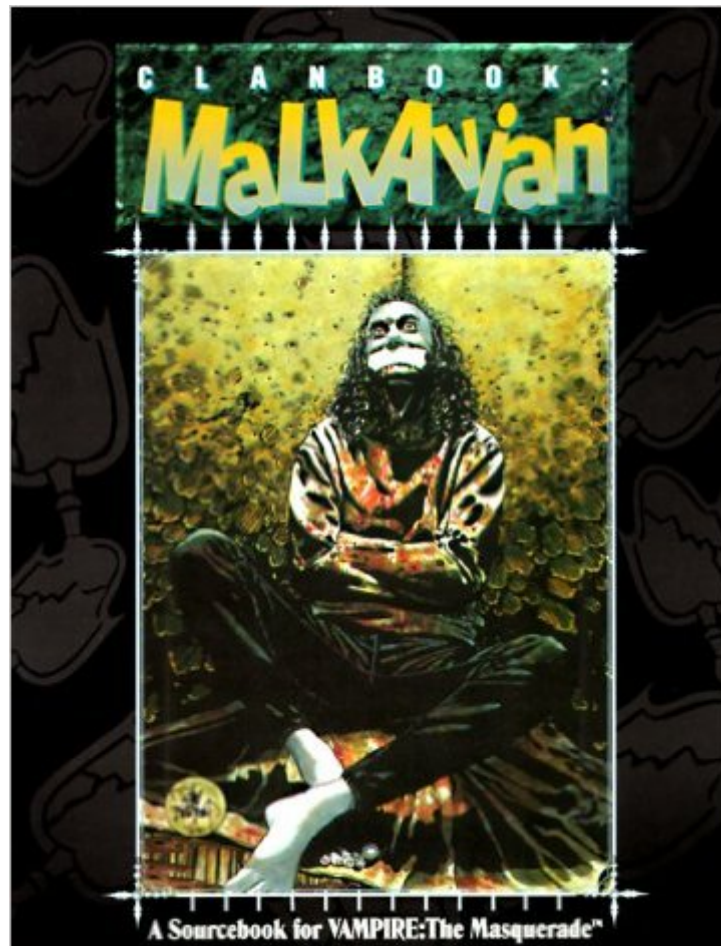


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Clanbook: Malkavian (Vampire: The Masquerade)



Synopsis

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

Book Information

Paperback: 72 pages

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Average Customer Review: 4.2 out of 5 stars [See all reviews](#) (17 customer reviews)

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Customer Reviews

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.

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.

If you want to spend about thirteen dollars for a comic book and shipping and handling, by all means, go right ahead. When I first read this edition to the clanbook series I laughed, because, stupid or not, this book is really funny. It depicts Malk life as one humiliating prank after the next with a smattering of insight here and there. This is not how I originally saw Malkavians. They are all insane. Not the silly, cartoon, pie-in-the-face kind of crazy depicted in the book. Insanity is strange, frightening, and very much part of the World of Darkness mood. This book failed to create any tangible use in any of my Campaigns. Its just a collection of silly, crayon pictures and ridiculous jokes. I enjoyed reading it but its just another example of a true failure of a failed suplliment and more fodder for farcical characters and the munchkins behind them. The bottom line is; If you want an expensive joke, get the book. If you want something useful, spend your money in a more productive fashion.

~More than any other book in the clan book series, with the possible exception of Clanbook: Nosferatu, this book displays what it means to be Malkavian. The format true captures the spirit of madness with such touches as upside down pages, pages printed in reverse and crayon drawings that truely capture the spirit of insanity. There is useful material for storyteller in the form of new high level disciplines. This book touches also upon the unanswerable question "Why haven't the Malkavian's be exterminated?"

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

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.

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