

## GENERAL RULES

Create a vampiric persona and character to portray (less than a century old). Be creative. Mingle. Find a moment to read through your handouts; keep them safe.



If a player feels uncomfortable, overwhelmed, or triggered they are encouraged to make use of the **HELP signal** by crossing both arms in the air. The Storytellers will assist that person with their needs and we ask that attendees respect them also. We may not be able to change the event to support all your needs, but your safety and comfort are important to us. A Quiet Room is available if you need some quiet space or further help.



Performers wearing a red ribbon are **New Blood** and are just learning how this event works. Give them guidance if you can and help them engage in the drama. New Blood cannot be Injured, nor participate in Bloodbaths. Ask a Storyteller if you think you could benefit from a New Blood ribbon.



This story is about vampires; parasites and predators accustomed to violence, deceit, and violation. As such, some of the themes, subject matter and performances may be confronting or controversial. Explore with maturity and remember the HELP signal is available if you need it.



Please **respect** the venue, staff, Storytellers, and other guests. Please respect boundaries and ask before taking photographs or touching another player or their possessions. If you must grab, run, or mock-fight, please be overly safe.



If you need to signify you are **out-of-character**, cross your fingers. Try not to draw undue attention.



If a person has their arms crossed, they are **invisible** and **undetected**. Please pretend that they are not there.



Harpies are characters who can explain the lore, history, and factions of the setting. Try interacting with them if you are confused or curious.

Performers with **Presence Roses** have abilities that enhance the various social systems at play. They will likely have motivation to engage you into their plots.

A **Bloodbath** can be initiated during a **Witching Hour** through fulfilling scenes provided to your clan in their Playbook. The Storytellers will coach you on the process.



## MIDNIGHT IN MELBOURNE EPISODE X: UNEASY LIES

### WELCOME TO MIDNIGHT IN MELBOURNE!

If this is your first time attending, this is a night of pretending to be vampires, acting out stories of undead intrigue in the modern Melbourne darkness.

If you want to have a more casual or introductory experience, ask about our **New Blood ribbons** which will mean you don't have to worry about most of the rules; you can decide to step up into the advanced system later.

Soon you will be cast into a vampiric clan and the formal introduction to the evening will begin. Please note the HELP signal rules on the back of this booklet and do not hesitate to ask a Storyteller if you have any questions.

Midnight in Melbourne is presented in collaboration with **Sub Club** on the lands of the Kulin Nation.

## RECENT HISTORY

For most of its history Melbourne has been a bastion of the powerful vampire conspiracy known as the Camarilla, but the last decade has seen the city's Kindred fall to chaos and infighting. The Ventrue Prince, Lord Flinders, was diablerised by Brujah anarchs. The nightmarish reign of the Mad Prince Moon resulted in what became known as the Curfew War. The bloody reign of Baron Leo saw the city briefly turn to the Anarch Movement. And the fractured return of Moon resulted in the warped mockery called the Widowed Prince, who was swiftly deposed.

Thankfully, the city has finally returned to the Camarilla under the rule of the Malkavian Prince Eclipse, who has established a true Camarilla court for the first time since the fall of Lord Flinders. The Traditions, those august laws that form the pillar of that august sect, have been reinstalled and Eclipse's reign has been sanctioned by the Governor (the powerful overseer of Australia's Camarilla).

As a token of respect, the other Camarilla courts of Australia have sent delegates to meet this new Prince. But it is lost on nobody that all of these courts are ruled by the Ventrue clan with Princes of the Governor's own line. And the Ventrue are not accustomed to relinquishing their authority.



## LEXICON

**Anarch Movement:** A vampire faction that actively opposes the rule of the Camarilla and Elder vampires.

**Autarkis:** A vampire who claims independence from any political faction.

**Camarilla:** An elder vampire faction that claims dominion over all vampires.

**Childe:** Term for a vampire created by a sire.

**Clan:** Vampires which share a common bloodline, philosophy, and Disciplines.

**Diablerie:** The forbidden crime of draining another Kindred's blood and soul for power.

**Discipline:** A supernatural vampiric power.

**Elysium:** A respected place where vampires can meet without fear of violence.

**Keeper:** Kindred tasked with maintaining the sanctity of Elysium.

**Kindred:** Vampire term for themselves.

**Masquerade, The:** The policy of the Kindred to hide themselves from mortals. Only the most reckless violate it.

**Primogen:** Respected, influential, or feared Kindred that act as counsel to a Prince.

**Prince:** The most powerful and influential Kindred ruling a Camarilla city.

**Sire:** The progenitor/creator of another vampire.

**Traditions:** Rules enforced by the Camarilla.

## THE CAMARILLA

The Camarilla is a feudal hierarchy of vampires that enforces its Traditions with an iron fist and manipulates mortal society from the shadows. Camarilla cities (including Melbourne, Sydney, Brisbane, and Hobart) are led by a Prince whose authority is near absolute. The upper ranks of the sect tend to be stacked with powerful Kindred centuries old, such as the Governor of Australia. Other notable clans in the Camarilla include the **seductive Toreador**, the **sinister Lasombra**, and the **eldritch Tremere**.



The deadly **Banu Haqim** are warrior-scholars bound by strict codes of honour. They often take positions as enforcers, assassins, or protectors.



The insane oracles of **Clan Malkavian** have supposedly purged their ranks of the influence of the Mad Prince Moon. The new Prince Eclipse has claimed the city.



**Clan Nosferatu** are deformed Kindred cursed with a monstrous appearance. Spies and sneaks, the Nosferatu of Melbourne have not been averse to savagery and bloodlust.



The imperious **Clan Ventrue** are the aristocracy of Kindred kind. They rule the other cities of Australia as they once ruled Melbourne.

## AUTARKIS AND ANARCHS

Not all Kindred submit to the Camarilla. Some (called Autarkis) are unaligned or independent, though few survive long. Many young or idealistic vampires (such as those of the rebellious Brujah or feral Gangrel clans) have joined the Anarch Movement, which actively opposes the tyranny of Elder rule. The last few years has seen what bloody chaos an Anarch reign can bring to the Melbourne night.



The **Ministry** are a suspicious cult of drug pushers, pimps, and human traffickers formally aligned with the Anarch Movement. The Melbourne Temple claims allegiance to the Camarilla in defiance of their clan's official position.



**Caitiff** are clanless vampires whose blood is tainted, weak, or of unknown origin. They are hardly considered Kindred at all.

