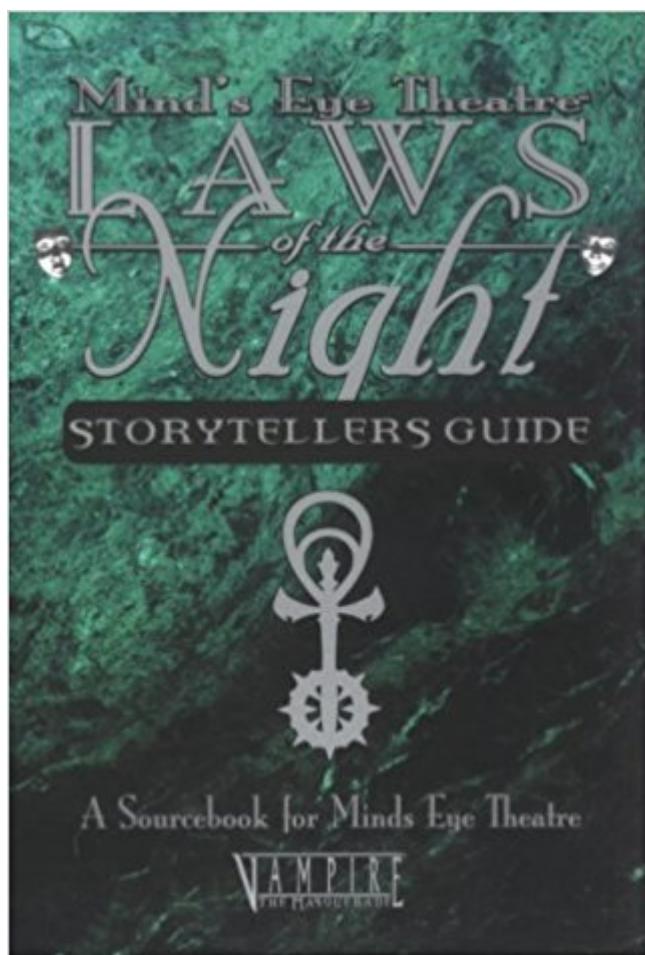


The book was found

# 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 Theatre™ with the developments of Vampire: The Masquerade®. 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**

Paperback: 200 pages

Publisher: White Wolf Publishing (February 19, 2001)

Language: English

ISBN-10: 1588465039

ISBN-13: 978-1588465030

Product Dimensions: 6 x 0.5 x 9 inches

Shipping Weight: 11.5 ounces

Average Customer Review: 4.7 out of 5 stars 3 customer reviews

Best Sellers Rank: #1,212,484 in Books (See Top 100 in Books) #49 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire #128 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #57252 in Books > Science Fiction & Fantasy > Fantasy

## **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 Theatre™ with the developments of Vampire: The Masquerade®. 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.

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

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) 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) \*OP Vampire Storyteller Companion Screen (Vampire: The Masquerade Companions) Laws of the Night: Camarilla Guide (Mind's Eye Theatre) The Anarch Cookbook: A Friendly Guide to Vampire Politics (Vampire The Masquerade Sourcebook) 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) The Storyteller: Selected Short Stories, Vol. 4 (Storyteller (Kehot)) 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 Sabbat: A Sourcebook for Vampire the Masquerade Storytellers Handbook to the Sabbat (Sourcebook for Vampire : the Masquerade) Clanbook Assamite (Sourcebook for Vampire: The Masquerade) Children of the Night: A Gallery of Characters for Vampire, the Masquerade \*OP Montreal by Night (Vampire: The Masquerade Novels) 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)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)