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Infernalism The Path Of Screams *OP



Synopsis

White Wolf World of Darkness Infernalists Path of Screams Phil Brucato Satyros

Book Information

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Customer Reviews

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Get this book no matter what game you play, it is useful in more than a Mage:TSC game. I plan on using it specifically for Shadowrun in fact. This book covers WHY someone would traffic with evil, no matter if that evil is Satan, corrupted spirits, Horrors or insect spirits. The quotes are excellent, the writing superb...and despite the constant notes that this is NOT an Infernal Players Guide...guess what, that's what it is. So go ahead and follow the Path of Screams, tell em Ken sent ya ;)

Since time out of mind, the role-playing genre has been filled with antagonists who are EVIL, because (as far as we can determine) they can be. From the very earliest RPGs to the best of the contemporary, the "evil" villain has been "gyped" for one reason or another. INFERNALISM: THE PATH OF SCREAMS finally gives the Devil his literary due. This book takes the servant of evil archetype of "I am evil, ha-hah-hah." and transforms it into a three-dimensional persona; one that almost anyone could sympathize with. This book is a necessity for ANYONE who plays ANY role-playing games.

Remember when every barely informed Chicken Little was worried that roleplaying games were a guide to evil? This is the book they were scared of. In the pages of "Infernalism: The Path of Screams," the writers explore why sane and intelligent people would embrace evil, what it means to be evil and the cost. It's not pretty, it's not attractive, but it's some of the most thought-provoking reading I've come across, game-related or no. It's absolutely essential for the wonderful "Mage: The Sorcerers Crusade" game, incredibly useful for the whole family of World of Darkness games and is, frankly, worth getting for any RPG game master whose game features servants of darkness (I'm planning on dusting it off and using it for an upcoming Dungeons and Dragons adventure, for instance, to add some weight to the classic evil wizards and clerics). This is a book for genuinely mature readers not because there's blood and gore and bare breasts -- none of that has anything to do with maturity in modern society -- but because it asks you to think hard about moral choices and the impact they have on a person and their world. Quite simply one of the best RPG books of all time.

This book does a very good job of delving into the motives, methods, and manners of the darkest beings in the World of Darkness: Infernalists. Covering the gamut from adherents to dark pagan gods to satan-worshippers to bane-possessed fomori to nephandi, this isn't really a Mage-specific book, or even a Renaissance-specific book. Instead, it is a good general guide to servants of darkness and corruption, useful for games set in any era using any of the supernatural races. What /is/ Mage oriented in here is very good. Light on mechanics, heavy on paradigm and subjective perspectives. It gives a look into Nephandic seekings, infernal faith, dark tass, and qlippothic spheres.

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