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Dark Ages Companion - A Sourcebook For Vampire: The Dark Ages



Synopsis

RPG Book

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Customer Reviews

RPG Book

Arrived in great condition very happy!!

While Vampire: The Dark Ages is infinitely resourceful, the Dark Ages Companion is infinitely more so. It has detailed information on aspects of the dark ages which will help any chronicle. Included are several new bloodlines, plenty of new disciplines and new powers for old disciplines, and details on several religions. Possibly the most valuable resource is the new data on combat, including the mass-combat for the armies of the day. All in all, this product is essential to run a complex chronicle, and well-worth the money.

Acceptable.

An essential book for people who need rules for Salubri characters. There's plenty of other great info regarding the Dark Ages, too.

If you have just purchased *Vampire: The Dark Ages*, then you will want to look deeply into this book. This book contains information to help make vampire chronicles even more dynamic than before. This volume contains a detailed section outlining the various actions and reactions of different religious organizations. I state organizations because too often the word Church is assumed to mean the Holy Roman, or Catholic Church. Although it was a major power in Europe, there were still plenty of other religions in the world; each religion had its own agenda and these are illustrated in the Companion. Now a Storyteller can be sure throw a massive curve into a Chronicle when Cainites are now confronted by not only Catholic clergy, but also pagan and followers of even more remote religions. What basis of belief do the Assamites follow? It is most assuredly not catholicism. With this book, you can get a slight taste for their beliefs, or the beliefs of those in their homelands. So that is the church, but what about Cainites themselves? The Companion carries the higher level disciplines for the one listed in the *Dark Ages* core book. The authors have also included more Thaumaturgical paths as well as power to make better Infernalists. This book carries a wide selection of Dark Thaumaturgical paths and rituals. It also carries a few new disciplines altogether. Wait! New disciplines? Who wield them? This volume also adds four new clans/bloodlines. The Laibon, Lhiannan, and Lamia make their possible First Appearances in the White Wolf canon. Their chapters contain information on their origins, structure, beliefs, and discipline just as it does for all others. The one exception is that it also spells out each bloodline's fate. These Cainites do not survive into the modern days, and now you know why. But, I only mention three, who is the fourth? The Dark ages are a strange time. Not only does it see the "birth" of a new clan, but also the genocidal hunting of another. Yes, the Salubri are still alive at this time and the Companion provides both a clan overview as well as a long listing of Valeren, the Salubri principle power. For all you veterans, Valeren is not the same as Obeah. Now we have the actual power the Unicorns wielded long ago in Enoch, the very power that is said to have temporarily soothed Malkav of his madness. This alone makes the book worth its cost, but the authors have included so much more. In summary, coupling this book with *Vampire: The Dark Ages* will only enhance a chronicle. If players feel they done this before, add a few new religious antagonists, or just drop one of the unknown clans into he story to add danger, intrigue, and a huge new enigma to solve. Do not forget to spice the game with the upper levels of Disicplines. You may have a Brujah or a Nosferatu with a ton of Fortitude, but what good is that when you opponet can strike you from across the room without moving? What good is a ton of Potence and Celerity when your weapons shatter upon impacting another Cainite and not leaving the slightest mark? Who said the "things-that-go-bump-in-the-night" in the night do not have their "things-that-go-bump-in-the-night" as well? Can we say Methusala?

Sleep well, childer. Sleep well.

If a chronicle is hard to build, it is a dark ages chronicle, not because of lack of plot, but excess of it, there's too much going on with the church, also there's chivalry and clan differences begin to break the vampire society. Certainly it is a good time to have a companion to give you few details. It expands existing disciplines providing new ones, with even new rituals. The blood lines also prove to be interesting characters that players might enjoy, and storytellers trying to run the dark ages chronicle will find this book quite useful.

Great book filled with lots of info on different religions, really helps form backgrounds for npc's. On top of that I also have a pc who is a salubri and It REALLY helps, thank god I found a book that has the discipline of Valeren in it. Anyway overall this book was very helpful.

This book goes into great detail of dark ages, from cultures, of which it does a wonderful job detailing, ancient combat, religious faiths, up to 3 new bloodlines, the Lhiannon, Liabon, and Lamia, as well as detailing more on the Salubri, and giving a great amount of information on Baali, including their history and possible connections to other clans, as well as detailing the Infernal and showing many new Disciplines and discipline levels, a great Vampire the Masquerade book.

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