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Clanbook: Tzimisce



Synopsis

Book by Lucien Soulban, James Stewart, Jess Heinig, Alan I. Kravit

Book Information

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Customer Reviews

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Let's pause briefly to remember the original CLANBOOK TZIMISCE. It had John Cobb's explicit, woodcut-like art, overly vivid fiction, pages designed to look like human skin. It was often sold shrink-wrapped and one place wouldn't let you see the back cover unless you were over 18. The book supposedly made someone's little sister vomit. It was quite an experience. With the new CLANBOOK TZIMISCE, wiser heads have, fortunately or unfortunately, prevailed. There are few grotesque descriptions and only one truly extreme drawing. (The art is mostly just Vampire: Dark Ages creepy otherwise.) No "over 18" shrink wrap here but I still would caution those younger and more sensitive people, as with anything Tzimisce. There's lots of information, especially about Tzimisce Methuselaha like Yorak and the Dracon. It suggests that the Tzimisce Antediluvian somehow now exists in all Tzimisce and can't be destroyed because he always re-emerges from the collective ooze that is this clan. There's lots about ghouls and revenants (new family, creature templates, derangements), the Children of the Dracon, non-European Tzimisce, Koldunic sorcery (new path), the Path of Metamorphosis with related mysticism and some funny stuff written in the

voice of a modern Tzimisce advising an elder emerging from torpor. Still, like many new Clanbooks, this one assumes prior knowledge- here of characters like Yorak (and the Cathedral of Flesh from the TRANSYLVANIA CHRONICLES) and Dr. Totentanz (from the original CLANBOOK TZIMISCE.) Also, they've made Lambach Ruthven older and of lower generation than in other important sources. There are many standard features including a sample pack and discipline variations. Character templates include embraced revenants and followers of various Paths of Enlightenment. (Some path follower templates have typos- name of path not specified, wrong virtues.) There's a glossary to help with exotic terminology and a list of Eastern European names.

The clan book focuses more on the nature of the Beast (excuse the pun) than on giving the players more powers to pick from. This is a cultural and historical study of the clan, from the founder (new legends about him are in here) to being the "soul of the Sabbat." The reader sees quickly that this clan has rejected their humanity and has spent the centuries exploring what their true nature is. It was a bit disturbing to read about a group so divorced from humanity. This book will help you with your role-playing, by giving you a guided tour into the differences between humanity and the metamorphists. You will have the opportunity to play something which is alien from the way that you and I think. The one draw back is that the short list of disciplines is mostly a reprint from previous Tzimisce books.

I was impressed at the sheer depth of Clanbook: Tzimisce Revised. First of all, its history is so in-depth that it arguably has as much use to players of Vampire: The Dark Ages as it does to modern Masquerade players. The Tzimisce have gone through a number of growing pains from their original inception in the 1st edition Players Guide to the Sabbat, and this book serves to deal with most of the loose ends we've seen (including issues from Dirty Secrets of the Black Hand and their "Old Clan Tzimisce" and "Souleater" problems). The templates in the back of the book give a depth to the Tzimisce that genuinely impressed me, showing a lot of work. The treatment of the Revenant families (including a new family) is fairly solid, and the Discipline variations are enough to make any Storyteller or power-gamer drool in delight. Honestly, I wish ALL of the Revised Clanbooks had been done with so much attention to detail. As with any truly great book for Vampire: The Masquerade, as many new questions are raised as old ones are answered, and the implications of information about the Tzimisce Methusalehs, and the clan founder itself, are enough to inspire a hundred plot threads. If you've been hungering for more information on the Fiends (both in and out of the Sabbat), and want something beyond the relatively sparse old Clanbook: Tzimisce, you'll be

pleasantly surprised by the amount of work that went into this book.

This book's original made someone's sister cry . . . It made me laugh, yes it did. How delightful. The original format of this book has done it's job, and now the revised edition is out for quality storytelling. Fleshed out powers, more information, relate-able and given humanity to the ones who are composedly "alien" and horrific. We all have the potential to become monsters, but not all of you have the potential to be so transformed and great! Again, thinking about that poor girl throwing up and crying. Are you thinking about it now? This book obviously has an effect.

The Fiends have long been a source of hardship to play, mainly because no one understood them. I think this book goes a long way in helping you get a total grasp on your character and it's clan. Personally, I have always liked to play the Tzimisce, even without insight from white wolf. I enjoyed this clanbook more than the first version they put out, it certainly seemed better thought out. I recommend it.

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