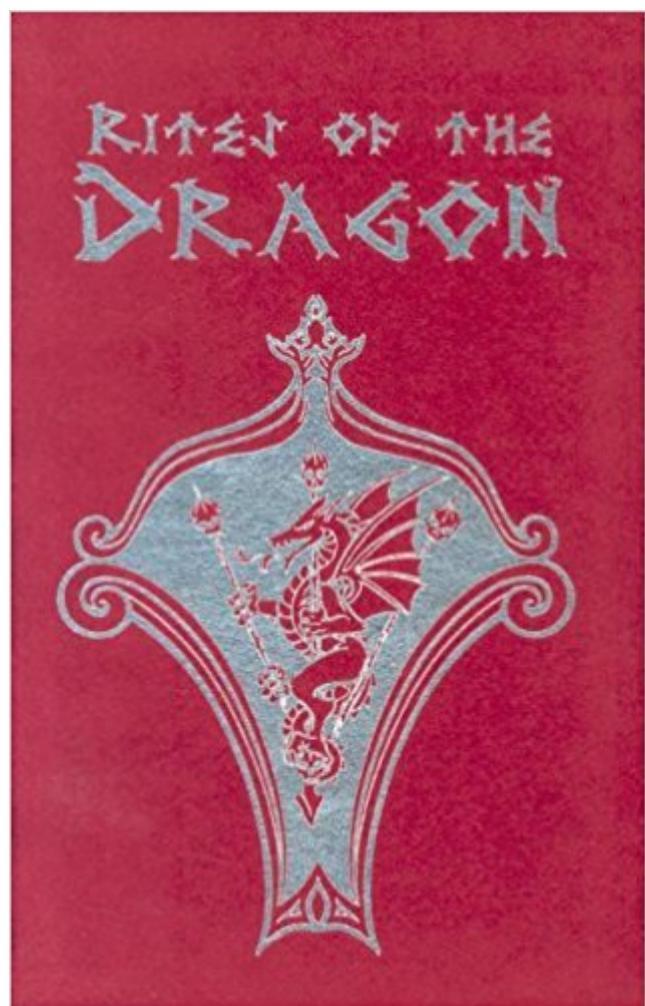


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# Rites Of The Dragon (Vampire: The Requiem)



## Synopsis

"I shall sleep but not rest." Slain by his enemies and cursed by God, Vlad Dracula arose from the battlefield as a ravening beast, hungry for the blood of men. For centuries the son of the Dragon has haunted the earth, driven by an implacable will to unravel the mysteries of the Embrace - and to master them. The Requiem is no mournful elegy to one such as the Impaler. It is the riddle of the ages, and at its heart may lie the key to life itself. "I gird myself for battle, not of the body, but the mind." Rites of the Dragon is the testament of Dracula himself, written in his own words. Within you learn the story of his transformation and quest to unlock the secrets of his undead existence.

Hardcover. trade-sized edition.

## Book Information

Series: Vampire, the Requiem

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Average Customer Review: 4.0 out of 5 stars 4 customer reviews

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## Customer Reviews

First of all this book is not a roleplaying manual per se, it is a book that chronicles the events, exploits and happenings in the life of one of the vampire clan founders, Vlad Tepes, also known as Dracula. In it you will not find stats, in game mechanics or a module of story ideas. Its an In-Character book (IC in roleplaying speak). Written for the most part in the first person as the words of the Dragon himself, Rites of the Dragon follows in the tradition of the Book of Nod and the Encyclopaedia Vampirica in its style and content. Designed as an in game resource it is as much for the characters as it is for the players and the book bears all the hallmarks of the older tomes. Within and without the books provides a sense that what you are holding is an altogether different type of

book. The cover is visually eye-catching, coloured in deep red and bright silver, the emblem of the Ordo Dracul prominent on the front. Even the material encasing the book provides a sense of touch usually absent from the regular books of the game line. Inside we are presented with a great deal of artwork that is expected of this kind of book. Most images depict an aspect of the Impaler's sojourn through the hidden life of the undead and his progression from a soul damned into vampirism by God himself to the founder of the Coils of the Dragon. The depictions of Dracula in these pictures are varied. The artists utilise many different styles and present him with Norse, Mongolian and other influences to his aspect. While this may be regarded as inconsistent it would be better to view each picture in the spirit of the tale being told. If belief can be suspended for a moment, it can be imagined that these images to be the work of loyal Dragons enhancing their primary text rather than a game company hiring people to provide art for their new game book. The story itself is broken down into four chapters, each imparting a tale in the life of Dracula and his brides. It is a great resource for game ideas and to flesh out the Ordo Dracul Covenant.

2.22.2014 as told in BOOK OF NOD / REVALATIONS OF THE DARK MOTHER style still in my collection and proud of it. outer cover of book is cloth wrapped on the wood . very interesting texture and an archival book if there ever was one.

I liked this book and want to give a higher star rating, but I can't justify it. For the steep price, this book is overall just mediocre. The story is intriguing, it does a very good job of drawing upon the Dracula stereotypes and showing how the new Requiem Dracula differs from "common knowledge." The artwork is at times stunningly brilliant, and on other pages downright hideous to look at. I finished reading the book in just a little more than an hour, which was disappointing. The only real information you might get about the Ordo Dracul, or Dracula himself, from this book will probably be repeated in the Ordo Dracul sourcebook for the Vampire the Requiem RPG. Overall, this book will probably be worth the money to a collector, but I would hesitate recommending it to anyone unless it's at least 40% cheaper.

This book is a great inspiration for how the Covenant of Ordo Dracul was founded, as well as inspiration on the very creation of kindred in the V:tR RPG. It opens up the possibilities of many original vampires that were cursed which in my opinion improves on the one founder Caine from the old vampire game. The only aspect that this book does not have in its favour is the price for such little content. What is in it however, is useful. It is a tale, and does not contain systems or rules for

the game.

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