

A World of Darkness

It's never very far away. You can glimpse it shifting in the shadows, hear it whispering in the static on the radio, feel its presence in every nightmare and every creeping feeling across the back of your

A world so very like our own, where sinister societies and ancient horrors cloak themselves in modern disguises, and every truth uncovered reveals only a deeper mystery lurking beneath.

The shadows call — will you answer?

The **Mind's Eye Theatre** rulebook is a stand-alone game for live-action roleplaying in the World of Darkness, and is meant for use with **The Requiem**, **The Forsaken** and **The Awakening**.

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www.worldofdarkness.com



the World
of Darkness

Mind's Eye Theatre



Mind's Eye Theatre™



Sample file

LIVE ACTION STORYTELLING
IN THE WORLD OF DARKNESS

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Thanks to everyone who has ever contributed to and played in **Mind's Eye Theatre**, from the mightiest convention mega to the smallest hometown chronicle. We started a revolution in roleplaying once before. Now it's time to take the next leap forward. So paint your face and shadow smile, and let the play begin!

the **World of Darkness**

Mind's Eye Theatre

Vampire
THE REQUIEM



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Mind's Eye Theatre™



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Chapter 1: The World of Darkness

No live organism can continue for long to exist sanely under conditions of absolute reality; even larks and katydids are supposed, by some, to dream. *Hill House*, not sane, stood by itself against its hills, holding darkness within; it had stood so for eighty years and might stand for eighty more. Within, walls continued upright, bricks met neatly, floors were firm, and doors were sensibly shut; silence lay steadily against the wood and stone of *Hill House*, and whatever walked there, walked alone.

— Shirley Jackson,
The Haunting

Everyone has had the sense at least once in their lives that things are not right with the world, that not everything is at it seems. We sometimes feel that sinister truths hide behind a façade of normality, veiled partially by the rational, orderly “natural laws” taught to us by science. We’re told that medieval beliefs in monsters and magic were merely primitive superstitions. We’re too wise for that sort of foolishness these days. Or so we assure ourselves. But at night, when the shadows grow long and the wind whistles through the trees, we shudder and remember old truths, the truths of our ancestors, who were right to fear the dark.

We know deep down that the world is a far more terrifying place than we allow our rational minds to acknowledge. To accept this subconscious truth is to invite madness, to succumb to the raw chaos that lurks at the edges of our perception. Best to shut our eyes and pretend it’s not there. If we don’t see it, *it might not see us*.

Pretending something is not there, however, does not make it go away. It only helps it to hide better — and predators like to hide from their prey, lest it be scared away.

A world where such predators truly exist is a conspiracy theorist’s worst nightmare. In such a reality, unseen beings hatch incognito plots against us, pulling our strings like puppeteers looming above, hidden in the darkness beyond the stage lights. Our only protection is ignorance, the obliviousness that allows us to keep going day to day, building toward “something meaningful” — a career, a home, a family. Allegations about secret masters or creatures lurking in the night simply lack evidence. If those things are real, why don’t we see them on the evening news? Even Internet sites dedicated to exposing unknown forces in our lives can’t produce a single, verifiable picture. It’s hard to believe in something we can’t see.

Maybe they want it that way.

Welcome to the World of Darkness.