# Valley by Night – Chronicle Overview

## Detailed Summary

Valley by Night – RPG Chronicle Framework (Summary)  
  
Setting  
- City: Phoenix, Arizona  
- Year: 1994  
- Tone: Recognizable Phoenix but not tied strictly to real-world accuracy.  
  
Core Premise  
- The chronicle begins at a Camarilla gathering in Phoenix.  
- On the very night your character is formally introduced into Kindred society, the Prince is mysteriously killed.  
- This plunges the Camarilla into chaos, with every faction scrambling for power.  
- The player, as a neonate, must quickly navigate politics, alliances, and survival.  
  
Key Locations & Power Centers  
- Guadalupe, AZ: Rumored home of a Sabbat pack.  
- 24th Street near Arizona State Hospital: Controlled by the Anarchs, but the hospital grounds are under the control of a powerful Malkavian elder.  
- Scottsdale (Camelback Mountain area): Giovanni family stronghold with several family members and ghouls.  
- Mesa skyscraper: Controlled by human mages, becomes important late in the chronicle.  
- Desert around Phoenix: Controlled by Garou, not immediately relevant.  
  
Faction Dynamics  
- Camarilla: Leaderless after the Prince’s death; clans and elders scramble for dominance.  
- Anarchs: Hold territory near 24th Street, but steer clear of the hospital grounds.  
- Malkavian Elder: Enigmatic, with firm control of the Arizona State Hospital.  
- Giovanni: Presence in Scottsdale.  
- Sabbat: Rumored nearby in Guadalupe, heightening paranoia.  
- Hunters/Mortals: Always a background threat if the Masquerade slips.  
  
Starting Hook  
- The player is thrust into Kindred politics on their first night of recognition.  
- The Prince’s murder acts as both mystery and catalyst.  
- Gameplay begins with feeding safely, proving worth, and choosing early alliances, all while the Camarilla descends into chaos.

## Condensed Two-Paragraph Summary

Set in Phoenix, Arizona, in 1994, the story begins at a Camarilla gathering where the Prince is mysteriously killed. On the same night, the player character is formally introduced to Kindred society, immediately thrust into chaos as factions scramble for power. As a neonate, the player must quickly learn the ropes of vampiric politics, survive the night, and choose which allies to trust.  
  
The setting highlights Phoenix’s unique supernatural landscape: Anarchs dominate 24th Street near the Arizona State Hospital, but none dare enter the grounds, claimed by a reclusive Malkavian elder. Rumors whisper of a Sabbat pack in nearby Guadalupe, while the Giovanni maintain a presence in Scottsdale near Camelback Mountain, and a strange Mesa skyscraper tied to human mages lurks in the distance. The desert belongs to the Garou, and hunters threaten if the Masquerade is broken. The Prince’s death sets the stage for intrigue, danger, and shifting allegiances from the very first night.

## Cinematic Pitch

Phoenix, 1994. On the night you are first welcomed into Kindred society, the city’s Prince is murdered. The Camarilla is thrown into chaos, and as a neonate with no allies, you are forced to navigate the treacherous politics of the night. Every choice matters—whether to feed discreetly, align with powerful factions, or simply survive until dawn.  
  
But Phoenix hides more than courtly intrigue. The Anarchs rule the streets around the Arizona State Hospital, though none dare enter the grounds, claimed by a reclusive Malkavian elder. Rumors of a Sabbat pack haunt nearby Guadalupe, while the Giovanni brood in Scottsdale, and strange whispers surround a lone skyscraper in Mesa. The desert belongs to the Garou, and hunters watch for any slip in the Masquerade. In this city of secrets, the Prince’s death is only the beginning.

## Elevator Pitch

Phoenix, 1994. On the very night you’re introduced to Kindred society, the Prince is murdered, plunging the Camarilla into chaos. As a neonate with everything to prove, you must navigate shifting alliances, enforce the Masquerade, and survive a city where Anarchs, Sabbat, Giovanni, and darker powers all compete for control. The Prince’s death is only the beginning.

## Tagline

“On your first night among the Kindred, the Prince dies—and the Valley bleeds intrigue.”