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Vampire the Masquerade 5th Ed Core Rulebook Role Playing Game Vampire - The Masquerade 5th Edition *Mind's Eye Theatre Vampire: The Masquerade Vol. 1 Vampire the Masquerade Camarilla Role Playing Game Vampire: The Masquerade Vol. 2 Book of Nod Vampire: The Masquerade - Camarilla Vampire the Masquerade 5th Edition Role Playing Game Character Journal Vampire: the Masquerade Vol. 1 Vampire - The Masquerade Notebook The Art of Vampire Walk Among Us A Dozen Black Roses Vampire Players Guide Vampire Vampire the Book of NOD Vampire The World of Darkness Gurps Vampire As One Dead Vampire the Masquerade Anarch Role Playing Game Kindred of the East Vampire New York by Night Vampire Vampire the Masquerade Vampire the Masquerade Vampire RPG Second Inquisition SI Neuromancer The Kindred Most Wanted Vampire The Masquerade: Bloodlines The Beast Within Vampire Vampire: The Masquerade Vol. 2 Vampire the Masquerade 5th Edition Let the Streets Run Red Vampire - The Masquerade - The Fall of London Vampire RPG Sabbat the Black Hand Encyclopaedia Vampirica Vampire the Masquerade 5th Edition Children of the Blood*

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Vampire Players Guide Aug 21 2021 Since Biblical times, the get of Caine have prowled the world, hiding from mortals and resigning themselves to the shadows. Throughout the ages, their plans have unfolded and their treacheries have come to fruition. Welcome to the Final Nights--welcome to unlife as a vampire. A collection of essays, character-building options, chronicle suggestions and methods of play, the Vampire Players Guide offers a wealth of information to players and Storytellers on a conversational level. Presented as an aside to Vampire players, this book offers a variety of options and advice to better enhance the Storytelling experience.

Vampire RPG Second Inquisition SI Jun 06 2020

Mind's Eye Theatre Sep 02 2022 It's a new night! Mind's Eye Theatre: Vampire The Masquerade is a new edition of a classic game that draws on more than two decades' worth of material from the iconic World of Darkness setting. The rules are designed and adapted specifically for the Live Action Roleplay environment, while maintaining the fidelity of the original game. Whether you're a veteran player or discovering live-action roleplaying for the first time, this book contains everything you need to create and play a vampire character or create your own live-action chronicle. All the clans. All the bloodlines. All the disciplines. This is a complete game, containing everything you need to enjoy Vampire The Masquerade in one of its most thrilling formats...plus an updated and unique storyline, designed specifically for Live-Action Vampire: The Masquerade, in which players and Storytellers can develop their own chronicles.

Encyclopaedia Vampirica Jul 28 2019 A character sourcebook for Vampire: The Masquerade

Vampire the Masquerade Aug 09 2020 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. As a vampire you suffer the pangs of the Hunger, the relentless and terrible thirst for human blood. If you refuse to deal with it, it will overcome your mind and drive you to terrible acts to slake it. You walk this razor's edge every night. Dark designs, bitter enemies, and strange allies await you in this World of Darkness. The classic that changed roleplaying games forever returns! This fifth edition features a streamlined and modern rules design, beautiful new full-color art, and a rich story experience for players. Powered by the innovative Hunger cycle, the game also includes rules for creating system supported character coterie, Loreshets to directly involve players with their favorite parts of the setting and The Memoriam, a new way to bring the character's detailed backgrounds and expand on them in-session. V5 is a return to Vampire's original vision, moving boldly into the 21st century. While the rules have been redesigned, this new edition honors the deep story of the original, advancing the metaplot from where it left off and detailing exactly what has happened in the world of the Kindred up until tonight. The terror of the Second Inquisition, the conspiracies behind the Gehenna War, and the rekindling of the War of Ages: these are the building blocks of the modern V5 chronicle.

The Art of Vampire Nov 23 2021 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.

Vampire Jul 20 2021 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 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. Vampire is developed by Robert Hatch. Seize the night in the Storytelling game of personal horror. Vampires live their unlives in a world of deadly Archons and treacherous Tremere, where ancient Inconnu play their games against a backdrop of horrid diablerie. Into this maelstrom come the neonates, striving against all odds to maintain both their freedom and their souls.

Vampire: The Masquerade Vol. 2 Dec 01 2019 As the unlives of the Kindred twine together and betrayals are unearthed, will Cecily be able to escape and save what's left of her family, or will she be yet another pawn sacrificed to maintain the age-old secret: that vampires exist among the living? BORN FROM THE DARK WORLD OF THE INTERNATIONALLY BEST-SELLING ROLE PLAYING GAME, THE CRITICALLY ACCLAIMED COMIC SERIES CONTINUES. BORN FROM THE DARK WORLD OF THE INTERNATIONALLY BEST-SELLING ROLE PLAYING GAME, THE CRITICALLY ACCLAIMED COMIC SERIES

CONTINUES. Lick the blood off your lips...Vampire: The Masquerade is here! After learning a disturbing fact about her fake child's past, Cecily must keep her secrets close and Ali at arm's length. As she searches the streets of the Twin Cities for answers, a terrifying possibility surfaces: perhaps Ali has learned the ways of the Kindred better than Cecily herself. Collects #7-#12 of the ongoing series.

Neuromancer May 06 2020 A kikötő felett úgy szürkéllett az ég, mint a televízió képernyője adásszünet idején. Ezzel a mondattal kezdődik minden idők egyik legjobb science fiction regénye, aminél pontosabban semmi sem jósolta meg a jövőt. William Gibson 1984-ben megjelent, Hugo-, Nebula és Philip K. Dick-díjakkal kitüntetett műve a cyberpunk műfaj alapköve, hatása mindmáig tetten érhető filmekben, zenékben, videojátékokban és más kortárs művészeti alkotásokban. Ráadásul itt találkozhatunk először a mátrixszal, azzal a globális konszenzuális-hallucinációval, ami a cybertér minden egyes adatbányáját megtestesíti, és ami alapjául szolgált a tizenöt évvel későbbi, azonos című kultikus film világának. Case volt a legjobb adattolvaj a mátrixban, egészen addig, amíg el nem követte a klasszikus hibát – lopott a megbízóitól, akik büntetésként megmérgezték az idegrendszerét, örökre száműzték a cybertérbe. Most azonban egy rejtélyes, magát Armitage-nak nevező alak a megváltást ígéri neki: a teljes gyógyulást, ha Case elvállalja egy munkát egy felmérhetetlenül erős mesterséges intelligencia ellen, ami Föld körüli pályán kering a baljós Tessier-Ashpool klán szolgálatában. Egy legendás adattolvaj lementett emlékezetével és egy utcai szamuráj védelmében Case útra kel mind a való világban, mind a mátrixban, a többi pedig már, ahogy mondani szokás: science fiction történelem. Az olvasó új fordításban tartja kezében a könyvet, mely Gibson exkluzív utószava mellett Jack Womack Valami sötét gödör című esszéjét is tartalmazza.

The Beast Within Feb 01 2020 Unseen, the Kindred move among us. Many human fears are realized in the World of Darkness. Among them are the vampires, who call themselves the Kindred because they are a breed set apart from man. Completely hidden from human eyes by a plan the Kindred call the Masquerade is an entire society of vampires. No place in the world of vampires is quite like San Francisco. But because of its position as neutral territory, countless plots are dreamt in & executed from The City. Herein are the beginnings & players for some of these Masquerade themes. This anthology contains stories of the Kindred in the World of Darkness by S.P. Somtow, Lois Tilton, Matthew J. Costello, Lawrence Watt-Evans & nine other authors.

New York by Night Oct 11 2020

Vampire Nov 11 2020 This BradyGames strategy guide has a detailed walkthrough of the single-player mode and tips and strategies for all the multiplayer games. Helpful information to assist would-be game designers make full use of the ground-breaking "storyteller" mode. Complete lists of enemies, items, weapons and more helps ensure players are victorious.

The Kindred Most Wanted Apr 04 2020

Book of Nod Apr 28 2022 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. --

As One Dead Feb 12 2021

Vampire the Masquerade 5th Edition Role Playing Game Character Journal Feb 24 2022

A Dozen Black Roses Sep 21 2021 From the Bram Stoker Award-winning author who "pretty much invented the punk vampire thing": A vampire vigilante is in Deadtown to destroy her own (Seconds Magazine). As the convenience store doors close behind him, DeShawn can already hear the sirens. He sprints down the street, clutching his meager haul, but the police are gaining on him. He turns the corner onto a cobblestoned alley and the sirens stop. The police have turned back, and for a moment, DeShawn feels lucky. It doesn't last. A crawling man leaps up from the shadows, wraps his arms around DeShawn's neck, and feeds on his blood. Welcome to Deadtown. A city within a city where the undead roam free, Deadtown is dangerous for humans and vampires alike. As a gang war rages between the old guard and the new, Deadtown's innocents are caught in the crossfire. Only Sonja Blue can save them. A vampire with a sense of justice, she will play both ends against the middle to save Deadtown—or else burn it to the ground.

Vampire: The Masquerade Vol. 2 May 30 2022 As the unives of the Kindred twine together and betrayals are unearthed, will Cecily be able to escape and save what's left of her family, or will she be yet another pawn sacrificed to maintain the age-old secret: that vampires exist among the living? BORN FROM THE DARK WORLD OF THE INTERNATIONALLY BEST-SELLING ROLE PLAYING GAME, THE CRITICALLY ACCLAIMED COMIC SERIES CONTINUES. Lick the blood off your lips...Vampire: The Masquerade is here! After learning a disturbing fact about her fake child's past, Cecily must keep her secrets close and Ali at arm's length. As she searches the streets of the Twin Cities for answers, a terrifying possibility surfaces: perhaps Ali has learned the ways of the Kindred better than Cecily herself. Collects #7 to #12 of the ongoing series.

Vampire: The Masquerade Vol. 1 Aug 01 2022 The global best-seller Vampire: The Masquerade comes to comics. When Camarilla enforcer Cecily Bain takes a fledgling vampire under her wing, she's dragged into a vast conspiracy that will topple princes and threaten the very Masquerade. BORN FROM THE WORLD OF THE INTERNATIONALLY BEST-SELLING ROLE PLAYING GAME, VAMPIRE: THE MASQUERADE'S CRITICALLY ACCLAIMED COMICS DEBUT SPINS A GRIPPING AND TRAGIC TALE ABOUT THE BEAST WITHIN US ALL. When Cecily Bain, an enforcer for the Twin Cities' vampiric elite, takes a mysterious new vampire under her wing, she's dragged into an insidious conspiracy. Meanwhile, on the outskirts of the cities, a rebellious found-family of vampire cast-outs investigates a vicious killing. As the unives of the Kindred twine together and betrayals are unearthed, will Cecily be able to escape and save what's left of her family, or will she be yet another pawn sacrificed to maintain the age-old secret: that vampires exist among the living? Collects #1 to #6 of the ongoing series.

Vampire: The Masquerade - Camarilla Mar 28 2022 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.

Vampire Jan 02 2020

Gurps Vampire Mar 16 2021 -- Based on the top-selling "World of Darkness" games from White Wolf. -- Vampire roleplaying is perhaps the most popular new genre!

Vampire - The Masquerade - The Fall of London Sep 29 2019 London 2012. Mithras, god among vampires, returns from diablerie at the fangs of Montgomery Coven. The Heralds of the Sun awaken from torpor unable to remember who they are, but driven to seek five artifacts to restore their master to his full glory. The Second Inquisition rises to burn London's Kindred to ashes. The characters find themselves embroiled in history as it unfolds. Their actions might see a god return, or cast him down to the darkness from whence he came. London burns under Operation Antigen, one of the earliest and most devastating attacks of the Second Inquisition. All the while they slowly uncover the shards of their own identities. What legacy do they leave? The Fall of London includes: A sprawling chronicle covering 6 large chapters 6 different endings tailored to the coterie's choices 5 pregenerated characters as the Heralds of the Sun 6 new Loreshets, including one for secret diablerists Statistics for 7 venerable elders, including Mithras and Queen Anne A detailed description of London, to facilitate additional chronicles before the Fall An epilogue to use for chronicles set after the Fall Made in the UK.

Vampire RPG Sabbat the Black Hand Aug 28 2019

Vampire the Book of NOD Jun 18 2021

Vampire Sep 09 2020 A Vampire: the Masquerade novel featuring the official end of the World of Darkness.

Vampire the Masquerade Jul 08 2020 Vampire: The Masquerade: Ventrue: This is the next volume in a series of one-shots based in the noir universe of White Wolf's "Vampire the Masquerade" role-playing game. _Single White Female_ runs head first into _Vampyros Lesbos_ in this tale of Ventrue **TERROR!** Anne and Chris meet in a mall parking lot one evening. Her friend and roomie Beth helps to hook them up, and a grand romance begins to bloom. Or so it seems. Beth has her own plans for Chris, as she seemingly has for ALL of the men Anne becomes involved with. Chris, who becomes increasingly suspicious of both women, plays along to a startling who's dead?/who's alive?/who's simply psychotic? conclusion shocker!

Vampire May 18 2021 This slipcase set includes the Vampire the Masquerade corebook, Camarilla and Anarch supplements. 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. As a vampire you suffer the pangs of the Hunger, the relentless and terrible thirst for human blood. If you refuse to deal with it, it will overcome your mind and drive you to terrible acts to slake it. You walk this razor's edge every night. Dark designs, bitter enemies, and strange allies await you in this World of Darkness. The classic that changed roleplaying games forever returns! This fifth edition features a streamlined and modern rules design, beautiful new full-color art, and a rich story experience for players. Powered by the innovative Hunger cycle, the game also includes rules for creating system supported character coterie, Loresheets to directly involve players with their favorite parts of the setting and The Memoriam, a new way to bring the character's detailed backgrounds and expand on them in-session. V5 is a return to Vampire's original vision, moving boldly into the 21st century. While the rules have been redesigned, this new edition honors the deep story of the original, advancing the metaplot from where it left off and detailing exactly what has happened in the world of the Kindred up until tonight. The terror of the Second Inquisition, the conspiracies behind the Gehenna War, and the rekindling of the War of Ages: these are the building blocks of the modern V5 chronicle. V5 has been developed, designed, and written by Kenneth Hite, Mark Rein-Hagen, Matthew Daw

The World of Darkness Apr 16 2021 Though vampires have their intrigues, werewolves have their wars, mages have their realities, wraiths have their passions and changelings seek to return to their homeland, there are supernatural powers at work in the world that concern all of these beings. Indeed, there are people and forces in the world of Darkness that endanger all those who exist. Learn the secrets, alliances, enemies and plans of these shadowy beings in a series of world of Darkness books that can be integrated into all of the storyteller games. The source on the reaches of the World of Darkness.

Vampire the Masquerade 5th Edition Children of the Blood Jun 26 2019

Vampire the Masquerade Anarch Role Playing Game Jan 14 2021

Kindred of the East Dec 13 2020 For centuries, the exotic realm of Asia has defied Kindred incursions. Those few children of caine dwelling in Asia whisper of monstrous cathayans -- shadowy vampires native to the East. For too long, the cathayans have lain like sleeping dragons, allowing the Kindred a facade of omnipotence. Now the new Age is at hand. Yin daggers tremble in the talons of Resplendent cranes, and the Devil-Tigers howl for souls in the dark. The Kindred have lived in fear of the shadowy East and its denizens for centuries. Discover the truth behind the vampires of the Orient. They're not Children of Caine, and they're not what you expect. Includes new vampires, new powers, history and notes on the other supernatural denizens of the Far East.

Vampire the Masquerade 5th Ed Core Rulebook Role Playing Game Nov 04 2022

Vampire - The Masquerade Notebook Dec 25 2021 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.

Vampire the Masquerade Camarilla Role Playing Game Jun 30 2022

Vampire - The Masquerade 5th Edition Oct 03 2022 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.

Vampire the Masquerade 5th Edition Let the Streets Run Red Oct 30 2019

Vampire The Masquerade: Bloodlines Mar 04 2020 Almanach wiedzy do gry Vampire: Bloodlines pomo?e przetrwa? w Los Angeles, udzielaj?c cennych porad odno?nie rozwoju wampirycznych mocy, analizuj?c dost?pny dla ekwipunek oraz omawiaj?c misje g?ówne jak i poboczne, które przyjdzie wykona? pod os?on? nocy. Vampire The Masquerade: Bloodlines – poradnik do gry zawiera poszukiwane przez graczy tematy i lokacje jak m.in. [Kreacja postaci] Klany [Kreacja postaci] Umiej?tno?ci [Kreacja postaci] Dyscypliny Easter Eggs Uzbrojenie Poczetek Santa Monica – 01 Uwagi ogólne Santa Monica – Mapy Santa Monica – 03 Informacja o grze Vampire The Masquerade: Bloodlines to gra z gatunku action-RPG, bazuj?ca na zasadach popularnego systemu fabularnego. Akcja osadzona zosta?a we wspó?czesnym Los Angeles, gdzie siedem wampirycznych klanów toczy walk? o w?adz?. Gracz wciela si? w jednego z krwiopijców, staraj?cych si? przechyla? szal? zwyci?stwa na korzy?? swojej frakcji. Deweloperzy ze studia Troika Games zadba?i m.in. o klimatyczn? opraw? audio-wizualn? oraz nieliniow? fabu?? swego dzie?a. Gra Vampire The Masquerade: Bloodlines, dobrze przyj?ta zarówno przez krytyków, jak i graczy, to przedstawiciel gatunku RPG akcji. Tytu? wydany zosta? w Polsce w 2004 roku i dost?pny jest na platformie PC. Wersja j?zykowa oficjalnie dystrybuowana na terenie kraju to: angielska.

Vampire: the Masquerade Vol. 1 Jan 26 2022 Immerse yourself in the hit comic series based in the world of the international best-selling tabletop role playing game, Vampire: The Masquerade! When Cecily Bain, an enforcer for the Twin Cities' vampiric elite, takes a mysterious new vampire under her wing, she's dragged into an insidious conspiracy. Will she be able to escape with her unlife and protect her aging, Alzheimer's-afflicted sister, or will she be yet another pawn sacrificed to maintain the age-old secret: that vampires exist among the living. Meanwhile, on the outskirts of the city, a rebellious found-family of vampire cast-outs investigate a vicious killing.

Walk Among Us Oct 23 2021 One of the most popular role-playing properties in the world gets new life with this trio of horror novellas set in Vampire: The Masquerade's World of Darkness by three brilliant talents: Genevieve Gornichec, Cassandra Khaw, and Caitlin Starling The subtle horror and infernal politics of the World of Darkness are shown in a new light in Vampire: The Masquerade: Walk Among Us, an audio-first collection of three novellas that show the terror, hunger, and power of the Kindred as you've never seen them before. In Genevieve Gornichec's A SHEEP AMONG WOLVES, depression and radicalization go hand-in-hand as a young woman finds companionship in the darkness... In Cassandra Khaw's FINE PRINT, an arrogant tech bro learns the importance of reading the fine print in the contract for immortality... And in Caitlin Starling's THE LAND OF MILK AND HONEY, ideals and ethics bump heads with appetite on a blood farm. Three very different stories from three amazing, distinct voices, but all with one thing in common: the hunger never stops, and for someone to experience power, many others are going to have to feel pain.