

THE CITY OF DREAMING SPIRES, TURNED A WAKING NIGHTMARE

For most of its existence, Oxford has been a city dominated by the Tremere. With clan-members already drawn to the city thanks to its university, the 'University Treaty' established an unspoken agreement that Tremere of Oxford and Cambridge would stay out of London politics, and vice-versa. Despite accusations of treaty-breaking on both sides of the divide (especially during the English Civil War), Oxford has thus far remained a haven for those Tremere looking to escape the London-led persecution of their clan.

But the city is far from stable. A small city despite its history and prestige, the constant influx of Tremere refugees has swollen the local Kindred population to unsustainable levels. Fights over territory and hierarchy are common, and some say it is only a matter of time before the Oxford Tremere decide to bloodily settle the matter.

And the city faces complications from outside its historic clan. With the Anarch movement growing in popularity within England, particularly following the 1980s, the traditional power-bases within Oxford have faced challenges from expected sources such as the Brujah, to opportunistic outsiders such as the Giovanni. Oxford shines as a jewel for many, partly for its proximity to London, and partly due to rumours that the Tremere have a vault of esoteric knowledge hidden somewhere deep within the bowels of the city.

Politics is made all the more complicated by the presence of Lodges. While Lodges were originally a fraternity for Tremere graduates of the same university, they have now been adopted by other Kindred. Some are formed around graduates of a particular university, others around a common goal or ideology, still others are glorified cults. What is known is that sect and clan no longer takes precedence for Oxford Kindred, as a single university Lodge may include Tzimisce, Brujah, and Ventrue graduates all working together (which isn't to say that individuals won't have their own secret agenda).

The year is 2025, and what was once a beacon of security has now become a battlefield split between a myriad of factions, with everything up for grabs. It is a time of great risk, but even greater reward, where a neonate might simply seek to survive at all costs, or take advantage of the crisis to climb as many rungs of the ladder as they can.

THE CHILDREN OF LEARNING, FACED WITH A STRANGE AND CURIOUS WORLD

The PCs will be former Oxford students, united along with their sires under The Bear Lodge (named for The Bear, a pub in which the Lodge meets up). I'd prefer them to be relatively new to the world of the masquerade, but I'm willing to hear out anyone who wants to play an older Kindred.

While the Bear Lodge is nominally Camarilla-aligned, I will be discussing with players whether they would like for their PC to push towards another alignment (whether that be to another sect, or going full indie). At the very least for the beginning, you will be called upon by the Oxford Camarilla to help out with things, and attempting to bounce to a rival faction will lead to some fun consequences.

I'm very open to discussing PC ideas, there won't really be any limitations on clan or anything (since Lodges mean Kindred of all clans might come together, even if they still have personal ties to their traditional clan or sect). Just keep in mind I'll expect a good reason if you want to play a Path of Enlightenment instead of Humanity.