

Homegrown: The Proliferation
Fan-Created Supplements for The World of Darkness
by
Nathan Shumate
<http://members.networld.com/nathanshumate>

Ever wanted to play a Highlander-style Immortal in your *Vampire: The Masquerade* campaign? How about having the Technocracy run up against Scanners? Just to balance all the evil, have you ever wished for Angels?

You're not alone. For each of these (and other) ideas, there's been a White Wolf devotee who has not only wished for a supplement, but has gone out and designed their own. Some are inspired, some are banal, but they all have one thing in common: They can all be found on the Internet.

The best place to find homegrown White Wolf supplements is at "BJ Zanzibar's World of Darkness" at <http://php.indiana.edu/~adashiel/wod/wod.html>. BJ has gone out of his way to add to his site just about every unofficial supplement ever created, including a plethora of new clans, paths, disciplines, spells, orders, bloodlines, creatures, tribes, etc. (the mind boggles). Along with these, there are scores of more complex supplements written to add new types of PC or major NPC to the game (or to act as stand-alone games in their own right). Think of the official *Mummy* supplement, and you'll be getting the idea.

Not all of these supplements work in every chronicle; some of them wouldn't work in *any* chronicle. These reviews include a rating system, giving up to two stars for each of the following:

Concept: Is it a role-playable idea, sufficiently different from what's already available to justify its existence?

World of Darkness: Does it have a mood or atmosphere in keeping with the standard World of Darkness games, or is it just borrowing the Storyteller system? (Nothing wrong with the latter — the Storyteller system is one of the best role-playing systems ever devised — but as it's exclusively used by the World of Darkness games, the two are intertwined.)

Background: Is there sufficient detail in the supplement to run a chronicle without extensive outside research on the Storyteller's part? (This might include reference to the standard games, especially of the author of a supplement has combined rules from *Wraith: The Oblivion* and *Werewolf: The Apocalypse* and the *Hunters Hunted* supplement and...)

Integration: Would a PC character from this supplement fit well into a standard chronicle (one centering on the standard character types? Would an NPC character work well, as ally or adversary?

Stand-alone: Would it work well as a stand-alone game (i.e., in a chronicle that doesn't include vampires, mages, werewolves, etc.)?

Immortals

All of these supplements have one thing in common: The characters they creat don't die. Some are inspired by *Highlander*, while others are different versions of the Wandering Jew. Now, let me admit

that I love the *Highlander* TV series, so I'm very willing to fall in love with a supplement that does it well -- and very apt to throw the shoe at one that does it poorly.

Accursed: The Emptiness

By Kris Newton (newton@wcinet.net)

There have been foolish and desperate mortals over the ages who have gone so far as to really, really tick off a powerful Mage, with the resulting curse of Immortality. Unlike most Highlander-style Immortals, the Accursed all view their endless existence as a trial of limitless tedium and emptiness, and are all trying to find a way to die, whether by supernatural or scientific means, and all of their endeavors center on the quest for the Cure (death).

The idea certainly is bleak enough to mesh with any World of Darkness game, and the age and attributes of Accursed characters would tend to favor associations with any of the other supernatural races. However, the single-minded devotion which these characters are meant to have to their quest for death would make long-term play difficult in a PC group of some other character type, as the Accursed would have little reason to hang around. A stand-alone campaign composed entirely of disinterested, reserved, antisocial Accursed would be almost too painful for words.

Concept: ½

World of Darkness: 2

Background: 1

Integration: 1

Stand-alone: 0

****½

Andean Mummy

By Evan Franke (erf98@uclink4.berkeley.edu)

The author has done a commendable job in creating a mummy supplement similar to the *Mummy* gamebook, modified for the mummies found in the Andean mountains of South America. Coming from a far less dualistic society than the Egyptian mummies, these Andean mummies do not fight in the battle against Apophis as such; rather, they have specific goals and responsibilities which they intend to see to every time they awaken. Unfortunately, the most common responsibility is to care for their people, and in most cases their people are scattered; they are left to find a new purpose.

There is extensive information on South American magic and society here, but I fear it just isn't sufficient. As the author notes, the Egyptian mummy is a part of our cultural background, and everyone thinks they know about Egypt. The Andean mummies are obscure, and pre-Columbian culture is a little-understood field. Plus, the only way for an Andean mummy PC to interact with the mainly Euro-American milieu of the other World of Darkness games would be to take up residence in North America or Europe, and I can't see a reason for that which wouldn't seem contrived. As for a stand-alone chronicle, I can't imagine there are many World of Darkness players with the command of South American history and culture to make playing this character more than an excuse for tedious research. If you're one of those few, go for it.

Concept: 1

World of Darkness: 1

Background: 1

Integration: ½

Stand-alone: ½

Avatars

By Mike Knight (Jaknig@globalnet.co.uk)

Avatars are those mortals whose mind and soul are not separated at death, and who thus reincarnate with full knowledge of their past lives. According to this supplement, this puts the Avatars in a semi-Awakened state, and gives them moderate powers beyond those of mere mortals, largely psychic in nature.

While it is an interesting concept, it doesn't differ drastically enough from either the official *Mummy* supplement or the various homegrown *Highlander*-esque games to be notable. The main failing is in lack of background; Avatar interaction is described very briefly -- basically, you can recognize other Avatars. But there is no definitive goal or purpose, as there is in the official games. While an Avatar could play well alongside the standard races, it really has no reason to be there. Likewise, a stand-alone chronicle would need some unifying struggle to give it unity and purpose.

Concept: ½

World of Darkness: 1

Background: ½

Integration: 1

Stand-alone: ½

***½

Arthurian Knights

By Mike Knight (jaknig@globalnet.co.uk)

A supplement building on a supplement, this one is a variation on *Highlander*-style Immortals (whichever supplement you prefer). According to this, King Arthur's original knights were Immortals; with the magic conferred upon them by Merlin, they are able to transmit their own Immortality and other magical talents to initiate Knights. The entire organization (all five Societies of them!) fight the good fight while waiting for the return of Arthur. Being quasi-Immortal, they gain Quickenings from beheaded Immortals, and vice versa.

Being twice removed from the mainstream of the World of Darkness, Arthurian Knights seem best suited as temporary or NPC characters in a stand-alone *Highlander* campaign. Their unswerving white-bread virtues make them unlikely companions to most WoD denizens, and little of the background is helpful in determining the content of a stand-alone chronicle.

Concept: ½

World of Darkness: 1

Background: ½

Integration: ½

Stand-alone: ½

The Cursed

By Peloquin (ka.vanadis@karlskrona.mail.telia.com)

Like Peloquin's other offerings, a sketchily-presented but intriguing portrait of a character class. These immortals are *true* immortals -- they simply don't die. Not by beheading, not by incineration, not (presumably) by H-bomb. They have a few interesting abilities, such as a souped-up version of Domination and a semi-telepathic power, but they have no overarching goal or quest. Someone with those abilities could easily strive for world domination but, presumably, they've all lost interest in such pursuits. (The most interesting idea from this supplement, though completely unexplored, was that such immortals will only have one day on which they can die, and if they miss it they won't get another shot.)

As a stand-alone, there are too few cues to the direction the story should take for easy play without a lot of thinking on the Storyteller's part (which is their job, but still...).

Concept: ½

World of Darkness: 1

Background: ½

Integration: 1

Stand-alone: ½

***½

Angels, Demons, and Such

Everyone's Judeo-Christian roots show when dealing with ultimate questions of good and evil, and many writers have tried to add direct divine and diabolical influences to the game. This might destroy the carefully-built moral ambiguity of the World of Darkness if not handled gently; caveat emptor.

Angels and Devils

By Tim Coram (shdwwlkr01@aol.com)

A fairly complete presentation of the fallen and cast out angels. The author says that this supplement grew out of his attempts to "salvage" the *In Nomine* system; I'll let *In Nomine* players decide how well he succeeded.

Due to the War in Heaven, many angels fled to earth to fulfill their missions or caring for and protecting mortals. They are divided into several camps, devoted to varying degrees of Mercy and Justice, as well as some who have become hedonists and a few who crossed over to Lucifer's side. The traits, disciplines and talents are well-detailed; unfortunately, little indication is given as to what kinds of adventures these characters suit themselves to, although I'm sure *In Nomine* players would have little trouble thinking some up.

It would have to be a fairly non-standard chronicle for these angels to play comfortably alongside other races (although they might fit well into a *Mage: The Ascension* chronicle). There's enough background to craft a reasonable stand-alone chronicle, provided the Storyteller was willing to

clarify such vague purposes as "Mercy" and "Justice."

Concept: 1

World of Darkness: 1

Background: 1

Integration: 1

Stand-alone: 1

Angel/Demon: The Rapture (Revised Edition)

By Christopher Blankley blankley@u.washington.edu, revised by Damien Hunt and Justin Killam

Both angels and demons are disincorporate beings, whose only interaction with the physical world is through borrowing/possessing the bodies of others (think of the movie *The Fallen*, but with good guys too, and restrictions on who you can possess). The demons (Belial) are here to win mortal souls; the angels (Cherubim) to protect them. The Uriel (angels of death) are here specifically to eliminate evil supernatural beings, the Fallen and the Sundered are Cherubim and Belial, respectively, who've fallen from favor on their respective sides and are stuck in the Umbra.

More than other treatments of angels and demons, *The Rapture* focuses the attention on the physical world, rather than an outside realm. An Angel campaign would be challenging but rewarding; likewise, integrating an Angel or Demon character into a present chronicle would take even more work, but would definitely be a plus.

Concept: 1½

World of Darkness: 1½

Background: 1½

Integration: 1½

Stand-alone: 1½

*****½

ADEPHI: The Exile

By Peloquin (ka.vanadis@karlskrona.mail.telia.com)

In the war in heaven, there were angels who refused to choose sides. Cast down to earth for their indecision at the beginning of time, there are only about 3,000 of the Exiled left, all trying to fight for "the Word" against the Wyrms in order to win favor in heaven, using their heavenly armor as well as conventional weaponry. Their main special ability is their nigh-invulnerability, although they have other talents as well. Think *The Prophecy* (and yes, even *The Prophecy 2*; these angels have big white wings).

These characters could be integrated into an existing World of Darkness chronicle (most easily into *Werewolf: The Apocalypse* because of shared goals). Their "fallen-but-repentant" demeanor would be a fine complement to chronicles that allow and encourage a ray of hope through all the Darkness. However, the material is sketchy, and would force a Storyteller to come up with the mechanics of just about everything. A stand-alone chronicle could be made within the limits of the official World of Darkness, but could easily degenerate into superheroics due to lack of background

and supporting material.

(Something unexplored in this material -- are there any Exiled who decided to crusade for the other side?)

Concept: 1

World of Darkness: 1½

Background: ½

Integration: 1

Stand-alone: ½

Chosen: The Armageddon

By Justin Love (jlove@csc.cornell-iowa.edu)

In preparation for the great Armageddon, there are individuals chosen by the forces of Good and Evil to represent them in the struggle. These Chosen are given special abilities through their dreams, dependent on their good deeds (or evil deeds, if you choose to play the other side). The object is to confront and defeat your opposing Chosen, while acting in accordance with the power that chose you (i.e., kindness or sadism).

In this long and very complete game, the author admits that this game doesn't fit well into the World of Darkness, nor are the provisions given for fitting it into the WoD terribly convincing. The stand-alone scenario works best if the Storyteller can find a strong theme or storyline to base an entire chronicle around; otherwise, the good Chosen would spend all their time reacting to the evil, instead of acting specifically for good. Role-playing might also be a problem; because characters gain good Karma for kind deeds, players could fall into the admitted habit of being good for brownie points.

Concept: ½

World of Darkness: ½

Background: 1½

Integration: ½

Stand-alone: 1

Daemon (2nd Edition)

By Frank Torkel (grandthief@globalone.net) & Joshua Fairfield

This supplement deserves the reputation it has apparently received as the definitive unofficial guide to d(a)emons, the descendents of the Fallen Angels who live in the realm of Hel in the Deep Umbra. These daemons are divided into clan-like Ilks, each having different traditions (disciplines), waging a war to control Hel, at which time the controlling Ilk will take over earth -- a future time known as the Luring. To amass power, daemons buy mortal souls, which are used as foot soldiers and raw magical fuel.

A long term PC Daemon would be difficult, but the detail of the world of Hel is compelling enough that any Storyteller would be sore tempted to add a "selling one's soul" storyline to a chronicle. A stand-alone chronicle could also be crafted, especially with PC's drawn from the Luciferentes, the

only Ilk seeking to reclaim their former standing as angels. Even if you have no intention of playing daemons as PC's or NPC's, read this supplement just to be sure.

Concept: 2

World of Darkness: 1½

Background: 2

Integration: 1

Stand-alone: 1½

Demon: The Price of Hunger

By Keith Kaczmarek (pheonix@cats.ucsc.edu)

In this supplement, a Demon is a evil sentient creature (of any race or type) who has achieved the pinnacle of his existence, and, lacking further goals, is granted Demon status by a Demon Lord. This Blessing cleanses him of the last vestiges of goodness and gives him certain powers, which he then uses to buy souls for his master (keeping a percentage to further his own powers). The Demon has no regrets or guilt; he is already a creature of pure evil.

As the author notes, playing this kind of Demon would be extremely difficult (not to mention distasteful), and many chronicles would be better off without a Demon PC. The same goes for stand-alone chronicles. As NPC's, however, these Demons are complex and compelling, and would make a good enemy for any player group.

Concept: 1

World of Darkness: 1½

Background: 1½

Integration: ½

Stand-alone: ½

Demon: The Redemption

By Urza243457@aol.com

Another version of demons, again concentrating on buying and selling souls. These demons, however, are not evil incarnate; rather, they are the people who succumbed to one of the deadly sins and who have sold their souls for them. They then become part of the infernal legions on earth, working for the True Demons in the Underworld while trying not to become completely demonic.

While more sympathetic than the demons in *The Price of Hunger*, the background seems spare compared to *Daemon*. Once their souls are sold, the Underworld has little use for the demons (at least until they achieve the high-level demonic power which allows them to buy souls themselves), but their powers are all drawn from evil, which means that even the most regretful demon can't divorce himself entirely from evil. Faith and religious symbols have power against these demons -- perhaps too much in the context of the World of Darkness.

A demon questing for the mythical Redemption would fit in well with characters of several other types, and would work well within a standard chronicle. A stand-alone chronicle would also be

enjoyable, provided that the Storyteller worked out more particulars on the social customs of Demons.

Concept: 1

World of Darkness: 1½

Background: 1

Integration: 1½

Stand-alone: 1½

*****½

Demon: The Temptation

By Nick Huggins (c2nhuggi@compapp.dcu.ie)

Another version of demons. These are damned souls (too evil to remain in the Shadowlands after death) who somehow become acclimatized to the tortures of the underworld, and are thus granted a worse torment: to return to earth, with the provision that they can stay there as long as they provide souls for their masters.

Although a different design, this would work about as well in a chronicle or stand-alone as *The Redemption*, although the demons start out as darker characters.

Concept: 1

World of Darkness: 1½

Background: 1

Integration: 1½

Stand-alone: 1½

*****½

Superhumans

Sooner or later, everybody's got to try their hand at putting superheroes in the World of Darkness. Maybe it's the lure of the Storyteller system; maybe it's the urge to have at least one person who understands altruism; maybe it's just a fetish for brightly-colored spandex. In any case, I'll tell you this for nothing: Nobody bought a White Wolf game because they wanted to play superheroes.

Aegis: The Watching

By Peloquin (ka.vanadis@karlskrona.mail.telia.com)

The best idea of metahumans/superheroes I've seen yet for integration into the World of Darkness, but sketchily presented. The Aegis is a loose organization of mortals with strange (but limited) gifts and abilities, who use them for good and mysterious purposes. In this supplement, the mood is deliberately set as being dark and melodramatic; the Shadow is implicitly described as an example, and the text is peppered with Batman movie quotes.

It's doubtful that a member of the Aegis could have a steady, longterm relationship with any of the standard player characters in a "normal" chronicle, but they would certainly add color and mood to a nonstandard chronicle, i.e., one not taken up solely with a given race's internal politics (especially drawing on the archetype of the Shadow or other mysterious pulp heroes). There's not a lot of background or detail given for crafting a stand-alone campaign solely from this supplement, but the

mood is evocative and could spur a Storyteller into placing such a campaign within the World of Darkness.

Concept: 1

World of Darkness: 2

Background: ½

Integration: 1

Stand-alone: 1

*****½

Other

Well, what did you think I would call this section? These are the supplements that are too weird, too funny, or just too unlike everything else to be shoehorned into any of the previous categories. Enjoy.

ALIEN: The Invasion

By Henrik Andren (henrika@ludd.luth.se)

This is not, repeat, NOT a World of Darkness game. This is a game of space exploration and combat against aggressive alien races in the future. While there is a degree of completeness and creativity in the setting and alien races, this is not something that can be used as a supplement to, or source for, any other World of Darkness game.

Concept: 1

World of Darkness: 0

Background: 1½

Integration: 0

Stand-alone: 1

***½

Deity: The Worship

By The Mirrorball Man (journal.lecafignon@etudiants.unine.ch)

An intriguing addition to White Wolf supplements, using *Mage: The Ascension* rules. How would one play a god in the modern world -- a pantheonic god whose worshippers have all but vanished? Rules are given for character creation, as well as information regarding the Greek, Norse and Egyptian pantheons (anything beyond would be from your own research). Also given is how gods gain power through their worshippers.

I think this would be an intriguing concept to play, and the dying faith of the world (and thus dying power of the gods) brings in the "hope against the darkness" theme found in much of the World of Darkness (more so if you play the Norse gods or some other pantheon with a Ragnarok-like prophecy). I only find two major deficiencies in the rules: 1) How do the pantheons relate to one another? Now that worshippers are not localized as they once were, do conflicts between different religions equate with conflicts between their gods? 2) Are new pantheons created? This could be an extremely interesting angle to explore -- would a new pantheon have gods in the image of alien greys? A goddess

of serial murder?

A minor god desperately seeking worshippers would fit well into one of the standard games, and a stand-alone chronicle of gods from a common pantheon trying to drum up worshippers and prevent encroachments by other pantheons would be fascinating, if research-intensive.

Concept: 2

World of Darkness: 1

Background: ½

Intergration: 1½

Stand-alone: 1½

*****½

Dreamwalker: The Unity

By Scott Ryland (macgyver@in.net) with Adam Solis (solisa@utdallas.edu) and Torsten Beck (beck@hbi-stuttgart.de)

Dreamwalkers are humans who have been "unified," i.e., they exist simultaneously in the material world and at least one Umbral realm. They draw power from this, and most use it to help create other Dreamwalkers or fight against evil in preparation for The Unity to come, when the entire material and Umbral plans will be united.

A nicely done supplement, but you'd better own the entire set of the World of Darkness. You'll need descriptions of the Umbral realms and their inhabitants from *Wraith: The Oblivion* and *Changeling: The Dreaming*; Dreamwalkers are good friends with the Garou; and, unless they're tracking down random Soul Rippers (detailed given) or engaging in politics between their Fellowships, they'll probably be fighting other evil supernaturals (mages, vampires, etc.).

Of course, all of that means that a Dreamwalker could fit into an existing chronicle more easily than being in a stand-alone chronicle -- in fact, a stand-alone would end up being pretty anemic.

Concept: 1½

World of Darkness: 2

Background: ½

Intergration: 1½

Stand-alone: ½

Devil Bunnies: The Fluffing

By Andrew Weitzman (a_weitz@alcor.concordia.ca) based on the efforts of the alt.devilbunnies writers.

I recommend that every Storyteller have this supplement for the night when a key player doesn't show up and the chronicle is stalled. What to play? How about humans protecting the world from intelligent, man-eating conspiracy spawning bunnies who control the psyches of men through their power of "ky00tness"? This stand-alone supplement (not really meant to be played in the World of Darkness, though you can try if you're a masochist) had me laughing out loud.

Concept: 2

World of Darkness: ½
Background: 2
Intergration: ½
Stand-alone: 2

Angels and Devils

By Tim Coram (shdwwlkr01@aol.com)

A fairly complete presentation of the fallen and cast out angels. The author says that this supplement grew out of his attempts to "salvage" the In Nomine system; I'll let In Nomine players decide how well he succeeded.

Due to the War in Heaven, many angels fled to earth to fulfill their missions or caring for and protecting mortals. They are divided into several camps, devoted to varying degrees of Mercy and Justice, as well as some who have become hedonists and a few who crossed over to Lucifer's side. The traits, disciplines and talents are well-detailed; unfortunately, little indication is given as to what kinds of adventures these characters suit themselves to, although I'm sure In Nomine players would have little trouble thinking some up.

It would have to be a fairly non-standard campaign for these angels to play comfortably alongside other races (although they might fit well into a Mage campaign). There's enough background to craft a reasonable stand-alone campaign, provided the Storyteller was willing to clarify such vague purposes as "Mercy" and "Justice."

Concept: 1½
World of Darkness: 1
Background: 1½
Integration: 1
Stand-alone: 1

The Undead

Vampires aren't the only ones living in that twilight world between life and death. Meet their neighbors.

Archlich: The Covenant

By Derek Marcoux (sardonax@hotmail.com)

According to this supplement, an Archlich is one who, in accordance with rare scrolls written on human skin, ritually disembowels himself in return for immortality (but not invulnerability -- the body still decomposes slowly over the ages). With a humanity of -2, these self-mutilating characters have supposedly engaged in this ritual for knowledge, but no special knowledge is mentioned as being imparted. Most Archlich abilities are psi-related.

Frankly, I see little purpose to these characters; they resemble vampires enough that there's no

need for these variant rules. And a character of -2 humanity would have little commerce with any other character, good or evil. A stand-alone chronicle would be needlessly morbid and stagnant.

Concept: ½

World of Darkness: 1

Background: ½

Integration: ½

Stand-alone: ½

Banshees

By Andrew Fowler (vlfowler@netins.net)

A line of Embraced Wraiths. The material is sketchy, but a Storyteller familiar with both *Vampire: The Masquerade* and *Wraith: The Oblivion* could easily integrate these characters into his chronicle, if you're into that kind of thing... (It would probably be hard to confine them to a stand-alone chronicle, as they rely so heavily on two of the main character types.)

Concept: ½

World of Darkness: 1½

Background: ½

Integration: 1

Stand-alone: ½

***½

Crow: The Regret

By Steve Bool with Paula Tacon and Richard Gething, edited by Mitch Kelly
(mkelly@netcomuk.co.uk)

Ignore the long, wordy, and annoying monologue at the beginning; this is actually a pretty good supplement. There are other versions of *The Crow* available on the Internet, but this is the one that focuses on creating them for Player Characters.

In most respects, this follows faithfully the Crow myth of the movies; the obvious additions are material equating the crow familiar to the Corax, and the covenant with Gaia which allows crows to bring back certain of the dead. But if you don't like this material (as I don't), it's easy enough to avoid using it. The Crow character is blended from parts of *Werewolf: The Apocalypse*, *Vampire: The Masquerade*, and *Wraith: The Oblivion*, and having those materials on hand is necessary to craft and play the character. (All Crow characters are defined as normal mortals, and I agree with the decision to exclude other races from becoming Crows.)

A stand-alone chronicle would of necessity be a one-player campaign, but a Crow character would fit well into some World of Darkness chronicles (notably *Vampire: The Masquerade*), especially if the focus of the Crow's vengeance is the same as the PC party's long-term goal.

Concept: 2

World of Darkness: 2

Background: 1

Integration: 2
Stand-alone: ½
*****½

The Exiles

By Smiling Jack (kitab@hotmail.com)

Exiles are those rare folks whose soul does not go to its reward on death, nor is it trapped like a wraith. Instead, the soul can jump from body to body -- either as a "hitchhiker" in a living body who can influence its owner, or as the new occupant of a newly deceased body.

It's a simple concept with simple rules. There isn't any background for a stand-alone campaign, but for that same reason an Exile character could easily fit into any existing chronicle.

Concept: 1½
World of Darkness: 1½
Background: ½
Intergration: 2
Stand-alone: ½

Jes' Plain Folks

It's nice to see that these fan writers have given mortals equal time, and almost equal footing with the supernaturals. Your chronicle might end up containing a normal person who's more than just meat.

Blackened: The Darkened Souls (Version 2)

By Keith S Kaczmarek (pheonix@cats.ucsc.edu)

When a mortal finds a way to come to grips with the Darkness inside him, to merge his Shadow with his Psyche, he becomes one of the Blackened. Examples given in the text are "The Crow, Batman: The Dark Knight, Wolverine of the X-Men, Darth Vader, Raistlin of the Black Robes, The Princess Bride's Wesley [!], Xena: Warrior Princess [!!], and many others." Each has a passionate Derangement(s) in the pursuit of which they can expend points of Dark (harnessed madness), allowing them to perform superhuman feats.

The author says that the Blackened work best as NPC's. I would heartily concur, especially because I think that most of the characters listed above (with the possible exceptions of the Crow and Raistlin) *haven't* conquered their Shadows; they struggle with them constantly, which is what makes the characters engaging. A character who has no Humanity to lose, whose psyche is without turmoil, is not a fun character to play; he becomes one-dimensional. The creators of the World of Darkness recognized this, and integrated the inner struggle into every game.

Concept: ½
World of Darkness: 1

Background: ½
Integration: ½
Stand-alone: ½

Demon Knight: The Sacrifice

By J.A. Stuart (ian@ialas.demon.co.uk)

Based faithfully on the movie of the same name, with some take-it-or-leave-it elaboration to make it easier to play. See the movie, decide if you want such a character in your chronicle, and trust this supplement to deliver it to you well. The "Collector" characters are based on the rules of the *Daemon* supplement. If used as a stand-alone, this would probably turn out to be a single-player chronicle.

Concept: 1½
World of Darkness: 1½
Background: 1
Integration: 1½
Stand-alone: 1
*****½

Media Miscellaneous

"Ooh! Guess what I saw on TV last night! That would make a good World of Darkness game!"

All right, it's not that bad; in fact, some of these are pretty good. What we're really testing here is the judgement of the person who wanted to adapt their favorite movie/TV show/comic to the World of Darkness. (Note: These are only the media-based supplements which didn't fit well into the other categories.)

The Darkness

By Khayman II (khayman_ii@hotmail.com)

Based on the Top Cow comic series of the same name. I'll leave it to fans of the comic to decide how faithful a rendition it is; all I can say is that the character creation rules seem balanced, if simple. Background is sketchy, but again, a fan of the comic series will be able to fill in the gaps.

While even the name is evocative of the World of Darkness, the ease with which a wielder of the Darkness fits into an existing chronicle would depend on the character of the wielder, not on the Darkness itself. A stand-alone chronicle would be a solo player campaign; best to mix a Darkness character with others of similar goals.

Concept: 1
World of Darkness: 1
Background: ½
Integration: 1

Stand-alone: ½

Demon: The Price of Hunger

By Keith Kaczmarek (pheonix@cats.ucsc.edu)

In this supplement, a Demon is a evil sentient creature (of any race or type) who has achieved the pinnacle of his existence, and, lacking further goals, is granted Demon status by a Demon Lord. This Blessing cleanses him of the last vestiges of goodness nad gives him certain powers, which he then uses to buy souls for his master (keepinga percentage to further his own powers). The Demon has no regrets or guilt; he is already a creature of pure evil.

As the author notes, playing this kind of Demon would be extremely difficult (not to mention distasteful), and many chronicles would be better off without a Demon PC. The same goes for stand-alone campaigns. As NPC's, however, these Demons are complex and compelling, and would make a good enemy for any player group.

Concept: 1½

World of Darkness: 1½

Background: 1½

Intergration: ½

Stand-alone: ½

*****½

Dragons

Now, don't get me wrong; dragons are cool, in their place. But I don't think that, just because they're mythical beasts, they belong in the World of Darkness. And none of the following supplements, well-written or not, was able to dissuade me from my prejudice. Just so you know.

Dragon: The Hunting

By Jeremy Belton (gilok@geocities.com)

Well, it's eight kinds of dragons who were created to protect their continents from evil supernaturals and now have kind of spread across the globe, living in human form.

Tries to be multicultural, but not really long enough to get interesting. The nature of a dragon's existence (killing and eating evil supernaturals) necessitates a World of Darkness setting, but doesn't necessarily fit the mood.

Concept: ½

World of Darkness: 1

Background: 1

Intergration: 1

Stand-alone: 0

***½

Dragon: The Rebirth

By Miguel Valdespino (miguval@aol.com)

When the elder dragons were severed from the earth by the Age of Reason, they banished themselves to the Deep Dreaming and dreamt of restoring the world to a Mythic Age where they could again exist. To do so, they finally managed to create a new breed of half-human dragons who could exist in the modern world. They sent some to earth to be raised by certain supernaturals (though some accidentally found their ways into mortal families) or raised them themselves in the Deep Dreaming, with the mission to use their elemental powers to help bring about a consciousness of the Mythic in the world.

An elegant, open-ended system -- so open-ended that there's really not enough structure for a stand-alone Dragon chronicle. Depending on the Storyteller, a dragon character could fit fairly well into an established chronicle of just about anything except *Vampire: The Masquerade* and *Wraith: The Oblivion*.

Concept: 1

World of Darkness: 1

Background: 1

Intergration: 1½

Stand-alone: ½

Dragons: The Redemption

By Darryl Adams (dtadams@geko.com.au)

Another versions of dragons hidden since the Age of Reason began. This one is based specifically on *Mage: The Ascension* rules, so if you haven't mastered *Mage*, you'll be lost. A couple of interesting points (young dragons, such as the PC's, can't stand the presence of another dragon except for mating), and maybe dragons would fit better into a *Mage: The Ascension* chronicle specifically than into the World of Darkness generally.

Concept: 1

World of Darkness: 1

Background: 1

Intergration: 1

Stand-alone: ½

****½

Dragon! The Scorching

By ExistingPhantom (fxdlk@camelot.acf-lab.alaska.edu)

A very complete and well thought-out system for dragons, relying heavily on the *Mage: The Ascension* magic rules. Includes comprehensive combat rules. All well and nice, but it still doesn't convince me that dragons belong in the World of Darkness! Aside from conflicts with Mages, little is defined as far as ongoing chronicle conflict.

Concept: 1

World of Darkness: 1

Background: 2
Intergration: 1
Stand-alone: ½
*****½

Dragon: The Eastern Harmonies

By Rasmus Hansson

More dragons, this time trying to adapt Asian dragons to modern game play. All this tells me is that Asian dragons don't adapt to modern western play very well.

Concept: 1
World of Darkness: ½
Background: 1
Intergration: ½
Stand-alone: ½
***½

Dragon: The Waking Wrath

By Krister Sundelin with Rasmus Hansson (a94rasha@ida.his.se)

After the Flood, all the supernatural races came together at a council and covenanted to limit their numbers and influence for the benefit of mortals. Dragons, the personifications of magick itself, were appointed the minders of the Covenant; one dragon was called as Guardian, and the others eventually slept. After the Guardian was killed by a questing knight during the dark ages, it left the Covenant without a protector. Now (within the last few years), the court of the dragons has awakened, and most are intent on restoring the other supernatural races to observing the ancient Covenant -- or destroying them.

Even though these dragons are specifically designed to be a part of the World of Darkness, a dragon character would be extremely hard to role-play effectively, given the power of the race. But dragon NPC's could add an extra dimension to a high-level chronicle of any of the standard games.

Concept: 1
World of Darkness: 1½
Background: 1½
Intergration: 1
Stand-alone: ½
*****½

GARGOYLE: The Crusade

By Kash Hefley (spriggn@webzone.net)

These gargoyles are the Grigori, the fallen angels who cohabitated with the daughters of men (Genesis 6). According to this supplement, it was that interbreeding between angels and men which created all of the supernatural races; in retribution, the Grigori were cursed with stony bodies and daylight immobility while they tried to rectify the situation and destroy the "Hellspawn". In the Christian

Era, they have become a secret arm of the Church, working with ecclesiastical authorities on their grand Crusade.

By definition, integrating a gargoyle character into a standard chronicle would be impossible, but if you've ever wanted to play the other side of the World of Darkness, this would be my recommendation. It allows you to fight every standard race, while preserving the tragic feel of the World of Darkness.

Concept: 1½

World of Darkness: 2

Background: 1

Intergration: 0

Stand-alone: 1½

GARGOYLE: The Guarding

David Austin Peters (dapeters@alpha.delta.edu)

Yup. Gargoyles from the Disney series of the same name. Okay if you like that kind of thing..

Concept: ½

World of Darkness: 1

Background: ½

Intergration: 1

Stand-alone: 1

GARGOYLES: The Vigil 2nd Edition

By Lee Garvin (LeeGarv@aol.com)

Another version of the Disney series. A lot more extensive (and thus more playable) than the other one, but you'd have to be a fan of the series to judge fairly which one is more authentic.

Concept: ½

World of Darkness: 1

Background: 1½

Intergration: 1

Stand-alone: 1½

*****½

The True Ghoul

By Marc Johnson-Potts (tzimsce@selway.umt.edu)

Unlike the human minions in Vampire: The Masquerade, these ghouls are creatures who gain power as well as sustenance through consuming the bodies of the dead. Some powers and fragmentary history are given, but enough blank spots are left to be annoying or challenging, depending on your personality (one of the most interesting being the legends of ancient Convergences -- when ghouls from the world over would descend upon a single city and dot dot dot).

A stand-alone chronicle would need a lot of Storyteller work to craft Ghoul society and create some goal for the characters. I can only imagine a Ghoul working well as a PC in a credibly dark vampire campaign, although having them as NPC's (especially with the above-mentioned Convergences) would be an excellent story idea.

Concept: 1

World of Darkness: 2

Background: ½

Intergration: 1

Stand-alone: ½

Healers

By Peloquin (ka.vanadis@karlskrona.mail.telia.com)

Healers are just that -- mortals born occasionally with the power to heal others' wounds. Having been persecuted as witches or buried with impossible requests every time they show their abilities, they tend to be secretive, but when an injury occurs near them, they just can't help themselves.

Again, more of a sketch than a true supplement, without enough material for a stand-alone campaign (as if that would be interesting anyway), but there's enough material to create a Healer PC or NPC and attach him to a standard chronicle.

Concept: 1

World of Darkness: 1

Background: ½

Intergration: 1

Stand-alone: ½

Highlander: The Gathering

Second Edition

By Hank Driskill and John Gavigan

By all accounts, the most popular of the unofficial Storyteller supplements, and with good reason. Highlander-style Immortals fit almost perfectly into the atmosphere and worldview of the World of Darkness, and operate on many of the same principles as several of its denizens, most notably vampires. These rules are extensive, covering the effects of the Quickening, experience, and a detailed combat system for one-on-one duels (adapted from Werewolf Glaive combat). As Immortals are notable loners, a stand-alone campaign would be difficult, but many standard chronicles could only be enriched by the addition of an Immortal.

Concept: 2

World of Darkness: 2

Background: 1½

Intergration: 1½

Stand-alone: ½

*****1/2

Immortal: The Gathering

By Krister Sundelin and Rasmus Hansson

A shorter and far inferior version of Highlander-style Immortals, this supplement reduces the Quickening to simple experience, and cookie-cutters the entire Immortal character. Not recommended.

Concept: 0

World of Darkness: 1

Background: 1/2

Intergration: 0

Stand-alone: 0

*1/2

Immortal Rules (Version 3)

By Coranth Gryphon (gryphon@msgi.com) (29 June 1995)

A quick set of rules for modifying Mummy into Highlander-style Immortals. Probably adequate if you have the Mummy rules memorized anyway, but if not, just get the Highlander: The Gathering supplement instead of this half-breed.

Concept: 1/2

World of Darkness: 1

Background: 0

Intergration: 1

Stand-alone: 0

**1/2

IMMORTAL The Gathering (Version 4)

By James G. Hitt (jghst15+@pitt.edu) (28 Wednesday 1996)

Yet another version of Highlander. While this one contains some interesting variant rules (what an immortal actually gains through absorbing Quickening), it's two major flaws are 1) not being different enough from the earlier systems and 2) being too different -- adding a slew of supernatural powers to normal Immortal abilities just to make Immortals more like other denizens of the World of Darkness. I kinda fail to see the point...

Concept: 1/2

World of Darkness: 1

Background: 1

Intergration: 1

Stand-alone: 1/2

Eternity's Memory: Immortals in the World of Darkness

By Mist Reynolds-Main (mist_cat@hotmail.com)

You know, I understand wishing that you had been the first to adapt Highlander to the World of Darkness. But what glory is there in being the fourth, thirteenth, twenty-seventh to do so?

Nothing new here, or at least nothing new enough to justify its existence.

Concept: 0

World of Darkness: 1

Background: 1

Intergration: 1

Stand-alone: ½

***½

MECHA: The Invasion

By David Satterthwaite (satterthwaite@hotmail.com)

How to add anime-style giant robots to your White Wolf chronicle? I suppose there are some Mage campaigns where Mecha would be appropriate short-term NPC's, but I can't see any situation for long-term play. Still, if you ever need it, here it is.

Concept: 1

World of Darkness: ½

Background: ½

Intergration: 1

Stand-alone: 0

Mortis: The Grieving

By B. Thrall (bryersha@wizards.net)

The Mortis are mortals chosen to collect the souls of the dead -- or rather, to act as a conduit for the soul to pass over, leaving the Mortis with a full recollection of the person's memories and personality. The Mortis are irresistably drawn to the site of death of anyone in their domain (the 10,000 people closest around them).

It sounds good at first, but how could this character participate in a chronicle? The only power they have is knowing where someone is about to die, and that doesn't lend itself well to longer stories. Can you imagine an otherwise normal human participating in a chronicle, and at random times that person has to leave the action and go to collect a soul?

Concept: ½

World of Darkness: 1

Background: ½

Intergration: ½

Stand-alone: 0

**½

MUTANT: The Showdown

By Tim Layne (tazz@ramlink.net)
X-Men in the World of Darkness.

Even if the mood of your chronicle allowed for Marvel-style mutants (and if so, shame on you!), this supplement is too flimsy to cover the great array of mutant powers. If you must have mutants, go buy a for-real superhero role-playing game for source material and convert it to the Storyteller system.

Concept: ½
World of Darkness: ½
Background: ½
Intergration: ½
Stand-alone: 0
**

NIGHTBREED

By Peloquin (ka.vanadis@karlskrona.mail.telia.com) with revisions by Charrles Grey (CharrlesG@aol.com)

From the Clive Barker movie of the same name, a melange of hideous undead monsters, now wandering the world after the destruction of their city Midian in the movie.

With the awesome variety of the Nightbreed seen in the movie, this supplement is way too short to be useful. Only a full-length supplement (such as Highlander: The Gathering) could give enough social structure, abilities and powers, flaws, and other material to make the Nightbreed work. And that's a shame, because they could work beautifully.

Concept: 1½
World of Darkness: 1½
Background: ½
Intergration: ½
Stand-alone: ½
****½

Parahumans

By Brice Daury (cubeball@citytel.net)

Another attempt to make mutant-style superheroes work in the World of Darkness. All the same flaws and complaints as the last attempt.

Concept: ½
World of Darkness: 1
Background: ½
Intergration: ½
Stand-alone: ½

Psychic: The Power

By Urza243457@aol.com

Mortals with psychic powers, balancing between Control and Power as they go ahead with the standard inter-group bickering.

Given that the Scanners supplement had already been written, and that there are psychic powers available to most of the standard races, why did this supplement have to be written? It's not bad, just completely redundant.

Concept: 0

World of Darkness: 1

Background: ½

Integration: 1

Stand-alone: ½

THE QUICKENED

By Douglas Yee (eaterofsouls@hotmail.com)

Another set of rules for Highlander because none of the previous rules seemed quite right...

The only notable addition here is the Memory trait, and its possible loss through Quickening. Other than that, stick with the tried and true.

Concept: ½

World of Darkness: 1

Background: 1

Integration: 1

Stand-alone: ½

Reapers

By Smiling Jack (smiling_jack@mailcity.com)

Reanimated, invulnerable mortals who can suck the life force from other beings.

The biggest omission here is, "Why?" No clue is given to any conflict in which the Reapers are engaged. They speak of death as their master, but to what end? Why collect the life energy for their magical stunts? Why create other Reapers? What's the point? This lack of purpose, more than anything, severely limits the usefulness of the character type.

Concept: ½

World of Darkness: 1

Background: ½

Integration: ½

Stand-alone: 0

**½

SCANNERS: THE MADNESS

By Mark J. Janecka (janecka@globalserve.net)

Takes the Scanner characters from the five movies (didn't you know there were five?) and integrates

them with the World of Darkness, most specifically with Mage (did you know that Biocarbon Amalgamate works with the Technocracy?). Manages to harmonize powers and abilities from all movies, even the panacea Eph-4 from the second Scanner Cop film.

One could reasonably run a stand-alone Scanners chronicle with this supplement (and given access to the Mage and Vampire rules). A Scanner character would most easily fit into a Mage chronicle, but I'm sure you could figure out how to work one in a different game -- you're creative, aren't you?

Concept: 1
World of Darkness: 1½
Background: 1½
Integration: 1½
Stand-alone: 1
*****½

Seekers: The Step Sideways

By Brandon Quina (lore@tmgbbs.com)

Seekers are those who, by force of will or just plain dissociation, become uncoupled with this reality. They can explore the Unbra, teleport, travel through time, or enter The Shadow, a nonexistent realm inhabited by other Seekers.

Maybe I'm just missing something, but if the core of the character is his lack of interaction with his surroundings, how do you roleplay him? If his existence is so meaningless as to be nonexistent, then what goal could he have? The supplement sheds no light on these things, and instead bestows godlike powers on static people. Not recommended.

Concept: 0
World of Darkness: ½
Background: ½
Integration: 0
Stand-alone: 0
*

FREAK: The Scene

By Marc17 (mcschier@uoknor.edu), with additional material by Drew Edwards (roundtree18@hotmail.com)

Put the cat down, Damien. A round-up of the mortals of the real Gothic Punk world, including the various kinds of skinheads, punks, drag queens, goths, etc. Definitely a good tool if you're trying to adhere to the Gothic Punk description of the World of Darkness, and playing one of these characters in a chronicle might be interesting, if only for the real-world contrast with the fantastic. A stand-alone campaign? Why bother? Just go out on Saturday night.

Concept: 1
World of Darkness: 2
Background: 1

Integration: 1½
Stand-alone: 0
*****½

New Ager The Second Dawn

Written By: Rasmus Hansson (a94rasha@ida.his.se)

Like Mages, the New Agers are Awakened, but instead of Paradox-producing magic, they draw their ESP-like powers from harmony, instead of conflict, with the structure of reality. In addition, their goal is to help all Sleepers Awaken.

New Agers would (in my humble opinion) work best as NPC's in a Mage chronicle, or as PC's in a Werewolf chronicle; any other chronicle would have to be fairly nonstandard. as a stand-alone, I think the supplement too unfocused (somewhat like the real New Age movement) to play.

Concept: 1
World of Darkness: 1
Background: 1
Integration: 1
Stand-alone: 0

Sleepwalker: Passion Eternal

By Rasmus Hansson (a94rasha@ida.his.se)

Based on the Stephen King movie, Sleepwalkers are ancient were-cats, cursed by sorcerers and rejected by Gaia. They travel in pairs with their mates, seeking those few humans from who they can suck life-energy while seeking release from the curse.

Fitting Sleepwalker PC's into a standard chronicle would require some mental gymnastics on the Storyteller's part to give them a goal which would mesh with that of the other characters. A stand-alone would be even harder, as Sleepwalkers care about no creature except their mates. Sleepwalker NPC's, however, could enliven just about any chronicle.

Concept: 1
World of Darkness: 1½
Background: 1
Integration: ½
Stand-alone: ½
*****½

Spawn

By Ryan Panders Lance (panderz@hotmail.com)

One of several versions of the comic book character, this one is the most recent and playable. If you like the comic book, and you think a Hell-Spawn would fit into your chronicle, go for it. Not recommended for stand-alone play, unless you run a solo chronicle.

Concept: 1
World of Darkness: 1½
Background: ½
Integration: 1
Stand-alone: ½
****½

Superhumans: The Horizon

By Art Hanson (arthurh@utah-inter.net)

More super-heroes. This one has several problems, especially a lack of plausibility (all types of powers are included - mutants to mutagenics to supersuits - but they all resulted from the same event in the 19th century?) and an attempt to create good and evil "houses" not unlike the multitude of Vampire clans. I suspect that this is an attempt to adapt the Marvel Super Heroes game to the Storyteller system (the biggest giveaway being an ability called Fate, which works just like Marvel's "Karma").

Why bother?

Concept: ½
World of Darkness: 0
Background: ½
Integration: ½
Stand-alone: ½
**

Time Lords

By Andrea Cook (timelord@salamander.com) and Jonathan Woods

Firstly: Time Lords don't belong in the World of Darkness. No way. Uh-uh.

Secondly: If you're a Whovian, and you want a simple system to do a Doctor Who chronicle, this is probably it. Of course, you'll need to have memorized the episodes or read the novels, as no amount of included background could replace firsthand knowledge.

Concept: 1½
World of Darkness: 0
Background: 1
Integration: 0
Stand-alone: 1½

The True Dead

By Michael Brown

Bravo! This is a long, detailed project, dealing with the various castes of True Dead (you think Vampires are dead? Hah!), including Revenants, Liches, Ghuld, Golemim, and Zombies, all bound to the servitude of Lady Death. This full-blown game has a darker and different tone than Vampire, and would make a great -- terrific -- addition to the World of Darkness.

In fact, my biggest quibble is that it should be longer; a game of this scope needs to be explored in at least as much detail as the core book of any of the standard games. If you can track down the author, tell him I said so.

Concept: 2

World of Darkness: 2

Background: 1½

Integration: 2

Stand-alone: 1½

WINDRUNNERS

By Peloquin (ka.vanadis@karlskrona.mail.telia.com)

Ready for this? Okay, here it is: Really fast mortals.

That's it.

All right, it's a little more than that -- specific abilities, and a mythology as to why these few are born that way -- but in essence, it's really fast mortals. And how useful is that?

Concept: 0

World of Darkness: 1

Background: ½

Integration: ½

Stand-alone: 0

**

XOMBI

By Timothy Toner (thanatos@interaccess.com) (5 July 1996)

Sometimes, a member of a ghoulish family will spontaneously become a Revenant. Truly immortal, and blessed with some vampiric powers, the Xombi is still a pitiful creature, living life upon life of pain.

The best thing about this supplement is that the Xombi has a definite place in the World of Darkness, specifically in the Vampire power struggles. A Xombi is still part of the power structure, and much of their lives revolve around their masters' desire to keep them in thrall. A compelling and tempting character to add to a Vampire chronicle.

Concept: 1½

World of Darkness: 2

Background: 1

Integration: 1½

Stand-alone: 0

YAVELINS

By Peloquin (ka.vanadis@karlskrona.mail.telia.com)

What do vampires fear? What is their bogeyman? The Yavelins -- a powerful, secretive race of tunnel-dwellers with a sick sense of humor.

It's an intriguing idea and an evocative supplement, but, like most of Peloquin's output, it's too damned short. Any Storyteller would have to fill in the multitudinous blanks before they were remotely playable, either as PC's or NPC's.

Concept: 1½

World of Darkness: 2

Background: ½

Integration: ½

Stand-alone: 0

****½

Zombie: The Revival

By Ryan Gibbons (squiggy680@aol.com)

Mages in the middle ages tried to create vampire-like beings from dead bodies. Instead, they got zombies, who ultimately rebelled against their masters. The characters in this game would be still living zombies from that time, or ones more recently created by the occasional Mage who doesn't know when to stop.

It's a good system for turning zombies into Player Characters, with enough additional abilities to keep them interesting, but because of that it mimics Mummy in many ways (no indication as to which one came first). Unless there's something you specifically like about this supplement, I'd suggest you just use the Mummy supplement.

Concept: 1

World of Darkness: 1½

Background: 1

Integration: 1

Stand-alone: ½

CHURCH KNIGHTS: THE CAINITE CRUSADE

By Jamie Seidel (omicron@adelaide.dialix.oz.au)

This supplement brings the Militant Orders -- the Templars, Hospitallers, and Teutonic Knights -- together in a modern crusade against vampires (and other supernaturals if they get in the way). Unlike the Society of Leopold or other vampire hunters, these Knights are powered by True Faith, which gives them divine powers with which to fight their battles.

This is an amazingly complete supplement, practically ready for game play. And yet, I question the appropriateness of such pure, steadfast individuals as PC's. Certainly, the author states that his intention was to allow players a chance to play the other side, but how realistic is that in the WoD? This supplement has no place for humor (the Church Knights are a sober bunch, to be sure), nor is there really room for great role-playing, the core of which is internal conflict (which the standard games serve up in spades); how much internal conflict is possible when all that you all derives from your

fanatically strong Faith?

I almost wish these Church Knights had been designed foremost as NPC's; the presence of the true believer fighting against the Kindred might prove cause for an Embraced PC's internal struggle.

These same caveats apply to the additional Hospitaller and Teutonic Knight supplements by the same author.

Concept: 1

World of Darkness: 2

Background: 2

Integration: 0

Stand-alone: 1

THE DRORENKINDER

By Mitchell Kelly (mkelly@netcomuk.co.uk)

Need some more hunters for your chronicle? How about the Children of Thor, an anti-vampire Nazi organization still operating in secrecy? This supplement explains how the Camarilla helped defeat Hitler to defend the Masquerade; this Nazi faction was formed in retaliation, and has put vampires on its hit list (with the Jews demoted to number two).

Too hate-filled for PC characters, the Drenkinder would make effective adversaries -- ones that would stop at no dispicable act to accomplish their goals.

Concept: 1

World of Darkness: 2

Background: 1½

Integration: 1½

Stand-alone: 0

Cuacuahtzin: The Eagle Knights

By Alejandro Melchor

The Cuacuahtzin are an order of Aztec knights which has been fighting a guerilla war against vampires since the Kindred-led European conquest of Mexico. Drawing power from the Four Ways and the Movement of the sun, they have dedicated themselves to the extermination of all vampires, and any other evil or interfering supernaturals.

Because the Cuacuahtzin are the "kinghts errant" of Mexico, they're obviously appropriate only in chronicles set in that area (barring exceptional circumstances), and their jyhad against supernaturals limits PC's to a hunters-only chronicle. But the background is adequate for any Storyteller to use them without extensive reading in central American history.

Concept: 1

World of Darkness: 1

Background: 1

Integration: 1

Stand-alone: ½

****½

Gitan

By remythorne@aol.com and lydiamsko@aol.com

A sketch of gypsies in the World of Darkness. I call it a sketch, because there's a lengthy fiction preamble, followed by some hedge magic abilities the gypsies have. That's it. It sets the mood well, but doesn't really give enough detail about gypsy life to do more than whet the appetite.

Concept: 1½

World of Darkness: 1½

Background: ½

Integration: 1

Stand-alone: 0

****½

Illuminati: The Conspiracy

By Stephen Esdale

Yes, there are secret societies, and all are dedicated to wresting power from the supernaturals and placing it where it belongs -- with the conspiracy, naturally.

The initial concept is good, and the detail is voluminous, so how did this all get buggered up?

Answers:

1) Substitute names are used for all of the standard conspiracies (Bavarian Illuminati = "Global Elite," etc.). This removes it one step from every conspiracy theory you've ever heard.

2) Through a Pax Concordat, the six main secret societies have joined forces, effectively making them all arms of the same conspiracy, with the same rank system in each society (stolen from chess, no less).

My advice? Use this supplement for background and some ideas. Then go out, research your own favorite conspiratorial organization (the afore-mentioned Illuminati, Area 51, the Thule Society, the International Bankers, the New World Order [whatever that is]) and write your own rules.

Concept: ½

World of Darkness: 1½

Background: 1

Integration: ½

Stand-alone: 1

****½

THE KNIGHTS TEMPLAR

By John Snead and Sarah Link (October 1993)

This supplement came out before the canonical one. According to the authors, they offered it to White Wolf and were rejected -- with, I think, good reason.

These Templars are the underground continuation of the original order, complete with their

original stated purpose: to guard travelers. Yup. That's what they do. Guard travelers, and guard roads (or other means of conveyance). Dedicated Templars must give up all contact with their former lives, fake their deaths, and live in extreme secrecy, knowing next to nothing about their own organization -- to guard travelers and roads. (Something tells me there has to be a support group for disillusioned ex-Templars somewhere.)

Concept: ½

World of Darkness: ½

Background: 1

Integration: 0

Stand-alone: ½

**½

WEREWOLF Revised

By John R. Harford (horus@acy1.digex.net)

Bear with me here: Let's say you're running Vampire, and you want a Werewolf character, either PC or NPC. But you don't want to have to go out and buy all the Werewolf: The Apocalypse books and learn about the Weaver and the Wyrms and Gaia and everything -- you just want a movie-style werewolf. What to do?

You use this supplement, which is based directly on folktales and Hollywood. True, there's not as much depth, and it couldn't work as a stand-alone game, but it codifies a werewolf which would be familiar to anybody.

Concept: 1

World of Darkness: 1½

Background: 1

Integration: 1½

Stand-alone: 0
