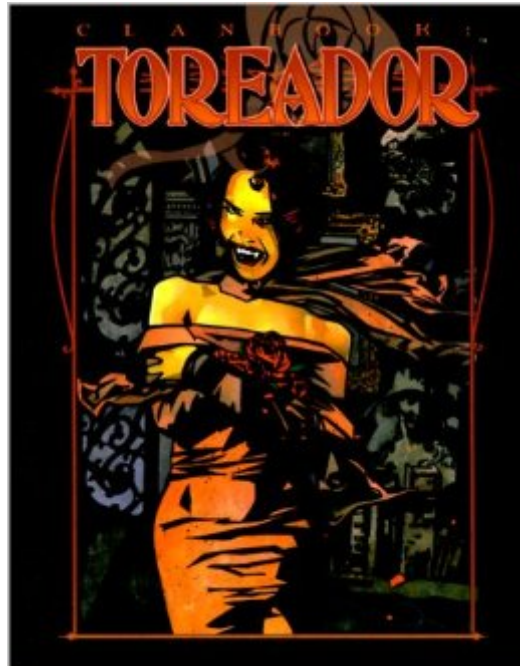


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# Clanbook: Toreador, Revised Edition (Vampire: The Masquerade)



## Synopsis

Cold Passions Inflamm More than just a simple clan of artists, the Toreador helped found the Camarilla and have perhaps the most extensive dealings with the mortal world. More than any other Kindred, they feel the damnation of the Embrace as it extinguishes the flame of creativity for which they long. What other passions inspire the Toreador in the twilight before Gehenna?

## Book Information

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Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (7 customer reviews)

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## Customer Reviews

This is a good book with some problems. Unfortunately, it doesn't have all the features usually included in the new CLANBOOK series. There are discipline variations and noteworthy Toreador but no merits and flaws. By contrast, the original CLANBOOK: TOREADOR stood out in terms of features offered including an impressive merits and flaws list. (Some resurface in the DARK AGES Toreador material in LIBELLUS SANGUINEUS II.) The original also included the often referenced legend of Toreador and Nosferatu (new CLANBOOK: NOSFERATU and DRAGON ASCENDANT). If this new CLANBOOK series is intended to replace the original, it should have been here. The new CLANBOOK: NOSFERATU, for example reused much important material from its original but, for some reason, the new TOREADOR resists that. The book offers two perspectives on Toreador history- one from a recently awakened Medieval elder (ignorant of modern BOOK OF NOD scholarship) and another from a young, African Toreador. Other Toreador give insiders' perspectives. These various voices are differentiated but often not starkly enough (despite intriguing multicultural names) to add interest. The text is, however, generally well written and engaging. Between post-modern aesthetic theory (yes, really) and political ruminations, there is interesting

discussion of African Toreador, the Toreador strategy of encouraging others to underestimate their clan and welcome development of the Toreadors' relationship with the mortal world. Apparently, Toreador can use their absorption in beauty and involvement with mortals to prevent degeneration of their own humanity. Involvement in the mortal world even gives them a different, more human, more urgent time sense.

I have to admit, this is the first of the new Clanbooks that genuinely disappointed me. I pored over Tzimisce, Ventrue, and Lasombra, and was delighted with what I found in Tremere and the others I've seen. In contrast to the non-Revised edition, I found Clanbook: Toreador to be a pale imitation. As other reviewers have stated, gone are the additional Merits and Flaws of the first edition. Similarly, the guidelines for creative expression in the game, which provided an interesting framework to see if artistic pieces met with the standards of their creator, have similarly been removed. I'm sure an argument could be made that they were overly mechanical in their treatment of art, but it's nice to have a framework to examine, even if individual Storytellers or players disagreed with the system. There's been a recent move in the Revised Edition Vampire books to make ancient history more nebulous, which is probably a good decision. Not every Clanbook has to reveal the ultimate secrets of the Antediluvians, but the Revised Toreador book heads too far in this direction, I believe. The history insinuates that famous figures from Greece and Rome were Toreador, seeming to fly in the face of the Revised Edition's move \*away\* from making every celebrity a Vampire. The medieval elder who narrates the clan's ancient history spins a yarn that I'm sure was designed to shake up our conceptions of what Noddist history is all about... but just ends up falling a little flat. There isn't enough there to make me think we have the story wrong... only enough discrepancies to make me believe our first-person narrator is misinformed. Similarly, the focus on moving away from Eurocentric conceptions of Toreador is overdone.

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