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Marketplace What's New Browse Give a Gift Redeem a Code D&D Core Rulebook Bundle (2024) by Wizards of the Coast D&D Curse of Strahd by Wizards of the Coast Daggerheart Corebook (Demiplane NEXUS) by Darrington Press Pathfinder Core Mega Bundle by Paizo Community All three battlegrounds are always modified whenever a vampire is activated. The player may not choose to skip any of them effects need to be carried out? Can the player choose to only trigger one or two?Each effect is carried out whenever a vampire's abilities are triggered. The player may not choose to skip any of them (even if it hurts their position).When a vampire's abilities are triggered, the effects need to be carried out in the order in which they happen?No. Scheme effects and triggered abilities are always resolved from top to bottom.When is the queue refreshed?Whenever an effect removes one or more characters from the queue, it is immediately refreshed. Note: if an effect indicates to remove multiple characters from the queue, these characters are all removed at once, and only then is the queue refreshed.Is it possible to 'chain' sacrifice? For example, if a vampire would be placed into torpor, can I place the childe of their childe into torpor instead?No. To sacrifice, the immediate childe of the targeted vampire must be placed into torpor.Is it possible to play more than one scheme per turn?Normally only a single scheme may be played per turn. However, the game effects "play an additional scheme" allow additional schemes to be played as a single turn.What's the difference between "activate" and "trigger abilities"?"Activate" means modify all three battlegrounds according to the vampire's attributes. "Trigger abilities" means carry out the special effects written on the card (if any) from top to bottom. Although both occur when a vampire is recruited into a bloodline, the two effects are distinct. For example: if a game effect activates a vampire, it does not also trigger their abilities (and vice versa).Do vampires in torpor count when claiming missions?No. Vampires in torpor are not considered part of the player's bloodline, and do not count when claiming missions.When an effect refers to 'any' vampire meeting certain criteria, does it apply to all vampires meeting the critera? For example: place any fledgling into torpor.No. The term 'any' always refers to 'one' vampire. By way of contrast, the term 'each' always refers to all vampires that meet the criteria.Is it possible to spend more boons than are necessary to carry out a scheme? Or, is it possible to simply give boons to any vampire in another player's bloodline, even when you are not carrying out a scheme?No. Boons can only be moved to another player's bloodline when carrying out a scheme, and the additional vampire(s) must be necessary to carry out the scheme.When a vampire is activated, does it matter which order the battlegrounds are resolved?It almost never matters in which order the battlegrounds are resolved. However, for the sake of the rare edge cases, and to make sure players don't accidentally skip a battleground, we encourage them to resolve in order from / to / to / / /.When multiple vampires are activated: are battleground effects only carried out once all of the activations are made? Or are battleground effects carried out after each activation?All battleground effects are always carried out in full after each activation. Example battleground effects are Decisive Victory (Clans High and Low) or Trial (The Inquisition).What happens if the character deck is completely discarded?Immediately shuffle the discarded characters into a new deck. Use this new character deck as normal. If a player is using Embrace the Chaos (the Malkavian special ability) they continue seeking the declared attribute from the top of this deck as normal.Are exhaustion tokens removed at the end of each round?No. Exhaustion remain in play unless removed via another game effect (unexhaust or rejuvenate).How does the 'bonded' ability work?A bonded vampire may not be recruited into any other clan. For instance: a Ventrue vampire with the bonded ability can only be recruited into the Ventrue bloodline in future games.What is the player order during the aftermath phase? Who applies their sticker first? What about selecting a retainer?If the player order becomes significant during the aftermath phase (for example, due to the scarcity of ability stickers) player order is determined in favor of the player who claimed fewer missions.What happens if we run out of stickers for a clan?The number of stickers available to each clan has deliberately been kept low, in order to prevent any clan from becoming dominant. If a sticker must be applied but none remain for this clan, a Thin Blood sticker must be applied instead. Note: a Thin Blood sticker can be applied at any time a clan sticker would be applied. A player may wish to do this for thematic reasons ("This character doesn't feel like a Gangrel...") or for strategic reasons ("I want want to keep Gangrel stickers for later in the chronicle").What happens if we run out of Thin Blood stickers?This is extremely unlikely to happen. However, in this case, apply a sticker from any other clan. Do unlocked clan leaders return to the player's hand?No. Do unlocked clan schemes remain unlocked for the rest of the chronicle.Can I sacrifice when using the ability sticker Rites (Cruelty 6)?No. being used in a chapter, or are they sent to the clan box?Unlocked clan leaders always return to the haven of the player that unlocked them. It is not possible for another player to use this clan leader. However, any unlocked clan schemes remain unlocked for the rest of the chronicle.Can I sacrifice when using the ability sticker Rites (Cruelty 6)?No. For this reason, the clan leader cannot be selected to place into torpor.Does it matter which side the clan politics token is flipped to?We recommend flipping the marker to show which attribute is currently winning. However, when the token is in the neutral space, it doesn't matter which side is flipped up.Is it possible to move an ankh into a court already controlled by a rival faction?No.What happens when / is activated, but that archetype's token is already in judices? Is the token flipped (if necessary) to match the activating vampire's / Yes. The associated token remains in judices, but is flipped if necessary to match.What happens during the respite phase if a vampire is already matching ankh? Do they gain multiple , or just 1?The vampire only gains 1 .Can a player recruit more than 10 characters using Embrace the Chaos?No, it is never possible to recruit more characters into your bloodline than any other player. If a scheme allows a player to recruit a character, this must be carried out instead of their normal recruit phase.What happens when a Malkavian player uses Embrace the Chaos to recruit an ancilla? Are the full effects of the scheme carried out before or after the vampire's abilities are triggered?Embrace the Chaos triggers a full recruit phase, including activating the new vampire and triggering their abilities. The remainder of the scheme is only carried out after these steps.Can a bonded vampire from a non-Malkavian clan be recruited into the Malkavian bloodline using Embrace the Chaos?No. The bonded ability would take precedence. In this case, discard the character and continue searching for the named attribute.What happens when a vampire declared an enemy by the Brujah is usurped? Does the new vampire become their enemy, or is the Brujah scheme discarded?The new vampire remains an enemy to the Brujah.What happens to monstrosities during the aftermath phase?All ancillae taken using a craft monstrosity scheme are returned to the character deck, and may not be retained.How is expansion content added to the game? Each expansion includes a rules card explaining the new component types, and how they are used in the chronicle. Each card features an ID number that is used to place the card correctly within the chronicle deck. These cards can either be added to the chronicle deck when first beginning the campaign, or you can check each box after each game to see which components should now be revealed.What if I don't want to add all the expansion content at the beginning of the chronicle? Can I see which additional content should be added after each chapter?Yes. You can check the card ID numbers in relation to the chronicle deck, in order to see which cards should be revealed in each aftermath phases. The boardgamegeek user alkaiser has provided a handy breakdown at this link (spoiler alert).Is it possible to banish a clan leader?No. Absolutely not!Why does the chapter resolution card show an asset? There is no asset token with this name.The chapter resolution cards each show an additional asset. The victor of this game takes the card itself, which can be played at any time as a regular asset.Tabletop role playing gameThis article is about the tabletop game. For other uses, see Vampire: The Masquerade (disambiguation).Vampire: The MasqueradeSecond edition coverDesignersMark Rein-Hagen, Graeme Davis, Tom Dowd, Lisa Stevens, Stewart Wieck[1]PublishersWhite Wolf PublishingOnyx Path PublishingModiphius EntertainmentRenegade Game Studios[2]By Night StudiosPublication1991 (first edition)1992 (second edition)1998 (Revised Edition)2011 (20th Anniversary Edition)2018 (Fifth Edition)GenresPersonal horrorSystemsStoryteller SystemSeriesWorld of DarknessVampire: The Masquerade is a tabletop role-playing game (tabletop RPG), created by Mark Rein-Hagen and released in 1991 by White Wolf Publishing, as the first of several Storyteller System games for its World of Darkness setting line.[3][4] It is set in a fictionalized "gothic-punk" version of the modern world, where players assume the role of vampires, referred to as Kindred or Cainites, who struggle against their own bestial natures, vampire hunters, and each other.[5]Several associated products were produced based on Vampire: The Masquerade, including live-action role-playing games (Mind's Eye Theatre), dice, collectible card games (The Eternal Struggle), video games (Redemption, Bloodlines, Swansong and Bloodlines 2, Bloodhunt), and numerous novels. In 1996, a short-lived television show loosely based on the game, Kindred: The Embraced, was produced by Aaron Spelling for the Fox Broadcasting Company.Vampire was inspired by role-playing games (RPGs) such as Call of Cthulhu, RuneQuest, and Nightlife, as well as the writings of Joseph Campbell and vampire films such as The Lost Boys. Rein-Hagen felt that hunting vampires would get boring as a game premise, so he came up with the idea of a game wherein the players played vampires instead of hunting them.[6][7] Rein-Hagen said he purposefully did not read Anne Rice's Vampire Chronicles until "very late" in the development process but admitted she was probably an influence on the vampire films that inspired the game.[6] He wanted to go beyond what Anne Rice to create a whole secret vampire society and culture.[6][7]Some of Vampire's central themes of the power of belief developed out of Rein-Hagen's religious upbringing. Inspired by a comic book given to him by White Wolf business partner Stewart Wieck, Rein-Hagen developed the idea that the Biblical Cain was the original vampire. Rein-Hagen has said the idea of Cain (spelled Caine in the game) as the progenitor of all vampires was a "big turning point."[6] After initially "trying to shy away from religion", this encouraged him to lean into the religious themes.[6]Vampire was conceived as a dark urban fantasy game, with a gothic feel similar to TSR's Ravenloft. It would also be the first of a series of linked games sharing the same game world.[8] Shannon Appelcline suggests that its visual style was considered striking at the time its creator featured a photo of a rose on green marble. The game also focused on plots, intrigue, and character as opposed to more straightforward dungeon scenarios. While the RPG industry in general had been trending towards a more narrative approach, Vampire is considered one of the first mainstream games to focus on these elements.[8] The vampires, or Kindred, were also given an extensive list of broad supernatural powers called Disciplines, which included superior strength, speed, and toughness, as well as other powers such as mystic senses, mind control and blood magic. This helped the game appeal to fans of the superhero genre, where players assume the role of a being with supernatural process, after a suggestion by Chris McDonough that players needed greater structure, similar to the character classes of other games. This system proved very popular with players and led to the popularization of the splatbook.[8][9]-[617]For the game's mechanical elements, Rein-Hagen turned to Tom Dowd, co-designer of Shadowrun (1989). Vampire's system of "comparative" dice pools drew on the mechanics innovated by Shadowrun, changing only the type of dice rolled from six-sided to ten-sided. Players rolled a number of dice determined by their skills, similar to games like Champions, but rather than adding the results of the dice together, Vampire counted the number of dice which met or exceeded a target number or difficulty. Skill levels were relatively low, ranging usually from one to five, and were represented with dots rather than numbers, which was the standard of its contemporaries. Players could quickly calculate their dice pool and roll against the assigned difficulty rating. Appelcline suggests this system aided a style of play which emphasized story over mechanics, as it was easy for new players to quickly grasp, though it sometimes produced unexpected results, such as a highly skilled character being more likely to fumble.[8]See also: List of Vampire: The Masquerade booksThe original 1991 version was superseded by a second edition in 1992 and the Revised Edition in 1998.[8] The Vampire: The Masquerade game line was discontinued in 2004, at which point it was superseded by Vampire: The Requiem.[10][11][9]:228229 In mid-2010, White Wolf switched exclusively to a print-on-demand model via online role playing game store DriveThruRPG, starting with a number of formerly out of print Vampire: The Masquerade books and gradually making more titles available as they were ready for print.[9]:752On March 17, 2011, White Wolf announced Vampire: The Masquerade, which was published during the Grand Masquerade event in New Orleans on September 1517, 2011, and released to the attendees. Customers not attending The Grand Masquerade were offered a limited time preorder option. The 20th Anniversary Edition (or V20) contains revisions of rules and is a compendium of information previously provided in supplemental material in the game's earlier life. V20 officially revived Vampire: The Masquerade as part of White Wolf Publishing's shift to a print-on-demand business model, and published new Masquerade products were subsequently announced.[12][13] After White Wolf ceased publishing books directly, the licences to its tabletop roleplaying games, including Vampire, were transferred to Onyx Path Publishing, founded by former White Wolf Art Director Rich Thomas.[9]:752[15] While Wolf's live-action Mind's Eye Theatre products were published by By Night Studios.[15][16][17]In August 2015, Onyx Path Publishing announced its intention to create a fourth edition of Vampire.[18][19] Two months later, Paradox Interactive purchased White Wolf and all of its intellectual properties from CCP Games. It was announced that White Wolf, which would move ahead with a new edition of the game instead of Onyx Path, and White Wolf would remain a subsidiary of Paradox Interactive.[19][20] With game designer Kenneth Hite as lead developer, Vampire: The Masquerade, Fifth Edition (also known as V5) was subsequently released in early 2018.[21][22][23] It was distributed by Modiphius Entertainment.[24][25][26] with production of supplements licensed to multiple publishers, including Modiphius and Onyx Path.[27][28] After the release of the Anarch sourcebook in November 2018, Paradox Interactive announced it would no longer allow White Wolf to develop the series in-house due to references in the sourcebook to the anti-gay purges in Chechnya and other controversies surrounding White Wolf.[24][29] In December 2018, Paradox announced that Modiphius Entertainment would continue the development of the series with final approval by Paradox Interactive.[30][31]In November 2020, Paradox Interactive announced that Renegade Game Studios would become the publishing partner for the entire World of Darkness brand and they would release all future products were revised and updated to "meet new ethical standards enforced by the team at Paradox."[34] V5 was released on Roll20 in June 2021.[34] In July 2021, Renegade Game Studios released the updated versions of Vampire: The Masquerade, Fifth Edition books for retail distribution.[35] The online toolset World of Darkness Nexus, which supports Vampire: The Masquerade and other games in the series, was launched in June 2022. Nexus includes bundles of both physical and digital game products, and contains a rules and lore compendium, character creation and management tools, matchmaking, and video chat functionality.[36][37][38]The game uses the vampiric condition as a backdrop to explore themes of morality, the human condition, salvation, and personal horror. The setting is a gloomy and exaggerated version of the real world in which vampires and other monsters exist, called the World of Darkness.[8][9]Main article: Storyteller SystemVampire is based on the Storyteller System. The actions taken during gameplay are expressed using ten-sided dice. The number of dice used correspond to the player's current skill level. To succeed at a task, the number of dice which meet or exceed the difficulty, the more successful the action is.[8][9]:16171In addition to the general Storyteller rules, it uses a number of specific mechanics aimed towards simulating the vampiric existence. A vampire has a blood pool signifying the amount of human blood or vitae currently in their body; this blood can be spent to power abilities and perform supernatural tricks. These tricks simulate many of those portrayed in film, such as turning into animals or mist, surviving and healing from grievous injuries or having unnatural charisma and powers of hypnotic suggestion. Close to the central theme of the game is humanity. Vampires each have Humanity scores, measuring how closely in touch with human nature they are; as Humanity decreases, vampires become more susceptible to the Beast, the animal side of the vampiric soul that is driven entirely by rage, hunger, and fear. Inhumane actions risk lowering a vampire's Humanity score. If the individual's Humanity drops to zero, the Beast takes over and the vampire becomes a monstrous, barely sentient creature called a wight.[citation needed]Vampires in the World of Darkness, known as Kindred or Cainites, make use of supernatural powers called Disciplines, which can be called upon with the expenditure of blood. As their undead, so their hearts do not beat, they do not age, their skin is cold and pale, and the only sustenance they require is blood. Kindred are thinking, feeling beings capable of thought, emotion, and empathy (through this capacity may diminish with age, or through a desensitization caused by immoral actions, referred to as "loss of Humanity").[39]:8 Other tropes or weaknesses are described as mere legends or superstitions, such as a vampire's victim becoming a vampire simply from a bite. There is a system of merits and flaws that allow these other folkloric weaknesses and characteristics to come into play.[39]:8Sunlight is deadly to Kindred; at most, they can tolerate only a few seconds of exposure. A wooden stake through the heart is not deadly but will immobilize them until removed.[39]:8 Also, within each Kindred is the Beastthe carnal, predatory drive which seeks to satisfy its base urge to survive. The Beast can be provoked through anger, mortal threats, hunger, or bloodlust. When provoked, the Beast is capable of taking over the Kindred's conscious mind, forcing them into a frenzied state where they take violent actions that they perhaps otherwise would not. One of the major themes of Vampire is a character's battle to hold onto their humanity in the face of their own violent, predatory nature.[39]:1617 This is summed up in the adage, "A Beast I am, Lest a Beast I Become".[39]:14 The Kindred may enter a deathlike sleep called torpor, caused by near-fatal injuries, loss of blood, or ennui. In-game, the level of the Cainite's humanity determines how long they sleep for. Kindred cannot die of old age, but they can die. Fire, sunlight, decapitation, supernatural powers, or succumbing to a clan weakness can cause Kindred to reach what is referred to as Final Death.[39]:283284The Kindred refer to their own supernatural blood as vitae, which they gain by feeding on humans. In-game, vitae is measured in blood points, which can be spent to fuel supernatural powers, to heal wounds, or to increase their physical strength, agility, or stamina.[40] A vampire's vitae can be fed to others to inspire false feelings of love and obsession, creating a dependency called the Blood Bond. In most cases, a victim must drink three times from the same supernatural creature over three separate nights to become bonded to them. Once bonded, the victim feels a twisted sort of love for the vampire and they become the most important person in their life. The victim also becomes more susceptible to mind control by that vampire and are willing to do anything, even risk their own life, to aid them. Mortals, animals, and even other vampires may also be bonded.The Sabbat practice a form of group blood bonding called the Vaulderie, which inspires loyalty among the sect. It will also instantly break conventional blood bonds if performed correctly by a trained vampire, typically a Pack Priest. Blood bonds can usually only be negated with time and effort, depending on how strong the bond is and whether the victim can avoid the vampire for long enough.[39]:286288Vampires create more of themselves by draining a human to the point of death and then feeding the victim some of their blood, in an act known as the Embrace. The creator vampire is known as a sire and the newly created vampire a childe. Very little vitae is required to trigger the metamorphosis but the victim must be freshly dead (no more than a few minutes old). A vampire's relative power is limited by their generation, which is their relative distance from the race's mythical founder, Caine. A higher generation Kindred is eight steps removed from Caine by descent; their own progeny would always be nine steps removed, and hence of the tenth generation.[39]:28 Characters can only lower their generation by committing diablerie the consumption of the soul of a vampire of lower generation. Most Kindred see diablerie as a criminal act.[39]:24,28In some sects, such as the Camarilla, the creation of new Kindred is tightly controlled.[39]:2223 Among the Sabbat or the Anarchs, the norms are much looser.[39]:19 Individual clans, especially the independent clans, have different norms, rituals and restrictions surrounding the Embrace.[39]:64[39]:4,5657Vampires in the World of Darkness believe their race originates from the Biblical figure of Cain, or Caine. Caine was said to have been cursed by God with a vampiric state for murdering his brother. The vampires of this canon believe themselves to be descended from this Biblical progenitor. Caine on his cursed state to others, thereby making them like himself, only somewhat weaker. These first childer, known as the second generation, were made to keep him company, and they in turn made the third generation, known as the Antediluvians. There were supposedly 13 Antediluvians, who are the semi-legendary founders of the 13 original clans. According to in-game legend, all of these vampires lived in peace under Caine's rule in the legendary city known as Enoch, or the First City. When God caused the Great Flood, the city was destroyed and Caine disappeared, leaving his childer to fend for themselves. The Antediluvians in turn and slew their sires. Caine, upon discovering this, cursed them, giving each clan its own unique weakness.[41] These myths are collected in an in-game document of dubious reliability known as the Book of Nod. Those who study the mythical vampire origins are called Noddists. Noddists claim Caine will return at the end of time to judge his descendants; the Antediluvians and all vampires descended from them. This event is known as Gehenna, the night of reckoning, the approaching the wakening of the Antediluvians who have returned to feed on the blood of their descendants.[39]:30Differing interpretations of the myths divide vampire society. The Sabbat take the myths quite literally and believe it is their purpose to defend vampires from the ancients. The Camarilla is more dismissive, either claiming that Caine is a myth or metaphor, or outright suppressing the myths and their study. Contentions between the different societies surrounding the origins of vampires and Gehenna are important in-game motivations for the Jyhad that color each character's understanding of their world. According to the game's creators, the myth of Caine represents several important themes in the game's metaplot, such as sins of the father coming back upon his children, the threat of apocalypse, questions of faith, conspiracies, and the war between the young and old.[39]:14,15,28 In contrast to Gehenna, Golconda is a fabled state of enlightenment which offers Kindred a release from their struggle with the Beast. Golconda is presented as an elusive and mysterious state, and there is very little information in-game or out as to how to achieve it.[39]:30In Vampire, the Masquerade refers to an organized conspiracy, primarily maintained by the Camarilla, to convince the general public that vampires do not exist. The Camarilla believes the Masquerade is the cornerstone survival strategy for Kindred and fear that without it the kine (humans) would rise up and exterminate them.[39]:14,22,33 Prohibitions against exposing the existence of Kindred existed prior to the Camarilla's formation, however, in a set of ancient laws known as the Traditions. The First Tradition reads: "Thou shall not reveal thy true nature to those not of the Blood. Doing such shall renounce thy claims of Blood."[39]:2223 This stricture was not consistently nor as strictly enforced until the Inquisition of the 15th century required it. During this period, Kindred were destroyed in large numbers by vampire hunters, prompting the formation of the Camarilla as a sect whose primary purpose was to promote and enforce the Masquerade.[39]:38The Masquerade is largely enforced through self-policing, but it is primarily the job of the Prince in Camarilla controlled cities to enforce it. Princes may use any means at their disposal to ensure vampire society stays hidden. Punishments for breaches are usually draconian in nature due to the seriousness of the violation of a ritualized "Blood Hunt" by other vampires, is not uncommon. When breaches do occur, the Camarilla takes great pains to repair them. This could include anything from erasing a mortal's memories using supernatural powers to manipulating mortal pawns in order to keep events out of the media.[39]:3839 The Masquerade is one of the main in-game points of contention between the two major factions of vampires in the World of Darkness. While many vampires see the pragmatism in the Masquerade, some do not agree with it. The Sabbat do not uphold the Tradition that justifies the enforcement of the Masquerade but behind closed doors even they take some steps to contain breaches.[39]:4047In-game, around the early 2000s, after the intelligence agencies of the world discovered the existence of a clandestine computer network known as the SchreckNET, they formed the Second Inquisition. Utilizing the knowledge of the Society of St. Leopold, which had been canonized under the Vatican, they killed thousands of vampires the world over. This forced a secondary level of secrecy in the game world. Vampires now use everything from burner phones and disposable email, to the use of carrier pigeons and information dead drops, sometimes using hypnotized or enslaved humans to pass information. The Camarilla has also become more insular, only accepting notable Kindred, and leaving the recently Embraced to be slaughtered or adopted by the Anarchs, who have also adopted tenets of the Camarilla's masquerade to protect themselves.[42]A diagram of the genealogy of the AssamitesVampires in the World of Darkness have a complex and diverse secret society with a range of ideologies, goals, and backgrounds. Sects largely divide along ideological disputes surrounding the distribution of power among vampires, the role of vampires in the human world, and the ancient myths that allegedly explain the origins and purpose of vampires. An important means of social distinction among vampires in this setting is through age. Younger vampires usually have to show respect and power must prove themselves to their elders. While ambition can provide a degree of upward mobility among immortals, oftentimes respect comes to those who can prove they can survive.[39]:1819 Characters are loosely divided into several age groups. Ages are not titles or jobs but rather loose descriptions to describe a vampire's development and the social expectations that come with age.[39]:19Fledglings: Newly Embraced vampires who have yet to formally enter vampire society. Fledglings are still too ignorant and weak to survive on their own and are dependent on their sires for protection and education.Neonates: Though still young, a neonate has proved that they can survive on their own and is seen as a full-fledged member of their society.Ancillae: An ancilla has survived a few decades or perhaps a few centuries. They have also likely accomplished something in their time for their sect or clan.Elder: A relative term that could indicate a vampire is anywhere between 200 and 1,000 years old. They generally have a great deal of wealth, influence, or power to leverage in the Jyhad.Methuselah: Methuselahs range between 1,000 and 2,000 years old. At this age, vampires begin to retreat from society and many do not survive the profound changes brought on by surviving this long.Antediluvian: Antediluvians are believed to be those vampires of the Third Generation who are, in effect, Caine's grandchildren. There are rumored to be only thirteen of them.[39]:19Vampire: The Masquerade gives players the opportunity to play in a politically diverse world in which sects, clan, and bloodline.[39]:1922Vampire: The Masquerade offers the players the opportunity to play in a politically diverse world in which sects rule over all of vampire society. While many factions and sub-sects exist in the game, the main focus is the conflict between the Camarilla, the Sabbat and the Anarchs.[39]:1922 These sects are divided based on their laws and norms, feeding, the treatment of vessels, vampiric morality, secrecy, feeding grounds, Gehenna, and the distribution of power. For most of the game's publication history, the two major sects were the Camarilla and the Sabbat, but there are other sects as well, such as the Inconnu and the Tal'mahe'Ra. A sect is something a character may choose in-game, though this decision is often chosen for them by their sire. Defection to one side or other of these sects with great risk, as much of what motivates the Jyhad are the ideological differences between the Camarilla and the Sabbat.[39]:1922 A clan is the character's vampire family. All members of a clan allegedly descend from the same founder, known as Antediluvian (since they existed "before the Flood"). It is widely accepted that there are 13 clans with 13 founders, though not all of them predate the biblical Flood. Some clan founders, such as Giovanni or Tremere, usurped their position via diablerie. Clans may have a social or political component to them, but a clan is something a vampire is Embraced into rather than choosing. Those without a clan are known as Caitiff, and are considered outsiders. Brujah possess great passion that makes it harder for them to resist the Beast. The Brujah are one of the seven founding clans of the Camarilla.[39]:20,51 In Fifth Edition, most of them joined the Anarch Movement.[43][pageneeded]Gangrel: The Gangrel are animalistic shape-shifters who shun the cities for the wilderness beyond. They prefer to run with wild animals rather than play politics with others of their kind. When Gangrel frenzy, they resemble the Beast, taking on animal features. Gangrel are one of the founding clans of the Camarilla, although these leading officially became independent at the end of the 1990s. Some Gangrel remain in the Camarilla.[39]:20,5455[43]:140,406Hecata: The Hecata formed from the ashes of several, mostly related bloodlines of necromancers, after the leader of the largest faction, Augustus Giovanni, was slain in Fifth Edition. The Giovanni descend from a Venetian merchant family whose patriarch usurped clan Cappadocian, an older lineage with a focus on death before them, actively remain independent.[39]:20,5657[43]:63,144[43]:145Lasombra: Historically associated with religion and rulership, the Lasombra see power over others and themselves as their noblesse oblige. As one of the two founding clans of the Sabbat, they gained notoriety for allegedly destroying their Antediluvian founder. They control shadows and study the Abyss, and they do not appear in mirrors.[39]:20,5859 In Fifth Edition, and half of the Lasombra join the Camarilla.[45]:126Malkavian: The Malkavians are lunatics whose madness grants them strange insights. Their Discipline of Dementation allows them to spread their insanity like a plague, but they are respected for their oracular abilities. They appear connected to a hive-mind they call the Malkavian Madness Network, and are one of the founding clans of the Camarilla.[39]:20,6061The Ministry: Formerly known as the Followers of Set, this clan of cultists once worshipped their Antediluvian progenitor, the Egyptian god Set. Now they worship the deified pleasure and temptation within. The Followers of Set, they were independent of the sects.[39]:20,5253 In Fifth Edition, they have rebranded as the Ministry, and have allied themselves with the Anarchs.[46]:91,178185Nosferatu: At the Embrace, every Nosferatu turns into a hideous monster, forcing them to dwell in the shadows. Their place on the margins inspires the clan to present a unified front, and their stealth allows them to learn (and trade) secrets others would rather keep hidden. Prior to Fifth Edition, this included maintaining the vampire "internet", SchreckNet. They are one of the founding members of the Camarilla.[39]:20,6263Ravnos: The Ravnos are seen as outcasts, vagabonds, and charlatans. Many of them follow complicated rules concerning the nature of illusion and reality. The Ravnos are thrillseekers who are subject to intense vices and virtues, making it hard for them to stay in one place for too long. After their Antediluvian awoke and was destroyed, the clan was temporarily overcome with madness. Now the Ravnos are greatly depleted in number, and many remain independent.[39]:20,6465[43]:420Toreador: Toreador are sensitive, artistic, and sometimes debauched hedonists fascinated by the mortal world. Toreador often Embrace for beauty or to preserve artistic talent. They are enthralled by beauty, and suffer when deprived of it. They are one of the founding clans of the Camarilla.[39]:20,6869Tremere: The Tremere are descended from a house of mortal mages who stole immortality through experiments with Tzimisce Vitae. Their founder diablerized the Antediluvian of the former clan Salubri, solidifying the Tremere's clan status. Until Fifth Edition, the Tremere were intensely hierarchical, with every member partially blood bound to their ruling elders. Now the clan is fractured, with its four houses aligned to different sects: House Tremere (Camarilla), House Carna (independent), House Goratrix (formerly Sabbat, currently unknown). The Tremere are one of the founding clans of the Camarilla.[39]:20,6869[43]:94,385[46]:170172Tzimisce: Otherworldly and scholarly, the Tzimisce ruled over their lands in Eastern Europe for centuries, forming deep spiritual connections with it. Like the Lasombra, the Tzimisce claim to have destroyed their founder and are pillars of the Sabbat. The Tzimisce are known for their pursuit of metamorphosis, sculpting flesh and bone like clay, and making horrific war-ghouls.[39]:20,7071 In Fifth edition, some Tzimisce have joined the Anarchs.[43]:63[45]:126Ventrue: The Ventrue traditionally play the roles of aristocrats and kings, seeking power and wealth to support their rule over Kindred and Kine. The Ventrue are picky eaters who may only feed from a specific kind of vessel (e.g. virgins, blondes, youngest siblings). They are one of the founding clans of the Camarilla.[39]:20,7273Most Sabbat vampires consider themselves to be "anti-clans" or antitribu, in rebellion against their parent clans' values, goals, or loyalties. For example, Toreador within the Sabbat consider themselves to be radically different than their lineage's core ideas. Some are so different that they are considered different bloodlines, manifesting different Disciplines or weaknesses, or even a different name.[39]:43 Until Fifth Edition, the Lasombra and Tzimisce did not consider themselves antitribu, as most of their members were within the Sabbat. Lasombra outside the Sabbat were considered antitribu while the Tzimisce outside the Sabbat were referred to as the Old Clan. A Sabbat offshoot of the Followers of Set is known as the Serpents of the Light, and have rejected both the clan founder and his Egyptian origin, in favor of the cultural trappings of Caribbean voodoo.[39]:436,439Bloodlines cannot trace their lineage to an Antediluvian founder or are too few in number to be considered a major player in the Jyhad. Some bloodlines are considered to be offshoots of existing clans, while others have no known originand in some cases, they are remnants of "true" clans who were replaced or usurped by another bloodline (such as the Salubri, who were usurped by the Tremere).[41][72] The first three seasons were distributed by Geek & Sundry, but the fourth season onwards was hosted on World of Darkness' channels.[73]Seattle by Night is an actual play web series and podcast, distributed by Penny Arcade, using the Pen's remnants of "true" clans who were replaced or usurped by another bloodline (such as the Salubri, who were usurped by the Tremere).[71][72] The first three seasons were distributed by Geek & Sundry, but the fourth season onwards was hosted on World of Darkness' channels.[73]Seattle by Night is an actual play web series and podcast, distributed by Penny Arcade, using the Pen's Main article: List of World of Darkness video gamesVampire: The Masquerade Redemption, a video game based upon the Vampire milieu, developed by Nihilistic Software and published in 2000 by Activision. Vampire: The Masquerade Coteries of New York is a video game by Draw Distance, released in 2019 for Windows PC, and 2020 for other platforms.[62] A sequel, Shadows of New York, was released in 2020.Vampire: The Masquerade, a line of interactive fiction titles developed by Choice of Games from 2020 to 2022.Vampire: The Masquerade Bloodhunt, a video game is a free-to-play battle royale game developed and published by Swedish developer Sharkmob. It was published on April 27, 2022.Vampire: The Masquerade Swansong is a role-playing video game in development by Big Bad Wolf, released in 2022 for Microsoft Windows, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X/S.Vampire: The Masquerade Justice, a virtual reality game was released on November 2, 2023.[63]Moonstone Books published a series of comic book adaptations of Vampire: The Masquerade beginning in 2001 which are now hard to find, but some of them appeared in DriveThruRPG's Print on Demand service.[64][65]There have been multiple novels published, the most extensive one being the so-called Clan novels, with a current time and a modular setting.[66] Vampire: The Masquerade is an ongoing horror comic book published by Vault Comics since 2020.[66][67]World of Darkness: Crimson Thaw (2021) is a miniature skirmish comic series published by Vault Comics.[68][69] It contains game "material for the fifth edition of the Vampire: The Masquerade tabletop [...] allowing gamers to actually play the events of the series in their own games".[69] It also maps three to each other with Werewolf: The Apocalypse.[69][70]Kindred: The Embraced, a 1996 television series based on Vampire, was produced by Aaron Spelling.A compilation album, called Music from the Succubus Club, was released by Dancing Ferret Discs to serve as a soundtrack for the Vampire RPG.L.A. by Night is an actual play web series using the Fifth Edition of the game, led by Jason Carl as the storyteller, which premiered in September 2018. The cast includes regular members B. Dave Walters, Cynthia Marie, Alexander Ward, Erika Ishii, Xander Jeanneret, and Josephine McAdam.[71][72] The first three seasons were distributed by Geek & Sundry, but the fourth season onwards was hosted on World of Darkness' channels.[73]Seattle by Night is an actual play web series and podcast, distributed by Penny Arcade, using the Fifth Edition of the game, led by Jason Andrew, Jerry Holkins.[76][74][77] The second season starred Krahulik, Bhullar, Holkins and Luis Carazo, and is a prequel to Vampire: The Masquerade Bloodlines 2.[77][78][79][80]Vein Pursuit is an actual play web series, distributed on the official World of Darkness' channels, using the Fifth Edition of Vampire. It premiered in January 2020. Kindred the Masquerade Labs employees who play as a group of "incompetent Anarch envoys trying to drive from L.A. to Seattle to back up a courier". The events of the show precede the video game Bloodlines 2.[74][81][82]NY by Night is an actual play web series using the Fifth Edition of Vampire, led by Jason Carl as the storyteller, which premiered in July 2022. Before the premiere, World of Darkness announced the planned structure of the first three seasons. The first season focuses on four Anarchs, played by Alexander Ward, Mayanna Beren, Aabria Iyengar, Joey Rassool, who chafe under the Camarilla's rules. Season two focuses on Camarilla Kindred maintaining their power in the city. Season three will bring members of the Sabbat into the city.

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