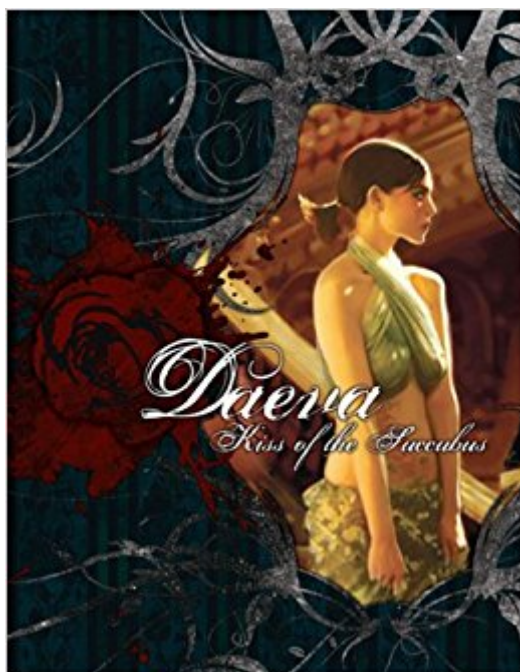


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Vampire Daeva Kiss Of The Succubus*OP (Vampire: The Requiem (White Wolf))



Synopsis

The Daeva Clan Book for Vampire: The Requiem – Love them or hate them, the Daeva are the ones you die for. Tempters and priests, madonnas and horrors, these vampires feed on the blood and vices of the World of Darkness – and feed well. From the best parties to the worst parts of town, be seduced by the beautiful among the Damned. For the Succubi, a good-looking corpse is only the first step in the Danse Macabre. A Clan book for Vampire: The Requiem – Trace the history of the Daeva – from their first chilling nights in Sumeria to the sticky heat of modern cities. – Tune into the Cacophony, the underground journalism of the Kindred. Find out what it takes to stay on the cutting edge of the Masquerade... and why that edge is cutting deeper than ever. – Experience the Daeva through the –“writing” – of the living and the dead from around the world. Players and readers are drawn into a World of Darkness that’s more frightening every night. – New Merits, bloodlines, Discipline powers, and clan secrets that every Vampire: The Requiem player will want to have.

Book Information

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Customer Reviews

As the headline suggests' this book is a great read, with good ideas for Daeva characters. It features two made ready characters which are great because their stats are ready made for the two basic "Deava" types you run across (the lover/the fighter) which are useful for new players and Storytellers. It also comes with some really neat merits and devotions which are probably it's saving

grace. Its downfall is its single bloodline, granted the bloodline is really cool but there's only one which is a real reminder that you have to buy more books to get more out of this, I guess I'm saying the noticeable marketing is disappointing.

I'm starting to think that a lot of people have misconceptions of what the clan books are all about. They aren't rule books, they are a collection of writings and short stories that are all 'in character', even the index is written in character on this book. As a source book the game fails. It only contains a few pages comparatively that actually pertain to game play. From rules to bloodlines to new disciplines and devotions. But these rules are just the icing on the cake. The appendix to the real valuable information. This book is about the Daeva clan. Not in game rules. Not supplementary game play mechanics. But about the vampires of this clan. The writings in this book, the short stories, the collections of past history, are of the highest caliber of Pen & Paper 'fluff' as some would call it, I have ever seen. What this book does is give an incredibly powerful and intimate view of the clan's history, their current struggles and daily life. It's less a book the games ST would need for rules, and much more about how the Daeva 'live' and how they spend their nights. The information within can be invaluable to any player wishing to flesh out their Daeva character or getting some insight on the mood and feel of the Daeva clan. Everyone knows, (or should know), that Mood and Theme are amongst the most important mechanics in any World of Darkness game. The Daeva 'clan book' exudes more Mood and sets such a dark and horrifying Theme I've ever seen in any World of Darkness book I own. The writing is simply amazing and can help you 'feel' your Daeva on a level you could never imagine. When I first picked this up I had seen mixed reviews, and just simply after the first story, entitled Kevin, drew me into the world of the Daeva and wouldn't let me go. When I finally finished reading it, the sun was starting to rise. It set the mood for the entire book which lived up to that first story in an amazing way and gave me such an amazing insight into the Daeva that any characters of the Clan I make from now on will have a depth I simply couldn't have attained before buying and reading this 'clan book.' So in the end, if you're looking for a book of rules... of supplements, you won't find it here. However if you're after finding an intimate, murderous, passionate and absolutely intense idea of the daily un-lives of the Daeva, their past and the over-arching Theme and Mood of the clan, you can find no better source than this book.

You know those short stories at the beginning of a chapter or that are part of the discrimination of the abilities? That's what you are getting here. Unlike the Masquerade clan books, this and all the other Requiem clan books are mostly stories. Most not that helpful for play, just stories. There is

some very nice artwork, lots of nudity but what do you expect from this clan? As for something to actual use in your game, there is some but not a whole lot. We're talking 14 out of 128 pages devoted actual mechanics like bloodline or merits. 5 of those are sample characters and a clan character sheet that's strangely missing the clan weakness, something all the Requiem clan character sheets lack. I would only recommend this for fans of the clan itself, not something used to help your storytelling sessions. Yes, some of the actual mechanics can be useful but it's not worth the price.

I'm a fan of the new color and layout of Requiem clan books, and the art work in this one is particularly enjoyable. There's even a few short comic strips. The Daeva unlifestyle definitely makes for pretty good reading too. In comparison to other clan books though, the appendix on this one is way too short. The Merits and Devotions are cool enough if you're into Daeva, but I found this section woefully lacking in crunch. That said, there is a storyteller section on dealing with Vice, and sex in particular, that's definitely worth a read if it's going to be a reasonably important element in your game. That said, other storytelling supplements address the same topic, so I'm tempted to give this book a 3-star review. It's definitely better than the Ventrue book though, so I won't take it that far. Not my favorite by any means, but still pretty good as a story (not rules) supplement.

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