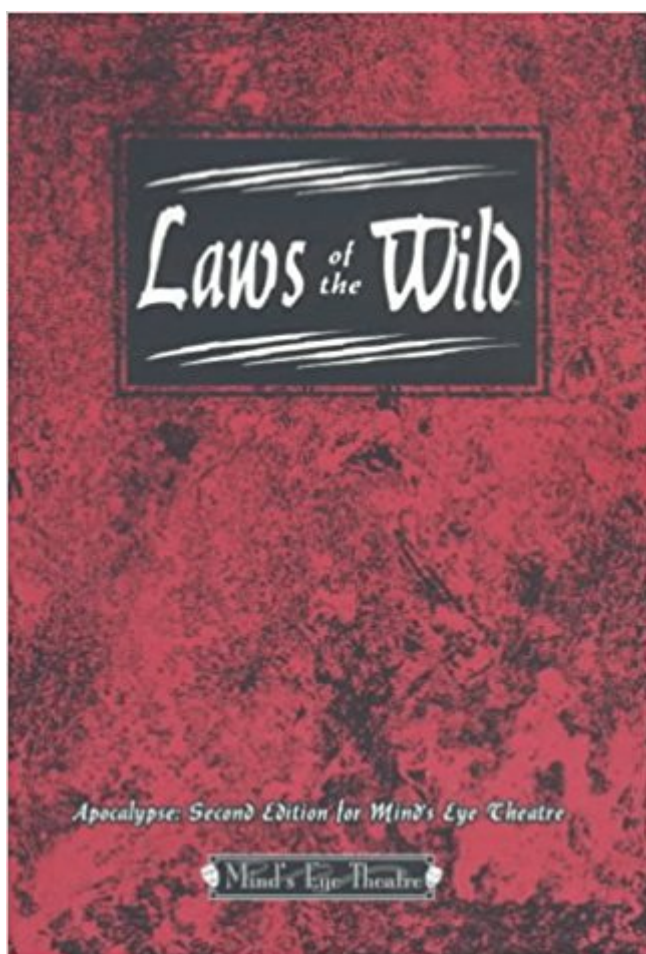




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Laws Of The Wild : Apocalypse; Second Edition For Mind's Eye Theatre



Synopsis

Why should dead people get all the attention when it comes to live action? The Garou have a little problem with that notion. That's why this book contains everything you need to enter the world of Werewolf: The Apocalypse in live action. It is a pocket rule guide to Apocalypse, designed to be useful to experienced players and newcomers. This book collects, revises and recreates the world of Werewolf for live-action play in one easy-to-use volume.

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Why should dead people get all the attention when it comes to live action? The Garou have a little problem with that notion. That's why this book contains everything you need to enter the world of Werewolf: The Apocalypse in live action. It is a pocket rule guide to Apocalypse, designed to be useful to experienced players and newcomers. This book collects, revises and recreates the world of Werewolf for live-action play in one easy-to-use volume.

If you want to LARP with Garou and other shapeshifters, this is a necessary supplement.

Unfortunately, it is full of errors and internal contradictions as well as some extremely bad mechanics. With moderate effort this can be cleaned up into a respectable and usable book, but it really needed to have been playtested and edited a lot better.

this book is great all around. for being small it is not only a great reference, but also a a great guide for beginners. a must have for begining MET or LARP players.

Thankfully, the much better thought-out and edited Laws of the Wild Revised has come out. Don't bother with this edition.

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