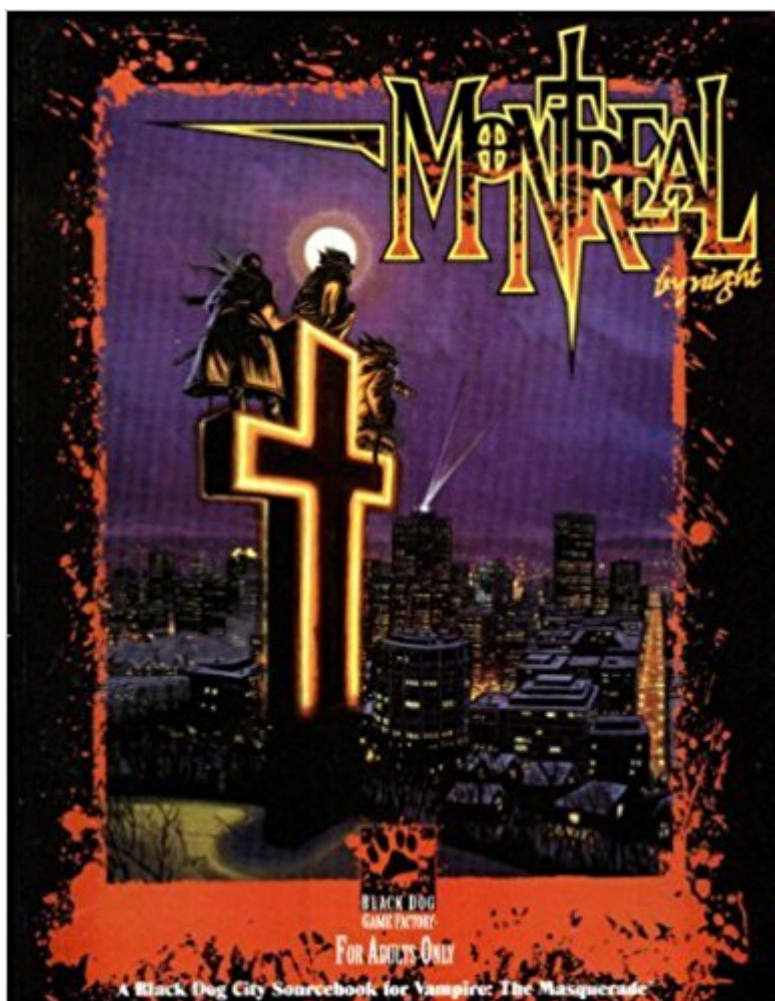


The book was found

*OP Montreal By Night (Vampire: The Masquerade Novels)



Synopsis

Book by Boulle, Philippe, Cliffe, Ken, Tinworth, Adam

Book Information

Series: Vampire: The Masquerade Novels

Paperback: 96 pages

Publisher: White Wolf Publishing (November 1, 1996)

Language: English

ISBN-10: 1565042247

ISBN-13: 978-1565042247

Product Dimensions: 8.4 x 0.3 x 10.9 inches

Shipping Weight: 14.1 ounces

Average Customer Review: 4.7 out of 5 stars 7 customer reviews

Best Sellers Rank: #1,324,443 in Books (See Top 100 in Books) #59 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire #147 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #804 in Books > Literature & Fiction > Genre Fiction > Horror > Vampires

Customer Reviews

Book by Boulle, Philippe, Cliffe, Ken, Tinworth, Adam

Great story line booster for my GM. He loves them and the artwork is great!

Thank you so much! This is a wonderful addition that I'd been missing in my collection. This has me excited.

No, it is not for the nervous or the easily offended. And yes it has possibly the grossest, most degenerate illustration in it that I would never want my mother to see. HOWEVER, this is still the very best book that I have seen in the "By Night" series. Yes, many of these vampires are sick, sick puppies even by White Wolf standards but guess what: THERE ARE WORSE THINGS OUT THERE THAN THEM! Mysterious, mysterious and very, very dark things. And there are mysterious, mysterious and very, very dark vampires here to whom it falls to combat them. Some of the packs- the Shepards, the Librarians and even the (relatively wholesome) Navigators- sound like worlds unto themselves. The Shepards even have their own twistedly mystical Path of Enlightenment,

unique to this supplement. There is a very original vampiric society in this book that gives the Sabbat a whole new dimension. Even if you can't imagine your campaign ever getting to Montreal, this supplement is a must have if you want ideas for a truly Gothic atmosphere (as long as you are over 18, of course!) One drawback: the book uses the old virtues for Sabbat characters- but a creative GM can adapt. (Used to it by now, right?) Utterly fascinating! And here I thought I was a good person....

Montreal by Night has terrific characters, intrigues, and story ideas. After reading it, you will want to run a Montreal campaign. What evil lurks under the mountain? A few folks know, and avoid it to the best of their abilities. Not even the Nosferatu dare visit the sewers in Montreal. This is a very graphic book, well-deserving of the Black Dog category. The Sabbat do some very nasty stuff, but it's often all in fun. Ever wonder how they play football? How they play bobbing for apples? Here's a hint: Montreal entertainment often focuses on a most wonderful quadripalegic Samedi midget....

This book has all the hall marks of a black dog book. Nightmareish pictures and well laid out storyline of the city gives this a scary look at the sabbat. Well worth the money.

It's complete book and wonderful, because it have all you need, like complete maps, people names, all all all the things it deserve 5 stars really!

Real good, a lot of stuff like characters, places, plots, intrigues

[Download to continue reading...](#)

*OP Montreal by Night (Vampire: The Masquerade Novels) Laws of The Night Vampire Storyteller Guide: A Sourcebook for Mind's Eye Theatre (Vampire The Masquerade) *OP Vampire Storyteller Companion Screen (Vampire: The Masquerade Companions) The Anarch Cookbook: A Friendly Guide to Vampire Politics (Vampire The Masquerade Sourcebook) *OP Cities of Darkness 3 Dark Colony (Vampire: The Masquerade Novels) *OP Chicago Chronicles 2 (Vampire: The Masquerade Novels) *OP Chicago Chronicles 1 (Vampire: The Masquerade Novels) (v. 1) *OP Chicago Chronicles 3 (Vampire: The Masquerade Novels) *OP Clanbook Tremere (Vampire: The Masquerade Novels) Revelations of the Dark Mother: Seeds from the Twilight Garden (Vampire: The Masquerade Novels) Children of the Night: A Gallery of Characters for Vampire, the Masquerade Laws of the Night: Revised Rules for Playing Vampires (Mind's Eye Theatre: Vampire-The Masquerade) GURPS Vampire The Masquerade *OP (GURPS: Generic Universal Role Playing

System) Guide to the Sabbat: A Sourcebook for Vampire the Masquerade Clanbook: Brujah
(Vampire: The Masquerade) *OP Clanbook Assamite Revised Ed (Vampire: The Masquerade
Clanbooks) *OP Cities of Darkness 1 New Orleans (Vampire - the Masquerade , Vol 1) Storytellers
Handbook to the Sabbat (Sourcebook for Vampire : the Masquerade) Clanbook: Tremere (Vampire:
The Masquerade) The Red Sign (Vampire: the Masquerade and Mage: the Ascension)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)