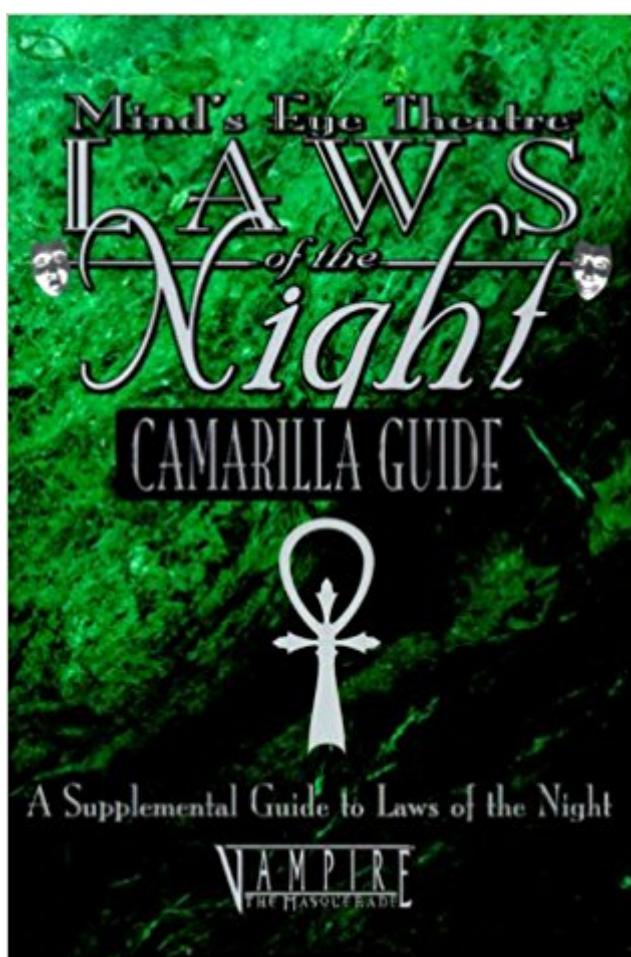


The book was found

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.

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Customer Reviews

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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, mediocreOf 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!

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