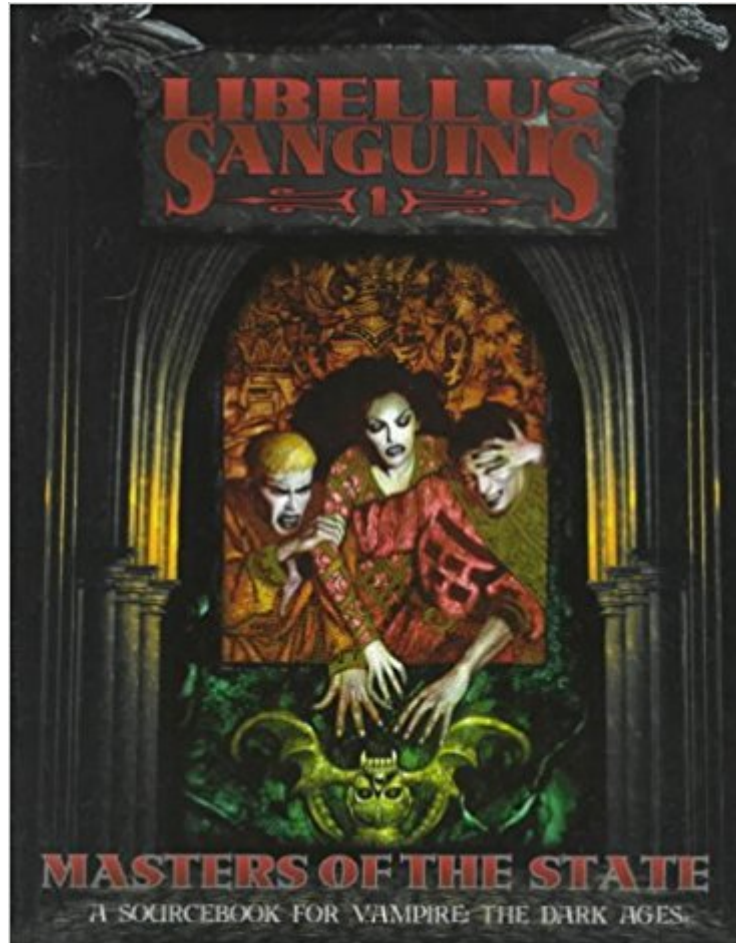


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Libellus Sanguinis 1: Masters Of The State (Vampire: The Dark Ages)



Synopsis

Libellus Sanguinus: Masters of the State is the first in a series of sourcebooks that details the clans of Vampire: The Dark Ages. The Libellus Sanguinis books are similar to the popular Clanbooks, but each presents three clans in one! Volume One investigates the shadowy Lasombra, the monstrous Tzimisce and the manipulative Ventrue. How much difference has 800 years made?

Book Information

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Average Customer Review: 3.8 out of 5 stars Â Â See all reviews Â (6 customer reviews)

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Customer Reviews

Well, this was a good book. It was full of usefull information on the Lasombra, Ventrue, and Tzimisce. It talked about how they rule over people, their different pollicys, and all the usual things. Basicly three clanbooks (shorter than usual, of course) for the price of one. There was only one thing that not only disapointed me. I have been scouring White Wolf's books for something on Koldunic scorcery, and I came across this. Now, the Tzimisce are arguable the most popular clan in the Dark Ages, right? You'd think White Wolf would at least take the time to come up with a system that was at least a LITTLE different from Thamaturgy! The ONLY difference between the two is the rituals, and they only give you 6 or 7 of them!

This book details the three "leadership" clans of the Dark Ages, the Lasombra, Tzimisce and Ventrue. The Lasombra section was fairly interesting. It describes the split in the Lasombra between Christian and Muslim, their secret society known as the Amici Noctis, and a host of new powers. The elder-only powers are a little over the top (which is the tendency in WW) but there are several powers which mix Lasombra disciplines at lower levels, which means young'uns can use them

too. The Tzimisce was fascinating. It gave a good feel of how a voivode's estate is run and provides a list of the DA ghouls families, which didn't all make it to the modern day. Finally a write-up on Koldunic sorcery! It needs more detail, though, and I was a little disappointed that Koldunic sorcery seems to be Thaumaturgy with different names. There are elder powers here, too, ranging from the twisted to the obscene. This was, to me, the most interesting part of the book. The Ventrue section is pretty boring, but there is minor interest to be found in the sections on the factions within the Ventrue, especially the Merchant Princes. All in all, a very worthwhile book. I recommend it to anyone who plans to run a Dark Ages game.

I could have done with more information about the individual clans... after all, this is a compilation of the Ventrue, Lasombra and Tzimisce. Being a Tzimisce fan, I especially enjoyed the information on Koldunic sorcery and the additional information about Vozhd and Szlachta creation and the DA equivalents of the Revenants and the Lost Families. The information about how to become a Koldun and how exactly one would acquire Koldunic magic system-wise was unclear. If you are a fan of at least two of these clans, I recommend the book.

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