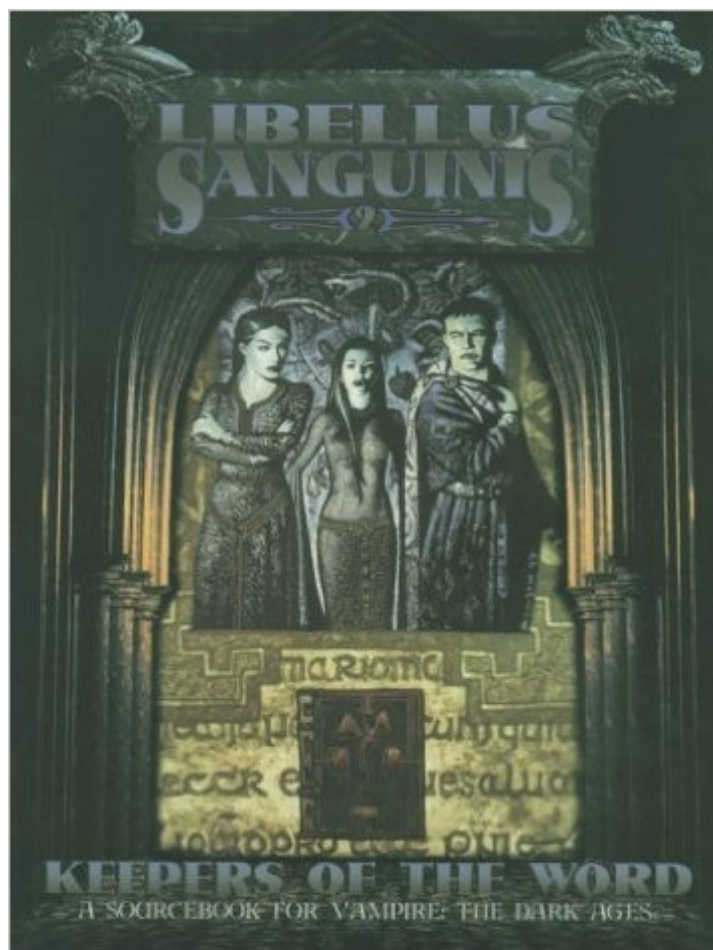# *OP Libellus Sanguinis 2 (Vampire: The Dark Ages Clanbooks)

Synopsis

Libelius Sanguinis II provides a more in depth look at the clans. The first section, devoted to the Toreador, proves that death does not impede ones love for another or the world of wonder about them. The Tremere are still not well trusted amongst the other clans; they fear that the Upserpers will not stop what they started with the diaborie of Saulot. The Brujah are idealists -- dubbed 'Zealots' for their willingness to seek their goal of choice. This book does a fine job on each of these clans as well as adding very playable new Merits and Flaws, new Clan specific high level disciplines, combined disciplines, and even new Thaumaturgy paths to aid the Tremere in their current battle for survival.

Book Information

Series: Vampire: The Dark Ages Clanbooks

Paperback

Publisher: White Wolf Publishing (October 1, 1998)

Language: English

ISBN-10: 1565042948

ISBN-13: 978-1565042940

Product Dimensions: 8.4 x 0.3 x 10.9 inches

Shipping Weight: 7.2 ounces

Average Customer Review: 4.0 out of 5 starsÂ Â See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #1,739,262 in Books (See Top 100 in Books)   #123 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire   #334 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

Is it possible to have a vampire game set in White Wolf's World of Darkness without the Toreador, Tremere or Brujah? I haven't found a way to yet, nor do I want to. All three are staple clans and make enjoyable player characters as well as NPCs. Libelius Sanguinis II shows a more indepth look at these clans than the basic Vampire Dark Age book. And show us it does, the first section, devoted to the Toreador, proves that death does not impede ones love for another or the world of wonder about them. The Tremere shows us, once again, that they are still not well trusted amongst the other clans. For they fear that the Upserpers will not stop what they started with the diaborie of Saulot. The Brujah are, as they are in modern times and as they were from the beginning of time: Idealists. Dubbed 'Zealots' for their willingness to seek their goal of choice. This book does a fine

job on each of these clans as well as adding very playable new Merits and Flaws, new Clan specific high level disciplines, combined disciplines, and even new Thaumaturgy paths to aid the Tremere in their current battle for survival.

I thought that this book had many good aspects to it, mainly that it covered the differences between the clans in the modern nights and in the dark ages. At times it got a bit confusing, but on the whole it was pretty good.

This book had some of the most evil powers i have every seen. I hope that the other two books have the same stuff in them but for different clans. I wish it would have given a little more background for the clans in the vooks though.

*OP Libellus Sanguinis 3 (Vampire: The Dark Ages Clanbooks) *OP Libellus Sanguinis 2 (Vampire: The Dark Ages Clanbooks) Libellus Sanguinis 1: Masters of the State (Vampire: The Dark Ages) Dark Ages Vampire (Vampire: The Dark Ages) Libellus Sanguinis 4: Thieves in the Night Clanbook: Salubri (Vampire: The Dark Ages Clanbooks) Dark Ages Mage (Vampire: The Dark Ages) Dark Ages Companion - A Sourcebook for Vampire: The Dark Ages *OP Clanbook Assamite Revised Ed (Vampire: The Masquerade Clanbooks) Clanbook: Malkavian, Revised Edition (Vampire: The Masquerade Clanbooks) Clanbook: Brujah (Vampire: The Masquerade Clanbooks) Clanbook: Ravnos (Vampire: The Masquerade Clanbooks) Clan Novel Assamite (Vampire: The Masquerade Clanbooks) *OP Clanbook Gangrel Revised Ed (Vampire: The Masquerade Clanbooks) *OP Clanbook Followers of Set Rev Ed (Vampire: The Masquerade Clanbooks) Vampire: The Dark Ages Transylvania By Night (Vampire: The Dark Ages) Bitter Crusade: A Chronicle for Vampire, The Dark Ages Under the Black Cross (Vampire: The Dark Ages) *OP Three Pillars (Vampire: The Dark Ages (Paperback))