

The Immortal Company VSS

Good Intentions Chronicle
Belleville - Canada @ Midnight

This is a **Standard Content Classification** game.
Please see the [C@M Content & Consent Toolkit](#) for more details.

Domain Overview

VSS Boundaries:  Belleville

City Map: <https://www.google.com/maps/TheImmortalCompany>

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Domain Code: CND-123

Sect: Anarch

Theme: High Intrigue, Personal Horror, Political War, City of Progress

Mood: Tense, Grimdark, Unstable, New

Setting: A shrinking camarilla versus the ever-growing anarch movement.

Chronicle Tenets

Global Tenet:

Deny Your Beast - Fight, struggle, curse, *deny*. The Beast can't get the better of you if you push it deep, deep, down. If you can, that is.

Sect Tenet:

Gangs First, Vampires Second (Anarch) - Your gang is your family. Don't forget it. They are a priority, above Anarch affairs.

If you would like to play a Camarilla character, please reach out to the ST team first.

Venue Tenet:

Pick A Side - Whether you're Camarilla or Anarch, whichever side you're on, you're *on*. Waffling, betrayal and treason have no place in this city. Filthy traitors beware.

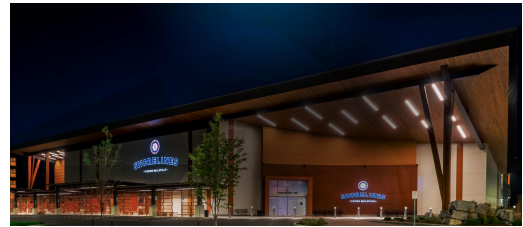
Known Elysia



📍 Belleville City Hall (previously known as the Billa Flint House)

- The Camarilla hold a tenuous grasp on this historical site. City Hall was easier to control when the Camarilla had a firmer grip on the city - ensuring the space is secure is becoming increasingly difficult.

📍 Shorelines Casino Belleville - A gathering space for Anarchs. The rowdy crowd and constant stimuli provide good cover, most of the time. While safety may be questionable, no one goes hungry at the casino. There is a “buffet” after all...



Prince Corin's Known Courtesies

1. Caitiff and Duskborn who voluntarily present themselves as such to the Prince shall fear no repercussions from him on the basis of their clanlessness or generation, and may request that this information be kept in confidence; those discovered by other means will be punished with Final Death.
2. The use of technology to transmit or store any kind of Kindred-related information shall be considered in breach of the First Tradition.
3. Feeding from sex workers is forbidden without explicit permission from the Prince.

Domain Description

Belleville is growing, and rapidly so. The only question is in which direction. Some are desperately trying to keep the Camarilla intact, others are waiting for its downfall. The city remains torn between these warring factions. The Anarchs have claimed Belleville as their waystation but have yet to make it their city. By the *grace* of Prince Corin, conflicts (precariously) remain under wraps and out of watchful eyes. One wrong move and the city will be at Firstlight's mercy. That is, unless someone can step up and claim Belleville as their Barony...

City Timeline

1816 - Founding of Belleville

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1970 - The Camarilla solidifies Belleville as a domain under Brujah Elder Prince Elijah

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2012 - Elders of Belleville's Camarilla dwindle, starting with Prince Elijah, who left the city in the hands of his senechal, Toreador Elder Markus Von Camp, with fewer and fewer left behind. Ancilla and Neonate kindred are left to pick up the reigns.

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2018 - Prince Von Camp leaves for the middle east, and with the weakened state of the domain in the wake of his departure, Belleville becomes a waystation of sorts for Anarchs, a place of rest for couriers as the Camarilla struggles internally.

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2020 - After 2 years of instability under a shaky Primogen Council and in the face of the growing hunter threat Nosferatu Elder Caven takes praxis in hopes of stabilising the domain. The community of Anarchs using Belleville as a waystation has only grown.

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2023 - The former Prince of Belleville succumbs to the beckoning and leaves a hole, quickly filled by the eager young, albeit perhaps too young, Ventrue Neonate Prince Corin.

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2024 - All but one of the Camarilla's elders have left to answer the Beckoning. The presence of the Anarch movement has only been growing stronger. Talks of the movement and of a Baron persist, but someone has yet to step up.

Storyteller Notes - Character Creation

Please note that if you have a pre-existing Camarilla or Anarch character, you can play them in this domain, but cannot have more than one character per sect across the Canada at Midnight games. Players are also limited to playing one character in the Belleville Domain (Anarch OR Camarilla). Please let us know if you have any questions at character creation.

There is a limit on how many Camarilla characters can play in this game. Because the sect is Anarch, the Camarilla has a limited presence and therefore fewer players. If you would like to play a Camarilla character, please reach out to the ST team first.

Anarch Clans

Common: Brujah, Caitiff, Duskborn/Thin Bloods, Gangrel, Tremere, Banu Haqim, Toreador, Ministry, Tzimisce, Ravnos, Malkavian, Nosferatu

Needs Backstory Reasons: Ventrue, Salubri, Hecata, Lasombra

Camarilla Clans

Pillar: Ventrue, Toreador, Banu Haqim, Malkavian, Tremere, Nosferatu

Non-Pillar: Brujah, Gangrel, Ministry, Tzimisce

Needs Backstory Reasons: Salubri, Ravnos, Caitiff, Duskborn/Thin Bloods, Hecata, Lasombra