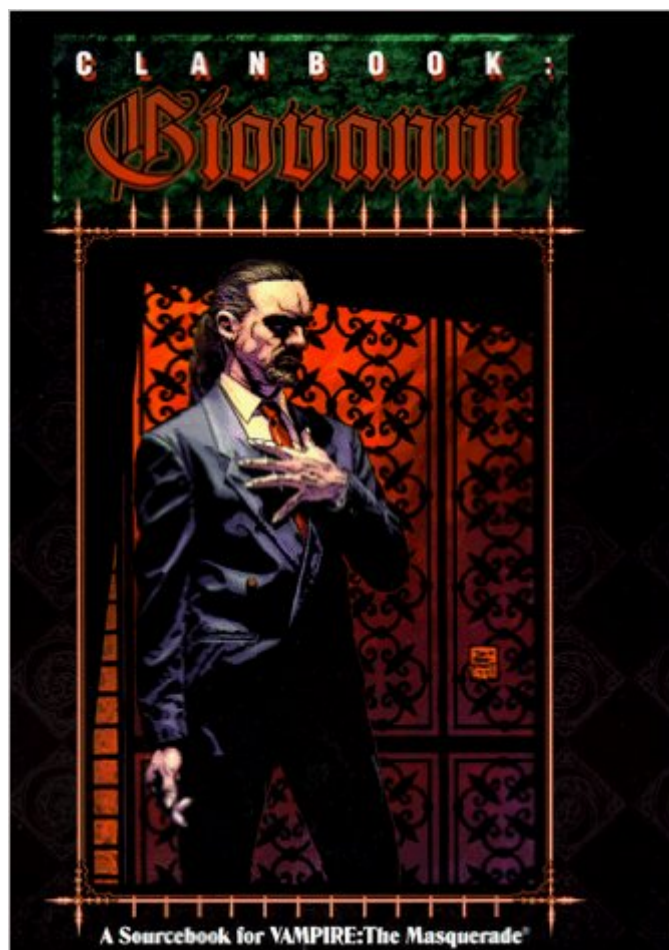


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## \*OP Clanbook Giovanni (Vampire: The Masquerade Clanbooks)



## Synopsis

RPG Book

## Book Information

Series: Vampire: The Masquerade Clanbooks

Paperback: 72 pages

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Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (19 customer reviews)

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## Customer Reviews

The revised version of Clanbook: Giovanni is truly impressive. It's very well written and the graphic part is also good. It contains an in-depth history of the Clan (since the Roman Empire, when their name wasn't Giovanni yet) like the previous version, and much information on the modern affairs. The lesser families (like the Dunsirn and the Pisanob) are explained with much more detail than it was in the previous version of this book. There's also more and new information on the Endless Night, and be prepared: it's shocking news! It features much more interesting character templates (not just the generic "necromancer-business men" like before), including a Dunsirn and a Pisanob. The only thing that's missing is any follower from the Path (of Enlightenment) of Bones, however. There are however revised rules for using Necromancy in the times of the Maelstrom, as well as new Necromancy Rituals, Pisanob Necromancy Rituals and mechanics, and a new Path for Ghilberti Necromancers. It also features rules for using Wraiths and Spectres without the need for Wraith: The Oblivion, a new Background and really interesting Merits and Flaws. All the rules also described in the MET system. The previous book was a blast, and this one is much, MUCH better. A must buy, whether you're a Giovanni player or not. It's successful in its task to provide in-depth and accurate information as well as picture how inhuman, dark and complex the Giovanni are.

This has got to be the best clanbook out there. It isn't just an endless flow of expanded rules and advanced systems, it's an in-depth background to way the Giovanni think, act, and do their "business". I just have to say I love it, though the Lamia and Capps did deserve more attention...

Justin Achilli obviously impressed a number of people with his writing as he was responsible for the development of *Vampire: The Masquerade (3rd Edition)*. One of those he impressed is me. *Clanbook: Giovanni* is one of the better Clanbooks I have read, partly because of the information but mainly because of the insider's view that it portrays. Even though it has very few rules/systems updates for Necromancy and other such sought after items (now contained in *Vampire: The Masquerade 3rd Edition*) it contains enough story and roleplaying background to 'flesh out' the Giovanni Clan. Another suggested series of White Wolf books if interested in the Giovanni would be the *Giovanni Chronicles*, "The Last Supper", "Blood and Fire" and "The Sun Has Set".

This is either a book you'll love or hate, and I LOVED it! I noticed that a few other reviewers rated this source poorly due to the "graphic content". Well that's what the Giovanni are all about, pure unadulterated EVIL. This book contains little mini-stories, just like any other White Wolf book, and just like in all their other books the stories are related to the info and statistics contained within, and as previously stated the Giovanni are PURE EVIL, so of course the stories aren't pretty. Besides, doesn't it say "Games for mature minds" on all White Wolf books? Of course this isn't a book you'd want a little kid to read (or even a your teenager for that matter) but the game in general is not intended for young audiences. Bottom line is, if you're a storyteller that wants to include Giovanni in your campaign, or just want more background info about the World of Darkness, then this book is for you. If you want to play a Giovanni, then most definitely READ THIS BOOK, you've gotta realize what kind of clan you're going to be involved with, and how challenging of a roleplaying experience it will be. However if there are young role players in your group or your house hold, then for the love of god put it someplace safe, so that you can use it for a reference, but they won't be able to browse through it (I find it had to think of many things that could warp a young child more than a story about the making of a snuff film). Or...if you're just squeamish or easily offended, perhaps a copy of the *Salubri* handbook would be a better choice for you ;)

This installment of the vampire clanbooks is a must have for Old World of Darkness players. It features key information for the Giovanni clan as well as a respectable amount of history to make

any campaign deeper, darker, and more depraved. Never mind that it is an excellent read. A fair warning though, it isn't for everybody. The amount of detail put into describing how the family runs its night to night business is rather graphic and a little disturbing at times. If you can get past this and the racism therein, I would suggest adding it to your collection.

Evil personified.. These guys have made a habit of making nightmares come true. I really found this book disturbing but also enlightening. You want evil then read this book. Not only is the secrets of this Family revealed but what it has planned for all of Humanity as well. How often can you use another race of super naturals to do your bidding but you can use the full force of Vampires as well. A great read in very informative. All you ever wanted to know and more....

A clanbook I waited for for a long time. Unfortunately it completely ignores previous references to the clan, and spends a lot of time making them as loathsome as the setites. Frankly I felt some of the content was over the top. However it has a lot of interesting info and a great take on what Enzo Giovanni is doing. Unfortunately no reworking of Necromancy, and no Necromantic rituals that players have been crying out for.

First off, let me say the artwork was superb! Secondly let me say that if you are a bit squeamish about VTM before reading this then perhaps you should not eat anything before you sit down with the Giovanni Clanbook. It definitely gives you an "in your face" insight into one of the more bizarre and secretive clans in the game. They could possibly be more dangerous than the Sabbat in the long run.

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