Masquerade

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Masquerade ball

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A masquerade ball (or bal masqué) is a special kind of formal ball which many participants attend in costume wearing masks. (Compare the word "masque"—a formal written and sung court pageant.) Less formal "costume parties" may be a descendant of this tradition. A masquerade ball usually encompasses music and dancing. These nighttime events are used for entertainment and celebrations.

The Masquerade (Atlanta)

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The Masquerade is a mid-sized concert venue located in Atlanta, Georgia, United States. It is located in Kenny's Alley, the lowest level of Underground Atlanta. The venue first opened in 1989 at the historic DuPre Excelsior Mill, a century-old former manufacturing plant. It became known throughout its early history as one of the city's premier alternative music spaces, hosting styles ranging from punk rock to electronic music. Its three stages, named after the destinations of the afterlife—Heaven, Purgatory, and Hell—forge distinct musical identities. After the space was sold in the 2000s, the Masquerade relocated to its current location in Underground Atlanta, where it retained its three concert spaces and added a fourth named Altar (2024).

Vampire: The Masquerade – Redemption

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Vampire: The Masquerade – Redemption is a 2000 role-playing video game developed by Nihilistic Software and published by Activision. The game is based on White Wolf Publishing's tabletop role-playing game Vampire: The Masquerade, a part of the larger World of Darkness series. It follows Christof Romuald, a 12th-century French crusader who is killed and revived as a vampire. The game depicts Christof's centuries-long journey from the Golden Ages of 12th century Prague and Vienna to late-20th century London and New York City in search of his humanity and his kidnapped love, the nun Anezka.

Redemption is presented in the first- and third-person perspectives. The player controls Christof and up to three allies through a linear structure, providing the player with missions to progress through a...

Vampire: The Masquerade – Bloodlines

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Vampire: The Masquerade – Bloodlines is a 2004 action role-playing video game developed by Troika Games and published by Activision for Microsoft Windows. Set in White Wolf Publishing's World of Darkness, the game is based on White Wolf's role-playing game Vampire: The Masquerade and follows a human who is killed and revived as a fledgling vampire. The game depicts the fledgling's journey through early 21st-century Los Angeles to uncover the truth behind a recently discovered relic that heralds the end of all vampires.

Bloodlines is presented from first-person and third-person perspectives. The player assigns their character to one of several vampire clans—each with unique powers— customizes their combat and dialog abilities, and progresses through Bloodlines using violent and nonviolent methods...

Vampire: The Masquerade

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Vampire: The Masquerade is a tabletop role-playing game (tabletop RPG), created by Mark Rein-Hagen and released in 1991 by White Wolf Publishing, as the first of several Storyteller System games for its World of Darkness setting line. It is set in a fictionalized "gothic-punk" version of the modern world, where players assume the role of vampires, referred to as Kindred or Cainites, who struggle against their own bestial natures, vampire hunters, and each other.

Several associated products were produced based on Vampire: The Masquerade, including live-action role-playing games (Mind's Eye Theatre), dice, collectible card games (The Eternal Struggle), video games (Redemption, Bloodlines, Swansong and Bloodlines 2, Bloodhunt), and numerous novels. In 1996, a short-lived television show loosely...

Vampire: The Masquerade – Bloodhunt

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Vampire: The Masquerade – Bloodhunt is a free-to-play battle royale game developed and published by Swedish developer Sharkmob. It is based on the tabletop role-playing game Vampire: The Masquerade, and is part of the larger World of Darkness series. The game was released on 27 April 2022 for both Windows and PlayStation 5.

Vampire: The Masquerade (Vault Comics)

Vampire: The Masquerade is a monthly horror comic book published by Vault Comics since 2020. It is based on the tabletop role-playing game of the same

Vampire: The Masquerade is a monthly horror comic book published by Vault Comics since 2020. It is based on the tabletop role-playing game of the same name, and is part of the larger World of Darkness series. The series is written by Tim Seeley, Tini Howard and Blake Howard, with art by Devmalya Pramanik, Nathan Gooden, David W. Mack and Aaron Campbell, coloring by Addison Duke, and lettering by AndWorld.

The comic includes two connected stories, set in Minneapolis–Saint Paul in Minnesota: "Winter's Teeth", which follows the vampire enforcer Cecily Bain, who takes in the abandoned younger vampire Alejandra; and "The Anarch Tales", which follows a coterie of anarch vampires tasked with investigating a murder. The critical response has been positive, particularly towards the artwork and coloring...

Vampire: The Masquerade – Swansong

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Vampire: The Masquerade – Swansong is a role-playing video game developed by Big Bad Wolf and published by Nacon. It was released in May 2022 for Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X/S and in September 2023 for Nintendo Switch. It is based on White Wolf Publishing's tabletop role-playing game Vampire: The Masquerade, and is a part of the larger World of Darkness series.

Vampire: The Masquerade (Choice of Games)

Vampire: The Masquerade is a line of interactive fiction video games based on the tabletop game of the same name, and is part of the World of Darkness

Vampire: The Masquerade is a line of interactive fiction video games based on the tabletop game of the same name, and is part of the World of Darkness series. They are developed by Choice of Games for Android, iOS, Linux, MacOS, Microsoft Windows, and web browsers, and include Night Road (2020) by Kyle Marquis, Out for Blood (2021) by Jim Dattilo, Parliament of Knives (2021) by Jeffrey Dean, and the Sins of the Sires (2022) by Natalia Theodoridou.

The games are text-based, and involve the player creating and customizing a character, and making choices that affect the direction of the plot. In Night Road, the player takes the role of a courier delivering secrets for vampire elders in the Southwestern United States; in Out for Blood, a vampire hunter who protects his town; in Parliament of Knives...

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