

Vampire Storytellers Screen White Wolf

A Crossover Chronicle for all the Chornicles of Darkness lines

Goth girl Sheree West has always wanted to fall for a vampire, but when she offers her neck to vampire Derek Blackwood, his passion for her unleashes strange, uncontrollable powers within him. Original.

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.

Kiss of the Succubus

Promethean

Storyteller's Screen

Constantinople by Night

Chicago Chronicles

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The last in the Chicago Chronicles series, this 224-page volume re-presents the long-unavailable sourcebooks Milwaukee by Night, Ashes to Ashes and Blood Bond for collectors and initiates to the game.

Gods once wielded this kind of power. Now it's ours. The forces of the universe respond to our will and we shape a world in our image. We are the celebrities, the heroes, the villains, the legends, the shining icons of our times. We are novas, and we will bring about a new golden Age... and you will like it. The Aberrant Players Guide has everything you need to expand and empower your character even further, from ingenious new ways of using Eufiber to powers that can only be described as "cosmic." This massive book contains new insights into what the life of a nova is really like, rules for creating and using gadgets, new and devastating capabilities, expanded Backgrounds, the full skinny on the NI network, a catalog of nova-only organizations and much more.

Fashioning Horror

The Foresaken : a Storytelling Game of Savage Fury

Vampire: The Masquerade - Anarch

Shadows on the Hill

Hunter Storytellers Screen

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 humanityafraid 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 coteries, Loreshheets 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

Explore the weird and wondrous nights of Dark Medieval Europe. Wander the lonely nocturnal roads in service to the vampire princes - or become one yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assamite killers in the Holy Land, or aid the nascent Tremere as they struggle for survival against the ancient Fiends.

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.

Aberrant Players Guide

Chronicles of Darkness the Contagion Chronicle

Hidden Lore

Dark Ages Companion

Storytellers Screen and Book

From New York Times bestselling author Yasmine Galenorn comes an all-new series set in the realm of her Otherworld novels. I'm Shimmer, a blue dragon shifter. Thanks to a mistake, I was exiled from the Dragon Reaches and sentenced to work for Alex Radcliffe, a vampire who owns the Fly by Night Magical Investigations Agency. Now, not only do I have to adapt to Earthside culture, but every time I turn around, somebody's trying to kill us. And worse, Alex is as gorgeous as he is exasperating. But you know what they say: All's fair in love and bounty hunting... When an old friend of Alex contacts him about a haunting at the High Tide Bed & Breakfast in Port Townsend, Washington, we think we're on a simple ghost hunt. But our investigation quickly transforms into a deadly fight as we uncover an eighty-year-old murder, a cursed house, and a dark force trapping the spirits within. To stop impending disaster we must break the curse and lay the angry spirits to rest.

Discover a terrifying world in the woods in this collection of five hauntingly beautiful graphic stories that includes the online webcomic sensation "His Face All Red," in print for the first time. Journey through the woods in this sinister, compellingly spooky collection that features four brand-new stories and one phenomenally popular tale in print for the first time. These are fairy tales gone seriously wrong, where you can travel to "Our Neighbor's House"—though coming back might be a problem. Or find yourself a young bride in a house that holds a terrible secret in "A Lady's Hands Are Cold." You might try to figure out what is haunting "My Friend Janna," or discover that your brother's fiancée may not be what she seems in "The Nesting Place." And of course you must revisit the horror of "His Face All Red," the breakout webcomic hit that has been gorgeously translated to the printed page. Already revered for her work online, award-winning comic creator Emily Carroll's stunning visual style and impeccable pacing is on grand display in this entrancing anthology, her print debut.

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.

Werewolf

Through the Woods

The Red Sign

Vampire Storytellers Screen

Werewolf Storytellers Companion

Werewolf: The Apocalypse is about anger over the loss of what the shapeshifting Garou hold dearest: Gaia, the Earth itself. Corruption from without and within has caused the destruction not only of the Garou's environment, but also of their families, friends and culture, which extends in an unbroken line to the very dawn of life. No matter how righteously the Garou hold themselves, no matter how they prey on their destroyers, the corruption spreads. Now the time for reconciliation is past. This grave insult against Gaia can end in only one way: blood, betrayal... and rage. The companion for Storytellers of the revised Werewolf: The Apocalypse combines a game screen and book to further reveal the plight of the Garou in the days before the Apocalypse.

From Jack the Ripper to Frankenstein, Halloween customs to Alexander McQueen collections, Fashioning Horror examines how terror is fashioned visually, symbolically, and materially through fashion and costume, in literature, film, and real life. With a series of case studies that range from sensationalist cinema and Slasher films to true crime and nineteenth-century literature, the volume investigates the central importance of clothing to the horror genre, and broadens our understanding of both material and popular culture. Arguing that dress is fundamental to our understanding of character and setting within horror, the chapters also reveal how the grotesque and horrific is at the center of fashion itself, with its potential for instability, disguise, and carnivalesque subversion. Packed with original research, and bringing together a range of international scholars, the book is the first to thoroughly examine the aesthetics of terror and the role of fashion in the construction of horror.

Slovenia is one of the most prosperous, industrialized states in Europe. In many respects, Slovenia is the best prepared of the 11 EU accession candidates and entry is now firmly scheduled for May 2004.

Vampire – The Masquerade 5th Edition

Daeva

Vampire: The Masquerade Vol. 1

Vampire the Masquerade 5th Ed Core Rulebook Role Playing Game

Guide to the Sabbat

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 humanityafraid of what you are capable of, and fearful of the inhuman conspiracies that surround you.

The world is not what you think. Beneath skyscrapers' leering gargoyles, factories belching smoke and streets packed with the human throng lurk things we are not meant to see. Creatures dwell in the shadows and hidden places. They watch you, stalk you and prey upon your body and soul. The life you lead is a lie. Your darkest fears aren't make-believe. They're real. And now that you have glimpsed this world of darkness, there's no place to hide. The Storytelling System Rulebook is a stand-alone game for the World of Darkness, and is meant for use with Vampire: The Requiem, Werewolf: The Forsaken and Mage: The Awakening.

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Night's Promise

A Changeling: the Dreaming Novel

The Dark Ages Storytellers Secrets

Vampire Storytellers Companion

Wolves of the Sea

A Storyteller's work is never done. A few helpful charts, secrets and reference sheets, however, can make his (or her) life a whole lot easier.

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 wafing 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. The Dark Medieval is a very different time than the modern Final Nights. Cainites group in clans high and low, swear fealty to ancient vampiric monarchs and follow their roads of enlightenment in the same way mortals do religions. Ashen priests and princes face off in a violent world lit only by torches and fear. Dark Ages: Vampire Revised Edition is your complete guide to this time.

Welcome to a blood thriller on the streets of the modern nights. For centuries the Anarch Movement enjoyed an uneasy truce with the Camarilla, but no longer. Now, the Unbound refuse to bow to the sickening hypocrisy and tyranny of their former allies. Claiming the nighttime streets as their own, the Anarchs seek independence from the despotic Elders, by any means necessary. Only the toughest and smartest of self-made vampires will survive. Featuring all-new essays on nocturnal survival and politics from Juhana Pettersson.

Dark Ages Europe

The Masquerade 5th Ed. Slipcase Set

Book of the Kindred

Vampire

Flight from Death

The Curse of Caine is a Biblical punishment, handed down by God Himself. Could it be true that a conspiracy of Kindred and mages has found a way to reverse its effects? As the world comes closer and closer to Gehenna, might the Kindred escape their divine fate? Or is it all part of some larger plan? As a title that combines the themes of Mage and Vampire, The Red Sign is a Lovecraftian revelation of ages-old horror. As the Kindred discover a method to escape damnation, a faction of mages aids them in their blasphemous quest. Players can either join the conspiracy or oppose it--or find themselves knowing entirely too much about it.

A sourcebook for Vampire: The Dark Ages offers information on new bloodlines and their mystical disciplines, the roads of the Cainites, and other details about paganism and medieval Europe necessary to enhance play of the role playing game.

Includes a four-paneled screen containing useful charts and references from Dark ages: Vampire; new options for players--six new bloodlines and six new roads; a storytellers' toolkit featuring expanded rules on mass combat and systems for creating elder vampires.

World of Darkness Core Rulebook

Dressing to Kill on Screen and in Literature

Winter's Teeth

Vampire the Masquerade Camarilla Role Playing Game

Vampire the Book of NOD

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 an 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 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? Collects #1 to #6 of the ongoing series.

The Vampire screen comes complete with a 16-page collection of classic character archetypes that may appear anywhere in your chronicle.

Explores the origins of the Kindred, Clan characteristics, and other aspects of the world featured in the television show "Kindred: the Embraced"

Storyteller Screen

Vampire RPG Second Inquisition SI

Mind's Eye Theatre

Book of Nod

Milwaukee by Night/Ashes to Ashes/Blood Bond

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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!

The six oathmates, sworn to each other and to the completion of a quest, search for four powerful faerie treasures that open a lost gateway back to Arcadia. Backed by the forces of the Unseelie Shadow Court, the Forsworn Prince also seeks the way back to Arcadia, for his own dark purposes.

Dark Ages

Vampire the Masquerade

Book 9 of The Clan Novel Saga

Clan Novel Malkavian