

Manchester by Night

A Mind's Eye Theatre Game

Setting Style Document

Theme: Revenge

Mood: Paranoia

Scope: Manchester, NH

Setting: Camarilla

Chronicle Teaser:

The red star has faded from the sky, and in its passing the world of the kindred has been left a very different place. The Sabbat once held a tight grip on areas of the northeast, but chaos and confusion caused by the fear of Gehenna left them vulnerable, and ripe for the picking from the Camarilla, as well as the vengeful arm of the Inquisition.

The conflict continues as the Ivory Tower seeks to take control of Manchester. The Sabbat will not give up without a fight, and continue to inflict heavy losses upon the Camarilla.

What will end the bloodshed? And what secrets remain to be discovered?

Clan Rarity Adjustments

Common Clans

Brujah, Gangrel, Malkavian, Nosferatu, Toreador, Tremere, Ventrue, Caitiff

Uncommon Clans

Assamite (Vizier)

2 pt. Merit

Rare Clans

Giovanni, Followers of Set, Ravnos

4 pt. Merit

Storyteller Notes:

- ♦ Players may either be established or new members of the city.
- ♦ This Chronicle will focus on the struggle with the Sabbat, and the repercussions it has on the mortal world.