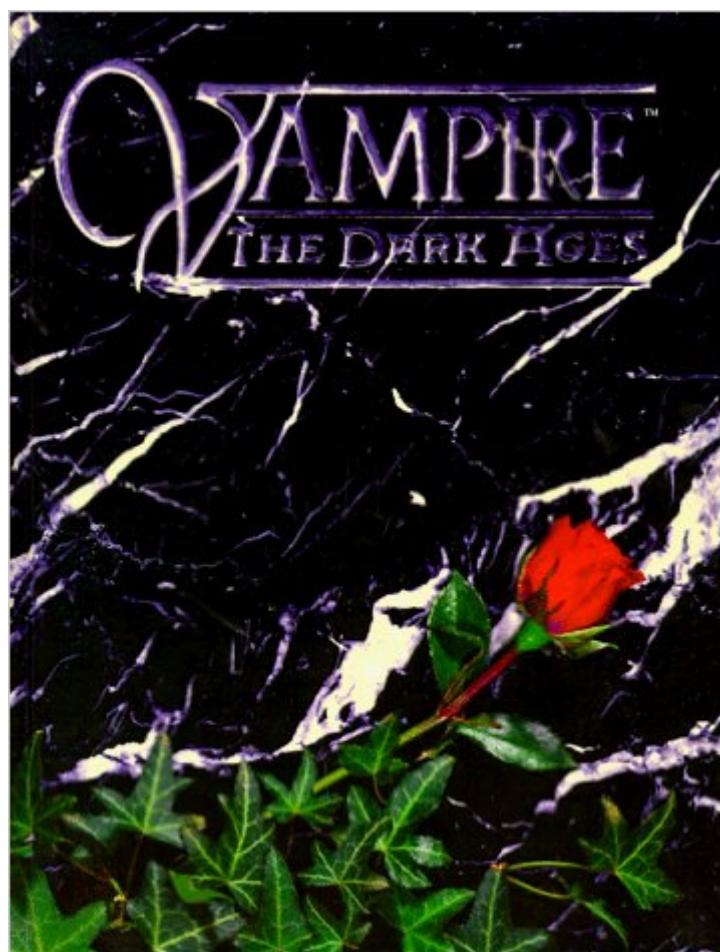


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Vampire: The Dark Ages



Synopsis

The World of Darkness role playing games take the reader into worlds and realities where magic is not dead and not even the dead are dead. Vampire includes everything needed to play The Damned of the Middle Ages.'

Book Information

Series: Vampire: The Dark Ages

Hardcover

Publisher: White Wolf Publishing (December 1, 1995)

Language: English

ISBN-10: 1565042751

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Product Dimensions: 8.6 x 0.9 x 11.1 inches

Shipping Weight: 2.3 pounds

Average Customer Review: 4.6 out of 5 stars See all reviews (21 customer reviews)

Best Sellers Rank: #183,915 in Books (See Top 100 in Books) #5 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire #18 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

This is the core book, and it succeeds in its purpose wonderfully. It contains enough information for the tried-and-true Storyteller to dive right in and start running games with a more medieval flair. For the new Storyteller, there is a plethora of information available in the book. However, it did seem to lack the depth of knowledge that may sometimes be desired for games. There is enough to run a game, but some Storytellers may find that there is not enough information given on Cainite politics. This is, in fact, the time when Cainites ruled almost openly. There is no Masquerade, Camarilla, or Sabbat. The Dark Ages were a fine time for Cainites to live. I would highly recommend obtaining this and the Companion if you wish to run a Dark Ages game. As with all game books, there is a section outlining each Discipline as it was. Many players will find that the Dark Ages may have been more deadly and open Cainite warfare raged all over, but their powers are not as violent as expected. While advanced players will try and find new ways to bend the rules, there are lovely counters included, such as Celerity costing far more blood than in modern times; so much for the whirling dervish attack! Along with the Disciplines, there are drastic changes in the clans themselves. Since there is no Camarilla - Sabbat division, all clans interact on a rather equal footing. This means

players can use the fiendish Tzimisce right along side the artisan Toreador. Many games may find a Magister waging verbal battle with a Patrician. This book helps show that Cainite society has not always been the way it is under the Masquerade. The only drawback to the book is that it does cover Cainite society and illuminates the rules for hand-to-hand medieval combat, there is very little on mortal society.

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