

Bradstreet's vampires ... definitely dangerous and unpredictable, a lot like Tim himself (well, only if the keepers forget to feed him).

Seriously, though, in looking at these images I recall something about Tim's vampires that just might be of interest....

Once, long ago, in a place far from here (I think it was Milwaukee), Tim and I were sitting, drinking a bubbling substance out of tall mugs. It was late at night — the witching hour in fact. I could see he was tired, so casually I asked, "Tim, what's the trick of drawing dangerous and unpredictable-looking vampires?"

He mumbled, as if reciting an ancient litany, "This is the formula: one tub raw power, one six-pack of confidence, two dumpsters full of grunge, a skullful of rock 'n' roll and enough predatory instinct to make you sweat." It made me sweat just thinking about it, so I took another gulp of that bubbly stuff and pretended I didn't hear him.

It's very dangerous and more than a little unpredictable to draw like that, but that's how Tim does it.

I don't want any accidents with this formula, so it's best just to let Tim use it and get the vampires from him. It's better that way, trust me.

Keith Parkinson

"When you turn your hate to productive, you won't find it hard to impress."

— Pantera, "Mouth for War"

What yer holdin' in yer sticky little fingers represents one of my most exquisite pleasures. If there's anything I love, it's drawing dark portraits of whatever I want, spilling my brain on a page. The only condition: "They're vampires." Ever since I saw Katheryn Bigelow's film Near Dark (one of only two or three in the theater... five times), I've wanted to illustrate the work from Vampire: The Masquerade and what you see before you. White Wolf Game Studio gave me the chance to do it. I don't know if I or they expected the tremendous response that we received from all of you who are hip to the alternative, sensual, modern primitive, tattooed, gypsy white-trash aspects of the images created here, but we're thankful you did respond. A lot of influences played a part in this work: sex (I love to do the erotic ones), love, pain, frustration, strength, and of course the CD Vulgar Display of Power writhing in the background.

Sometimes, therapy IS fun. - Thanks, Phil.

I'd like to thank the following sugar-sweet individuals for their work as character models in **Vampire**. Joel Stinton, my Bro, there's no-one better-ever; Tommy O'Donnell, man, goddamn it; Monica (Toad Bug) Goodrich; Sherri (Sugar) Wall; Clay Thompson; Edwin (Nosferatu) Pierce; Tim Shickel; Matt (Coverboy) Casalil; and Chuck Mundy.

Special thanks to Kevin Braasch (photos) and Henry Rollins.

Timothy Bradstreet



Timothy Bradstreet

Tim Bradstreet is a veteran illustrator of roleplaying games and comic books. His works have been published by D.C., Eclipse, Dark Horse, White Wolf, TSR, FASA, GDW, etc. He has received critical acclaim for his work on many Vampire projects at White Wolf. Look out for upcoming Vampire nastiness. Tim's comic work can be seen in Clive Barker's "Age of Desire" due this fall, Andrew Vachss' "Hardlooks" from Dark Horse, and D.C.'s "Hawkworld." He is also a creator involved in Dark Horse's "Comics Greatest World" appearing this summer. He'll soon be illustrating Andrew Vachss' "Stations of the Cross," and Clive Barker's "The Body Politic." Tim is currently illustrating and designing a book with "Pop Culture Badass" Henry Rollins, adapting his lyrics and poetry/prose for Dark Horse and 2.13.61, Rollins Publishing Company, a project Tim says is "...a dream come true, a book you can get at comic shops, record shops, and Lollapalooza." Look for Tim's own creation, "Red Sky Diary," the epic story of a vampire hunter. It will be published by Dark Horse Comics in 1994. Tim is both the illustrator and the cowriter of this project.





AFAO CTONFORTE IND DIVD - CTONE MTH CI 90009



















