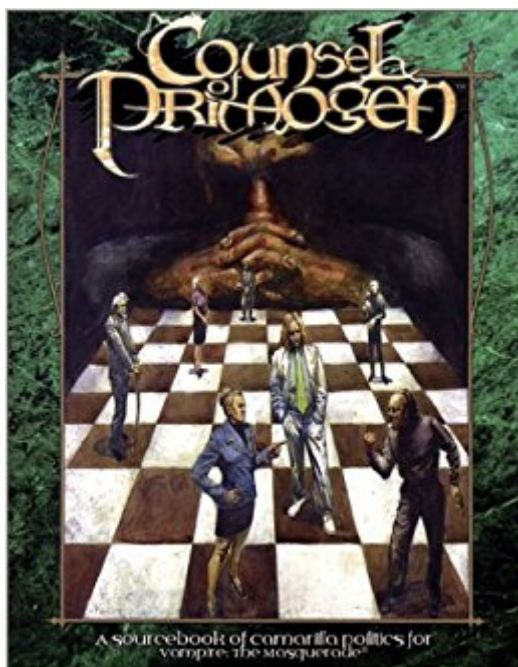


The book was found

Counsel Of Primogen



Synopsis

Scions of the Great Clans All Kindred from neonates to elders accept the primogen as the voices of their clans in a prince's domain. What truly falls under those auspices, however, varies from city to city. From councils of primogen that pull a puppet prince's strings to the coteries of primogen that exist at a prince's whim, the only constant in a primogen's unlife is that politics align against her. Counsel of Primogen includes: Character and storytelling support for key figures in the Camarilla hierarchy New powers and political gambits used by the pillars of the Ivory Tower History, anecdotes, tactics and schemes employed by the primogen - and ways to confound them.

Book Information

Series: Vampire the Masquerade

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Average Customer Review: 4.7 out of 5 stars Â Â See all reviews Â (3 customer reviews)

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Customer Reviews

Normally I enjoy taking turns ripping White Wolf apart for their inability to write consistantly from book to book. In one book you read that the Giovanni are at war with the Sabbat and the next you read that it's all pin feathers and gullyfluff. Or the Ventrue are in league with the Shadowlords only to find out that it's about to be creatively writtenout of existance. That actually does not happen here and I am -quite- happy. White Wolf has long supported it's clans, tribes, sects, etc with volumes of novels and suppliments, but never anything quite as definative as this. This book takes a long hard look at subject material longing for a hard edge break down. The Primogen Council and it's officers. While this book does the standard White Wolf about face at times (like never truly defining if certain clans can or cannot have Primogen) it does leave all sorts of possibilities. One of the gems of this book is it's break down of how the council works in tandem with the Prince of a city. It's most helpful

when you are in a large group of gamers and find yourself debating the semantics of in-character Camarilla politics. One of the nice touches (and makes it useful for the other supplements from Vampire) is the history they give behind the idea of the "Primogeniture" and the formation thereof. Making it useful for people who want to use Dark Ages: Vampire or Victoria Age Vampire. I gave it 4 instead of 5 because once again, White Wolf tossed in a couple of concepts in the book that they will probably never follow up on. They should flesh out their plot hook and define them. Don't use them for filler or eye candy for rule mongering players. While I only gave it 4 stars I would HIGHLY recommend this book for -anyone- trying to form a solid Camarilla Vampire game.

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