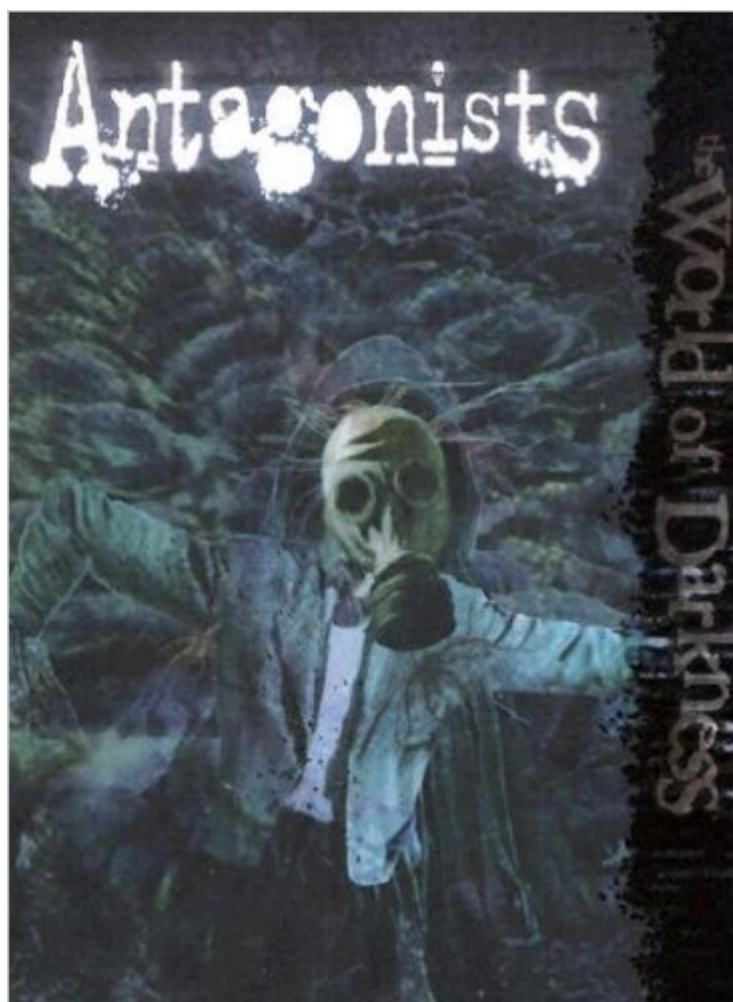


The book was found

World Of Darkness: Antagonists



Synopsis

Deep in the Shadows The night is not alone. Even those few who see into the shadows of the World of Darkness are surprised and horrified at what lurks there. Not every corpse that walks is a vampire. Not every mortal who chants in reverence to a greater power is a mage. Some of these beings are creatures born of fear and hunger and some defy definition altogether. **Monsters Know Fear** World of Darkness: Antagonists provides systems and information on beings for use as foes and foils for your Storytelling characters. Zombies, monster-hunters, cultists and stranger things await. Some want only to exist, to feed in their own ways and be left alone. Others exist only to stalk and kill the unsuspecting. Do you stand against them, or do you have something more devious in mind? Hardcover.

Book Information

Series: World of Darkness (White Wolf Hardcover)

Hardcover: 136 pages

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Product Dimensions: 9 x 0.5 x 10.7 inches

Shipping Weight: 1.4 pounds

Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (10 customer reviews)

Best Sellers Rank: #153,551 in Books (See Top 100 in Books) #14 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #2172 in [Books > Humor & Entertainment > Puzzles & Games](#)

Customer Reviews

When I heard about WORLD OF DARKNESS: ANTAGONISTS, I thought I would be buying a "Monstrous Manual" for the Storyteller system, maybe some boogedy-men for supernatural types. This assumption was quite wrong. ANTAGONISTS is a book on antagonists from a narrative perspective; what an antagonist is, what is an antagonist's purpose for a story, some classes of antagonists from which to draw inspiration, and ten specific examples which can be used in any story. ANTAGONISTS opens with a bit of zombie-voodoo fic; not a bad story but fairly predictable. The content itself begins with the purpose of an antagonist, which is to highlight the protagonist. This is an excellent point which I had never considered. The purpose of an enemy in gaming is

traditionally to "level up", but in literature an enemy serves to either contrast the positive aspects of the story hero(es) or to highlight the similarities. It depends on the story you want to tell - is it to plumb the depths of darkness and fight the good fight or is it to expose the evil that is a part of everyone and how easily we are corrupted? An antagonist also has a purpose to his/her/its conflicts with the protagonists. Monsters and madmen may exhibit irrational behavior, but that behavior is not undirected. That behavior could be rooted in envy, territoriality, bigotry, hate, or even hunger. But there is always a motive, and discovering that motive is often the key to resolving conflicts that don't lend themselves well to violence. This is especially true in a mortals chronicle, who have little enough on their side to begin with. ANTAGONISTS also has some chapters on types of enemies; who they might be, possible goals, possible resolutions, and sample antagonists.

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World of Darkness: Antagonists This Present Darkness/Piercing the Darkness: Piercing the Darkness Monte Cooks World of Darkness (World of Darkness (White Wolf Hardcover)) Calcium Antagonists and Microcirculation: Symposium at the 4th World Congress for Microcirculation, Tokyo, July 1987: Proceedings (Progress in Applied Microcirculation, Vol. 14) Drugs Looking for Diseases: Innovative Drug Research and the Development of the Beta Blockers and the Calcium Antagonists (Developments in Cardiovascular Medicine) Myocardial Protection by Calcium Antagonists Calcium Antagonists: Pharmacology and Clinical Research (Medical Science Symposia Series) The Masquerade (A World of Darkness Book 1) The World of Darkness: Storytelling System Rulebook World of Darkness: Ghost Stories Mummy: The Resurrection (World of Darkness) World of Darkness: Armory Reliquary (World of Darkness) Mage Grimoire of Grimoires *OP (The World of Darkness) Blood & Silk (World of Darkness) Ghouls (Vampire The Requiem - World Of Darkness - WOD) Werewolf Signs of the Moon (World of Darkness (White Wolf Hardcover)) WoD Changing Breeds (The World of Darkness) *OP WoD Outcasts (World of Darkness (White Wolf Paperback)) *OP Wraith The Oblivion 2nd Edition (World of Darkness)

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