

1: Dark Ages: Gangrel (Dark Ages Clan Novel, #10) by Tim Waggoner

*Dark Ages Gangrel (DACN 10) (Dark Ages, 10) [Tim Waggoner] on www.enganchecubano.com *FREE* shipping on qualifying offers. The Call of the Beast Deep in the wilds of Livonia, the vampire warlord Qarakh has become a power to be reckoned with.*

The Greek Gangrel were an offshoot which began in the Dark Ages. Culture Edit The Gangrel are considered the most feral and predatory of the kindred, and because of their reclusive natures, animalistic tendencies and loose organization, are the least social of the Cainites, preferring solitude to society. They do have their role and reputation among the kindred as fierce warriors, but to get a Gangrel to agree to work with others, even other Gangrel, can be a difficult, if not impossible, task. The Gangrel also have ties to the Roma, and therefore will protect and shelter them, especially from other kindred. The Ravnos would also lay claim to the Roma, however, and as a result the two clans have a mutual hatred for each other that goes back centuries. Embraces Edit A Gangrel sire often chooses a prospective candidate for the Embrace during feeding. If the mortal prey resists, fighting against what is happening, then his reward after death may be a taste of Gangrel blood. The clan makes many Gangrel this way, dating back to the first warriors selected by Ennoia to fight her war. This method produces a Gangrel with a fierce desire to survive, even if he does not have all the tools. We also find prospective Gangrel through observation. While most mortals remain safely hidden during the night, a few risk the darkness. When one of our clan encounters a mortal like this, she will watch instead of attacking. It takes courage to wander these nights, after all. The Gangrel observes the mortal, watching for any signs of bravery or a knack for survival. Sometimes, a mortal out at night is simply lost - if this proves to be the case, he becomes prey. However, if the mortal shows skill moving about at night, is no coward, and maintains the interest of the observer, he is a good candidate for the Embrace. When we punish, however, there is little effort wasted. A mortal who insults or threatens one of our clan receives a nighttime visit. The Gangrel Embraces the mortal, making the process as painful and terror-filled as possible, and leaves her. Usually the Embrace happens indoors, in the rooms of the person punished, assuring their discovery and destruction. In recent nights, this punishment has fallen into disuse, though there are still some who actively enact it. A choice is almost never offered. This has become a tradition with the clan, since so few of them had a choice. The offspring of these Gangrel are considered by some to be inferior stock, even if they do survive. While not considered outcasts, a Gangrel given a choice rarely receives the same respect of those Embraced traditionally, even after the rites of status. Embracing foes has the potential to backfire on the Gangrel. Should an enemy survive the first nights and develop his power, he could turn his new abilities to hunting the one who cursed him. This is a rare occurrence - part of the punishment is to stack the Odds so that survival is nearly impossible. A new Gangrel who manages to survive has an enviable combination of cunning, raw ability and luck - clearly a dangerous foe to have in pursuit, but possibly one with a bright future in the clan. The Gangrel believe that it is better to save the effort of training a childe until after he has proven that he can survive. Thus, the sire completely abandons his new creation in the early nights, leaving him alone to face the struggle of survival. Many do not last beyond even the first night. That first hunger is the strongest, and it brings the Beast quickly to the surface. In the hazy of that first wild rage, a childe makes any number of mistakes. If the sire has chosen well, however, the childe quickly grasps his situation and adjusts. Any Gangrel resilient and capable enough to survive the first few nights soon develops the tools that Gangrel use to survive those that follow. Over time, the childe must learn to grow claws, speak with the animals, and come to terms with our strengths and weaknesses. He must also learn to make decisions on his own, rapidly. The Vampiric condition does not permit long reflection on the proper course to take. Such indecision leads to the Final Death. This is a dangerous time for the childe, lost and without guidance. Acceptance Edit A new Gangrel must survive at least one winter before he is worthy of teaching. A new Gangrel rarely has the correct answer, and thus reveals himself. Tradition has it that any pup so encountered becomes a responsibility. The older Gangrel must aid him in his survival and teach him the ways of the clan, at least until his nature is revealed. If the pup ends up being from the Cainite broods, the Gangrel leaves him to his fate. Once accepted, the new Gangrel learns the

stories and traditions of the clan, particularly the greeting ritual and the rites of status. Instruction in the use of the Gangrel gifts follows. The lessons include descriptions of their relationships with the Ravnos, Lupines and Cainites. After months of this teaching, a close bond forms between the student and teacher, similar to the relationship between a sire and childe among the Cainites. After this training, a Gangrel is officially a member of the clan.

2: - Gangrel (Dark Ages, 10) by Tim Waggoner

Dark Ages Clan Novel Gangrel is a fiction novel for Vampire: The Dark Ages and Dark Ages: Vampire. This book is part of the Dark Ages Clan Novel Saga. Contents[show] Summary The Call of the Beast Deep in the wilds of Livonia, the vampire warlord Qarakh has become a power to be reckoned with.

Advertisements Dark age Very few records are kept of the Gangrel during the Dark Ages, for obvious reasons. What is known has been passed down from sire to childe for hundreds or perhaps thousands of years. The Gangrel have a bloody Clan rivalry with the Tremere, since the Tremere are believed to have used Gangrel in experiments to create the Gargoyles. Sometimes, the Gangrel and Tzimisce make alliances of convenience against the Tremere, but these pacts seem to disintegrate with relative ease once the immediate threat has been dealt with. During the time of the Inquisition, those Gangrel that travel close to cities are often singled out as being "spawn of the devil" - sometimes by other vampires. Like the Nosferatu and Tzimisce, the Gangrel grow to be some of the most obviously inhuman monsters of the night. Ventrue, Toreador, and Lasombra Princes, eager to set the hounds of the Inquisition on another trail, are willing to sacrifice members of the "Low Clans" to prove their own piety. It never helps that most Gangrel are Embraced from populations that follow religions other than Christianity; as such, they are just as often hunted down by for being pagans as much as they are for being vampires. Often, this persecution comes at the hands of Clans that took to Catholicism - the Ventrue and Lasombra. These attitudes merely confirm a long-held belief of the Gangrel: Additionally, though there were few documented cases of mortals possessing "true faith", the growth of religious influence made many Gangrel cringe, wary of another round of the vicious Inquisitorial practices of the Dark Ages. Only the scholar and theology debator Beckett was known to have any regular dealings with "proper" Kindred society during this period; most other clanmembers hied it to the wilderness to wait out this newest burst of human ingenuity and religious fervor. There is some debate that this period in time saw the rise of the "City Gangrel" bloodline. Gangrel historians point to the Victorian Age as a "new era in Gangrel evolution", arguing that just as mortals grew more urban-centric and technologically skilled, so too did the Gangrel adapt to hunting in cities with larger concentrations of Kindred and Kine. It was also seen as the very beginnings of Gangrel as political and economic powers. The old, out-of-the-way regions rich in metal and fuel resources fell directly under the province of Gangrel packs and elders. Even if they did not profit directly from such findings, the influx of mortals with loose morals proved good feeding; likewise, richer persons moving to the country to get away from the city light and noise may have found themselves automatically under the supervision of Gangrel trying to hold on to their territory [3] Final nights The Gangrel survive and thrive in the Final Nights, as is their wont. In , Xaviar, the last surviving Gangrel Justicar, removed his entire Clan from obedience to the Camarilla, calling the Inner Council liars and manipulators. However, as is usual for the Clan, each member has decided for him- or herself where their allegiances lie, and many have stayed with the sect. Others, now freed from the Traditions, find purpose in their unlives as members of the Sabbat or act as Independents. In the Final Nights, several Gangrel have made names for themselves as warriors and survivors. Ramona, a young female Gangrel, has taken it upon herself to spread the word of what really happened in New York in - the event that caused Xaviar to remove the Clan from the Camarilla. Xaviar himself has gone into hiding, and many young Gangrel attempt to seek him out and join his pack of followers. Beckett went missing for a few months in the mids, and since he has shown up again, his skeptical attitude about Gehenna and the destruction of the world appears to have evaporated; now he is a major agitator for preparing against the End Times. Mark Decker remains Prince of Milwaukee, holding off the near-nightly attacks of Lupines from the Great Lakes region, keeping nominal ties with the rest of the Camarilla when given the chance. A group calling itself the Valkyrie led by one "Brunhilde" has sent representatives around the world from their home base in Scandinavia. These Gangrel warrior-women believe that Ragnarok is nigh, and are preparing the Clan so that they may survive the Twilight of the Gods. Little has been heard from the wise elder Inyanga, but it is assumed that she is on another one of her world tours, perhaps back home to her native Africa. After stopping them to a point where she can rest, she returns to her slumber within the Earth. It should be noted that

Gehenna also poses alternative scenarios, in one Ennoia is as secretive and vicious as the other antediluvians, only stopped when Saulot returns as the vampire messiah. The Country Gangrel are the same as the main clan, with the Fortitude, Animalism and Protean disciplines. Feral and untamed, the Gangrel antitribu show an animalistic face to the Sabbat. Having grown apart from the Gypsy heritage of the mainstream Gangrel, the Sabbat Gangrel have returned to their bestial sides, becoming deadly hunters whose skill in the pursuit of prey is unmatched. The clan includes subtle slayers and savage berserkers alike, and the skill with which the Gangrel take on their foes lends a powerful strength to the sect. Gangrel antitribu are not sadistic bullies like the Brujah or mindless automatons like the Blood Brothers, however. Rather, they are instinctive, predatory creatures, enjoying the thrill of the hunt almost as much as the heady rush of feeding. The Sabbat Gangrel have seen a recent influx of defectors Many whisper of "sleeping horrors" awakened, and the fact that the Sabbat has been "right all along. Gangrel antitribu divide themselves into two sub-clans, based on a deviation of clan blood thought to have occurred in the late 18th century. The "original" Gangrel, known in the Sabbat as Country Gangrel, are similar to their erstwhile Camarilla counterparts, shunning society and eking out unives as lone hunters. The Country Gangrel support the Sabbat as scouts and warriors, using their animal contacts to retrieve information and their martial prowess to rend foes to bits. City Gangrel are rumored to have become a distinct bloodline during the time of the Industrial Revolution, when cities became larger and less dependent on the resources of the countryside. Rather than forage for themselves in the hinterlands, a certain few Gangrel made havens for themselves in the cities, becoming monsters of urban legend and spreading terror in the wake of their feeding binges. No less animalistic than their Country Gangrel siblings, City Gangrel hide among the refuse and alleys of the city rather than the Lupine-infested copses other Gangrel prefer. The cities and outlands alike harbor many dangers, and a pack stands a better chance of dealing with them than an individual does. In this way, Sabbat Gangrel consider themselves more in touch with their animalistic sides than Camarilla or independent Gangrel by emulating the wolves and lions of the wilds.

3: Vampire Clans | VTM Dark Ages Wiki | FANDOM powered by Wikia

Dark Ages has 42 ratings and 0 reviews. About the Author Tim Waggoner is the author of Necropolis, Temple of the Dragonslayer, and Defender: Hyperswarm. H.

4: Antediluvians (World of Darkness) - Wikipedia

The Fall (The Strain Trilogy, Book 2) by Guillermo Del Toro, Chuck Hogan PDF. From the authors of the moment manhattan instances bestseller the tension comes the following quantity in a single of the main ingenious and scary mystery sequence in lots of, decades final week they invaded new york.

5: Gangrel (Old World of Darkness) : Wikis (The Full Wiki)

This is an interesting change of pace. In order to tell the Gangrel story in a setting more congenial to that vampire clan, Tim Waggoner turns from telling the extended tale of the 'Christian' vampires that control most of Western Europe.

6: Category:Gangrel | VTM Dark Ages Wiki | FANDOM powered by Wikia

Dark Ages Clan Novel Gangrel - The Call of the Beast Deep in the wilds of Livonia, the vampire warlord Qarakh has become a power to be reckoned with.

7: Gangrel - Dark Ages

Novel of the clan Gangrel for Dark Ages Vampire.

8: Gangrel (World of Darkness) : Wikis (The Full Wiki)

The City Gangrel are a bloodline of the Gangrel that has adapted to urban environments. In the Dark Ages, the bloodline was known as the Greek Gangrel, as they were thought to have originated in Greece.

Socio-historicocultural psychology Reel 577. May 17-23, 1901 Catching the fire The Bible Exposition Commentary Vol. 2 Getting a new identity Rhode Island Johnny cakes Henry Manchester, William Baker Economics of oil and gas Namibia/SWA prospectus 10 Best Parenting Ways to Ruin Your Teenager Sharing Existing Data Crises In American Oratory Hsc 1531 medical terminology book George Frideric Handel, 1685-1759 Six Sonatas for Violin and Piano (Kalmus 2000 Series) The Mystery of the Five Hundred Diamonds Practical reasoning and intentional action The School queens V. 1. Early prototype and pilot scheme diesel-electrics Black Holes and the Universe (Canto original series) Project write up format Guidelines for Achieving High Accuracy in Isotope Dilution Mass Spectrometry (IDMS) The kids guide to making scrapbooks photo albums! Gardening in India Understanding Bharata natyam Lipase and phospholipase protocols Parliament Rolls of Medieval England, 1275-1504 Veyi padagalu telugu novel Peace, between the United States of America and Great Britain Elements of Mammalian Fertilization The teaching of reading in training colleges V. 22 United States history. Pt. 2 Harpers Ferry floods! Tasty tuts graphic design The Desert Is Turned Into a Garden Paul johnson history of the united states Incredibly loud and extremely close book Students and society in early modern Spain Best of the Beatles for Cello (Best of the Beatles) Classroom assessment for student success 2 Volume Set, The Safe Handling of Chemicals in Industry The Bible Answer Book, Volume 2