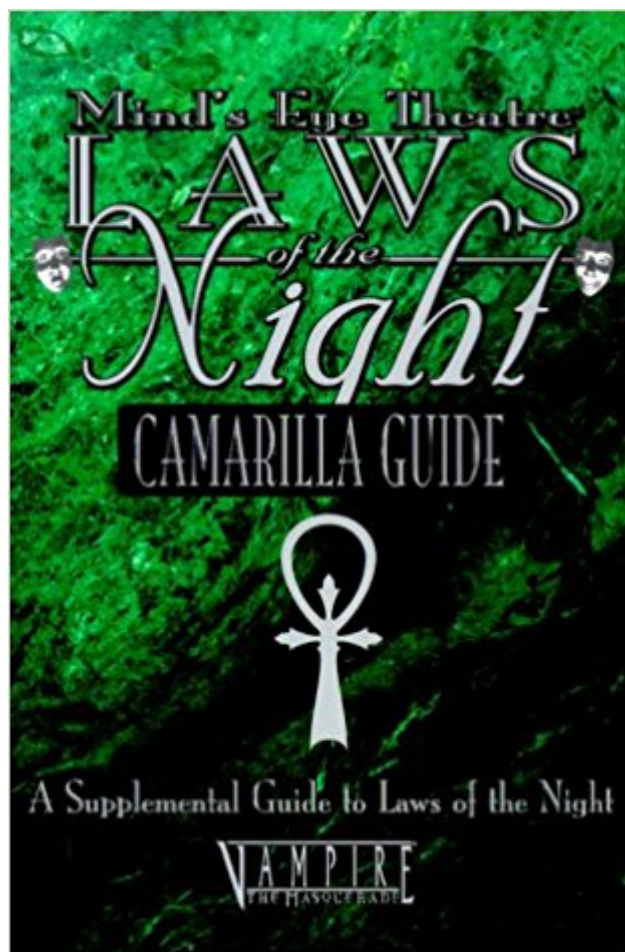


The book was found

Laws Of The Night: Camarilla Guide (Mind's Eye Theatre)



Synopsis

This is the guide to the Camarilla for live-action play. Here is where players will find elder Disciplines, new Merits and Flaws, and the necessary tools to create Gargoyle characters. For Storytellers, this book is crammed with new material you can use to add depth to your chronicle, from building a city, to managing Influences and creating extra characters for those unexpected events.

Book Information

Paperback: 184 pages

Publisher: White Wolf Publishing (March 2, 2000)

Language: English

ISBN-10: 1565047311

ISBN-13: 978-1565047310

Product Dimensions: 6 x 0.6 x 9 inches

Shipping Weight: 12 ounces

Average Customer Review: 4.7 out of 5 stars 2 customer reviews

Best Sellers Rank: #1,196,571 in Books (See Top 100 in Books) #48 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire](#) #124 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #21526 in [Books > Science Fiction & Fantasy > Fantasy > Paranormal & Urban](#)

Customer Reviews

This is the guide to the Camarilla for live-action play. Here is where players will find elder Disciplines, new Merits and Flaws, and the necessary tools to create Gargoyle characters. For Storytellers, this book is crammed with new material you can use to add depth to your chronicle, from building a city, to managing Influences and creating extra characters for those unexpected events.

This is a must have book if you are playing Vampire the Masquerade. This goes into how the Camarilla is structured and the positions that can be held.

This book should have been called, the "Elders Salon," or something to that effect. This book is designed for Elders and STs wanting to run Elders in their Chronicle. Of Interest to STs and PC Elders: 1) The re-write-ups on Higher Level Disciplines (a new level for each Gen below 9th).

EXCELLENT 2) A re-write of the Influences level 6+, irrelevant if you have LoE, excellent otherwise. 3) A re-write of the "What it is to be an Elder" from Laws of Elysium, excellent 4) How to run an Elder Chronicle, or insert them into your game, mediocre 5) How to design a city, mediocre

Of Interest to General PCs: 1) Gagoyles re-written with Visceratika, Excellent 2) Bunch 'o' Paths for Tremere, Excellent (now they are even MORE powerful, great. 3) Decent description on what each of the Camarilla positions are, and expect, including Scourge. EXCELLENT 4) Presenting to the Prince. EXCELLENT Chapter Four is worth the price of the book, in and of itself. Regardless of Generation or Flavour of your, (unless you are Sabatt) Chronicle. What is TERRIBLE about this book. NO INDEX!! I would recommend this book, and would love to play in a LARP that approximates the level of Role Playing required to fulfill the very high expectations of Chapter Four. Enjoy!

[Download to continue reading...](#)

Laws of the Night: Camarilla Guide (Mind's Eye Theatre) Third Eye: Third Eye Activation Mastery, Easy And Simple Guide To Activating Your Third Eye Within 24 Hours (Third Eye Awakening, Pineal Gland Activation, Opening the Third Eye) Laws of The Night Vampire Storyteller Guide: A Sourcebook for Mind's Eye Theatre (Vampire The Masquerade) Laws of the Night: Revised Rules for Playing Vampires (Mind's Eye Theatre: Vampire- The Masquerade) Laws of the Wild : Apocalypse; Second Edition for Mind's Eye Theatre *OP Laws of Ascension Unlimited Edition (Mind's Eye Theatre) Laws of Hunt: Revised Rules for Playing Mortals (Mind's Eye Theatre) Third Eye Awakening: Guided Meditation to Open Your Third Eye, Expand Mind Power, Intuition, Psychic Awareness, and Enhance Psychic Abilities (3rd Eye, Higher Consciousness, Spiritual Enlightenment) Third Eye: Third Eye, Mind Power, Intuition & Psychic Awareness: Spiritual Enlightenment (3rd Eye, Spiritual Awakening, Psychic Abilities, Mediumship, Pineal Gland) Guide to the Camarilla (Vampire, the Masquerade) The Wills Eye Manual: Office and Emergency Room Diagnosis and Treatment of Eye Disease (Rhee, The Wills Eye Manual) *OP MET Sabbat Guide (Mind's Eye Theatre) Master Your Mind: Achieve Greatness by Powering Your Subconscious Mind [mental power, mind control, thought control] (brain power, subconscious mind power, NLP, Neuro Linguistic Programming) Third Eye: Third Eye, Mind Power, Intuition & Psychic Awareness Third Eye: Awaken Your Third Eye ,Peneal Gland (Mind Power, Intuition & Psychic Awareness Book 1) Tradition Book Akashic Brotherhood R *OP (Mind's Eye Theatre) Mind's Eye Theatre: Dark Epics Tradition Book: Celestial Chorus (Mind's Eye Theatre) The Shining Host: Changeling: The Dreaming for Mind's Eye Theatre Night Sky With the Naked Eye: How to Find Planets, Constellations, Satellites and Other Night Sky Wonders Without a Telescope

Contact Us

DMCA

Privacy

FAQ & Help