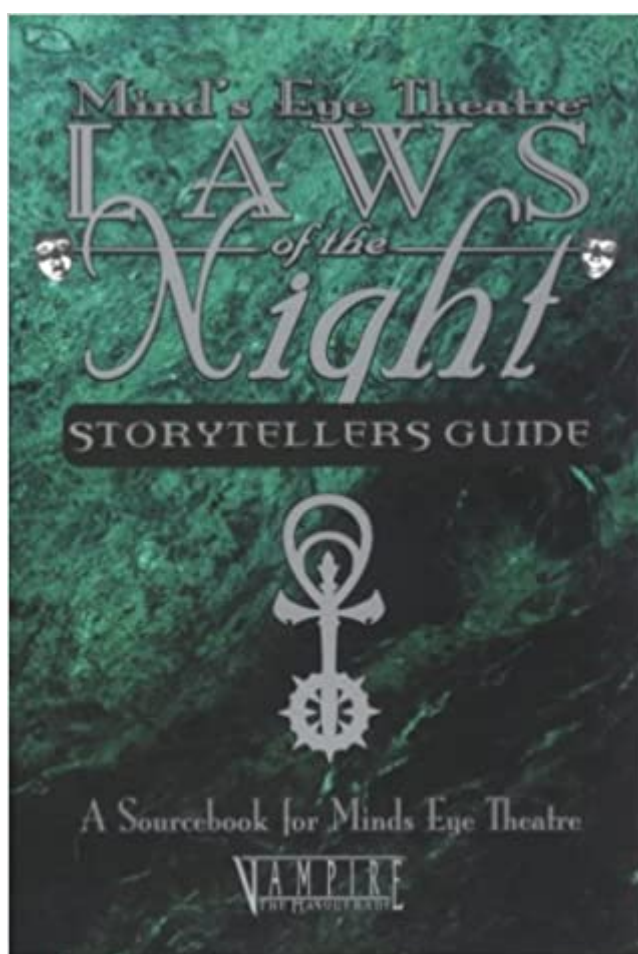**The book was found**

Laws Of The Night Vampire Storyteller Guide: A Sourcebook For Mind's Eye Theatre (Vampire The Masquerade)

Synopsis

Step into the arena of the night, the stage where the grand danse macabre is played out among the courts of princes and on streets where gutters run with blood. In these nights, as the century spirals to its close, the world seems to go mad. Are the ancient prophecies close at hand or is something unseen at work? Will You Fight or Will You Flee? Laws of the Night Revised updates Mind's Eye TheatreTM with the developments of Vampire: The MasqueradeÃƒâ Ã Â®. Whether you're a new player waiting for the right time to join or a veteran ready to face the cataclysmic changes to the Vampire storyline, this book is for you. Everything players and Storytellers need to create characters and stories - clans, Disciplines, antagonists, Storytelling help - is under one cover. The rules are also revised and updated, with an eye toward the game's roleplaying roots and to make play run smoothly. This is the new face of live-action roleplaying.

Book Information

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Customer Reviews

Step into the arena of the night, the stage where the grand danse macabre is played out among the courts of princes and on streets where gutters run with blood. In these nights, as the century spirals to its close, the world seems to go mad. Are the ancient prophecies close at hand or is something unseen at work? Will You Fight or Will You Flee? Laws of the Night Revised updates Mind's Eye TheatreÃƒÂ¢Ã â Ã Â¢ with the developments of Vampire: The MasqueradeÃƒâ Ã Â®. Whether you're a new player waiting for the right time to join or a veteran ready to face the cataclysmic changes to the Vampire storyline, this book is for you. Everything players and Storytellers need to

create characters and stories - clans, Disciplines, antagonists, Storytelling help - is under one cover. The rules are also revised and updated, with an eye toward the game's roleplaying roots and to make play run smoothly. This is the new face of live-action roleplaying.

This is not a story book (though there are elements and shorts) this is a text book on how to tell a story in a Live Action Roll Playing within a specific system. The above questions do not really apply, except to say people over 18 are likely mature enough to play World of Darkness games.

Product exactly as described and arrived much faster than expected. Would most certainly order this product again if needed. Great

This is the guide to play Vampire: The Masquerade role playing game in the real world. Yes, dress up as your favorite Ventrue, Malkavian or Toreador and have a night full of fun, laughs and of course, intrigue, passion, murder, and all you are used to expect from a great vampire game...Includes a set of rules (well, they are more like guide lines) to translate your pen and paper character into the Mind Eyes Theater system, that's how White Wolf calls their LARP (Live Action Role Playing) system.It comes in a very handy size, perfect to keep with you at all times during the game. The rules, well, some are very clear others not so much. But as White Wolf publishers always say, use the "golden Rule" (The Storyteller has final word). They should work in another way of making the checks, many of my players complained that they feel a bit fool playing hands and scissors.Please, pay very much attention to the advice of an auxiliary storyteller every ten players.

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