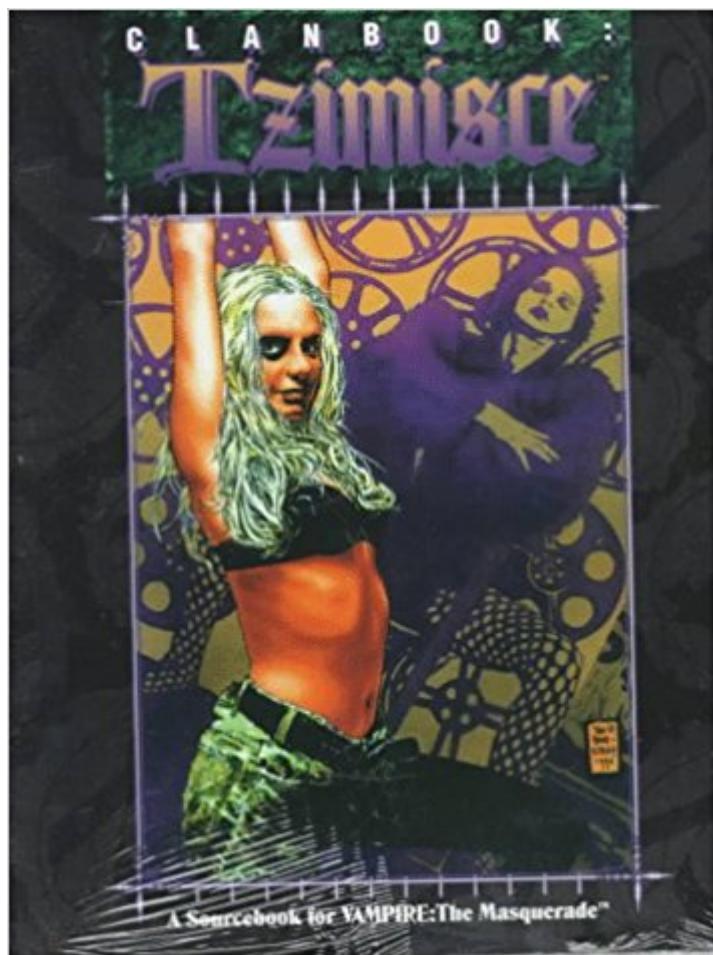


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# Clanbook: Tzimisce (Vampire: The Masquerade)



## Synopsis

RPG Book

## Book Information

Paperback: 70 pages

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## Customer Reviews

RPG Book

What can I say about this item that hasn't already been said? It's Tzimice through and through. The art, the stories, and even the character break down show that great care was taken in bringing this clan to life. It's becoming rarer as the days go by so if you can grab a copy then I suggest you do so. Just don't read it right before bedtime.

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Well. Here it is fifteen years later and I'm reviewing a Vampire clanbook. Time is a funny thing. My wife was going through the boxes in the garage and discovered all the old Storyteller books (and there were a lot of them). She decided to "check it all out". Hoo boy. I needed a villain for the Halloween session I was putting together. Guess who popped into my mind first. Unfortunately I couldn't find my clanbook, so I bought the revised one (mine was the older version). I was surprised how disappointed I was with this book. Alright. First of all, let's get the obvious out of the way. This book is about monsters. It's disturbing. It's gory. They torture people and make the morally

vulnerable write long self-righteous reviews. Look, if you can't separate your own beliefs from the things you read, change your diaper and leave it alone. Beyond that, I think the other reviews say enough, so I'll leave it at that. Now, let me say this as well. I am a religious studies major who used to be a philosophy major. I really put these books through the wringer when I read them and I don't pull any punches in being critical of them in terms of the pseudo-beliefs and psuedo-philosophies they present. I don't expect them to coincide with MY beliefs (that would be narcissistic), but I do expect them to be believable in theirs. I read this Tzimisce clanbook and said "you know, something crucial is missing from what I remember. It's not adding up this time", so I ordered a copy of the older one and had it overnighted to me. I compared the two. I was right. I have various theories of WHY (which I will spare you), but this book's philosophy has been hollowed out. It explains WHAT the Tzimisce do with a decent amount of detail, but it doesn't really REALLY explain WHY. Sure, it covers the Darwinian idea, but the Tzimisce are obviously a lot older than that. The 'why' I remembered is in the first book; it's rolled out with the clan's history. Without understanding the Eldest, and what he sought, and why, you won't ever really "get" the Tzimisce. Bold statement, I know, but there it is. Maybe that's for the best. Maybe the designers decided the players and Storytellers were better off seeing the fiends the way they're presented here. Maybe it was due to the content they presented in the Gehenna book. It's about fifteen years too late to really find out for sure. I think it was a bad move either way. If you still play the "real" Storyteller games (and bravo if you do; the new stuff is all crap), get your hands on the original Tzimisce clanbook. It will really expand and explain this macabre and monstrous clan for you. If you're going to use the Tzimisce a lot (or play one), get this book too and consider it an expansion. Just don't skip the first one; it's a lot better.

While being one of the shortest World of Darkness books at a whopping 68 pages (72 if you count the character sheet), this book gives you every bit of knowledge you ever need about the Tzimisce. They are not so much evil as they are ammoral. Rather than bloodthirsty savages like others, the Tzi are like scientists studying how Vampires are far different from humans and maybe the next evolutionary step. The pictures and illustrations were rather lame, as if the entire Tzimisce clan were designed by Clive Barker. Truthfully however, it is pretty cheap too (\$10?). For those Storytellers looking for great villians, or players looking to release steam and be evil for once. This book is cool.

I am playing Vampire (Dark Ages and Masquerade) since an year ago, and the clan I like most is the Tzimisce. They accept and enjoy what they are, taking great advantage of their powers, instead of

hiding in self-compassion or hypocritical attitudes as the others do. They consider themselves gods, and they're not so wrong. This book reflexes that, and is a great resource for storytelling and playing these deadly sincere and artistically evil cainites. The art perfectly represents their rejection of humanity, and how they use horror and oppression to control their servants. It gives a frighteningly precise idea of why they were dubbed "fiends" by the damned themselves. Also, it fairly describes their key role on the creation of Sabbat and Camarilla, and their relations with all the other supernaturals. Basically, it is almost perfect as settling and inspiring material. The section of the templates is very interesting for it shows the many faces of these undead. Now, the technical part, for rules and the like, is very poor. The section of Merits and Flaws is not even a page long, and, what I most expected, the section talking about their works in magic (what those Usurpers stole, for the fiends are the true creators of Thaumaturgy), is totally absent. They put it on another book! I don't like that materialist attitude at White-Wolf. Also, there is absolutely nothing about paths! Oh, I almost forget. There is also just a basic mention about the Ghouls, and it shouldn't be that way, for they're the clan that most uses and domains the art of Ghoul creating, and all other enslaving methods (the Blood Bond too). Well, resuming, for history, setting, and a good idea of what the Tzimisce are, like, hate and want to be, this book is just what you need. For new powers (it has a few however) and rules, look for books like Companion or Libellus.

This is by far one of the most excellent clan books that White Wolf has written. It gives full detail as to the Tzimisce rising up and participating in the vaulderie for the first time, the destruction of their antediluvian (even though he ain't gone) and the sadistic trappings of their homes and unives. If you want to make a really fleshed out character with an interesting hobby/discipline then the Tzimisce are perfect. The book also had some very interesting artwork. Even though some would call it revolting I found it pleasing that they didn't hold back from what the Tzimisce do, they're not kine or kindred but something darker and even more twisted than you can imagine.

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