

The book was found

Lancea Sanctum (Vampire: The Requiem)



Synopsis

I am God's holy monster, the drinker of mankind. For so long, I could not see the role I would play, because I looked for it with human, mortal eyes. So I put forth the truth in these pages, for you who seek as I have sought. I am not some godless beast who stalks beneath the dark grandeur of sanctity. I am the grandeur. I am sanctified - The Testament of Longinus Lancea Sanctum includes:

- An in-depth look at the history, philosophy and modern operations of the Lancea Sanctum, the holiest order of the Damned
- Explorations of Sanctified Requiems and the roles pious predators and monstrous paladins play in the Danse Macabre and the World of Darkness
- Guidelines and inspiration for Kindred of every clan, including new bloodlines, new Disciplines and horrific new miracles of Theban Sorcery

Book Information

Series: Vampire

Hardcover: 220 pages

Publisher: White Wolf Publishing (April 4, 2005)

Language: English

ISBN-10: 1588462498

ISBN-13: 978-1588462497

Product Dimensions: 8.6 x 0.7 x 11.1 inches

Shipping Weight: 2 pounds

Average Customer Review: 3.9 out of 5 stars • See all reviews (8 customer reviews)

Best Sellers Rank: #1,496,208 in Books (See Top 100 in Books) #98 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire #266 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

LANCEA SANCTUM is a sourcebook for the roleplaying game VAMPIRE: THE REQUIEM by White Wolf. It is meant for both players and storytellers, to provide information on the vampire covenant and religion, the Lancea Sanctum. The covenant is one of the most important groupings in VAMPIRE: THE REQUIEM, because membership reflects a philosophical choice by the characters rather than the vagaries of circumstance. Of all the covenants, the Lancea Sanctum maybe the most important because it will likely be the first the characters encounter and the most different from their initial impression. Many, if not most, players will have played the introductory scenario "Mary's Childe" and the Lancea Sanctum is an integral part of that scenario. It is also likely to be

misunderstood; the Lancea Sanctum borrows heavily from Catholic imagery and rituals, but demands that its adherents admit their damnation and act accordingly. It is a vampire religion, that worships God by putting the fear of Him into mankind. A book like LANCEA SANCTUM provides useful information to both players and storytellers on this misunderstood but pervasive group. The introductory fiction for LANCEA SANCTUM is very interesting - the paper is very distinctive, meant to resemble vellum (I think), and the font is made to resemble illuminated script. It also does an excellent job of setting the mood for the covenant; religious fanaticism and monstrous power. The first chapter describes the history of the covenant, specifically its founding and spread throughout the world. Of course, it is written from the perspective of the covenant itself, which gives each covenant book its own flavor and allows competing history with no "canon" that must be followed.

Unlike other covenants, the Lancea Sanctum is primarily a religious (not political) organization. This book goes a long way toward filling in the culture and history of the covenant, but is a little lacking in the beliefs facet. I found this to be one of the more interesting and helpful covenant books, having read all of them with the exception of VII. The variety of factions and creeds presented help in creating Sanctified characters who are differentiated, and keep the covenant from becoming the monolith/stereotype it might appear to be initially. The first chapter gives a history that mirrors Christianity closely enough to warrant skipping, but short and creative enough that I found it worth the time. Chapter two gives a rough idea of the contents of the Testament of Longinus, the creeds of worship, and titles/positions in the covenant. The most interesting part, though, is a description of various rites and optional systems with mechanical bonuses to accompany them. The bloodlines and factions presented in chapter three are a highlight of the book as well, and the requisite chapter on Disciplines and Theban Sorcery is sufficient (26 pages). This roughly doubles the current number of available Theban Sorcery rituals and provides a bit of theological perspective on them. As much as I like this book, however, I came out of my initial read with little sense of how the covenant's beliefs come into practice when dealing with mortals. I got all the same stuff from the core book: Yes, they believe damnation has purpose. Yeah, they want to be apex predators. But how is this all that different from Belial's Brood, then? Is it just a more self-flagellating version? This book didn't really answer those questions for me.

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

Lancea Sanctum (Vampire: The Requiem) Vampire Fall of the Camarilla (Vampire the Requiem)
Vampire Damnation City (Vampire the Requiem) Vampire Gangrel Savage & Macabre*OP
(Vampire: The Requiem (White Wolf)) Sanctum and Sigil: Mage the Awakening Vampire Bites:

Vampire Paranormal Romance Boxed Set (Vampire Bites Anthology Series Book 1) Vampire: The Requiem: A Modern Gothic Storytelling Game City of the Damned: New Orleans (Vampire: the Requiem) Vampire: The Requiem Storyteller's Screen Danse Macabre (Vampire the Requiem) Ventrue: Lords Over the Damned (Vampire the Requiem) Belial's Brood (Vampire: The Requiem) Ghouls (Vampire The Requiem - World Of Darkness - WOD) Shadows in the Dark: Mekhet (Vampire: The Requiem) Hunter Night Stalkers *OP (Vampire: The Requiem (White Wolf)) Dark Embrace (The Vampire's Kiss 1)(Harem, Vampire, Supernatural, Angel, Demon, Hot Wife Erotica) Vampire Companion: Official Guide to Anne Rice's " Vampire Chronicles " Interview with the Vampire (The Vampire Chronicles, Book 1) The Vampire Next Door: The True Story of the Vampire Rapist Single White Vampire (Argeneau Vampire Book 3)

[Dmca](#)