in this book, and think that any fan of this game or genre would find this a highly enjoyable read. If you’re the type to play V:tR and/or occasionally purchase a vampire reference-style book, you’ll love this one as I did.

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Reading Order : Night Prince series in order, Night Huntress series in order, Broken Destiny series in order and Night Huntress World series in order S. Petersen’s Field Guide to Lovecraftian Horrors: A Field Observer’s Handbook of Preternatural Entities and Beings from Beyond the Wall of Sleep (Call of Cthulhu Roleplaying) Little Shop of Horrors -- Original Motion Picture Soundtrack: Piano/Vocal/Chords Forgotten Horrors: The Definitive Edition Complete Story Of The Martinique And St Vincent Horrors Hellboy: An Assortment of Horrors The 12 Unthinkable Horrors of Human Existence: A Manual for Atheists, Agnostics and Secular Humanists The Stars Are Right!: Seven Modern Horrors (Call of Cthulhu) Nameless Horrors: Six Dreadful Adventures for Call of Cthulhu (Call of Cthulhu Roleplaying) Southern Horrors: Women and the Politics of Rape and Lynching

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