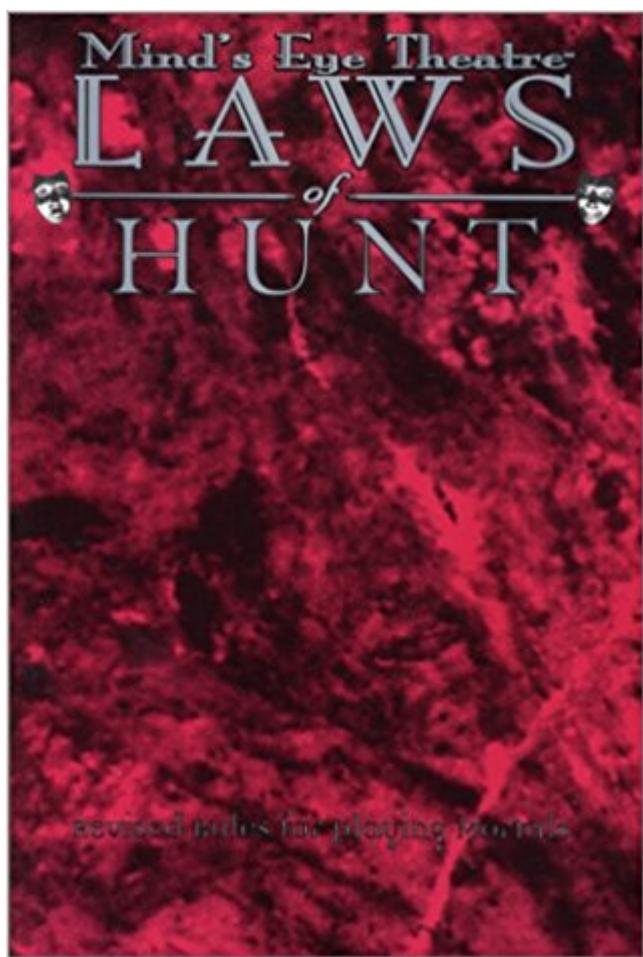


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# Laws Of Hunt: Revised Rules For Playing Mortals (Mind's Eye Theatre)



## Synopsis

Book by Carl, Jason, Durborow, Earle, MacGregor, Edward, Woodworth, Peter

## Book Information

Paperback: 256 pages

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## Customer Reviews

Book by Carl, Jason, Durborow, Earle, MacGregor, Edward, Woodworth, Peter

The only complaint I have is that it means mortals outbid 9th gen vampires, but otherwise is a great book and helps flesh things out. Gnosis merit, sorcery and more. It is a must for the serious Owod gamer

This is a great help in the books that we need to run are game to the best of its ability

I just don't like the red colour. :) This review is from the perspective of a Vampire gamer. Very good book. I think they finally addressed the complaints about the previous "Laws of the Hunt" and brought a bunch of things up to date. Different organisations are well-described. We now finally have the trait maxima (attributes, willpower, humanity and influence) in one neat section. Ghoul creation rules are finally in concord with "Laws of the Night," and there is a section in the back that describes very neatly how mortals undergo various transformations. For me the parts "Mortal to Ghoul" and "Ghoul to Vampire" were \*very\* gratifying. The only thing that is lacking are the rules on blood storage for Ghouls - 2 blood traits or more? I want to know! Overall, a very good Revised Edition.

Laws of the Hunt has proved to an amazing source book for MET games! It has all the information needed to play mortals of any kind, from hunters, to ghouls, to kinsfolk. Everything is detailed and organized but still loose enough as to allow players and storytellers to experiment and push the boundaries of their powers. A great book, perfect as a reference guide for any game involving mortals or as the center source book for a hunter/numinae campaign.

This book is great. It has information on hunters, normal humans, sorceress and more. It has become very important for my Mage LARP. You will not be disappointed with this book. A Must for any Mind's Eye Theatre Storyteller.

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