

Clanbook Brujah Vampire The Masquerade Book Library

Fantasy-roman.

Clanbook: Brujah provides needed information about the violent Brujah. 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 Brujah is the eleventh novel in the series. The monstrous vampires of the Sabbat are swarming north in ever-increasing numbers and threatening to overwhelm Baltimore, the last bastion of Camarilla power on the U.S. East Coast. Theo Bell, archon of Clan Brujah, is the Kindred in the trenches. While the elders pontificate and vie for influence, he's holding the city's defenses together. He's undermanned, out-gunned, and, as if that weren't enough, he's forced to dodge fallout from the personal agendas and intrigues of his allies. Is a spy leaking vital information to the Sabbat? Who is behind the plot against Prince Garlotte of Baltimore? How much do the secretive Nosferatu really

know? Is Theo's Ventrue partner, Jan Pieterzoon, on the level? Too many potentially lethal distractions for Theo, and meanwhile the Sabbat keep coming... 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.

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 lavishly illustrated art book that accompanied the Vampire limited edition now available individually.

The Vampire Players Guide

The Masquerade

The Art of Vampire

Clan Novel Malkavian

Fatal Addiction

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.

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.

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

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

Widow's Might

LaSombra

Guide to the Sabbat

Book 11 of The Clan Novel Saga

Clanbook, Ravnos

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

Hidden Sorcery While the Tremere have potent magic at their command, Hermetic tradition isn't the only source of mystic power. The ancient ways of Egyptian magic, the Sufic trances of the Middle East, sacrificial Hindu rites and the natural magic of Caribbean craft can all be used to affect the Final Nights. But what are these thaumaturgies capable of? Or Abandoned Witchcraft? Expanded information on non-traditional Thaumaturgy comprises Blood Sacrifice. This book includes four new styles of the Discipline, as well as paths and rituals for each. It also looks into the rare but unforgettable magical "anomalies" that populate Vampire's World of Darkness "RM," those strange mystic artifacts that just seem to happen.

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 Malkavian is the ninth novel in the series.

For hundreds of years, Anatole has sought clues and answers to the riddles about the time called Gehenna, when the ancient vampires called the Antediluvians will rise and destroy all the Kindred on earth. Anatole is alternately thought mad because of his Malkavian blood or blessed by God with a true faith, but few deny that he sees and comprehends many of the mysteries of the World of Darkness. Now, as the millennium draws to a close, Anatole finds a means to finally gain the ultimate answers he desires. Through visions of an ancient Eye and a young Kindred named Leopold, Anatole seeks to forge a connection between himself and one of the few resources for answers about the great mystery of Gehenna: the very source of the coming destruction! 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.

A character sourcebook for Vampire: The Masquerade

Dark Ages

Clanbook

Tremere

Book 9 of The Clan Novel Saga

Cappadocian

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.

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.

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

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.

Setite

Clanbook Lasombra

Brujah

Clan Novel Brujah

Vampire Storytellers Handbook

"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.

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. Here is the complete guide to the Camarilla of the End Times. From the core clans to the independent vampires who have flocked to the Camarilla's banner' -- from the Disciplines of the elders to

the dreams of the anarchs -- here is the Camarilla laid bare. Everything from the powers of the justicars to the war against the Sabbat under one cover for the first time.

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Vampire the Masquerade 5th Ed Core Rulebook Role Playing Game
Encyclopaedia Vampirica

The Kindred Most Wanted

Diablerie : Mexico

Gangrel

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.

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

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.

The Camarilla lost much ground in its recent war with the Sabbat, which raged along the East Coast of the United States. The Camarilla gained one of the greatest prizes in the world, however -- control of New York City. The Camarilla was never entirely absent from the city, but no other clan held out so strongly against the Sabbat as did the Tremere. This is their story.

Tzimisce

Toreador

House of Tremere

Awakening

The Eye of Gehenna

This revised book of character information introduces new clans, bloodlines, Disciplines, rituals, abilities and archetypes. Boost your chronicle's roleplaying with Merits and Flaws. Increase the intrigue with expanded descriptions of the clans and prestatation. Up the body count with new weapons ranging from swordcanes to howitzers. Finally, all-new essays on roleplaying round out this invaluable players aid.

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

The Vampire Clan Novel epic is re-presented in four beautiful trade-format volumes. The Clan Novel Saga reorganizes the chapters from all 13 novels (and the Clan Novel Anthology) in strict chronological order. Volume Two covers the chaotic month of July 1999. Atlanta and other Southern cities fall to the Sabbat, foreign assassins converge on the scene, and the animalistic Gangrel come face-to-face with the Eye to Hazimel. This volume includes all-

*new story by Stefan Petrucha (Dark Ages: Assamite).
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The guide to playing vampires' human pawns.*

Ventrue

Guide to the Camarilla

Salubri

Assamite

Ghouls

In the year 1223, Paris is on the verge of collapse. A menagerie of vampires has gathered here after a long trek from Constantinople (chronicled in previous Clan Novels), fueled by religious mania. They demand access to the

city and hope the ancient prince will save them. Meanwhile, dark priests of every sort vie to sway their souls and control the refugees. For Veronique d'Orleans, a Brujah vampire of the city, this could be an opportunity--or a disaster.

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. Secrets and conspiracies in the haven of Clan Tremere.

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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.

The secrets of the reclusive Salubri are revealed. What secrets do they carry that allow them even the hope of survival? and why do the other clans turn away from their plight?

The Sourcebook for Players of Vampire

Blood Sacrifice

Nosferatu

Pride and Prejudice

Malkavian

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

"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.

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 Thaumaturgy Companion

Baali