

Teaser for Two-Night Event

Teaser: The Shattered Veil Summit

In Omaha's rotting core, where the Missouri's shadows coil, the vampire underworld teeters on a blade's edge. A decade ago, the Elders fell in a brutal, unknown purge, leaving the Camarilla's iron grip and the Anarchs' restless defiance locked in a bitter cold war. Now, a rare summit—the Shattered Veil—calls the clans to the decaying Riverside Theater, warded by Tremere sorcery for a fragile truce.

The draw? Lysandra “The Shroud,” a Malkavian seer whose cryptic visions promise answers to the purge—and a doom creeping toward all Kindred. Brujah, Gangrel, Nosferatu, Toreador, Tremere, and Ventrue send their sharpest to seize her prophecy, guard their secrets, and outmaneuver their foes. But paranoia runs deep: Anarchs scent Camarilla treachery, the Camarilla fears Anarch chaos, and whispers of mortal hunters—or worse—stalk the night. Over two nights, navigate the theater's crumbling balconies and shadowed mazes, where every deal is a dagger and every word a trap. A sabotaged ward, a traitor's note, or a mortal's desperate breach could unravel it all. As Lysandra's visions darken, a hidden enemy strikes, forcing you to fight for survival and choose: forge a fragile unity or shatter the veil forever.

Two nights. One summit. Omaha's fate hangs in the balance.

Join us for *The Shattered Veil Summit*, a *Laws of the Night* LARP of intrigue, betrayal, and blood-soaked secrets.