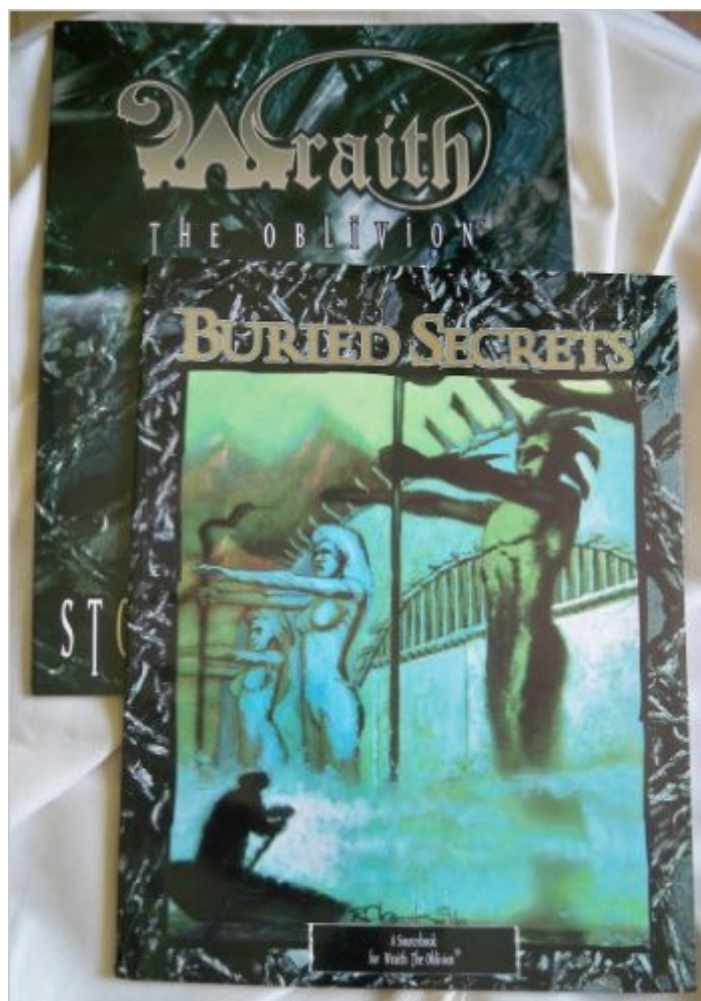


The book was found

*OP Buried Secrets: Wraith 2nd Ed Screen (Wraith - The Oblivion)



Synopsis

Screen for Buried Secrets: Wraith 2nd ed, Oblivion

Book Information

Series: Wraith - the Oblivion

Paperback: 188 pages

Publisher: White Wolf Publishing; 2 edition (July 1, 1996)

Language: English

ISBN-10: 156504603X

ISBN-13: 978-1565046030

Product Dimensions: 8.5 x 0.2 x 11 inches

Shipping Weight: 2.4 ounces

Average Customer Review: 4.4 out of 5 stars [See all reviews](#) (5 customer reviews)

Best Sellers Rank: #2,379,707 in Books (See Top 100 in Books) #82 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other](#) #517 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #144253 in [Books > Teens](#)

Customer Reviews

I consider this screen to be the best White Wolf has made. It has the normal wraith/chains artwork, and spans an extra page from the other Storyteller's Screens (4 pages total). Beyond that, it has similar information. I just feel it looks much better than the others, and I use it most of the time when I run my games. The book, Buried Secrets, has many little-known facts that are quite interesting. It has the most secrets about what's really going on in Wraith excluding, of course, Ends of Empire. While it is not incredibly useful from a gaming aspect, the book is a great tool to help design role-playing scenarios, as it gives enough information to better flesh out certain adventures that the main rulebook is vague on. I would recommend this book at least for storytellers, and for anyone who wishes to know more about the secrets of Wraith.

A good book to give ideas for what Relics and Artifacts can do. A good buy specifically if you get one with the storytellers screen. For someone who got into the Old World of Darkness when it was ending (ie. 2004) I've had a hard time finding the books that I want in good condition. Over all while not required a welcome addition to my growing collection.

This storyteller's screen is suitably moody, and the "Buried Secrets" book is useful, but neither is

100% essential for a good game of Wraith: The Oblivion. If you have a few bucks to spare, the elegantly dark screen will definitely contribute to the mood of the atmosphere (it looks great by candlelight), the nicely organized reference tables will be a great convenience, and the "Buried Secrets" book will give you a few good ideas.

Wraith - The Oblivion is a great book. I just read it and I couldn't stop reading it. It adds a whole new dimension to WOD. I use to love playing Vampire the Masquerade but now my friends and I play wraith. Charon plays a role similar to Caine, but he has his own accomplishments. Try to figure out who is Able (he is not under that name in the book). The Hierarchy is what I believe the Camarilla should have been created like. There is the Rebels for the rebels out there and there's the Heretics for you True Faith Players. The Shadowlands is a whole new world to roleplay.

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