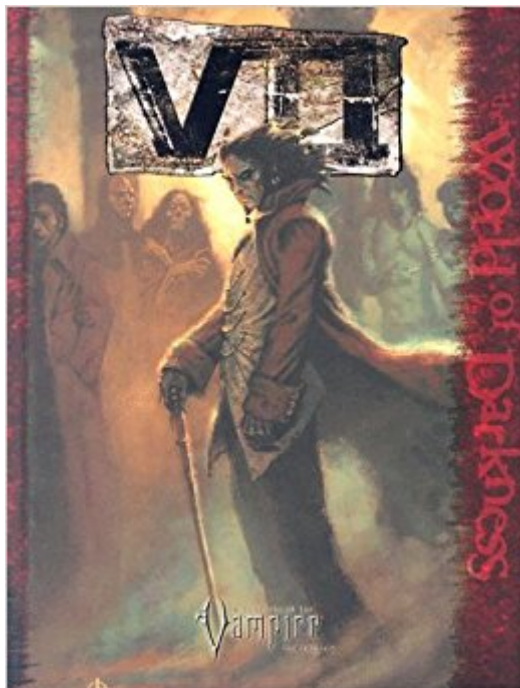


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VII (Vampire: The Requiem)



Synopsis

You don't believe me? You think I am lying? You think I would lie to my Prince about something like this? Seven did this to your people liege. Here, tonight, the truth was in this room. It stood here and cut up your subjects - my sire! - to speak to us, and still you doubt it? Seven is real. This is the proof. They're here and they're not finished with us yet. - - Virgil Saint George, Seneschal to Prince Lyons

This book includes:

- * Three different possible truths to the mystery of the vampires known as VII, allowing Storytellers to use VII in multiple chronicles without spoiling any surprises
- * Guidelines and advice for using the vampires of VII in any chronicle, whether as player-controlled protagonists or shadowy and horrific enemies.
- * New Disciplines, Merits, rituals and vampire lineages to add even more power and mystery to VII - or for Storytellers to use when creating their own versions of VII.

Book Information

Series: Vampire: the Requiem and World of Darkness

Hardcover: 164 pages

Publisher: White Wolf Publishing (August 29, 2005)

Language: English

ISBN-10: 1588462587

ISBN-13: 978-1588462589

Product Dimensions: 8.7 x 0.6 x 11.4 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 5.0 out of 5 stars 2 customer reviews

Best Sellers Rank: #1,327,516 in Books (See Top 100 in Books) #60 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire #148 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

Great addition to my WOD collection! Fast shipping, as described, so thanks for the great transaction!!

Do you want paranoid players...or maybe a bloodthirsty killer running around your game, or how about a twisted family affair is dating back thousands of years? If so this is the book for you. You get three different versions of VII in this book to mix match or ignore as you see fit. The first grouping of VII is of biblical proportions. "Vampires" descended from the fallen city of Gommorha. They are very

similar to the Assamites in the Old WOD. They we kill everyone they cannot convert to the "faith". Oh and did I mention the demon involved? The second group a weird Russian "family" that's been hunting vampires for centuries. Complete with several "seperate" clans, more like bloodlines but hey, each with their own idea of how best to rid the world of vampires. Lastly you have a paranoid's wet dream with the X-files inspired VII. Are you a sleeper or one of the awoken? If your answer is yes to either don't let anyone else know.

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