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Not Your Average Monster Papercutz

"Dark, Dark, Darkness... . Walk through the benighted lands of medieval Europe in this anthology of stories based on White Wolf's Vampire: The Dark Ages "RM" . Journey with vampires as they play their deadly games of politics, war and blood. Watch as dynasties rise, religions fall and castles crumble at the poison touch of the undead. Tyrants, Ages, World of Darkness "RM" . This anthology contains stories by many authors well-traveled in the World of Darkness, such as Richard Dansky (Vampire: The Dark Ages game developer), Don Bassingthwaite (As One Dead "TM"), Richard Lee Byers (Dark Kingdoms "TM"), Kevin Andrew Murphy (More Essential World of Darkness "TM" contributor), and many more, including John Steele, co-editor of the Vampire Clan Novel series".
Clanbook White Wolf Publishing
 NO VAMPIRES... NO WEREWOLVES... NO ZOMBIES... BEEN THERE. DONE THAT. You've heard their

stories before and you're screaming for a different breed of horror. Those monsters have had their moments in the moonlight and now it's time for us to bury them in their graves. Let's lock them in their coffins, pierce their hearts with wooden stakes and shoot them between their rotting eyes with silver bullets from an AK-47. You wanted some new monsters. You got 'em. Say "hello" to the ones that are still hidden by the shadows. The ones that peer from behind the gravestones with multi-faceted eyes and crawl from the sewers on slime-covered tentacles. The ones that stain the pages within this tome with the blood of their victims. NOT YOUR AVERAGE MONSTER:A BESTIARY OF HORRORS 22 new monstrosities unleashed upon the world from the deviant minds of: Kya Aliana D. Morgan Ballmer Rose Blackthorn John Bruni The Behrg Jeff Carlson Mark Carroll Adrian Chamberlin Adrian Cole Richard Dansky Jeremy Hepler Beau Johnson Pete Kahle Rob Lammle Esther M. Leiper-Estabrooks Marc Lyth Christine Morgan Billie Sue Mosiman Megan Neumann Jason Parent Joshua Rex Seth Skorkowsky THIS AIN'T YOUR DADDY'S NIGHTMARE!

Dark Ages Setite White Wolf Publishing

Blu and Jewel, the last known surviving Blue Spix Macaws, are having a great time raising their

children in the safety of the Blu Bird Sanctuary, but there may be trouble in paradise! When Blu overhears Tulio and Linda talking about their money troubles, Blu takes it upon himself to save the sanctuary and his friends' livelihood — if only he could think of a way. When bulldog Luiz tells Blu about a legendary elixir hidden somewhere in the jungle, Blu thinks that could be the answer. That is, of course, if cockatoo Nigel doesn't get there first, and if they can make it past the villainous snaky Sssssalbatore in one piece! The next chapter in the epic story of Rio begins right here!

Victorian Age Vampire White Wolf Games Studio

Vanguards of the Great Sects Titles among the Damned aren't always primogen or prisci. Somebody has to do the dirty work. From fighting Lupines to hunting rogue Cainites, from enforcing the Traditions to leading a crusade, a few bold vampires step forward to the head of the charge. Those vampires are the unsung champions of the night. Fighting for Glory and the Cause The latest in a series of focused chronicle rules, Archons & Templars allows players to assume the roles of prestigious Cainites in the Great Jyhad. With the authority of their sects behind them, archons and templars are assigned the most dangerous duties and enforce the will of their leaders.

Whether Camarilla or Sabbat, these chosen few take the fight to the front lines.

Players Guide to Low Clans 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. 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.

Constantinople by Night Robinson

"A sourcebook for Dark ages: Vampire"--Cover.

Dark Ages Penguin

Fantasy-roman.

Clan Novel Toreador World of Darkness

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).

The Mammoth Book of Best New Horror 2003 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 #4 Assamite: ANY PORT IN A STORM Andreas has an offer for the vampires fleeing the destruction in thirteenth-century Constantinople: a way out of the East and passage to the safer lands of Western Europe. But Andreas is not just a merchant, he is a priest of the snake god, a Follower of Set intent on uncovering the heretics in his own clan. If certain refugees need to be sacrificed for that to happen well, such is the cost of faith.

Rio #1 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 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 Nosferatu White Wolf Publishing

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.

Veil of Night Crossroad Press

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 #2 Assamite: The Highest Stakes For the Children of Haqim, the Middle-Eastern vampires Europeans call Assamites, there can be no more important battle. Christian crusaders are amassed in Constantinople threatening the Muslim Egypt and the Holy Land. Harnessing their zeal is a powerful vampiric Templar who dreams of taking Jerusalem and destroying Clan Assamite. Standing against him is Amala, a skilled Child of Haqim who finds herself drawn to the Templar and his pronouncements of divine sanction. Can one woman stop a crusade? Does she even want to? Dark Ages: Assamite continues the epic thirteen part series of Dark Ages Clan Novels, chronicling a vast conflict among the vampires of the Middle Ages. The War of Princes rages.

Blood Prophecy Crossroad Press

Fantasirollespil.

Dark Ages Assamite 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 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.

Kindred of the Ebony Kingdom 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. A diabolical character book for players and Storytellers. For adults only.

Nosferatu White Wolf Games Studio

Man and monster are in his blood. . . His name is Jeremiah Fall. A soldier of fortune, he has been fighting his own war for 150 years--ever since the beast in him was born. Desperate to restore his lost humanity, Fall crosses the sands of Egypt, discovers a lost city off the coast of France, and finally arrives at the birthplace of all mankind. Shunning daylight and feeding only when he must, he battles the monster who transformed him forever. He can share his deepest secret with no one. . . not even the beautiful woman he starts to love, the only human who grasps the mysteries of an ebony stone as old as creation itself. Across the world, across time, Fall seeks the stone's secret. But has he found a cure for himself or unleashed a final curse on all mankind?

Assamite 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. A long-awaited resource that contains the most jealously guarded powers of blood magicians

Blood Magic Grand Central Publishing

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. Vital character books for players and Storytellers.

Dark Ages Clan Novel Nosferatu - Book 1 of the Dark Ages Clan Novel Saga 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 Companion White Wolf Publishing

When madness seizes the world's vampires, relentless hunger gnaws at them. But no matter how many victims they drain, withered vampires litter the shadows. There is opportunity in this chaos. As the Masquerade crumbles around Owain, which power will he serve? Or will he serve himself?