

Chicago Chronicles Vampire Series The Masquerade

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The Red Sign Brian Campbell 2003-11-01 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.

They Came from Beneath the Sea! Matthew Dawkins 2020-04-15 They Came From Beneath the Sea! Vendor Item No: THEY001 ISBN/UPC: 00850003541129 MSRP: \$50.00 US Manufacturing Country of Origin: CANADA

Dirty Secrets of the Black Hand Steve Brown 1995 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.

Vampire - The Masquerade 5th Edition Modiphius Entertainment 2018-09 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.

The Vampire Players Guide Andrew Greenberg 1993 This revised book of character information introduces new clans, bloodlines, Disciplines, rituals, abilities and archetypes. Boost your chronicle's roleplaying with Merits and Flaws. Increase the intrigue with expanded descriptions of the clans and prestatation. Up the body count with new weapons ranging from swordcanes to howitzers. Finally, all-new essays on roleplaying round out this invaluable players aid.

Transylvania by Night Brian Campbell 1997-10-01 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. The horrors and intrigues of Eastern Europe rise from the grave to embrace all Cainites who travel their cursed lands.

Encyclopaedia Vampirica White Wolf 2002-06-01 A character sourcebook for Vampire: The Masquerade

San Francisco by Night Kraig Blackwelder 2002-06-01 East Meets West Once, the jade courts of the Middle Kingdom dreamed they could invade the West in revenge for decades of colonial tyranny. Now that dream is a terrible reality as San Francisco lies at the feet of Asian vampires. The war, however, continues in the whispers and shadows of the night. San Francisco is supposedly "neutral ground" for the vampires of East and West, but how long can that false peace last? Invasion California San Francisco by Night is the first crossover city sourcebook for Kindred of the East "TM" and Vampire: The Masquerade "RM." Covered in full detail are San Francisco's history and geography, along with the city's major undead players and their nocturnal agendas. More importantly, the book bridges the two game lines, giving Storytellers and players enough information and story ideas to run any style of chronicle.

Vampire the Masquerade Camarilla Role Playing Game 2021-04

Chicago Chronicles Andrew Greenberg 1996-09-01 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. Combines Chicago by Night Second Edition and Under a Blood Red Moon

Vampire: The Masquerade Vol. 1 Tim Seeley 2021-03-23 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 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 - Anarch Modiphuis 2019-04 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.

Pathfinder Lost Omens Gods & Magic Paizo Staff 2020-02-11 No fantasy setting is complete without a pantheon of powerful deities for its characters to worship or fear. Whether you're a sneaky rogue asking the god of thievery for a blessing on your next heist or a valorous crusader calling the might of your patron down upon the forces of evil, faith and the forces behind it are key to every character's identity. Within this volume you'll find details on the gods and non-deific faiths of the Age of Lost Omens from the perspective of their clergy and lay worshipers. You'll also discover new domains, feats, and spells to customize your character, and an exhaustive index of hundreds of deities from the Pathfinder setting you can worship (and the mechanical benefits of doing so). An indispensable resource for both players looking to flesh out their characters' motivations and Game Masters aiming to bring the evil cults, zealous evangelists, and holy warriors of their campaigns to life, *Pathfinder Lost Omens Gods & Magic* is an essential addition to any Pathfinder Second Edition campaign!

Montreal by Night Robert Hatch 1997-01-01 Welcome to Montreal, City of Black Miracles and unhallowed shrine of our most glorious Sabbat. The first "by Night", Sabbat and Black Dog book. For adults only.

Vampire the Book of NOD Sam Chupp 2021-09

New York by Night Justin Achilli 2001-11-01

Dark Alliance Nigel D. Findley 1994-12

Clan Novel Kathleen Ryan 1999 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.

Vampire: The Masquerade Vol. 2 Tim Seeley 2021-09-14 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 Anarch Role Playing Game 2021-04

Vampire the Masquerade 5th Edition Chicago by Night Renegade Game Studios 2022-06

Mexico City by Night Philippe R. Boule 2002-08-01

Vampire - The Masquerade - The Fall of London Modiphius 2020-06-30 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 Loresheets, 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.

Chicago by Night Matthew Dawkins 2019

Constantinople by Night Philippe Boulle 1996-12

Cainite Heresy Kenneth Hite 1999-03-01 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. Vampires' corruption of the medieval Church. For adults only.

The Guilty Innocent D. N. Simmons 2012-08-01 The Guilty Innocent is the second novel in the edgy, action-packed, sexually-charged, Knights of the Darkness Chronicles. In this installment, Darian, the gorgeous, charismatic and charming master vampire of Chicago is framed for a crime he didn't commit, but why? His lover, Xavier, Natasha and a few others must travel halfway across the world to find out who and why before time runs out and all hell breaks loose! Original, sexy and gritty, the Knights of the Darkness Chronicles will suck you in and take you for a ride you won't forget!

Book of Nod Sam Chupp 1994-03 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. --

Chicago Chronicles White Wolf Games Studio 1996-07-01 The once-out-of-print tale of the Windy City is available again. Chicago Chronicles Volume 1 reprints Chicago By Night First Edition and Succubus Club in one gigantic 336-page edition for collectors and newcomers alike.

The Kindred Most Wanted Ran Ackels 1994-06

Vampire the Masquerade 5th Ed Core Rulebook Role Playing Game 2021-04

World of Darkness Chicago Kraig Blackwelder 2005

Tremere Jess Heinig 2000-11-01 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.

The Succubus Club Achilli 2003-05-01

Starfinder RPG: Galactic Magic Paizo Publishing 2021-11-23 Unravel the eldritch mysteries of the galaxy! The new Galactic Magic hardcover rulebook for the

Starfinder Roleplaying Game adds magical flair to any hero with a wealth of fantastical magic-infused character options for starfarers of any class! More than 100 spells, a host of powerful rituals, and an array of magic gear, hybrid items, and artifacts give you the edge to survive in a weird universe with lurking dangers at the end of every jump. The brand-new precog class allows you to see and change the future, relying on predictive prerolls to navigate clutch situations and quick reflexes to manipulate combat. Study arcana among the stars with a host of new magical organizations and spellcasting schools or petition higher powers using new faith-based options tied to the galaxy's gods and philosophies. Whatever your path to magical might, Galactic Magic is your guide!

Milwaukee by Night Dustin Browder 1992-06

Walk Among Us Cassandra Khaw 2021-05-04 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.

Ghouls Ronni Radner 1997-06-01 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 playing vampires' human pawns.

Chicago Chronicles Ken Cliffe 1996-11-01 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.

Vampire Andrew Bates 1997-05-01 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

