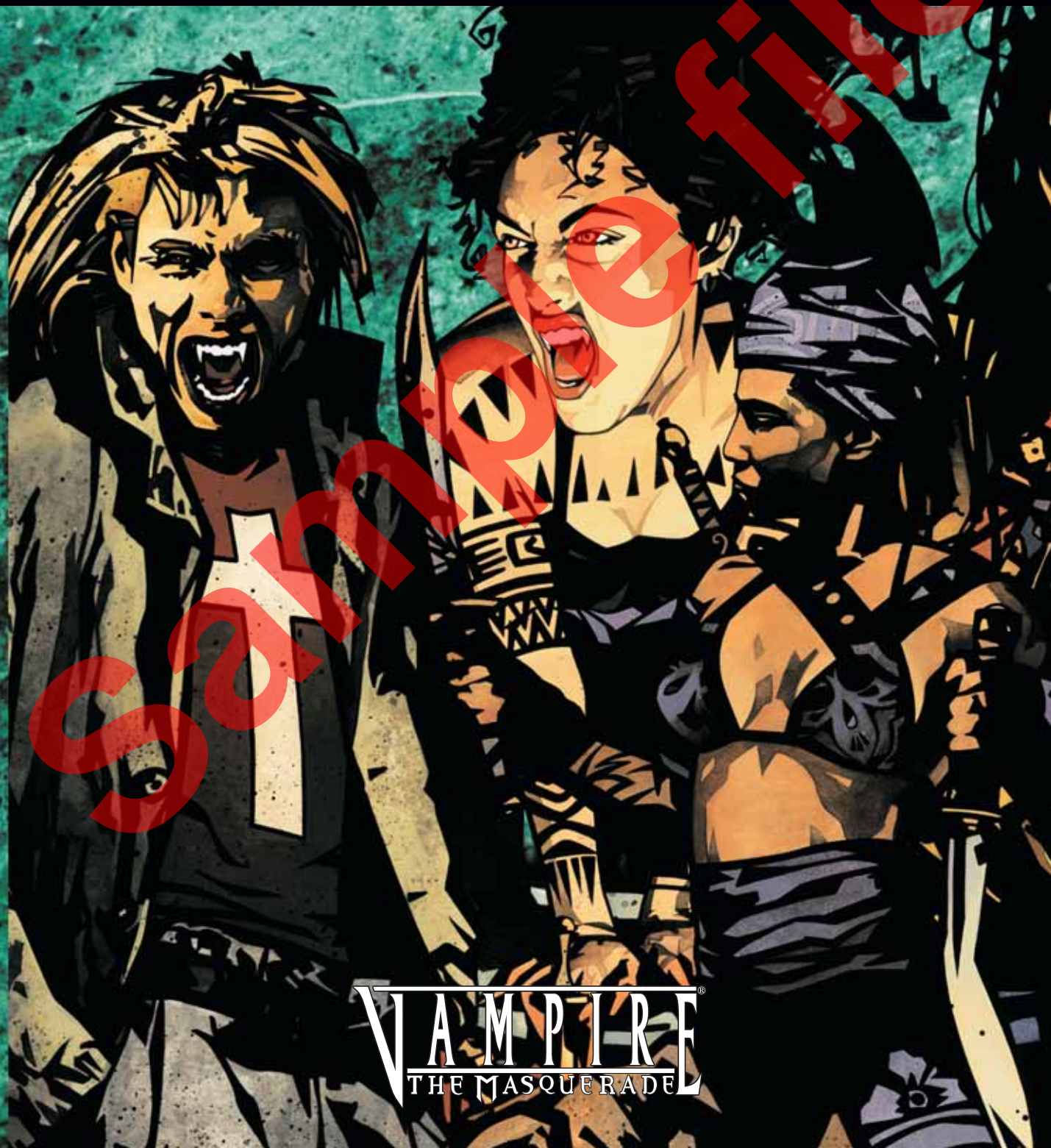


CLAN NOVEL SAGA™: VOLUME ONE

THE FALL OF ATLANTA™

wieck, Fleming, Griffin, et al.



VAMPIRE®
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CLAN NOVEL SAGA™: VOLUME ONE

THE FALL OF ATLANTA™

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CLAN NOVEL SAGA™: volume one

THE FALL OF ATLANTA™

From the most ancient of times
to Friday, 2 July, 1999

Book one of four



by
stewart wieck, gherbod Fleming and Eric Griffin
with Kathleen Ryan and Justin Achilli
and additional contributions by
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Sample file



Sample file



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and Then Die Anyway

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Sample file





Foreword:
DO OR DIE
and Then
Die anyway

by stewart wieck



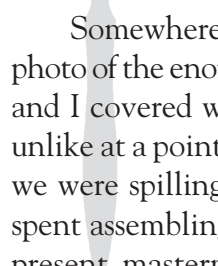
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Wednesday, 9 April 2003

3:28 PM

Chicago, Illinois



Somewhere, probably on a PDA I haven't used for a couple years*, I have a digital photo of the enormous, wall-sized dry-erase board that John Steele (a.k.a. Gherbod Fleming) and I covered with scrawl plotting this “million-word” Clan Novel Series. Fortunately, unlike at a point later in this gigantic story, our scrawl was not in blood, though it felt like we were spilling plenty of it. It was a weekend of intense plotting that followed weeks spent assembling puzzle pieces, especially with the help of Justin Achilli, the then, and present, mastermind behind the events affecting the vampires of our World of Darkness.

(By the way, Justin was very late delivering his **Clan Novel: Giovanni**, but I'd like him to know that I have now forgiven him, especially considering how he recently led an ad hoc basketball team of folks from the White Wolf office to victory in a grudge match against the warehouse team, all in my name. I'm not certain how I became the center of that mess, but I guess that's something new to blame on Justin.)

Interweaving the events of thirteen novels involving thirteen, or more, protagonists and point-of-view characters was no small task. Every decision had fallout throughout the entire course of the series and plugging plot holes (okay, we didn't plug them all) necessitated backtracking through the prior dozens of decisions and reformulating yet again. Much easier to be an undying vampire and have a little more time for such plotting.

This level of difficulty held true even though we primarily plotted only the main story arc. We allowed the rest of the story to be “up to the author” of each individual novel. That was really just a seemingly generous way of saying we'd pretty much maxed out our brainstorming with the main story arc—involving the Eye of Hazimel, the Tzimisce Antediluvian beneath New York City, and the near-end of the World of Darkness—and so whatever portion of the novel wasn't required to address those issues of the larger plot was the responsibility of the author. That turned out to be a real pain in the ass when it came time to write the novels we assigned ourselves.

(In my case, I wrote two—**Clan Novel: Toreador** and **Clan Novel: Malkavian**—plus portions of **Clan Novel: Ravnos**. John was the main workhorse behind the writing of the series, with five novels plus some pinch-hitting on **Ravnos** with me. Together we addressed the continuity of the series overall and especially the contributions of authors besides ourselves.)

The main story was our focus because it *had* to be good. You see, the future of fiction in the World of Darkness was riding on the success of the Clan Novel series. Some prior World of Darkness novels, trilogies and anthologies had achieved respectable sales, but only the best of them. The others were not moving off the shelves the way we thought they should, nor even well enough to warrant publishing more titles.

So the Clan Novel series was to be an about-face.

(Credit to Chris McDonough for his long-time encouragement of novels based around individual clans. I'll remind him that he never proposed a mega-series format, but it was his continual pressure that prompted the creation of the series in the first place.)

We wouldn't pull any punches and so would use *all* our best-known characters. We would promote the hell out of the series, and we would make certain the novels reflected the nature of the events as portrayed in our game setting. A disconnect between our games and our fiction was long thought to be a major weakness in our early World of Darkness fiction, and correcting that was fundamental to the effort of this series (and fundamental to making fiction readers out of our game players). As it turns out, some of the mythology the Clan Novels added to the World of Darkness has been embraced now in other WoD formats as well, including an Eye of Hazimel card and story line for our **Vampire: The Eternal Struggle** collectible card game.

In a vastly complicated reflection of the convoluted World of Darkness, the story line for the series would operate on a number of different levels. Each of the Clan Novels was supposed to tell a self-contained story. The backdrop for those stories was the Camarilla vs. Sabbat war, which raged along the entire eastern United States and contained innumerable elements and conflicts that were central and classic to the setting, such as Old World vs. New World and elder vs. anarch.

But it was the step beyond even that conflagration that was the true heart of the series. That step took us to ancient generations of vampires that had previously never been detailed and it took us deep into the recesses of New York City, where the Tzimisce Antediluvian dwells. Befitting the layers-within-layers nature of the Kindred and the World of Darkness, the one million words of the Clan Novel Series demonstrate the patterns of action and reaction that such an unfathomably powerful being puts into motion when it senses a course of events that threatens its survival—all without truly stirring from its deep slumber. With the barest glimmer of awareness, this Antediluvian initiates activity—including the entire Camarilla vs. Sabbat war presented in the novels—that ultimately puts it beyond the reach of those who would harm it. That's the central plot of the Clan Novel Series: the shrug of an Antediluvian. Don't worry, I promise that the actual million words are more exciting than that base breakdown.

Of course, an ancient vampire that opens an eye might continue to rouse and soon open a fanged mouth hungry for Kindred blood, so something had to happen—*someone* had to save the world from destruction. Well, one of our protagonists did, but the events in the World of Darkness, unfolding as you read this, show that the story isn't quite over.

The Clan Novel Series upped the ante, alright, but it also served to create a new benchmark for Armageddon.

—Stewart Wieck
Clan Novel Series Editor
Co-creator of the World of Darkness

**Despite my technological intentions, I always find myself using pen and paper to organize my day.*



Sample file



prologues:
Games Among
the Dead

From Times Most Ancient to
Thursday, 31 December 1998



Sample file



From *The Book of Nod*
Edition circulated in Kindred circles in the mid 1990s
by the Noddist scholar Aristotle de Laurent

THE TALE OF THE FIRST CITY

In the beginning there was only Caine
 Caine who [sacrificed] his brother out of
 [love].⁴⁷
 Caine who was cast out.
 Caine who was cursed forever with immor-
 tality.
 Caine who was cursed with the lust for
 blood,
 It is Caine from whom we all come,
 Our Sire's Sire.

For the passing of an age he lived in [the
 land of Nod],
 In loneliness and suffering
 For an eon he remained alone
 But the passing of memory drowned his
 sorrow.
 And so he returned to the world of mortals,
 To the world his brother [Seth, third-born
 of Eve,]
 and [Seth's children]
 had created.

He returned and was made welcome.
 [For none would turn against him,
 due to the Mark that was laid upon him]
 The people saw his power and worshipped
 him,
 [He grew powerful, and his power was
 strong,

his ways of awe and command were great]

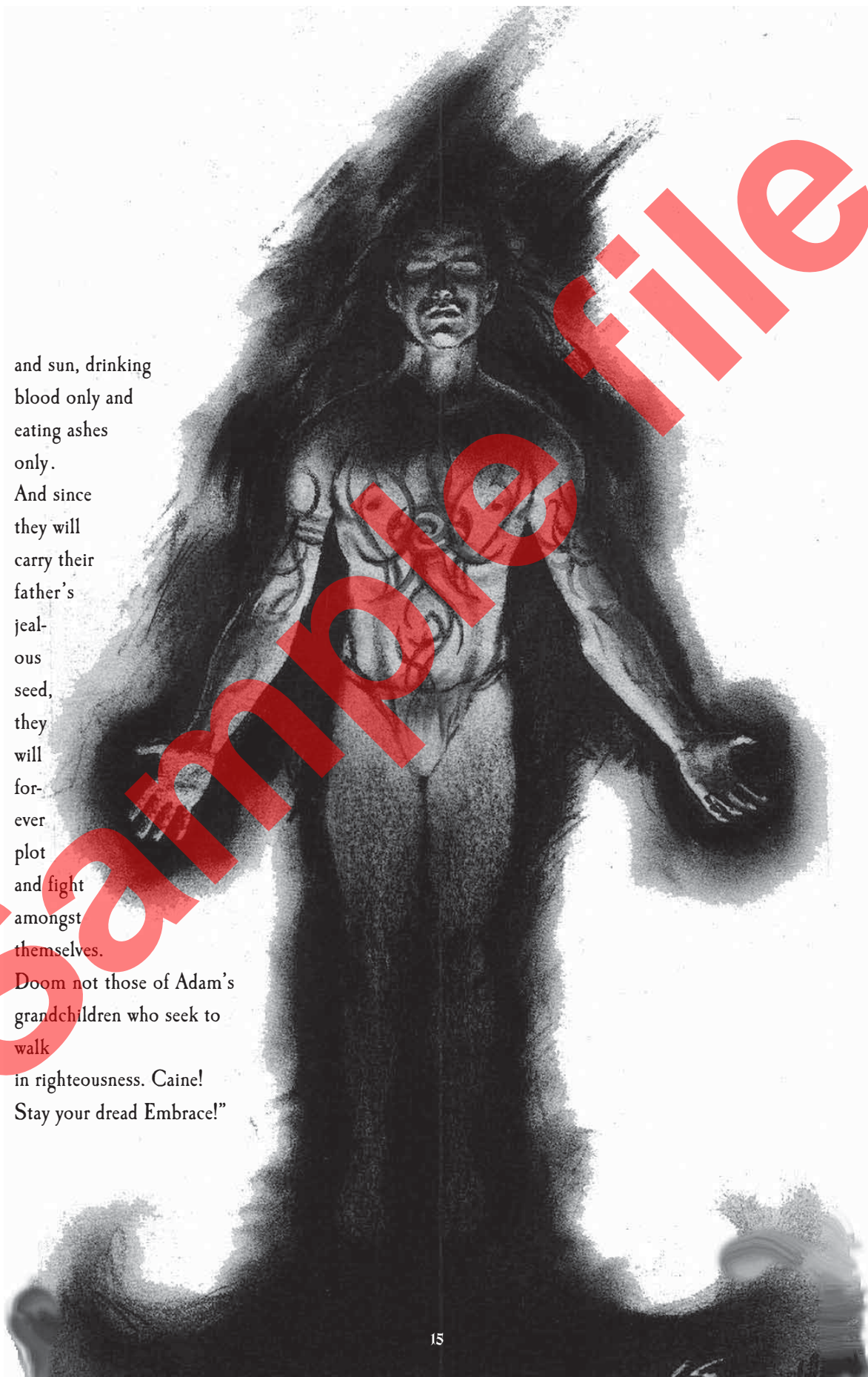
[And the Children of Seth made] him King
 of their great City, The First City.

But Caine grew lonely in his Power.
 Deep within him, the seed of loneliness
 blossomed, and grew a dark flower
 He saw within his blood the potency
 of fertility

By calling up demons
 and listening to whispered wisdom
 He learned the way to make a child for his
 own.
 He came to know its power, and, doing so,
 decided to Embrace one of those near him.

And, lo, Uriel, Dread Uriel, revealed
 himself to Caine
 that very night
 and said to him,

“Caine, though powerful you are, and
 marked of God,
 know you this: that any Childe you make
 will
 bear your curse, that any of your Progeny
 will forever walk in the Land of Nod, and fear
 flame



and sun, drinking
blood only and
eating ashes
only.

And since
they will
carry their
father's
jeal-
ous
seed,
they
will
for-
ever
plot
and fight
amongst
themselves.

Doom not those of Adam's
grandchildren who seek to
walk
in righteousness. Caine!
Stay your dread Embrace!"



J. Robb

Still, Caine knew what he must do, and a young man named Enosh, who was the most beloved of Seth's kin, begged to be made Son to the dark Father. And Caine, mindful though he was of Uriel's words, seized Enosh, and wrapped him in the dark Embrace.

And so, it came to pass that Caine beget Enoch and, so doing, named the First City Enoch.

And, so doing, did Enoch beg for a brother, a sister, and Caine, indulgent Father, gave these to him, and their names were Zillah, whose blood was most-favored of Caine, and Irad, whose strength served Caine's arm.

And these Kindred of Caine learned the ways of making Progeny of their own, and they Embraced more of Seth's kin, unthinking.

And then wise Caine said, "An end to this crime.

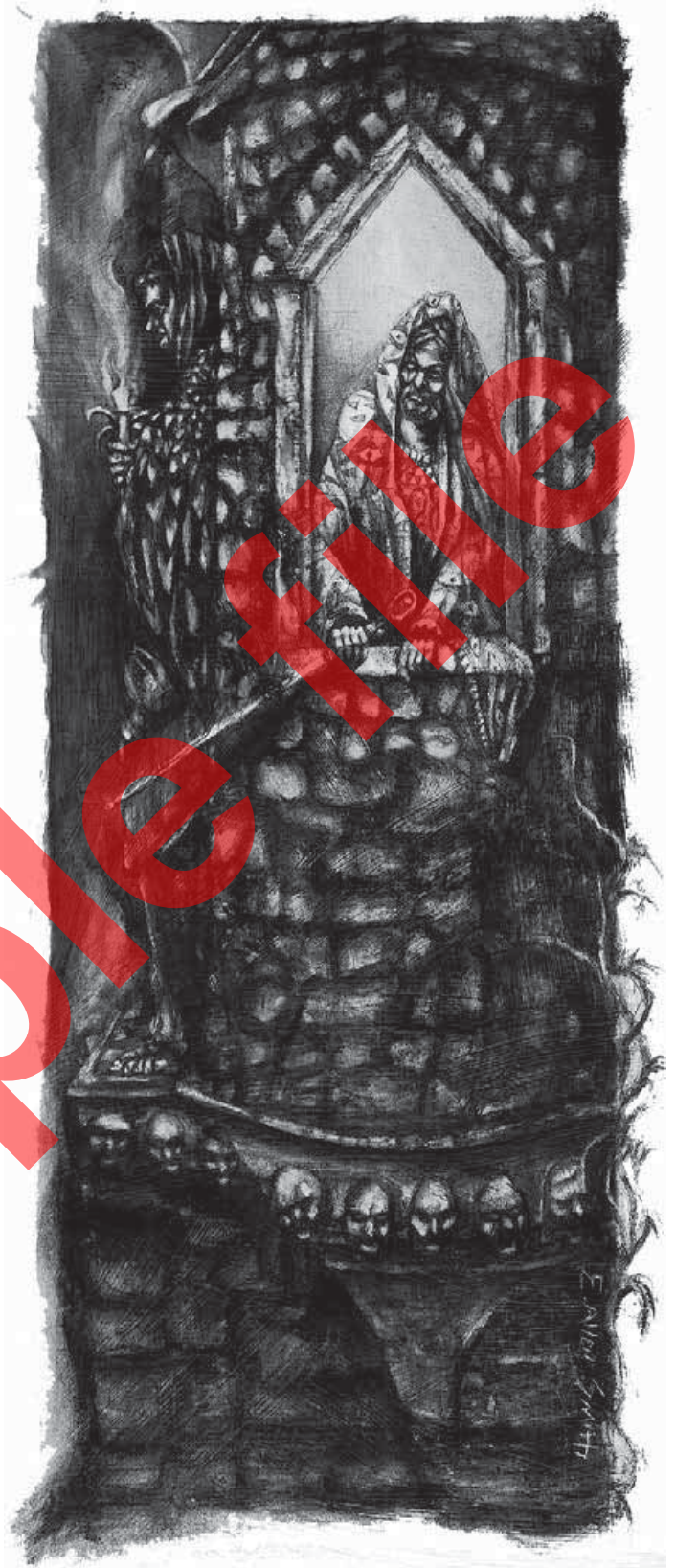
There shall be no more."

And as Caine's word was the law, his Brood obeyed him.

The city stood for many ages, And became the center of a mighty Empire. Caine grew close to those not like him. The [children of Seth] knew him And he, in turn, knew them

But the world grew dark with sin. Caine's children wandered here and there, indulging their dark ways

Caine felt anger when his children fought He discovered deceit when he saw them



make word-war

He knew sadness when he saw them abuse [the children of Seth]

Caine read the signs in the darkening sky, but said nothing.

Then came the great Deluge, a great flood that washed over the world.

The City was destroyed,
the children of Seth with it.

Again, Caine fell into great sorrow and went into solitude.

And he left us, his Progeny, to our own ends.

Sample file