

Clanbook Lasombra Vampire The Masquerade Clanbook

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LENNON MALIK

Lasmobre Crossroad Press

Vampire: The Masquerade is the original and ultimate roleplaying game of personal and political horror. You are a vampire, struggling for survival, supremacy, and your own fading humanity afraid of what you are capable of, and fearful of the inhuman conspiracies that surround you.

Shadows in the Dark White Wolf Publishing

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 Tremere is the twelfth novel in the series. Magic, manipulation, murder. With one foot firmly planted in the mythic and the other rooted in the unforgiving streets of New York City, Aisling Sturbridge, Regent of the besieged Chantry of the Five Boroughs, serves as leader, teacher, and guardian to the novices entrusted to her care. But if holding the front line against the Sabbat were not challenge enough, Sturbridge must struggle to unravel a murder in the very heart of her chantry; to upstage the manipulation of rival Tremere powerbrokers and to survive the escalating (and unwelcome) attention from the motherhouse in Vienna. All of these struggles, however, may prove to be in vain. If Sturbridge cannot find some answer to her own silent accusers—the faces of the Children down the Well. This series is a monumental 13 novel exploration of the forbidden world of the Kindred. What began in Clan Novel: Toreador continues here, and it's ending will determine the fate of every human—and inhuman—being in the world.

Vampire Storytellers Handbook White Wolf Games Studio

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.

Clanbook Mystique Press

Fantasy-roman.

Clan Novel Tremere White Wolf Games Studio

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

Camarilla clans.

Vampire - The Masquerade 5th Edition White Wolf Games Studio

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 role of the Storyteller is daunting, and this book is an invaluable aid for those who orchestrate Vampire chronicles. It includes myriad information, including enigmas best left out of players' hands, from creating stories to creating the casts of epic tales.

Tzimisce White Wolf Games Studio

"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.

Clanbook White Wolf Games Studio

Clanbook: Malkavian presents this special clan in all its demented glory.

Clanbook White Wolf Publishing

"For hundreds of years Camarilla vampires have preserved the Masquerade--an intricate dance of deception, misdirection and manipulation that conceals their nocturnal predations from mortal eyes. Now the Sabbat are about to crash their party. The Clan Novel series takes a sinister turn as the dread Tzimisce emerge from their macabre dungeons and laboratories to take a decidedly unhealthy interest in events."--Fantastic fiction

Clanbook, Ravnos White Wolf Games Studio

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history.

Clan Novel Ventrue White Wolf Games Studio

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. Clanbooks contain vital character information for players and Storytellers.

Clan Novel White Wolf Pub

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

New York by Night White Wolf Pub

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 White Wolf Games Studio

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Clan Novel Lasombra White Wolf Games Studio

The Dark Ages Clan Novel Saga is a 13-volume series of novels set in the world of Dark Ages: Vampire, released by White Wolf from 2002 to the end of 2004. The series begins with Dark Ages Clan Novel 1: Nosferatu and ends with Dark Ages Clan Novel 13: Tzimisce. Inspired by the original modern-day Clan Novel Saga for Vampire: The Masquerade, this series begins with the end of the original Vampire: The Dark Ages era and continued into the timeframe of Dark Ages: Vampire. The 13 novels are written from the POV of one clan each during the turbulence that swept through the mortal and Cainite societies of Europe following the fall of Constantinople in the Fourth Crusade. These novels, unlike the original Clan Novel Series, are chronological, happening one after the other rather than interlapping. Dark Ages Clan Novel #12 Ventrue: The Tides of War Jürgen the Swordbearer, vampiric Warlord of Germany, has his future riding on a push into the pagan lands of Livonia. There he faces the Gangrel warlord who has already brought an ancient low and the secret machinations of the dread Cainite Heresy. But his greatest enemy may be his own passions—his lust for power, his need for recognition, and his longing for the Toreador beauty Rosamund.

Clan Novel Ventrue Crossroad Press

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.

Clanbook White Wolf Games Studio

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.

Dark Ages Lasombra White Wolf Games Studio

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Dark Ages Companion White Wolf Games Studio

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

Book of Nod White Wolf Games Studio

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