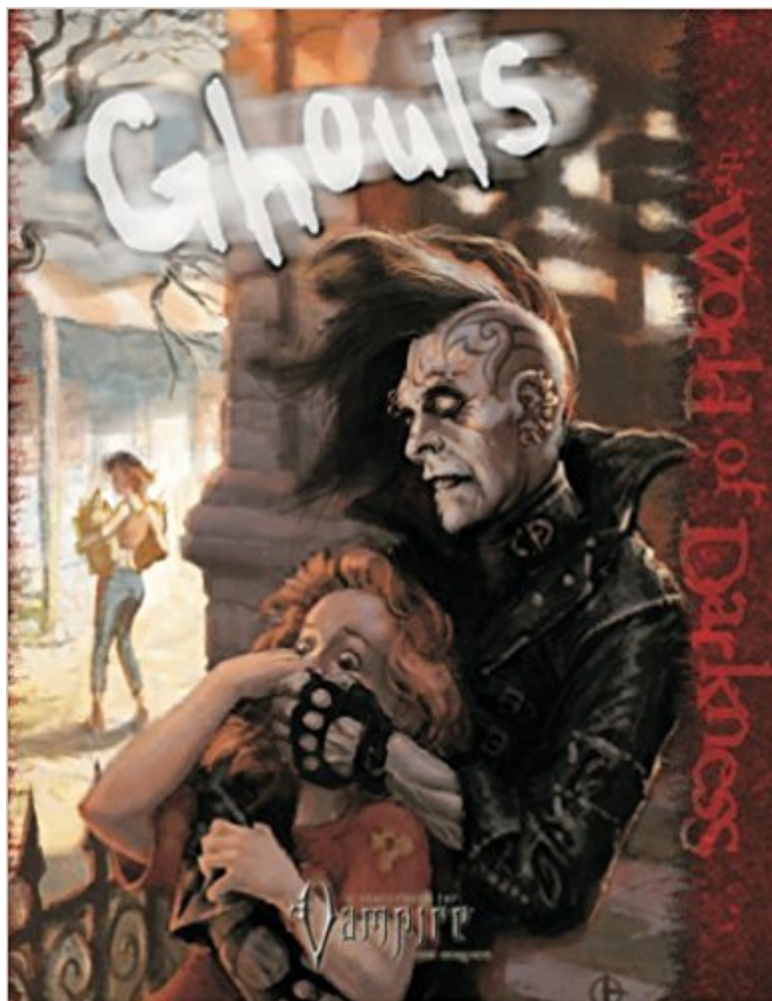


The book was found

Ghouls (Vampire The Requiem - World Of Darkness - WOD)



Synopsis

Thralls of the Damned Slaves to the addictive taste of vampiric Vitae, ghouls trade servitude for that heady substance. Servitude, however, damns them far more than they know, as their unnatural craving drives them to ever greater desperation and depravity. Among those known as blood slaves, there's no such thing as "just one fix."

Bound to the Night Ghouls examines the life and lot of those who serve vampiric masters. From in-depth rules on being a ghoul, to ghoul families and systems for creating them, to Vitae-fed plants known as mandragora, this book fully explores the effects of the Blood on mortal lives. Hardcover.

Book Information

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Customer Reviews

Renfield, slave, mindless blood-crazed pseudo-vampires...Ghouls is a supplement for playing the daylight servitors, bodyguards, street informers, thugs and muscle of immortal vampires. Usually a vampire needs servants that can operate during the day, providing eyes and ears to the goings on of the mortal daylight world. However, being that vampire blood is highly addictive and carries with it mystical properties, playing these characters poses great role playing challenges to any troupe or chronicle. Overall, I'm glad to say that Ghouls is an excellent sourcebook on including ghouls in a chronicle that addresses most of the aspects of ghouls that Storytellers might be concerned with, and a few they might not have thought of before. The first chapter of the book discusses how it is a person becomes a ghoul, how disciplines work for ghouls, the way the various clans and covenants look at ghouls, and gives a look at animal ghouls, plant ghouls, and ghoul families. Ghoul creation also covers what it is like to become a ghoul, how disciplines work for them, and how the clans see

ghouls, do have a few nice bits. Details on how ghouls feel real emotions, unlike the hollow echos that vampires add dimension to these servants. Also the threat of diseases being transferred to a ghoul from a master are handled well, and other elements (such as how the temperature of a vampire's blood is cooler than a human's) can easily add to a chronicle's atmosphere. The second chapter concerns the creation of a ghoul character. New merits and derangements are included here, as well as rules on exactly how Disciplines use by ghouls differs from that of their vampire masters.

I have often thought that the VAMPIRE lines can lapse into treating the stars (the vampires) as humans with super abilities and a few tough super vulnerabilities. Ghouls, that is the human blood slaves of vampires (think Renfield serving his master), serve as excellent foils for the inhumanity of vampires. The mistreated ghoul, the mentally abused ghoul, the tortured and mutilated ghoul bring into sharp relief the fact that vampires are no longer part of humanity. Just as people have few qualms about the suffering of lower life, so too vampires use people as servants, blood donors, and as one-sided relationships to staisfy whatever lingering human needs a vampire still experiences. Make no mistake, there's some really debased content in this book. It describes how vampires interact with and treat their blood-servants, which includes torture, mutilation, emotional sexual and physical abuse, and any other kind of messed up abuse you can imagine. I think the authors successfully portray the ghouls as victims so that the readers identify with the ghoul's suffering rather than the vampire's power trip. The core-book explains the mechanics of a vampire making a ghoul, but GHOULS also describes how to make ghoul characters. The idea of playing a ghouls game is an interesting one. There's also plenty of information on how the different covenants and clans view and treat ghouls, how to make bloodlines of ghouls, and how to play games using ghoul characters. There is also information on creating ghouls of animals or plants (!) So, I found this to be a very interesting supplement. Beyond the role-playing aspect of creating ghouls in-game, there is also playing a game where some or all are ghouls.

The existence of a Ghoul supplement for Vampire: The Requiem was inevitable. Unfortunately, what we were given ended up being more than a little disappointing. The book's main pitfalls are that it doesn't tell us a whole lot more other than what we didn't already know, and that it skimps out on a lot of vital information. Where the book shines is the truly original material, although it doesn't feel like there was enough of it. To begin with the plusses, the book introduces some interesting new concepts. One unique introduction is mandragora, which are ghouled plants. The book goes into

great detail as to how mandragora are created, their uses, and what sort of plants are able to survive and flourish under the ghouling process. Added to this is the introduction of lacrima, aka Mandrake's Tears, which is a sap these mandragora can produce. The sap is poisonous to humans, but potentially addicting to Kindred, and sometimes crafted into a kind of rare wine. It is easy to see the many applications of mandragora and lacrima in a chronicle, and this section can be inspiring to storytellers and players alike. The next area where the book excels is its treatment of animal ghouls. It presents many ideas, including short examples, about how and why Kindred might ghoul animals - from domestic cats to falcons. The book is an essential read for those who wish to use animal ghouls in their chronicle if they're looking for something outside of simple antagonists. Lastly, there is the introduction of ghoul families, which are similar in concept to the revenants of Vampire: The Masquerade. One of the main differences between OWoD ghouls and their NWoD counterparts is the potential for female ghouls to give birth.

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