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# Geist Book Of The Dead



## Synopsis

Secrets of the Grave They are the silent majority. Legions of the dead, lining the banks of Stygian rivers. And in those depths of the Underworld, horrific things long dead stir but there, too, can be found secrets long buried with their owners. Dare you make the descent into the Great Below? A Chronicle Book for World of Darkness and Geist: The Sin-Eaters \* The secrets of the Underworld, the land of the dead, revealed at last \* Designed for use with the World of Darkness as a whole, as well as serving as an expansion to Geist: The Sin-Eaters \* Methods of entering the Underworld, denizens and secrets to be found there, story hooks and much more

## Book Information

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## Customer Reviews

Geist is redeemed with this book. For those who love the core game, this is invaluable, and for those who avoid it altogether, this is invaluable. The chapters are split into: (1) essays on mortal legends and urban myths and how they might pertain to the game, including story hooks; (2) how the underworld can be interacted with all the other game lines (vampires, Bone Shadows and Moros can finally travel the realm of death); (3) extra ceremonies, merits, and a new Key (Stygian) and Manifestation (The Pit) for sin-eaters; (4) discussion and rules for the Autochthonous Depths; and (5) discussion, rules, and write-ups for 10 different Dead Dominions, all of which are evocative and designed to please a range of tastes. New rivers of death are introduced, plus the art is fantastic. I now REALLY want another Geist book and I know I'm not going to get one. The book is a perfect blend of fluff and crunch and is highly readable. Many WoD supplements have chapters that can be

a bit of a slog, but there's not a wasted word in Book of the Dead. The only trouble I can see with it is that the underworld is no longer the "undiscovered country" of the World of Darkness. Many GMs will want to immediately use everything they can stuff into a game and the setting may lose its mystery if they aren't careful. Still, the players deserve it. Do yourself a favour and buy this book.

You can get this item on drivethrurpg.net as a print on demand right now for basically cover price. So do not spend 400\$ on an old copy.

WW has finally put out a book that details the realm and denizens of the Underworld, the place where dead souls go to. It is a solid companion to WoD: Inferno, which details the realm of Hell. Both books make great campaign guides for players who are interested in journeying to places of legend and perhaps best left alone. Along with the metaphysical geography of the Underworld, this book offers useful information for how it deals with the other game lines like Mage, Vampire, Geist, Promethean, Changeling and Hunter. It also details death-gods and their respective realms, like Mictantecutli (and his realm of Mictlan), the realm of Hades and other death-realms from around the world.

Like most NWoD books, the quality of the printing, artwork, and fluff stories are among the best RPG books out there. The content does a good job of explaining the underworld and how to make your way through it. While it is geared mostly for Geist characters, my Mage character that focused on necromancy benefitted greatly from what the book contains.

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