

Clanbook Gangrel Vampire The Masquerade

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Ventru White Wolf Publishing

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 tome of vampires' proposed origins and history.

Clanbook: Gangrel White Wolf Publishing

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Dark Ages Companion 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 Setite is the fourth in the series. Heshu Ruhadze possesses everything a Follower of Set could want: money and mansions, influence and intelligence, reliable retainers and a trustworthy (junior) partner. Heshu has perfect faith, the blessings of his god, clear vision, and iron-clad self-control. Everyone's luck runs out some time. In an antique shop in Manhattan, Heshu finds a clue to a prize that has eluded him for lifetimes—the Eye of Hazimel. By dawn, all he has fought to achieve over centuries of vampiric existence is slipping from his grasp. Little does the Setite realize that his chance encounter in New York is a strand of the same web that brings the Eye into the hands of one of his own agents, only to be lost again. But is anything truly chance in the shadowy world of the Kindred? The 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.

Book of Nod White Wolf Publishing

A character sourcebook for Vampire: The Masquerade

Clanbook White Wolf Games Studio

"Lords Over the Damned" is a supplement for the World of Darkness game "Vampire: The Requiem."

Tremere White Wolf Games Studio

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

Setite Crossroad Press

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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.

Clanbook White Wolf Games Studio

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. Rules for playing Viking vampires!

Clanbook, Ravnos White Wolf Pub

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. *Shadows in the Dark* White Wolf Pub

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Blood Treachery White Wolf Games Studio

Each novel in this series features a member of one of the 13 vampire clans. "Clan Novel: Gangrel" reveals the underbelly of the Camarilla through Ramona--a neonate member who must face a terrible power.

Art of Vampire White Wolf Games Studio

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.

Clanbook White Wolf Games Studio

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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.

[Clanbook](#) White Wolf Games Studio

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[Clanbook](#) White Wolf Pub

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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.

[Clan Novel: Lasombra](#) 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.

Toreador White Wolf Pub

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Clanbook Crossroad Press

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[Clanbook](#) White Wolf Games Studio

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

[Veil of Night](#) White Wolf Pub

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.