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*OP Clanbook Baali (Vampire: The Dark Ages Clanbooks)





Synopsis

Clanbook Baali (Vampire: The Dark Ages Clanbooks). World of Darkness.

Book Information

Series: Vampire: The Dark Ages Clanbooks

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Customer Reviews

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As is printed on the cover, Clanbook: Baali is not suited for children. It's pictures might offend people as may its content. So if you are religious you shouldn't buy it. But to put it right the Baali are not all satanists! They worship old evil beings called the Children (of darkness)called names of old babylonian and assyrian gods. They are cruel, sadistic, perverted, spread diseases via insects and perform rituals resembling satanic rites what leads to their image as whorshipers of Satan. Afer some time the weak Baali started to think of themselves as servants of Satan because of the other clans. Thats a very short summary of their history. So if you feel offended by anything stated here don't buy the book otherwise buy it and enjoy an Chronicle enhanced with pure EVIL.

I bought this clanbook in the hope that it would have basic info on the Baali. What I got was advanced disciplines and very interesting history of the Baali (which made this a Five-Star book.) What I didn't know, and this is from my ignorance of how the Clanbooks were organized in the Old World of Darkness, is that the "clanbooks" are oriented towards advanced players or those who want to play as/have NPC Elders in their chronicles. I didn't know this, and so I was expecting a full

discussion of the Baali and their Discipline. Even though I was blown away by the history and by what Elder Baali can do, I was very disappointed that the majority of the book was so focused on the Elders of Clan Baali. To summarize: Baali History- 5 Stars Baali Discipline listings- 3 Stars (Nothing below level 5 on Daimoinon?!?!? Come on!) Over all- 4 Stars

This book was so interesting, that I had to finish it in a single take. All Vampire material should be like this (the excess is highly overrated, I don't what the fuss is all about). If some people find this sick or disturbing, they should quit playing games about characters who have to kill and drink blood just to survive:-). I'm a VtDA ST, and this book has great value for my chronicle. Just reading it opened a well of ideas and story plot in my mind. I have used no Baali until now, I thought they represented all the boring and cliche aspects of evil. Clanbook Baali changed all that, there are so many different and subtle ways they could creep into a chronicle... (I'll stop here as not to spoil the fun) Closing statement: A must for ST's, a good read for all VtDA fans, and a new bloodline to play for mature and experienced roleplayers only.

I play a Baali and YES I have read the whole book through. I don't play it to be an EVIL DISGUSTING SATANISTIC murderer. I didn't even take an evil path.. I'm still on the road to Humanity.... barly. I played my character as a human for 2 years. and when WW put out the revised edition I told my ST that I wanted to be a Baali. The WHOLE! reason behind it is just to see what it would be like. Just immagine.. your soul is already corrupted from the embrace and as if vampires didn't have enough problems keeping humanity. Just imagine when your sire wants you to come join in the ritualistic fun. could you keep your sanity or do you think your character would succumb to the beast quickly? So far I'm hanging in there.BTW the book is one of my personal fav's. The story IS in depth anybody who dosn't think so hasn't read through much V:tM storyline. SUPPOSEDLY the Salubri were part of the Baali at one point and Saulot betraied Baal and got him cast out by Cain. Can you imagine the pain of being cast out by a cast out??? tough..

The Baali book is great for storytellers. It gives great (and sick) details on thier background. Yes, the book is quite graphic, but they're EVIL! Evil people aren't nice. There is more info on the Baali in the Dark Ages Companion. It talks about Shaitan and his decent into madness. And for players, in the Baali book it says multiple time and I quote "Baali are for storyteller use only". And to the people who are offended by this book, grow up! If you don't want to know what evil vampires do or where they come from, don't buy the book. Simple. The book is great. Hooray for White Wolf. Keep it going

By far my favorite of all the Vampire books. I am an avid researcher of the Ba'ali, both in Vampire and mythology. ClanBook Baali reinstates that Vampires are creatures of Darkness and True Evil. These are the true Damned Childer. No serious Storyteller should be without a Ba'ali character in their Chronicle. This is a must even if for Cainite historical reference. I read this book weekly. I highly recommend it. Whoever heard of "Humane" vampires. These guys are the true Vampires of old. ClanBook: Baali is by far unsurpassed. Only for the open minded and unafraid to explore the darker side of "Personal Horror".

Having read the other reviews, I must agree that Clanbook: Ba'ali is quite graphic and it obviously offends some people. They shouldn't use it! Personally I feel that a Storyteller can use the book to really flesh out his Dark Ages story. I must agree with another "reviewer"...I can't see a player having a Ba'ali character, but as a plot elements, story hook, etc.--YES! I was actually somewhat horrified by the content--GUESS WHAT!--it served it's purpose!!!!! Is this item shrink wrapped with parental advisory, etc? I can't remember...it should be.

This book was just awful. The hodge-podge of "evil" things this Bloodline has allegedly done was so far-fetched that I laughed. The book had no real value, structure, or direction and instead sacrificed new pertinent information on what is in reality a BLOODLINE to disappointing shocks like Saulot's role in their creation. And how about that Daimoinon 10 Discipline? Can't wait for the Baali Antediluvian to show up and pull that one...For a company that consistantly puts out intelligent, well-woven social commentary disguised as brilliant gaming, this one fell far short. And to all of you writing reviews in character, for my good, your good, and White Wolf's, please grow up.

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