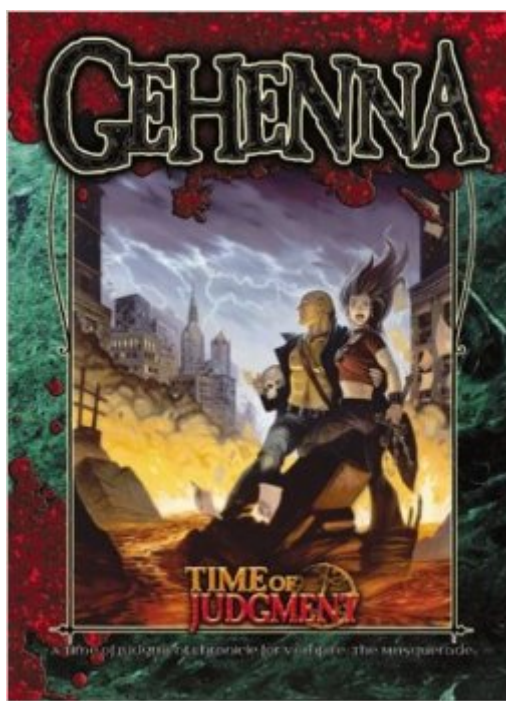


The book was found

Vampire Gehenna (2004)



Synopsis

The End of the World... The prophecies of Gehenna were true. The world teeters on the brink of an undead apocalypse, the night when the progenitors of the vampire race rise to consume their children amid a rain of blood and fire. As the fated Armageddon for the Kindred arises, what can they do?

FOR THE DAMNED Drawing the Vampire Line to a close, GEHENNA brings about the conclusion of Vampire's World of Darkness. Featuring a sliding scale which Storytellers can custom-tailor the events of The End to their own chronicles, this book places the final accounting for the curse of Cain in the hands of the players' characters. Part of the Time of Judgement series. Hardcover. See also: Vampire: Gehenna, The Final Night (ISBN 1588468550).

Book Information

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Average Customer Review: 3.8 out of 5 stars [See all reviews](#) (10 customer reviews)

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Customer Reviews

This book is the final book for Vampire: the Masquerade and covers Gehenna, the end of the world for all intents and purposes. A novel new concept, this book provides multiple scenarios which you can tailor to your needs based on your own needs and likes. No canon, no specifics. Just suggestions, and it's a VERY cool concept. The book starts out with a great piece of fiction using the characters from Cairo by Night, and then gives some general info about Gehenna with stuff like the Red Star, the shattering of the Black Hand and how the sects react. The whereabouts of the Antediluvians are given (though some are rather disappointing, others are what we've expected all along), though these can be changed to suit your needs. Then the book gives a whole chapter on general setting info for Gehenna. The prophecies and Antediluvians are examined, including others

beyond the 13 "known" ones (though these may or may not just be rumors). Also info on the Inconnu, Jyhad and last daughters of eve, some news clippings from around the world showing how the mortal world is affected and the system for the withering, a new weakness afflicting Cainites in the Final Nights. Info on other supernaturals is largely avoided, but it is mentioned that depending on how it ends it could be a huge spectacle to a quiet bang unnoticed by the mortal world. The next chapters detail four possible scenarios (which you can adapt for your own use), which I have no intentions of spoiling for you. The first, Wormwood, seems to be the most popular and has God himself taking out his wrath on all vampires. Fair is Foul, probably my favorite, involves Lilith taking her revenge on Caine and his childer amidst the struggles of the Antedilluvians.

For those who don't know, this book is the final publication for White Wolf's flagship RPG "Vampire: The Masquerade". "Gehenna" ties together all the last loose ends of the plotline of the previous publications, tying together all the ancient myths and disparate legends regarding Gehenna, the vampiric apocalypse, in which (in short) Caine, father of all vampires, and his Grandchilder will rise up to consume the world. The depth is substantially greater than this, of course, but I would hate to spoil the depths of plot available. Needless to say, it's difficult to custom-tailor such a story to a group, particularly one with different tastes, roles, histories and religious outlooks (the latter of which can seriously flavor any V:tM storyline). White Wolf has worked this through, providing several possible scenarios for Gehenna, all incorporating different elements of, and angles on, in-game history and metaplot. Possibilities are provided from divine and ultimate redemption in a "secret apocalypse" all the way up to the true and total end of the world. Though somewhat messily organized, even the most rigid of writers would have a difficult time getting a lasso around all this material, and Ari Marmell does a decent job of it. Though not all the plots will be to everyone's taste, and some might not enjoy any of them, all have at least -some- ideas that any Storyteller would be able to wring a great deal of personal horror out of. The amount of metaplot and canon knowledge required was surprisingly minimal, as I haven't shelled out an overwhelming amount of cash on peripheral materials. Whether you want the end to be a battered but optimistic upbeat or the orgiastic, carnivorous, final irony of the human and Cainite races, this book should have something for you.

Vampire: the Masquerade was released in 1991 shaking the roleplaying community upside down with it's inovative take on horror gaming and storytelling in general. By putting more emphasis on character and story, and less on die rolling and rules systems WW forever changed the standard of

the industry by pressing forward with mature concepts and shifting the responsibility of telling a story beyond that of just the dungeon master into the hands of all those involved; gamemasters and players both. For those well versed in Vampire; there is no further need for an introduction. This past August White Wolf Game Studio shocked the industry and fans alike by announcing that they would be ending the World of Darkness with their "Time of Judgment" campaign. Each WoD gameline has been working towards an individual end for 13 years now. WW has decided to pay up on this build up. The ToJ was received with mixed feelings. Fans were either happy or outraged by this turn of events; either way the Time of Judgment was in motion and that was the bottom line. The WoD would come to an end with several sourcebooks[rather, toolkits] to aid the Storyteller and players in telling their own tales of the end. This title, Gehenna, is the final book to be released for the game Vampire: the Masquerade. Gehenna is split up into a few different sections discussing various ways to bring your own Vampire chronicle to an end. There are a number of sections that can be described as "toolkits" for tailoring your own interpretation of Gehenna. There are also four stories[adventures if you will] which detail four possible endings for the gameline.

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