

Clanbook Brujah Vampire The Masquerade Book Library

"Clanbook: Tzimisce includes: the practice of the modern Tzimisce, including their role as spiritual leaders of the Sabbat; material on those tainted by contact with the Tzimisce, including the revenant families and the Old Clan; unsettling new applications of Vicissitude, schemes and the clan lore of the Fiends"--Page 4 of cover.

Horrifyingly ugly and relegated to the sewers and darkness by their beautiful brethren, these undead have created an entire world beneath the domain of mortals.

What are we? The Damned childer of caine? The grotesque lords of humanity? The pitiful wretches of eternal hell? We are vampires, and that is enough. I am a vampire, and that is far more than enough. I am that which must be feared, worshipped and adored. The world is mine -- now and forever. No one holds command over me. No man. No god. No prince. What is a claim of age for ones who are immortal? What is a claim of power for ones who defy death? Call your damnable hunt. We shall see whom I drag screaming to hell with me. The Guide to the Sabbat examines the Sabbat exhaustively from the antitribu, or "anti-clans, " that populate its ranks, to the terrifying Disciplines they use, to their methods of waging war on the Camarilla and Antediluvians alike. This book also explores the Sabbat's progress in its war effort, chronicling the Cainites' inexorable spread across the East Coast and back to their usurped territories in the Old World.

Now the Setites reveal why they have taken the path they follow, and show the world a whole new darkness.

Born of murder and greed, created for power and destruction, Tremere is the most feared of the Camarilla clans.

This sourcebook for Vampire: the masquerade includes an updated look at one of the Camarilla's most important clans, details on history and current interests, and more.

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age for ones who are immortal? What is a claim of power for ones who defy death? Call your damnable hunt. We shall see whom I drag screaming to hell with me. The guide to playing vampires' human pawns.

From its ancient nights as a clan of mystic diabolists to its present as a group of revered and feared assassins, the Assamites have maintained a special place in the World of Darkness.

From her first night among the Kindred, the neonate Tremere leads a double unlife. As part of the revised lineup of clanbooks, "Tremere" takes one of the classic sourcebooks for the game and brings it into a modern context. All-new information accompanies a re-examination of earlier concepts.

The last of the Camarilla Clanbooks is reserved for the Ventrue, the most powerful and influential of all vampires.

This sourcebook for Vampire: the masquerade includes details of Gangrel unlife, plus new secrets, Discipline powers and clan lore.

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As part of the revised lineup of clanbooks, "Assamite" takes one of the classic sourcebooks for the game and brings it into a modern context. All-new information accompanies a reexamination of earlier concepts, allowing gamers to add as much depth to their characters as they like.

With one foot in the world of the undead and one in the world of mortals, the Toreador enjoy the best (and worst) of both worlds.

This is the guide to the founding myths of the Great Clans of the game Vampire: The Masquerade. It includes the Tale of Caine and The Book of Shadows, in full. --

Fantasy-roman.

The Vampire the Masquerade Clan Novel Saga is a thirteen-volume masterpiece, presenting the war between the established Camarilla leadership and the growing power of the brutal Sabbat on the East Coast of the United States. Each novel is told from the perspective of one of the thirteen clans, intertwining with the others, and filling in missing pieces artfully as we follow battle after battle, intrigue after intrigue—and the appearance of a strange artifact that falls into the hands of a solitary Toreador sculptor. Clan Novel Giovanni is the tenth novel in the series. Benito Giovanni has vanished. Enter Chas Giovanni Tello, Mob strong-arm and part of the New World Giovanni. Chas finds himself ordered to Las Vegas where he meets the Old World scion of the necromancers' clan, Isabel, who shares his interest in locating the missing Benito. Soon, though, the mismatched pair find themselves embroiled in affairs beyond both of their reckoning. The search for Benito must take a back seat to the impending clash between sects in Boston. Thereafter, an even greater threat looms—one that surfaces from the family's treacherous past and threatens the very existence of Clan Giovanni. This series is a monumental, 13-novel exploration of the forbidden world of the Kindred. What began in Clan Novel: Toreador continues here, and its ending will determine the fate of every

human—and inhuman—being in the world.

After the fate of the Camarilla and the Sabbat of the United States has been decided. After the powers behind the young Toreador Leopold are revealed. After the fate of every Kindred in the World of Darkness has been altered by the Clan Novel series, comes this anthology of all-new stories. Written by the same authors who delivered the action of the Clan Novels, this anthology presents further tales of the characters you have come to know so well. This collection of 13 original stories builds upon the success of the popular 13-book Clan Novel series. The Clan Novels have been very successful and readers have clamored for more tales about their heroes (and villains!). This anthology reveals even more secrets about the Kindred of the World of Darkness.

Dark Ages: Vampire takes you to the nights before the Camarilla, when kine truly had reason to be afraid of the dark. The vampires of this bygone age ride the dark as lords, play their games with the crowned heads of Europe, and travel to the mysterious lands of the East as they wage their ages-old war. The diablerie of Saulot, the waking of Mithras, the destruction of Michael the patriarch, the return of the Dracon -- it all means the time of reflection is over. The Inquisition stirs and the time to act is now. Across Europe, monarchs of the night set princes and barons at each other's undying throats. Young vampires take to the field ready to claim their domain and become powerful lords in their own right. Blood calls to blood. A diabolical character book for players and Storytellers. For adults only.

Masters of deception and intrigue, the Lasombra consider themselves the leaders of the Sabbat. No other Kindred so fully embrace what it means to be a vampire.

Clanbook: Brujah provides needed information about the violent Brujah.

The global blood opera of the Camarilla story continues. As the eldest vampires begin to vanish, the Ivory Tower starts to crack under the weight of its own decay. Once it was the mightiest faction of vampires in the world, a stronghold of immortality. Now it retreats into a maze of neo-feudal conspiracies to protect itself against the deadly threat of the Second Inquisition, struggling to enforce the Masquerade in the face of modern technology. Featuring insights and perspectives on unlife in the Camarilla from Mark Rein-Hagen and Matthew Dawkins.

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the Kindred. What began in Clan Novel: Toreador continues here, and its ending will determine the fate of every human — and inhuman — being in the world.

A character sourcebook for Vampire: The Masquerade

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These wanderers and outlanders are both hated and feared by their Kindred -- and for good reason.

One Million Words of Terror It began with Clan Novel: Toreador This book, Clan Novel: Tremere, is the twelfth in a 13-novel series concerning the Kindred -- the hugest event ever in the World of Darkness. From small details to grand spectacles, this epic series of one million words reveals the secrets of this hidden world through the eyes of individuals on both sides of a great conflict. The continued existence of all Kindred, from the youngest to the eldest Methuselah, hangs in the The Last of His Kind Further examination of the sketch that sent the Toreador Victoria Ash to Atlanta now reveals deeper secrets to Aisling Sturbridge, the leader of the Tremere chantry in New York City. A traitor in the ranks of the hierarchical Tremere, who was thought is discovered -- and he might be the very cause of the Camarilla/Sabbat war!

The World of Darkness is the setting for all of the games in the Storyteller series, and for several fiction books. Game books listed with this icon belong to specific game lines, but together contain information that applies to the entire World of Darkness.

"Clanbook: Lasombra includes: the ongoing struggle of the Black Hand and how the Lasombra contribute to the war effort against the Camarilla; the vilest secrets and long-term goals of this wicked clan; new merits and flaws, powers, schemes and the clan lore of the Keepers"--Page 4 of cover.

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This sourcebook for Vampire: the dark ages includes the history of this clan of doomed vampires and the revelation of its demise; details on factions within the clan and its curious mountain temple; new merits, flaws, and the fledgling discipline of necromancy.

A Time of Judgement sourcebook for Vampire: The Masquerade.

The cunning vampires of Clan Ravnos roam the night as they indulge in the most dangerous of games -- lying to the liars, tricking the tricksters, and gleefully receiving curses from the Damned.

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