

books in the series book is very good gangrel vampire ramona clan leopold struggle action become kindred vampires deals gherbod lost masquerade novels showing Top customer reviews There was a problem filtering reviews right now.

By Brad Freeman , 66 pages While other clans, like the Followers of Set or the Assamites, are independent of any one sect but have a defined internal hierarchy, the Gangrel, depending on edition and metaplot, claim membership in the Camarilla; however individual clan members are almost islands onto themselves. Gangrels travel between cities, explore the wilderness, and rarely stay in any one spot for very long; as such, Clanbook Gangrel is written as if it were an inworld guide for newly embraced Gangrel. The major theme of Clanbook Gangrel is storytelling. Everything in the book revolves around how Gangrel pass along stories as they meet in their travels. These meetings pass along the oral history of the clan, but this book, as an inworld artifact, is essentially the most important of those stories as selected by Lord Ashton and edited by Dr. Raoul King discusses the modern relationships of the Gangrels with the other clans. If the name Dr. Thompson could well have been just about anything or anyone to any person. This history deviates from the known history of the other clans. Instead of starting with Caine, the history of the Gangrels starts with Lilith. After being expelled from the Garden of Eden, Lilith wanders the world and eventually gives birth to 4 children who are each raised by a different animal, a wolf, a bear, a tiger and a serpent. These children eventually became the progenitors of the changing breeds. Ennoia, the child raised by wolves, became the first werewolf, and she gave birth to more. Eventually she traveled to Enoch, the first city, where she was famed for her beauty. She also had children with the citizens of Enoch, and these children became the proto-gypsies. Much like their Antediluvian ancestor, the Gangrel never stop traveling. Eventually Gangrel spread throughout the world. Often they acted as the scouts for Kindred looking to expand. They spread to the New World with Vikings and early European settlers. They spread to Australia before the first Europeans arrived and Embraced Aborigines. No one goes to Antarctica. Chapter Two is devoted to a discussion of Gangrel culture. Brujah have Rants and Toreador have parties. Gangrel have Gathers, which are essentially the same as a Brujah Rant. The major difference is that Gangrel Gathers have a storytelling component. Because of their love for the wild places, Gangrel encounter Werewolves frequently. Some Gangrel even develop tenuous friendships with the Lupines, and very lucky few have been rumored to have joined Werewolf packs. According to a section written by Dr. Raoul King, Gypsies are known to help Gangrels on occasion because of their supposed shared ancestry; however it can be a risky proposition as some Gypsies may not welcome any vampires. Given that the Gangrel are shapeshifters and travelers, I understand why they have connections to werewolves and Gypsies. Seeking an allegiance with a pack of werewolves is outright suicide for most vampires, and only the rarest and luckiest Gangrels are going to succeed. Clanbook Gangrel is meant to provide the beginnings of the connective tissue that will bring the whole World of Darkness together. Because it was printed in originally, just after the publication of Werewolf the Apocalypse in , this section on Gangrel and Werewolf relations bridges the gap and creates a larger world where sometimes a vampire and a werewolf can ally. Gypsies came out in and because both the Gangrel and Ravnos are associated with Gypsies, Clanbook Gangrel offers a hook into that future book as well. Raoul King, Chapter Three explores the relationships between Gangrel and other Kindred as well as hunters of the Hunters Hunted variety and other supernatural creatures. If nothing else, this is a view that was prevalent during First Edition because the primary conflict was between the Elders and the Anarchs. One additional level of Protean is introduced along with two Merits and one Flaw. Also included is another section on how Gangrel can intergrate themselves with a Werewolf pack. These rules cover how a Gangrel can mimic some of the abilities of a Werewolf and what abilities the Gangrel can never learn. The many forms of a werewolf, Lupine language, etc. Of particular not is what a vampire looks like in the Umbra: Vampires are pale and surrounded by a cloud of spirits that haunt their steps. What the spirits are is only hinted at. The section on Disciplines should have been larger. Protean offers so many possibilities for characters that develop it beyond Level Five. The final chapter offers ten templates for players and storytellers to use in their games. None of the templates are really obvious Gangrel stereotypes, and some of them are really creative. The

Biologist is looking to make sense of the vampiric condition through science. On the other hand, three of the templates are of limited use. The Lupine Impersonator Template could be fun if the Chronicle makes use of a lot of Werewolves or plots involving Werewolves that are not outright antagonistic to the PCs. Otherwise, this template could be completely useless or just character suicide. The Appendix of notable Gangrel is the most disappointing part of the book. Three NPCs are introduced, Dr. Raoul King is given a decent write up, and we already know who he is because he part of the Clanbook. The Waelkyrige are a group of Valkyrie who have a better explanation in another book, according to Clanbook Gangrel. The reason that the Appendix is so disappointing is because of the wasted space that could have been used to further flesh out these characters. On the whole, Clanbook Gangrel is one of the better clanbooks. It does have shortcomings such as the lack of additional variations on high level Protean and the poor descriptions of the Notable Gangrel in the Appendix. Storytellers looking to include Werewolves or Gypsies into their games will find this book the most useful. Any Gangrel player should enjoy reading through this book, especially the history of the Gangrel clan.

Chapter 2 : Vampire: The Masquerade - Wikipedia

Clan Novel 3: Gangrel is a fiction novel for Vampire: The Masquerade. This book is the third of the Clan Novel Saga and focuses on clan Gangrel. Contents[show] Summary From the White Wolf Catalog: as humanity fades.

Masquerade society Vampires in the World of Darkness have a rich, complex, and diverse secret society with a range of ideologies, goals, and backgrounds. Sects largely divide along ideological disputes surrounding the distribution of power among vampires, the role of vampires in the human world, and the ancient myths that allegedly explain the origins and purpose of vampires. Age[edit] An important means of social distinction among vampires in this setting is through age. Younger vampires wanting respect and power must prove themselves to their elders. While ambition can provide a degree of upward mobility among immortals, oftentimes respect comes to those who can prove they can survive. Fledglings are still too ignorant and weak to survive on their own though some among the Sabbat manage it and are dependent on their Sires for protection and education. Neonates - Though still young, a neonate has proved that they can survive on their own and is seen as a full-fledged member of their society. Ancilla - Ancilla have survived a few decades or perhaps a few centuries. They have also likely accomplished something in their time for their sect or clan though what this might be varies. Elder - A relative term that could indicate a vampire is anywhere between 1, years old. They generally have a great deal of wealth, influence, or power to leverage in the Jyhad. Methuselah - Methuselah range between 1, and 2, years old. At this age, vampires begin to retreat from society and many do not survive the profound changes brought on by surviving this long. There are rumored to be only thirteen of them. Laws and norms concerning the place of vampires within the mortal world, feeding, the treatment of vessels, vampiric morality, secrecy, feeding grounds, Gehenna and the distribution of power form the basis of these divisions. The two major sects are the Camarilla and the Sabbat, but there are other sects as well, such as the Inconnu or the Anarchs. A sect is something a character may choose in-game, though this decision is often chosen for them by their Sire. Defection to one side or the other is possible, but come with great risk, as much of what motivates the Jyhad are the ideological differences between the Camarilla and the Sabbat. The Masquerade offers the players the opportunity to play in a politically diverse world in which sects rule over all of vampire society. While many factions and sub-sects exist in the game, the main focus is the conflict between the Camarilla, the Sabbat and the Anarchs. The Camarilla is Nicknamed the "Ivory Tower", the Camarilla strictly adheres to a set of ancient laws known as the Traditions. The Camarilla was created as a reaction to the Inquisition and sees its purpose as maintaining the Masquerade as a means of ensuring the survival of all Kindred. The Traditions are enforced and order in each jurisdiction usually one city in the mortal world maintained by a powerful leader known as a Prince. The Camarilla describes itself in idealistic terms suggesting it is a genteel society of undead peers but harbors a vast, complex, and rigid hierarchy that breeds ancient rivalries and vicious political machinations. Camarilla vampires often refer to humans as " Kine ", an archaic term for cattle. The Sabbat scorn the idea of vampires being Kindred referring to themselves as Cainites preferring to emphasize their origins in the blood of Cain. They often use more vulgar epithets for their human vessels. It contains a diverse range of ideologies but they believe in a more equitable redistribution of power between Kindred. The Sabbat do not openly follow the Traditions but instead adhere to a system of self-rule, freedom, and interdependence as outlined in the Code of Milan. The Sabbat actively believe that Gehenna is real and it is their duty to protect Cainites from the predation of the Antediluvians. The Sabbat believe themselves superior to humans and ultimately believe that they should rule over the human world rather than hide from it. Many have a flagrant disregard for human life which is evinced in the brutal tactics they use in the Jyhad. While anyone may ostensibly claim membership in the Camarilla, the Sabbat have brutal initiation rites where characters must prove their loyalty. They also practice cult-like rituals and a form of ceremonial group Blood Bonding, called Vaulderie, to ensure loyalty. The most visible sign of the sect are its Monitors who sometimes take up residence in a territory. Its motivations and purpose are unknown and most know very little about it. Many of them function like small-scale Sects, such as the Followers of Set or the Giovanni, with specific agendas in mind. Others, such as the Ravnos are more individualistic. The

Assamites lie between these extremes, having a centralized hierarchy in the Middle East, but generally operating as freelance mercenaries. The Laibon, called Kindred of the Ebony Kingdom by Western Kindred, are not so much a sect as a cultural group bound together loosely by a powerful spiritual bond to the land and the people of Africa. The Kindred of the East, while sharing some superficial similarity to the western Kindred, are actually an entirely different variety of supernatural being. It is widely accepted that there are thirteen clans with thirteen founders, though not all of them are technically Antediluvian. Some clan founders, such as Giovanni or Tremere, usurped their position via Diablerie. Clans may have a social or political component to them, but a clan is not something a character chooses; it is something they are Embraced into. Those without a clan are known as Caitiff, and are considered outsiders. The Masquerade introduces the use of 13 clans or major bloodlines in the game. Through the back story of the game, Antediluvians started a war among themselves, called the Jyhad, and use their clansmen to fight this war for them. Each Clan and Bloodline has a unique set of powers called Disciplines, and their own set of weaknesses, also unique to that particular branch of vampire. A cult of undead assassins based in the middle east. They possess a specialized Discipline called Quiet, which aids in stealth and killing. In the ancient past, the Tremere placed a curse on the entire clan in order to curb their rampant Diablerie. As a result, the clan could not consume Vitae without suffering terrible wounds and is unable to benefit from Diablerie. Assamites are largely independent of sects. In ancient times, the Brujah were a clan of noble philosophers and warrior-poets. Since the loss of their city of Carthage, which was their crowning achievement, they have become a clan of malcontents, rebels, rogues, and anti-authoritarians. Brujah possess great passion, but this same passion makes it harder for them to resist the Beast. Brujah are one of the seven founding clans of the Camarilla. A clan of cultists who worship their Antediluvian progenitor, the Egyptian snake god Set. They are masters of secret and forbidden lore and foster corruption and desperation in the world as part of their worship of their god. Their signature Discipline is Serpents which allows them to take on aspects of snakes. Setites are especially sensitive to light and take twice as much damage from sunlight as other Kindred. Followers of Set independent of the sects considering themselves a sect unto themselves. A clan of animalistic shape-shifters who shun the cities for the wilderness beyond. Independent and more interested in their own survival the Gangrel prefer to run with wild animals rather than play politics with others of their kind. Gangrel are masters of the Discipline Protean which allows them to change their bodies into bestial shapes. When Gangrel frenzy they begin to resemble the Beast taking on animal features and disfigurements. Gangrel are one of the seven founding clans of the Camarilla, although they broke from it close to the end of the game line. The Giovanni originate from a wealthy Venetian merchant family of necromancers whose patriarch, Augustus Giovanni, was embraced into clan Cappodocian. Giovanni exterminated the parent clan, Diablerized its founder, and founded a new clan but in doing so gained the enmity of the larger Kindred community. Branded "Devil Kindred" the Giovanni were able to make peace with the rest of the clan by swearing to remain neutral in the Jyhad. The Giovanni are tight-knit, highly organized, and embrace only within certain mortal families. The Giovanni appear to be only interested in wealth and necromancy but these are simply a means to an end. The Giovanni are independent. Darkly aristocratic vampires who see power over others and self-mastery as their noblesse oblige. As one of the two founding clans of the Sabbat they gained notoriety for allegedly destroying their Antediluvian founder. The Lasombra practice a Discipline known as Obtenebration that allows them to manipulate shadows and darkness. Perhaps as a result of their signature Discipline they do not appear in mirrors or on film that uses mirrors in its development. A clan of lunatics whose madness grants them strange insight. Their Discipline of Dementation allows them to spread their insanity like a plague prior to the third edition, knowledge of this Discipline was suppressed within the Camarilla. All members of this clan are insane in one manner or another. They are one of the seven founding clans of the Camarilla. Clan Nosferatu are doomed to wear their bestial nature on the outside. The Embrace turns its victims into hideous and deformed monsters who are marginalized by their appearance and forced to dwell in the shadows of the sewers. Their lives on the fringes and their stealthy abilities allow them to learn secrets others would rather keep hidden; and as a result, they often traffic in information. All Nosferatu are hideously ugly and obviously monsters to the point that appearing openly would break the Masquerade. They are one of the founding members of the Camarilla. Clan

Ravnos have reputations as outcasts and troublesome thieves and charlatans. While some among them follow Indian spiritual beliefs of cycles of incarnation others are simple opportunists taking advantage of whatever chaos can be had. Ravnos rarely embrace those not of Eastern European Romani backgrounds. They practice a special Discipline known as Chimestry which allows them to create illusions. All Ravnos indulge in a particular vice as their clan weakness. The Ravnos are independent. A clan of sensitive, artistic, and sometimes debauched hedonists fascinated by the mortal world and its artistic creations. The Toreador are enthralled by the ever-changing mortal world and are one of the few clans, as a whole, to seek to keep up with it. Toreador often Embrace for beauty or to preserve some artistic talent. Beauty can utterly captivate them causing them to become immobilized and unable to act for a period of time. They are one of the founding seven clans of the Camarilla. A clan of blood sorcerers and mages originally belonging to the Order of Hermes. The Tremere gained their immortal status by experimenting with Tzimisce Vitae.

Chapter 3 : Read The Damn Book: Late Review: Clanbook Gangrel

***Note one of thirteen Vampire: The Masquerade novels by Gherbod Fleming "If you're following the series and especially playing the game VAMPIRE: THE MASQUERADE make no mistake: what happens in this books turns out to be VERY IMPORTANT for the Gangrel later on.

Chapter 4 : www.nxgvision.com: Customer reviews: Gangrel (Vampire: The Masquerade Clan Novels)

Detailing the events of the Clan Novel Saga, involving the Eye of Hazimel and the fall of Atlanta to the Sabbat. Is comprised of 13 novels (one for each clan) and a short story anthology. Later, these were compiled into 4 print volumes and later on, into a single organized volume. The compiled.

Chapter 5 : Clan Novel: Gangrel by Gherbod Fleming

The Gangrel are one of the thirteen vampire clans found in the World of Darkness. Nomads who hold closer ties to the wild places than most of their city-bound cousins, they are also closer to the animal aspect of the Beast, and are masters of the Protean Discipline.

Chapter 6 : Vampire: The Masquerade: Clan Novel Series by Stewart Wieck

Vampire - The Masquerade - Clan Novel Trilogy - Tremere - Book 3 - Widow's Might.

Chapter 7 : Clanbook: Gangrel (Revised Edition) | RPG Item | RPGGeek

In Vampire: The Masquerade Revised Edition, Clan Gangrel left the Camarilla in , four years before the events of Bloodlines. Gangrel is also the ring name of American professional wrestler, David Heath.

Chapter 8 : Vampire the Masquerade Clanbook Gangrel Original | eBay

Revised) for detailed information regarding this clan in Vampire: The Masquerade. Of all the clans of the Camarilla, the Gangrel are in many ways the most enigmatic. Wanderers, loners and.

Chapter 9 : Gangrel | Vampire: The Masquerade " Bloodlines Wiki | FANDOM powered by Wikia

Clanbook: Gangrel is the sourcebook covering the Clan Gangrel, the Kindred closer to the Beast than any other. It was replaced in the Revised Edition by Clanbook: Gangrel Revised.