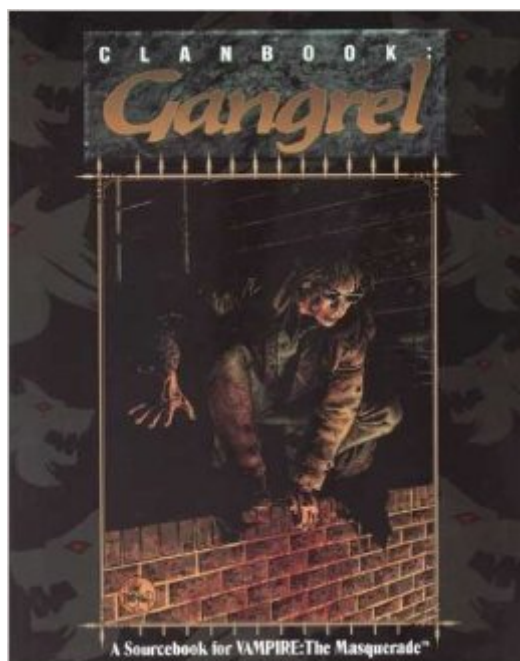


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Clanbook: Gangrel (Vampire: The Masquerade)



Synopsis

RPG Book Paperback: 70 pages Publisher: White Wolf Publishing (December 1, 1995) Language: English ISBN-10: 1565040465 ISBN-13: 978-1565040465 Product Dimensions: 10.9 x 8.3 x 0.2 inches

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Customer Reviews

Clan Gangrel is one of my favorite clans, and was among the first that I played when I began partaking of the Vampire: The Masquerade roleplaying game. This book was quite a treat for me when I read it. The story follows a neonate Gangrel and her two companions who have very few ideas about who they are. During the course of their adventure, the heroine eventually discovers that she is a part of Clan Gangrel and must face off against one of the most horrifying monstrosities that the Kindred have ever known. This story follows strongly to the theme of the World of Darkness in which Vampire is set, with all the horror, action, danger, and loss that comes along with it. This isn't your Brad Pitt, suit and tie, Victorian style, English accent vampire. This is a story about monsters, which is what a vampire is, and how they interact with their own society.

Clan Gangrel is probably one of my favorite clans for Vampire: The Masquerade, but this book hardly does them justice, or provides anything helpful. Way too much focus on Lupines (although the inaccurate details are a nice touch), way too much. Maybe it's a fine book if you just have a

Lupine Impersonator concept, but otherwise, pass it up. If the Gangrel were as this book implies, they'd be living alone in the woods, hanging out with werewolves; they'd never need or desire companionship with other clans, especially in a city.

Gangrel is one of my fav. clans and this book didn't do much in the lines of defining them. It didn't ruin them either. I liked the lupine structure to the book, but didn't you over do it? The background of the gypsies and the Gangrel gatherings were extremely interesting. Some things can help the stories, but I recommend this only if you are a true Gangrel fan; otherwise use your imagination. Of course there are a few helpful hints.

I play a 13th generation Gangrel Neonate. Clanbook: Gangrel helped me to concrete the structure of my character. It helps players understand their chosen character as well as help to shape them. It dives into the history of this clan of animalistic outsiders and helps them to really see the point-of-view of their character and to help them understand the Beast. A must-have for any Gangrel new to the area. I am keeping my paws crossed that they will be releasing a more updated guide to help understand the up-coming events that will be taking place in the World of Darkness.

The book was interesting and enlightening about some of the Gangrel's practices, but for the most part there seemed to be something lacking from the overall atmosphere to the book. It wasn't great or terrible, but I really think that White Wolf didn't quite know what kind of info they wanted to publish in these books when they made this.

I liked it, since I like the Gangrel, but... Why so much info on Lupins? More on the gypsies would have been better, and on the rivalry with the Ravnos. I hope the revised version will be better...

I was truly lost until I found and read this book I recommend this for any role player.

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