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City Of The Damned: New Orleans (Vampire: The Requiem)



Synopsis

The Sultry Night Beckons New Orleans lives on borrowed time. Steeped in the customs and traditions of the Old World and ruled with an iron fist by a pious Prince, the Kindred of the city keep the sanctity of the Traditions at court and sate their desires amid the neon glare of Bourbon Street. From the stately manors of the Garden District to the seedy lanes of the French Quarter, New Orleans seethes with pent-up desire and whispered promises of power, revolution and revenge. Join the Danse Macabre City of the Damned: New Orleans presents the Big Easy in all its baroque glory, detailing the city's history, the laws and customs of its aristocratic court, and the intrigues of the vampires both prominent and petty. A wealth of characters, plot hooks and Storytelling tips make this an invaluable resource for any Vampire: The Requiem chronicle. Hardcover.

Book Information

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Customer Reviews

City of the Damned: New Orleans is a city sourcebook for Vampire: the Requiem, detailing vampiric politics in the Big Easy. This is not a popular book, and I don't understand why. I've seen reviews where people have complained about missing stats for Storyteller Characters (even though the developers have stated that the abbreviated stats are intentional), spelling errors and minor inconsistencies in flavour text, and based on that they have given the book poor ratings. Isn't the content more important than insignificant flaws like this? And City of the Damned offers solid content. It presents New Orleans as an exciting, deeply political city, with complex layers of intrigue that are nonetheless easy to understand and modular enough that the ST can include those parts of

it he/she likes while happily ignoring the rest or letting it play out in the background. The three-way political struggle between Vidal, Savoy and Cimitero is just as complicated as the ST wants to make it, and there are sub-layers and smaller factions that can be involved if a more complex political atmosphere is required to tell the stories the ST wants to tell. The book starts with one chapter detailing New Orleans history in deeper detail than the Appendix in the core book does, and this chapter is littered with plot-hooks and story-seeds; enough to fuel several chronicles. There's also a chapter about the city geography, which is somewhat lacking, as it requires a certain level of pre-familiarity with New Orleans; nothing that can't be dug up easily enough on the internet or in the library though. There are three chapters devoted to the major Storyteller Characters in New Orleans: One for Elders, one for Ancillae and one for Neonates.

City of the Damned: New Orleans is the quintessential setting for Vampire the Requiem, a setting book for the New World of Darkness game. It is not essential to play either WoD or Vampire, but it does present a fully developed and fleshed out setting for both games. The opening fiction is entitled "The Coming Storm,". Written as though it were being spoken to a Kindred, it does a great job of establishing the mood for a city populated by vampires, their politics and their struggles. The introduction gives an overview of the book, as well as explaining to readers discrepancies found between this book, the V:tR demo, and the overview of New Orleans in the V:tR rulebook. "A Look Back at the Big Easy" is the first chapter of the book, and details the history of the Kindred in New Orleans. From the Choctaw vampire who first preyed on the mortals of the region (and who goes from being an elder vampire preying on the Choctaw to the Elder of the Choctaw Indians with no explanation later in the book) to the modern nights when Prince Vidal rules, there's a lot of detail here. It sets the social scene for the Kindred detailed later in the book, and provides several good adventure hooks for Storytellers to build upon. The second chapter, "Points of Entry," details modern New Orleans, covering its layout, points of interest, as well as detailing transportation and culture in the city. As in the last chapter, there are a few references to real-world things which readers will need knowledge of New Orleans from outside the book to understand.

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