

Clan Novel Brujah Vampire The Masquerade Clanbook

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2021-07-13

PHELPS ANGELICA

Clan Novel Vault Comics

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.

Clan Novel White Wolf Games Studio

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 its ending will determine the fate of every human—and inhuman—being in the world.

Widow's Walk Crossroad Press

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. Veil of Night is a complete guide to the medieval Islamic world and the Canities who rule its nights. From Moorish Spain and gilded Egypt to far-flung Persia and sand-swept Araby, vampires lurk.

Clan Novel Toreador White Wolf Games Studio

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.

Dark Ages Lasombra White Wolf Publishing

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!

Dark Ages Clan Novel Setite - Book 4 of the Dark Ages Clan Novel Saga White Wolf Pub

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 time-frame 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 overlapping. Dark Ages Clan Novel #11 Tremere: Witchcraft Most Foul Jervais, spy and ambassador for the Tremere magi of Ceoris, faces his greatest challenge in the wilds of the north. He has recklessly offered his aid to the Ventrue Jurgen the Swordbearer in the Livonian crusade, only to come face-to-face with an ancient blood wizard. And all the while, his rivals among the Tremere scheme to profit from his misfortune.

Dark Ages Clan Novel Brujah - Book 8 of the Dark Ages Clan Novel Saga White Wolf Games Studio

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.

Art of Vampire White Wolf Games Studio

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.

Brujah Modiphius

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 Toreador is the first in this series. Among the thirteen clans of the Kindred—vampires who secretly manipulate human events—the Toreador are dismissed as hedonists. They accept this as the price of preserving that which is beautiful...particularly themselves. Yet not all Toreador are so easily ignored. the cunning Victoria Ash makes Atlanta's most famous art museum her venue for plots that could win her control of the city. And though the sculptor Leopold desires only solitude to perfect his art, he is forced to enter the dangerous world of his kin to discover the truth of his past—with consequences that will change Kindred society forever.

Vampire: The Masquerade - Anarch 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 time-frame 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 overlapping. Dark Ages Clan Novel #1 Nosferatu: An Epic Begins It is the year 1204, and the city of Constantinople burns. For the immortal monsters who have spent eternity in its shadows, it is both a cataclysm and a call for vengeance. Malachite, leader of the city's Nosferatu, hunts through the ashes and dodges crusaders to find the Patriarch Michael, the vampire who founded the city is the expression of his immortal dreams. Malachite's search brings him beyond the city walls and sets him on a quest that will restore the Patriarch's dream -- or damn it forever. Dark Ages Nosferatu begins the epic thirteen part series of Dark Age Clan Novels, chronicling a vast conflict among the vampires of the Middle Ages. The War of Princes begins here.

Clan Novel Brujah White Wolf Publishing

The Lasombra are known primarily for ruling the fractious Sabbat. The Assamites are known primarily as the assassins of the Kindred. Lucita, a Lasombra assassin, has spent years fighting to make her unlife her own. It has been a hard-fought struggle, for her sire is none other than Moncada, one of the architects of the Sabbat offensive in North America. Lucita will stop at nothing to humiliate her sire...and there is little under the moon that can stop her.

Clan Novel Setite Crossroad Press

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.

Clanbook White Wolf Publishing

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Dark Ages Brujah Crossroad Press

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Dark Ages Clan Novel Ventrue - Book 12 of the Dark Ages Clan Novel Saga White Wolf Pub

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.

Clan Novel Giovanni White Wolf Publishing

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.

Brujah White Wolf Publishing

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 time-frame 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 overlapping. Dark Ages Clan Novel #7 Malkavian The Church of Caine Anatole, holy madman among vampires, has come to Paris to preach the word of God to the Damned. But he is not alone - the fanatics of the Cainite Heresy have descended on the city and claim that Caine himself walks among them. A battle ensues for the hearts and souls of the vampires displaced from Constantinople earlier in the Clan Novel series. As the city teeters on the brink of religious warfare, Anatole faces not only his fellow vampires, but the fires of the Inquisition.

Veil of Night Crossroad Press

"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

Malkavian Crossroad Press

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. Secret rules and powers for this hidden sect.

Clan Novel Assamite Crossroad Press

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.