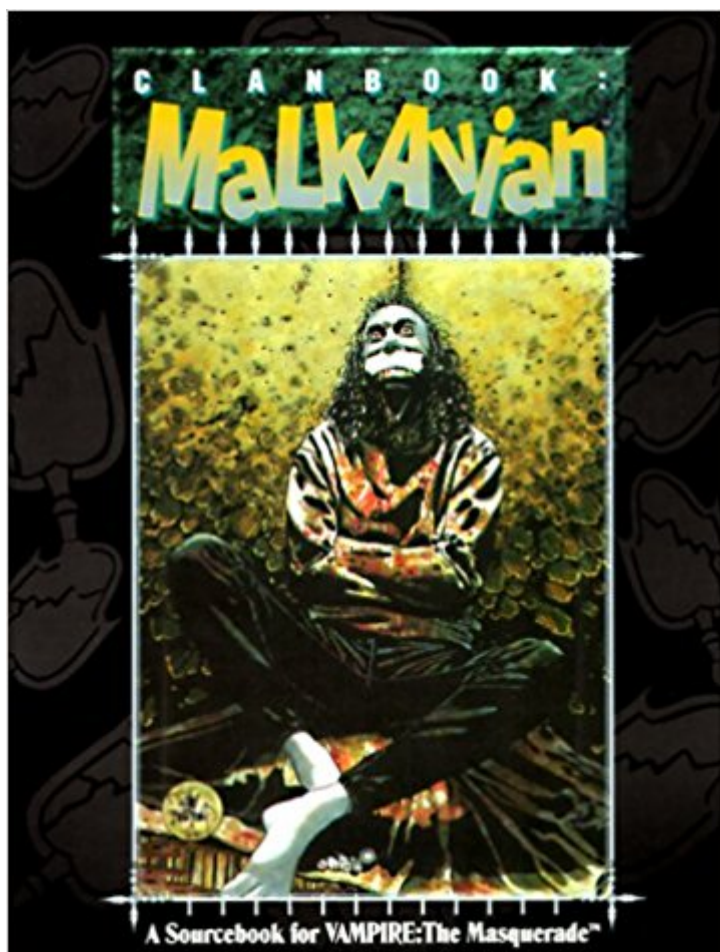


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Clanbook: Malkavian (Vampire: The Masquerade)



Synopsis

Publisher's Note Clanbook: Malkavian presents this special clan in all its demented glory.

Book Information

Paperback: 72 pages

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Customer Reviews

Publisher's Note Clanbook: Malkavian presents this special clan in all its demented glory.

i love it. it's silly and i love all the quirky pages, like the one you have to read in a mirror. the children's drawings are weird though, i've never understand why they're considered spooky or whatever. but yeah, great clanbook! held up alright for being used.

ok

Wonderful little guidebook to own for anyone who enthuses about Malkavs.

The Malkavian Clan book is at first a laugh riot for any Vampire player: but for those who want to be From the clan of Malkav it will rapidly become a book of continued refrence. When you take into account that being insane is not as easy as it seems the patterns of madness in this book give the player a different look on what can be accomplished. My own madman took on a new depth after reading this book. As an aside look for the story of the elephant it tells us all we need to know about the first clans. A must for any would be Psycopathic bloodsucker.

If you think you understand who the Malkavians are, and what they're here to do. First, beat yourself about the head and shoulders with large metal objects, second, read this book. If the first doesn't leave you dazed and confused, the second most definately will. Beautiful, wonderful, you cannot completely understand this book without, of course, a mirror. You'll understand. The clan symbol for Malkavians best describes all vampire's quest to understand themselves and the plight that has befallen them. Malkavians know more about themselves than any other clan, and in this knowledge, is madness. (Anyone telling you it's the other way around is themselves, quite mad.) If you want to know a little more about the one clan you can never know it all about, feel free to entertain yourself for a good couple hours with this book. Entertaining and more fun than a sack of raw potatoes, the mention of Malk Content is quite well-placed. You might remember him from Aristotle's rantings in "The Book of Nod" also out by White Wolf. Malkavian clanbook was the first printed, and set the precedent for any and all GOOD clanbooks to follow. A good read for storytellers too, who want to add a humorous sidekick to an otherwise serious game to accent the morbid reality of it all.

Inspired by Eris Herself. I wonder if the "authors" read any Jung? What's so amazing about this book is that anyone who is considered crazy but hasn't been committed yet can be comforted and realized by this. You don't have to be a "Malkavian" to enjoy this book. You don't even have to play "Vampire:The Pretentiousness" to get it. I think it's the only book printed by WW that doesn't need the core material, it's good on it's own.

This book was truly a waste of money. It's childish and provides no useful information for any campaign, even those focusing on Malkavs. While some of the jokes are amusing the first time around, I can get more entertainment from the daily funnies. I've seen real insanity, and this didn't even come close. It was more akin to the old Daffy Duck mentality.

THE Malkavian Clan book rocked. People thought i was nuts. It makes ya think a lot, just as the other clan books. Do they really exist? Using mirrors and backwards writing. It was tough it is the perfect source book for those of you who like crazy but intellegent things.

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