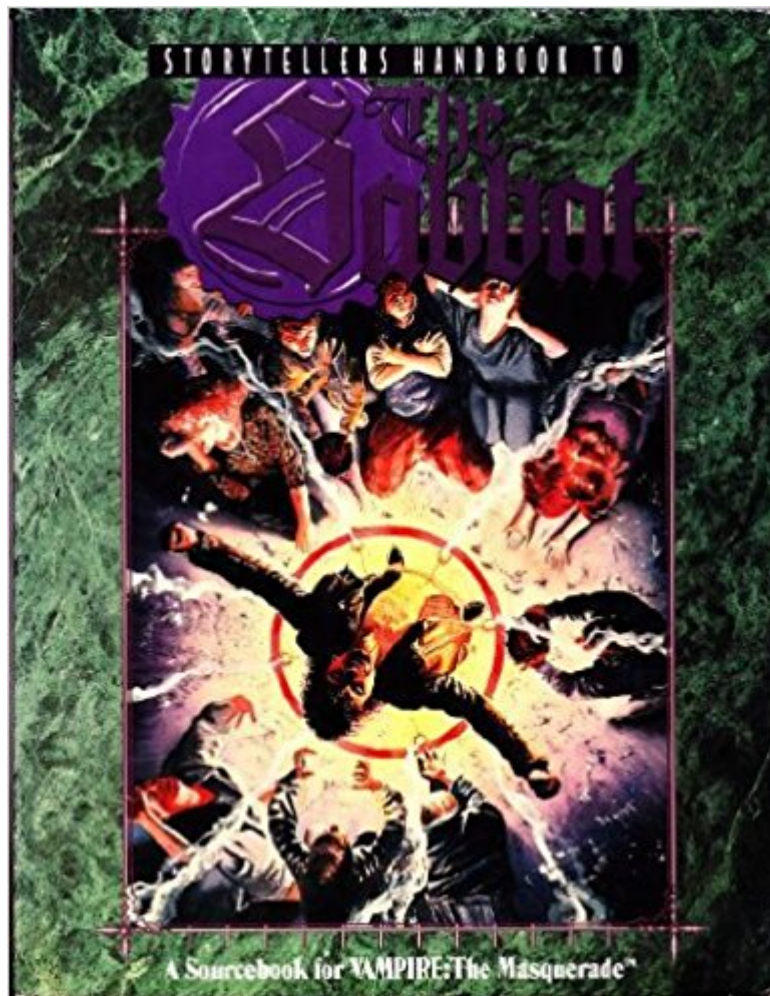




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Storytellers Handbook To The Sabbat (Sourcebook For Vampire : The Masquerade)



Synopsis

RPG Book

Book Information

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Customer Reviews

RPG Book

Awesome book, good price.

This was a great sourcebook for storytellers back in the day. This book expanded on the history of the Sabbat, introducing a couple new bloodlines in the process. The Ahrimanes are an all-female offshoot of the Gangrel that practice an animistic Discipline that lets them deal with nature spirits. The other bloodline introduced is the Kiasyd, a twisted limb of the Lasombra family tree that is infused with fairie blood. The Path of Evil Revelations gets an in-depth treatment, and Dark Thaumaturgy is released on the world. I particularly liked the "witch's marks" you could get that gave your villain nifty little perks, but they were dropped in revised rules. A lot of the mechanical stuff in this book was made obsolete by the revised rules, but, it's still a great read, and it's always fun to watch the evolution of a game setting.

One of the best resources for running the Sabbat in any edition of Vampire the masquerade. A much darker picture for the Sabbat than how they are presented in VtM revised.

What can you say about this book except.... Wow! This book was good from the very start, but the chapter on Evil Revelations (it's not just a concept anymore!) was pure White-Wolf gold. The new infernal Discipline of Dark Thaumaturgy is just what any storyteller needs to reek havoc in a chronicle. The only thing I really didn't like about this book was the new Vicissitude rules... They were far too confusing without the necessary support. If you're a Storyteller (or ever intend to be), grab this book and its counterpart The Player's Guide to the Sabbat before they sell out. The new books won't be as in-depth, and it would be a shame to lose this classic forever.

This book is packed with all the information on the Sabbat that your players shouldn't see. It provides a close look at the dreaded enemy of the Camarilla. I'd seriously say that if the Sabbat is very active in your Chronicle that this book is a good thing to have on hand, even if you don't intend to allow Sabbat PC's. It provides insight into the way these Kindred think, if nothing else

A good sourcebook for the Sabbat Storyteller, it leaves some to be desired. It should include the information in the players guide, but leaves out many important features, such as Vicissitude. It is a good sourcebook for one heavily involved in a Sabbat Chronicle though. Just make sure you pick up the players guide to the Sabbat as well.

I thought that the book was extremely insightful and players- even if they are not sabbat, will learn what it actually means to play one. The only downfall I thought of was that the descriptions of Sabbat rituals weren't detailed enough.

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