

*Clanbook: Malkavian is a sourcebook for Vampire: The Masquerade, detailing much of the information for clan Malkavian. From the White Wolf catalog.*

With the Inquisition and the formation of the Camarilla, the clan faced possible extinction at the hands of other clans - the Malkavians were just too dangerous to continue existing. In order to prevent this, the elders of the clan changed the Clan in ways unknown and incomprehensible - the result was that the majority of Clan Malkavian discarded Dementation in favor of the Dominate discipline. More disturbingly, the majority of Malkavians, even those present at the time of the change are unaware that this happened. A small fragment of the clan preserved the Dementation discipline, defecting to the Sabbat and becoming antitribu. This "Great Trick" means that almost all Malkavians are antitribu. While Sabbat Malkavians possessed the same mystical abilities as their ancestors, the violent environment of the Sabbat drove the antitribu even madder: This division was fixed in , when for reasons unknown to anyone, the Dementation resurfaced within the Camarilla.

**Malkavian Antediluvian** The Malkavian Antediluvian is known only through myth and impressions left upon his mad clan. Some say that he was not even human, instead claiming he was a fallen angel or a descendant of Lilith. The only thing the stories share is that one way or another he was touched by an incurable madness, but that his dementia allowed him to look past the veil of reality and perceive truths hidden to the eyes of others. While accounts disagree on whether the Malkavian Antediluvian was killed, a somewhat common belief among Malkavians is that whether his body has been destroyed or not, their progenitor continues to exist as the Malkavian Madness Network. Malkavian , Malkav is depicted as trying to surpass the limitations of immutable reality and return it to a state of infinite possibilities. To that end he destroyed his own ability to filter and interpret the world around him, driving him mad but bringing him closer to seeing the hidden possibilities inherent in the universe. However, the extent to which Malkav truly exists or has control over the Madness Network remains a mystery that is unlikely to be solved any time soon, as no one has evidence of the Antediluvian taking direct action. This would perhaps explain why even members of the Camarilla do not always outright destroy those who come through the Embrace broken and unable to survive. He may be as preoccupied with the Jyhad as all the other ancients, or he may be attempting to guide his clan or even the entire world to an enlightened state. The Malkavian antitribu, then, are the Beast unrestrained. While Camarilla Malkavians may instruct or illustrate an idea using their madness, the antitribu seem more concerned with spreading madness, much like a disease. If a Malkavian is crazy like a fox, their antitribu are rabid foxes. The Malkavian antitribu wield their dementia like double-edged swords. To the antitribu, insanity is a weapon, albeit one that hopelessly distorts them. Mastery of its use may take decades, or even centuries. At once completely independent, yet strangely joined to other Freaks by an inscrutable group consciousness, a member of this clan is not easily forgotten no matter how badly one may wish it so. Malkavian antitribu are skilled at psychological abuse. By combining forceful words with subtlety, and the use of trust violated by moments of sheer terror, the Freaks can pry information from the most stoic victim or mortify even the staunchest of captives. From the most distinguished archbishop to the lowest ductus, vampires who have dealt with the Malkavian antitribu know that they are holding a weapon that may fully intend to annihilate its wielder. Like other Malkavians, the Malkavian antitribu suffer the permanent mark of madness, though few know that they are incurably insane, and many outlets for their philosophy exist in the Sabbat. They seem to have the least fear of Final Death of any Cainites, both inside and outside the Sabbat. They make fine soldiers or officers in times of war as well, for they are not afraid to do what is necessary to win. For a time the Sabbat were unsure of how to deal with the Malkavians in their midst. The Freaks could follow the rules when it served their purposes, but for the most part, they were uncontrollable. Some Sabbat packs kept their Malkavian members locked away, bound in basements and crypts until the sect needed to loose the psychotics on their enemies. According to popular rumor, it was this lack of respect for their unique insights that promoted the great Malkavian disease. Starting in the depths of a thought-starved delirium, the seeds of mass psychosis started to form. Maybe it was an attempt by the Malkavian antitribu to show the clans that they

would not be so easily manipulated. Maybe it was just a neat thing to try at the time. Whatever the case, one thing is certain the parent clan outside the Sabbat has become infected. What this means, none - outside the Malkavian antitribu know, but its possible repercussions set even the stalwart Lasombra on edge. Even this minuscule bit of knowledge comes only from consistent corroboration on the part of worried Cainites. The Malkavian antitribu display a keenly vicious edge to their insanity. Rumors abound of Sabbat packs seers who divine a War Parties success by reading entrails ripped from a still-living human and of blood-maddened prophets who presage the coming of Gehenna in this, the Time of Thin Blood. The most dangerous of all the serial killers, suicide cultists and the like may be bred for special missions into fast-held Camarilla territory, sent to spread the madness with which they are burdened, to pave the way for the Great Jihad.

## 2: Clanbook: Malkavian Revised by Ethan Skemp

*A much more interesting take on the Lunatics' predicament and case histories than the original Clanbook, the Revised edition of the Clanbook Malkavian offers a pleasantly cracked view of Cainite existence.*

## 3: Vampire 2nd Ed. Booklist

*Clanbook: Malkavian includes: An updated look at one of the core clans of the Camarilla An in-depth treatment of the clan's fragmented personalities, including the madness network, the spread of Dementation and tips for Storytelling and roleplaying insanity.*

## 4: Clanbook: Malkavian (1st Edition) | RPG Item | RPGGeek

*Clanbook: Malkavian - 1st Edition - What is this thing called madness? They say those touched by insanity have also been touched by divinity. No they don't.*

## 5: Clanbook: Malkavian (1st Edition) (PDF Version) | RPG Item Version | RPGGeek

*Clanbook: Malkavian, Revised Edition (Vampire: The Masquerade Clanbooks) by Heinig, Jess, Skemp, Ethan and a great selection of similar Used, New and Collectible Books available now at [www.enganchecubano.com](http://www.enganchecubano.com)*

## 6: List of Old World of Darkness sourcebooks | Old World of Darkness Wiki | FANDOM powered by Wikia

*Being a fan of the White Wolf game systems, the World of Darkness genre, and the vampiric clan Malkavian, I was looking forward to the re-release of this book. The first edition of this supplement was very well done and captured the true madness of this cursed group of vampires.*

## 7: Malkavian : definition of Malkavian and synonyms of Malkavian (English)

*Finally, a proper Malkavian book to review. We just get in and talk. After all, what is this but a review podcast about White Wolf material? Really, it's nothing else beyond that.*

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