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**KEY=DARK - ARIAS LANE**

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## Vampire

## The Dark Ages

*White Wolf Pub* In the WORLD OF DARKNESS series, this book includes everything necessary for playing the Damned of the Middle Ages, allowing characters to experience the events that have influenced our age.

## Vampire

# The Dark Ages Companion

*White Wolf Pub* 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

## Dark Ages

### British Isles

*White Wolf Pub* Mithras of London fancies the Isles as his domain, but the land is far older than even he. Ancient vampires lurk in the fens and wolf men stalk the moors. The Church has taken hold here, but worshippers of far older gods call upon power that no follower of Christ has ever known. And somewhere beyond the mist the fae laugh, for they were here before any other. Dark Ages: British Isles is the first regional sourcebook for the Dark Ages line. It includes the history of the land, information on the major cities of England, Ireland, Scotland and Wales, and details on how the supernatural denizens of Europe deal with each other and the oldest inhabitants of the Isles.

### Tremere Dark Ages Clan Novel

*World of Darkness*

## Veil of Night

*White Wolf Pub* 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

*White Wolf Pub*

## Dark Ages Ravnos

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 #6 Ravnos: Alone Before the Inquisition The young vampire Zoë has lost everything. The city she knew has been sacked and she has fled. Her trusted sire has fallen to the torches of the Inquisition. Her faith has been eaten by the Followers of Set. Now, all she wants is revenge on her fellows and on the world as a whole. Can Anatole, the mad priest among Cainites, save her soul? Or will he just damn her all the more?

## Cainite Heresy

## A Sourcebook for Vampire: The Dark Ages

White Wolf Pub 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.

## Dark Ages

## Vampire

White Wolf Pub 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 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.

## Dark Ages Mage

White Wolf Pub Fantasirollespil.

## Dark Ages

## Vampire

White Wolf Pub

# White Wolf - Dark Ages

*University-Press.org* This book consists of articles from Wikia or other free sources online. Pages: 38. Chapters: [Dark Ages: Fae](#), [Dark Ages: Inquisitor](#), [Dark Ages: Mage](#), [Dark Ages: Vampire](#), [Dark Ages: Werewolf](#), [Dark Ages books](#), [Dark Ages glossary](#), [Dark Ages books](#), [Dark Ages Storyteller Companion](#), [Demesne](#), [Order of the Poor Knights of the Passion of the Cross of Acre](#), [Players Guide to High Clans](#), [Players Guide to Low Clans](#), [Right of Princes](#), [Road of Heaven](#), [Road of Kings](#), [Road of Sin](#), [Road of the Beast](#), [Dark Ages books](#), [Endowment](#), [Order of the Poor Knights of the Passion of the Cross of Acre](#), [Dark Ages books](#), [Fellowship](#), [Fount](#), [Messianic Voices](#), [Old Faith](#), [Baronies of Avalon](#), [Dark Ages books](#), [Dark Ages Storyteller Companion](#), [Demesne](#), [Gesu](#), [High Clan](#), [Low Clan](#), [Mary the Black](#), [Michael](#), [Path](#), [Players Guide to High Clans](#), [Players Guide to Low Clans](#), [Right of Princes](#), [Road](#), [Road of Heaven](#), [Road of Kings](#), [Road of Sin](#), [Road of the Beast](#), [Via Adversarius](#), [Via Bestiae](#), [Via Caeli](#), [Via Consuasor](#), [Via Crudelitas](#), [Via Diabolis](#), [Via Equitum](#), [Via Humanitatis](#), [Via Mercator](#), [Via Mutationis](#), [Via Noctis](#), [Via Ossium](#), [Via Paradoxi](#), [Via Peccati](#), [Via Quiritare](#), [Via Regalis](#), [Via Sanguinus](#), [Via Serpentis](#), [Via Tyrannus](#), [Via Voluptarius](#), [Dark Ages books](#), [Dark Ages Storyteller Companion](#), [Players Guide to High Clans](#), [Players Guide to Low Clans](#), [Right of Princes](#), [Road of Heaven](#), [Road of Kings](#), [Road of Sin](#), [Road of the Beast](#), [Demesne](#), [Order of the Poor Knights of the Passion of the Cross of Acre](#). Excerpt: [The World of Darkness in a Dark Medieval setting](#). White Wolf Publishing began the Dark Ages line in 2002, for several games, that included: [For books of this time period released before the Dark Ages line, see Vampire: The Dark Ages books](#) [The Dark Ages Storyteller Companion](#) extends the information offered in the [Dark Ages: Vampire Rulebook](#) by adding information that is primarily for storytellers. Included are information on bloodlines, minor Roads not offered in the first book, and rules on mass combat. From...

## Road of Humanity

*White Wolf Pub*

## Vampire, the Dark Ages

A Sourcebook for Vampire, the Dark Ages. Book of storyteller secrets

## Dark Ages

## Setite

*White Wolf Pub Fantasy-roman.*

## Werewolf

## The Dark Ages

*White Wolf Pub "Werewolf: The Dark Ages" is a supplement allowing "Werewolf: The Apocalypse" players to explore the medieval World of Darkness from the Garou's point of view.*

## Dark Tyrants

# A Vampire: The Dark Ages Anthology

World of Darkness "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".

## Transylvania by Night

White Wolf Pub 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.

## Vampire, the Dark Ages

A Sourcebook for Vampire, the Dark Ages. Iberia by

night, AD 1212

## Dark Ages Clan Novel Nosferatu - Book 1 of the Dark Ages Clan Novel Saga

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 #1 Nosferatu: An Epic Begins It is the year 1204, and the city of Constantinople burns. For the immortal monsters who have spent eternity in it's shadows, it is both a cataclysm and a call for vengeance. Malachite, leader of the city's Nosferatu, hunts through the ashes and dodges crusaders to find the Patriarch Michael, the vampire who founded the city is the expression of his immortal dreams. Malachite's search brings him beyond the city walls and sets him on a quest that will restore the Patriarch's dream - or damn it forever. Dark Ages Nosferatu begins the epic thirteen part series of Dark Age Clan Novels, chronicling a vast conflict among the vampires of the Middle Ages. The War of Princes begins here.

## Dark Ages Storyteller Companion

White Wolf Pub 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.



# The Ashen Knight

*White Wolf Pub 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 vampire knights.

# House of Tremere

*White Wolf Pub 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. Secrets and conspiracies in the haven of Clan Tremere.

# Dark Ages Tzimisce: Book 13 of the Dark Ages Clan Novel Saga

*Dark Ages Clan Novel Saga* 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 timeframe 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 interlapping. Dark Ages Clan Novel #13 Tzimisce: The End of an Epic It has all led to this. Myca Vykos, schemer of Clan Tzimisce, is thrust into the War of Princes as elders of his clan and the whole of the Cainite Heresy come calling. The Nosferatu Malachite, still seeking to restore Constantinople, is at Vykos's side, but can the fiend be trusted to restore the dream of a vampiric utopia? Or does Vykos have debts of his own to pay?

## Players Guide to Low Clans

*White Wolf Pub "A sourcebook for Dark ages: Vampire"--Cover.*

## Dice

## Vampire Dark Ages

## Clanbook

## Baali

*White Wolf Pub 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.*

# Dark Ages Clan Novel Lasombra - Book 5 of the Dark Ages Clan Novel Saga

*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 #5 Lasombra: The Fate of the Second Rome The situation in Constantinople has degenerated into sheer chaos, as vampires of every stripe prey on the ruined metropolis. Lucita, the young envoy of Clan Lasombra, is caught in the middle and cut off from her elders in Europe. Alone, she faces the impossible task of making the city her own, lest she become another victim in the War of Princes. Dark Ages: Lasombra continues the epic thirteen-part series of Dark Ages Clan Novels, chronicling a vast conflict among the vampires of the Middle Ages.

## Vampire

## The Dark Ages

*University-Press.org* Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 29. Chapters: Gangrel, Malkavian, Brujah, Nosferatu, Lasombra, Ravnos, Tremere, Toreador, Baali, Ventrue, Vampire, Diablerie, Cainite Heresy, Clan. Excerpt: The Gangrel are a clan of vampires, often associated with the Camarilla, from White Wolf Game Studio's Vampire: The Masquerade, Vampire: The Dark Ages, and books and role-playing games. The Gangrel are associated with transmutation, and vagrants. As a symbol, Gangrel often use an eye with four slashes underneath. The Gangrel clan's magical Discipline, Protean, allows them to assume partial or complete animal forms. Their mastery of Protean is so much greater than any other Clan that Gangrel can assume virtually any animal form, providing it is a scavenger or a predator. Other

vampires with the Protean Discipline are limited to the forms of Wolf and Bat; no one (not even the Gangrel) know why this is so. According to Second Edition sourcebooks, the Gangrel, despite living in the wilderness, are attacked much less often by Werewolves than other vampires; some speculate that the Werewolves and Gangrel have a shared origin. This, however, was retconned in Revised edition. In the Dark Ages, the Gangrel were the vampires most commonly associated with the Road of the Beast, which dictates a life based on instinct, similar to that of an animal (living in the immediate present, having no morality, killing whenever necessary but only then). In the modern setting, Gangrel are commonly allies of the Brujah and enemies of the Ravnos. The Gangrel severed its ties with the Camarilla in 1999, when the Camarilla's ruling body refused to lend aid to the clan's Justicar to fight a creature he identified as an Antediluvian (the god-like progenitors of the vampire clans). Very few records are kept of the Gangrel during the Dark Ages, for obvious reasons. What is known has been passed down...

## Clanbook

### Salubri

*White Wolf Pub* The secrets of the reclusive Salubri are revealed. What secrets do they carry that allow them even the hope of survival? and why do the other clans turn away from their plight?

## Dark Ages Clan Novel Assamite - Book 2 of the Dark Ages Clan Novel Saga

*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.

## Dark Ages Clan Novel Cappadocian - Book 3 of the Dark Ages Clan Novel Saga

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. The Dead Rise The chaotic winds of fate have swept away the mighty Byzantine Empire. Now they threaten to eradicate the Cappadocians, one of the ancient clans of vampires. Constancia, high priestess of the clan, leaves her mountain monastery to seek out Markus Giovanni, the one vampire who holds the key to the dark future she has foreseen. Markus, however, has plans of his own. Fleeing the destruction of Constantinople, he sets out for the deserts of Egypt in a quest for glory. When the two come together, the dead rise to fight their battles for them. But will it be enough to save either of them from the force that has lured them there? Dark Ages: Cappadocian 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 explodes beyond Constantinople.

## Dark Ages Clan Novel Ventrue - Book 12 of the Dark Ages Clan Novel Saga

*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 timeframe 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 interlapping. Dark Ages Clan Novel #12 Ventrue: The Tides of War Jürgen the Swordbearer, vampiric Warlord of Germany, has his future riding on a push into the pagan lands of Livonia. There he faces the Gangrel warlord who has already brought an ancient low and the secret machinations of the dread Cainite Heresy. But his greatest enemy may be his own passions—his lust for power, his need for recognition, and his longing for the Toreador beauty Rosamund.

### Spoils of War

## A Sourcebook for Dark Ages: Vampire

*White Wolf Pub*

## Dark Ages Clan Novel Gangrel- Book 10 of the Dark Ages Clan Novel Saga

*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 interlocking. Dark Ages Clan Novel #10 Gangrel: The Call of the Beast Deep in the wilds of Livonia, the vampire warlord Qarakh has become a power to be reckoned with. But now the ancient Ventrue Alexander marches toward his lands with undead knights at his side. This ancient Cainite has crushed many before him. Can Qarakh hope to stand where so many have fallen?

## Dark Ages Clan Novel Malkavian - Book 7 of the Dark Ages Clan Novel Saga

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 #7 Malkavian The Church of Caine Anatole, holy madman among vampires, has come to Paris to preach the word of God to the Damned. But he is not alone - the fanatics of the Cainite Heresy have descended on the city and claim that Caine himself walks among them. A battle ensues for the hearts and souls of the vampires displaced from Constantinople earlier in the Clan Novel series. As the city teeters on the brink of religious warfare, Anatole faces not only his fellow vampires, but the fires of the Inquisition.

## Dark Ages Clan Novel Setite - Book 4 of the Dark Ages

# Clan Novel Saga

*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 #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.

## Dark Ages

## Werewolf

*White Wolf Pub*

## Bitter Crusade

*White Wolf Pub* 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 complete sourcebook on the Fourth Crusade, the latest Christian adventure in the Holy Land.



# Dark Ages, Vampire

## A Storytelling Game of Epic Horror

Fantasirollespil.