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Vampire Gangrel Savage & Macabre*OP (Vampire: The Requiem (White Wolf))



Synopsis

The Gangrel Clan Book for Vampire: The Requiem. At the edges of civilization, they prowl. Their Beasts rise close to the surface, sniffing for sustenance. Loners and pack animals alike, the Gangrel are the untamed Savages among the Kindred. Though they are primal blood-drinkers and howlers at the moon, their animalistic allure is not to be denied. From the urban jungle to the wild places un-walked by other vampires, the Gangrel are there. Prepare yourself. It's time to run with the pack. A Clan book for Vampire: The Requiem. Discover the origins of the Gangrel, in the days before Rome, in the deep wildernesses of the steppes and great forests. Delve into the secrets of the Red Surrender, the Gangrel technique for riding the razor's edge between true Frenzy and iron-clad self control. Be immersed in the lore and tales of the Gangrel from contributors both mortal and immortal from around the globe. Discover what else the World of Darkness holds, wicked and growling, in its nights. New Merits, bloodlines, Discipline powers and clan secrets that every Vampire: the Requiem player will want to have.

Book Information

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Customer Reviews

I didnt think they could top Ventrue: Lords over the Damned, but they did. These are not your average vampires, they are predatory, animalistic, viscious and some even monstrous. Alot of narrative fiction from the point of view of Gangrel, detailing their lives, habits, haunts, feeding practices and some of their oral history. There are even additional bloodlines, disciplines and merits

unique to the Gangrel. To be honest, this is one of the most evocative clanbooks I've read yet, really makes the Gangrel come alive like no other book does. If you plan on playing this clan this book is an absolute must. If you plan on storytelling a nomad or Gangrel coterie, this book has many story seeds and ideas.

This Book is a a good book to have if you play Vampire The Requiem. I found it to be exactly what I was looking for, the information it provides is great, the book was a good purchase it goes along with all the others I have,

The much awaited third in White Wolf's new series of Clanbooks for Vampire: the Requiem, 'Savage & Macabre' covers the primal, animalistic Savages. Like the other books in the series, this book is a departure from earlier gaming supplements and more of a foray into the realm of art. Although there are some mechanics presented in the appendix, the book focuses more on the society of the Clan, told through Polaroids, journal entries, interviews, myths and legends. In this case, it's a journal compiled by the neonate Alice Sewell in her travels to unearth the history of the Clan for her mysterious benefactor. It makes for a great read, and because it's mostly in-character, you can feel free to accept, interpret or ignore the material as you see fit in your games. With her sister and nephew kidnaped, Alice is forced to travel the world in search of the history of her Clan at the behest of an unseen manipulator. The bulk of the book centers around her research, and degeneration from 'girl' to 'vampire' to 'beast.' Along the way, she encounters a number of Gangrel, Kindred from other Clans, and stranger things. She is molested by Glinda, who tells her of ancients like the Unholy, Cherufe and Baba Yaga. She meets the Seneshal Santana who rejects the stereotype of 'bestial predator' and the pagan Heirophant Cyrinitis the Hind. We learn the oral history of the Clan, from the ancient barbarians of the steppe to modern nights, and hear claims they are children of Echidna, the Mother of Monsters. There are stories about the Gangrel's relation to Clan Ventrue, and fliers about embracing their savage, bestial side. There is a story of a Kindred thug who goes by the name Count Dracula. In England, Alice meets with the ancient Lambton Worm which barely even looks human anymore. And her 'Midnight Roads' entries describe encounters with other things in the night, from a runaway Oberloch to a ghost to even stranger monsters. Each entry is relatively short, but interesting. In the back of the book, we get a short appendix containing new mechanics. Both players and STs will no doubt be interested in this part, though it is but a small part of the actual book (though many of these can be found in the stories if you look for them). There are two new bloodlines - the Mabry (who take over abandoned road

houses and motels to prey on lonely travelers) and Hounds of Actaeon (the ultimate hunters). New Merits include the ability to use Animalism on plants, use Protean to transform into a swarm of creatures and an affinity for using Animalism on a particular type of creature. There are new Devotions, including one for creating an undead familiar, and a couple of Cruac Rituals. There are also short sections on the Red Surrender (a Gangrel-specific technique for a sort of 'controlled Frenzy'), the Draugr (Humanity 0 vampires who have fallen to the Beast) and emphasizing the savage, predatory nature of the Clan. We also get write-ups for Alice and another Gangrel NPC for use in chronicles. I've been waiting quite a while for this book, as the Gangrel are my favorite Clan, and it does not disappoint. Not only will fans of the Savages find much use for this book, but there is a lot of great material on the Circle of the Crone that STs and Acolyte players may want to have a look over. The material on Draugr is also great for any game. There are also a lot of references to other books - the mysterious Strix from Requiem for Rome are mentioned a couple of times, Network 0 from Hunter is hinted at, there is follow up to a story from the Ventrue Clanbook and of course the 'Midnight Roads' entries fit nicely with the supplement of the same name (which focuses on running travel based nWoD games). All in all, it's a great book and you'll find many storyhooks and inspirations as you read (and re-read) through the book. And the artwork is incredibly beautiful. I love it. By far the best Clanbook in the series.

As with any clan book, this features wonderful full-color art and a notebook-style layout. The fiction's themes and writing style are appropriate to the clan, with the bluntness and brutality of author Chuck Wendig as a perfect complement to the subject. In addition to a handful of cool insights into the vampiric condition here and there, I particularly enjoyed the letter regarding dealings with other clans, and the amusing section on Count F'ing Dracula. (By the way, White Wolf's site offers a free PDF reprinting some of the Dracula material and adding a cool dirty fighting Legacy if you're interested.) This book really shines in the appendix, though. Of the two new bloodlines offered, the Hounds of Actaeon inspired me instantly as exemplars of the clan's hunter ideal. Every last Gangrel Merit offered fits the bill of Savage & Macabre, including means to use Animalism on plants in limited capacity, Swarm Mind, and Undead Menses as means of marking territory and powering Cruac. New Devotions and Cruac rituals, it's all here. There's also a section on The Red Surrender, a mechanic for giving in to the Beast at length for the purpose of a good time and a few statistical buffs. Humanity 0, 28 Days Later-style, creatures called Draugr are presented here for the first time as well (they later appear in Night Horrors: The Wicked Dead). There wasn't a bit of the stats and mechanics in the appendix that I didn't think was insanely awesome. Many of these things were

particularly well suited to the Belial's Brood Gangrel I rolled shortly after finishing this book (to date one of the best roleplaying experiences of my life).I strongly recommend this clan book, even to those who are not (yet) fans of the Gangrel.

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