

WAR OF AGES

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ELYSIUM

THE ELDER WARS

Secrets of Generational Genocide

by Daniel Greenberg and Teeuwynn

I abhor myself, and repent in dust and ashes.
— Job 42:6



As darkness enfolds this aged flesh long ago grown cold, the regrets come. Regrets. To never see the sun or feel its warmth long night after darkened night through an eternity. We alone among all Earth's creatures know what longing is, for we have given up God's rest. We yearn for a single spark to pierce the gloom that descends upon us as we hide our faces away from each new dawn, night after shrouded night.

What do the carping anarchists know of longing? Of loss? Of oppression? We are oppressed by time itself, by the sadistic jest that is unlife eternal, lived for centuries. Immortality is not a blessing. It is the most monstrous of burdens. Of all the issue of God, none but we precious few know the pain that comes with centuries — the weight of responsibility, the cumber of authority, the yoke that is power. And yet to yield up a morsel of it is to incur utter and total humiliation. We will not step aside. We will not degrade ourselves to give up control or share power with the young. Let all the harrows of hell come to our door seeking what we have built in many lifetimes of toil. I will drag them all back down to the land of shades before I surrender a blot of pride!

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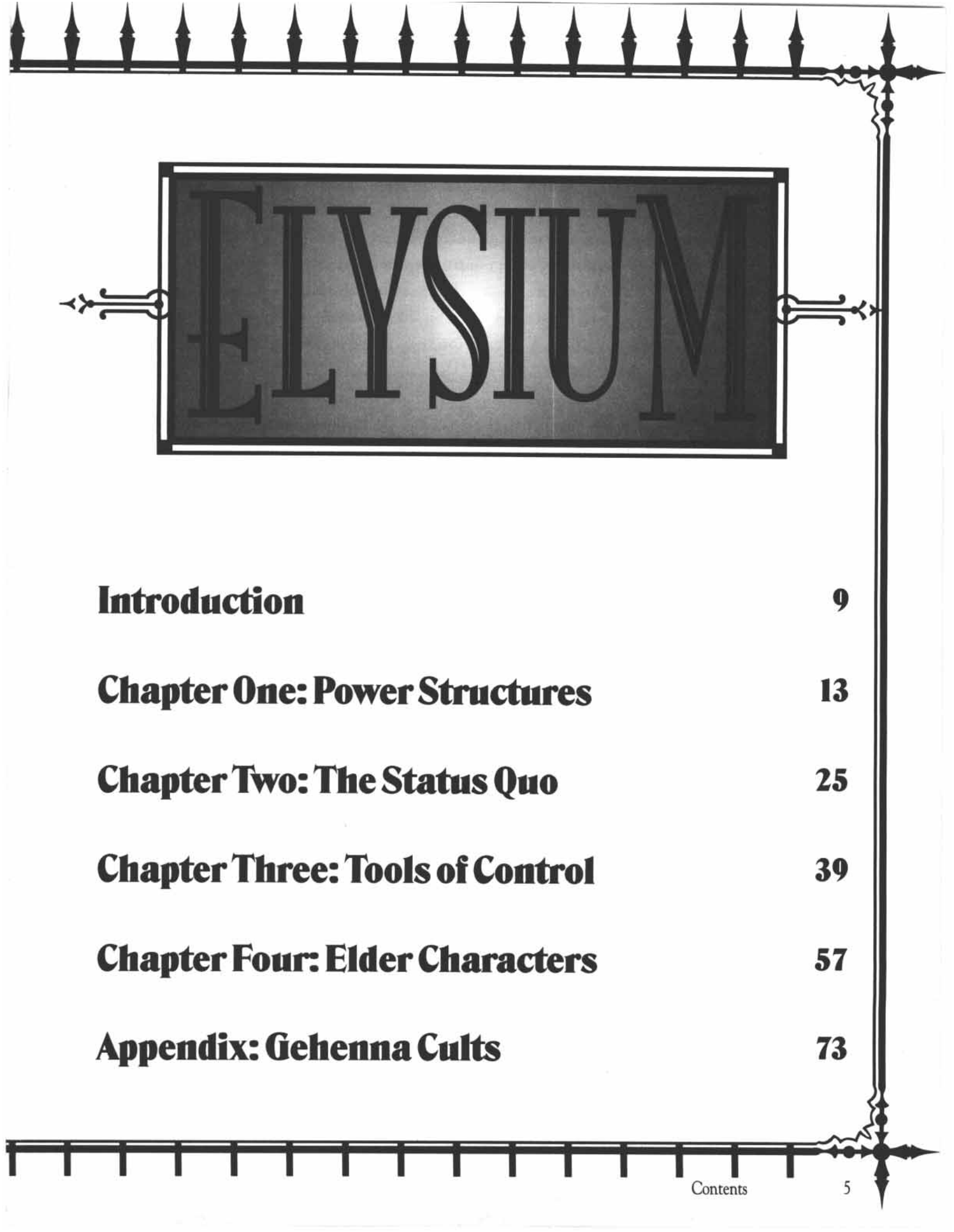
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... and as the nights stretch on into weeks and the weeks to years and the years to decades and the decades to centuries, a bitterness of the soul steals over me — a bitterness so vast in size and moving at so glacial a pace that I cannot ever see it in the present. Only in moments of reflection on my past can I see the damage done — the glacier's monstrous wake, where it has hollowed out my once-indomitable spirit. Only in moments of contemplation upon my future can I see the remaining fragments of the shimmering jewel that was once my soul. I see the little humanity left to me, and await the day when it too shall be ground down by the millstone of the passage of time.

I did not request this Existence Never-Ending. I know of none who did, save the fabled Romanian Prince Vlad, Son of the Dragon, Lord of the Inconnu. I did not ask for an existence that makes a mockery of all I once loved and all I once dreamed of achieving. I did not ask to see all that I loved perish in the smoldering embers of inevitability. I did not ask to see the tides of time wash away even the greatest accomplishments of my day. I did not ask to see my world plunged into the furnace of scalding change, in which all I knew was rendered down into nothing and replaced with people so strange and devices so odd and customs so queer I must forever struggle to understand the eccentric new manners, miraculous new machinery and impenetrable new modes of speech. I can scarcely believe this is the same Earth on which I was born. I cannot go to my old haunts, see my old comrades and woo my old loves. They are no more. I cannot rove over the countryside for days and never see another soul. I did not ask for all this, and yet, here it is. I did not ask for an eternity of enlarging decay and contracting joy. And here I am, a puzzled old, tired old, empty old man, wondering where his world went, where his loves went, where his life went.

The challenges before me seem insurmountable. The resources at my command seem scant. The hope and zeal that blazed in my youth are cold ash in my age, and I now fear their flame. I am locked in a constricted role, in which I have few choices. So I act as I deem fit, within the confines of my station, knowing few of my enemies and critics would or could do differently in my stead. And yet with each new act, with each new punishment of an anarch, with each new repelling of Sabbat incursion, with each new predation on mortal society and vitæ, I die by an iota. But all other options — the compromise of the Camarilla, the breach of the Masquerade — are invitations to chaos. The only other choice is death by degrees, death from a life I neither want nor want to lose.

As my aged blood curdles, less and less stirs it to passion. I could administer my holdings as dispassionately as an automaton. Where once the minutest perceived slight would inflame my passions, now only the gravest assault stirs a reaction; I must force myself to respond to any less. I often know the indignation of wounded

pride, but seldom pure anger over injustices done. Though my mind is often clouded by the ravages of the Curse of Caine, I can see clearly one part of my innermost self: my clotted blood stirs only when confronted by a direct challenge to my vanity. Incursions upon my holdings do not provoke me the way a contemptuous anarch does. Loss of a dozen ghouls to lupine savagery stirs in me all the passion of a clerk summing his books; replacements must be made. But should a ghoul question my orders, I know the fury of the lion. In moments of reflection afterward, I savor the agreeable aftereffects of my outrage. And should I thoroughly humiliate a worthy opponent in a manner that does not create a cycle of destructive reprisal, and should I surge in glory before the court, then and only then do I know rapture. The thrill is akin to the that of the first time I knew the engorgement of fresh blood, perhaps surpassing it. Though I despise and dread the endless skirmishes of words fought in the prince's court, in the halls of Elysium, and on the streets of the city, I savor them with a perversity known only to the powerful and the damned.

I am lonely, but I am mighty. I will do all I can to stir this wicked mockery of my once-perfect human body, this carcass of dead flesh, this unhappy blood-sponge prison. If that requires that I fire a volley of hateful, hurtful, damaging words upon my enemies in court, so be it. If that requires that I arbitrarily crush the ambitions of a clever and resourceful anarch, so be it. If that requires that I capriciously divert the course of joyful mortal aspiration, so be it. So the anarchs think I live to make their lives miserable. Would they not be surprised beyond measure to learn that they are right!

Simply writing these words fills me with a quaking terror, the passing of which leaves me strangely invigorated. Though I would never speak with such painful, dangerous candor, it enlivens me to see it in the darkling mirror of my soul, and to admit it to myself in the full light of day—the light that all my Kind shun. If you succeed in raising my anger, you will forgive me if I do not convey my secret thanks while I skin you alive. And if you succeed in arousing my awesome **KARR**, know, in your final moments of unendurable agony, that I love you with all my soul.

— Redondo de Vasquez,

Childe of Ishaq ibn Ibrahim,
Grandchilde of Jontius,
Great-Grandchilde of Arikel,
Great-Great-Grandchilde of Enosh,
Great-Great-Great-Grandchilde of Caine



Introduction

Power is the great aphrodisiac.

— Henry Kissinger, January 19, 1971

Elysium: The Elder Wars brings you into the cloying, rarefied air inhabited only by the elders of the Camarilla. The secrets of these mysterious, frightening, volatile creatures are here for Storytellers to use to spice up their games and for players to use in chronicles where their characters are the elders.

This book brings you the opportunity for some advanced storytelling. Playing an elder is far more challenging than playing an anarch or ancilla. It requires a strong knowledge of the World of Darkness and a good deal of preparation, but the rewards are great. The might of the most powerful vampires is in your hands.

How to Use this Book

This book is designed for use by both players and Storytellers. It penetrates the cloistered chambers of the elders and provides useful hooks for fleshing out those characters and making them more menacing. Creating conflicts between elders gives the players more to do and gives them more points of connection to the world. The rules given here will also make it easier to keep track of the details in administrating an elder's holdings.

Imagery

Elders embody massive contradictions. Though they are among the oldest sentient creatures on the planet, they often look younger than the anarchs they fight, sometimes appearing no older than children. The mortal world, in which old men hold the bulk of temporal power, gets turned on its head. This creates an incongruous image when a gang of 30- or 40-year-old Caitiff or anarchs are called before a prince who appears 20-something but is actually 400 years old. Some elders look old and wizened, but they are an exception.

However, vampires can start to look "older" over time. Though Kindred do not age, some begin to weaken and slow down under the great weight of years and thickening blood. A slowness of movement and speech and a dullness of eye or mind creates an aura of age in the body of the youth.

Theme

The theme is tainted authority and spoiled love. While human elders stand for continuity of leadership and the transmission of community values to a new generation, vampire elders seek to pervert that equation. Since they seldom step down and cannot lose power through a natural death, they stand as an undying obstruction to the ascent of new generations. To continue their unholy grasp on the levers of control, they must eternally frustrate the ambitions of their progeny.

Kindred elders hold onto power for power's sake, even when their communities begin to decay as a result. This reflects the very worst in human political systems, which are often loath to allow new generations a place at the table. Whenever an entrenched ruling class uses its influence to cling to power, political rot sets in.

For example, the autocratic regime of the People's Republic of China is composed exclusively of aged men who thwart any attempts at power-sharing with new generations of leaders. This gerontocracy has little connection to the needs of the nation. They resist much-needed reforms and are reduced to keeping order by slaughtering dissenters. It is an instructive lesson for Storytellers, since the Beijing regime is a fine example of the paranoia, isolation, arrogance and desperation that mark vampire elders.

Even democracies are not immune to fears of passing authority to a new generation. Politicians who came of age during World War II kept a lock on the U.S. presidency for an unprecedented two generations because many voters were loath to allow younger leaders to take over the White House from World War II era leaders. This generational imbalance created a tilt toward autocratic, imperial administrations that were remote from those they governed.

A society that does not routinely refresh its leadership is a society doomed to stagnation and repression. This is made especially clear in the vampire Elysium.

Worse than political decay is the inner damage done when the old withhold the birthright of the young. Parents who fear their own aging often subvert the attempts of their children to fly free, poisoning the love and trust between generations. The young become either weak-willed or wildly rebellious, while reducing the elders to stingy, fearful wrecks, prisoners of the very power to which they desperately cling.

Human parents have an overwhelming impulse to give their lives for their children. Many act without hesitation, abandoning caution and self-protection to protect their young at the first sign of danger. But elder Kindred are very different. The selfless, all-encompassing love of a mortal parent for a child is lost on the immortal vampires. Like congressmen assured of reelection, they paradoxically become more cautious, not more courageous. Elders take fewer chances, and not many would risk their immortal necks to save the skin of their progeny.

When the flow of life and love ceases to move forward through time and through generations, decay sets in. The elders are rotting in their own accumulated power, but are terrified of letting go or doing anything else. They suffer from overaccumulation. The ancillæ suffer from lack. And so it goes.

By pouring vast amounts of energy into its internecine struggle, the vampiric family has little left for the larger battle against outside enemies. To break this soul-decaying deadlock, elders attempt to betray their ambitious young before the young can topple them through betrayal. Treachery is the tragic condition of the Kindred community, and anarchs only see it getting worse.

Mood

The mood in the elegant marble halls of Elysium is dignified desperation and stifled paranoia. The elders have had centuries to master the art of insincerity, and they have reached levels of perfection rarely glimpsed among mortals. They are smiling on the outside, but inside they are screaming, and Elysium reverberates with the piercing, silent echoes. The elders have compromised their own integrity to such a profound degree that many of them have lost their inner stability and have fragmented their sense of self. This profound disconnection from the core of existence is a painful experience for sentient beings. Dangerously unbalanced, the elders lash out from a lonely anger only briefly seen by the rest of us in our most desperate moments. When confronted by their own contradictions and transgressions, their first impulse is to destroy.

References

Anything by George Bernard Shaw (*Man and Superman*, *The Devil's Disciple*, *Major Barbara*), anything by Voltaire (*Candide*), Shakespeare's tragedies (*Macbeth*, *Julius Caesar*, *King Lear*), classics like George Eliot's *Silas Marner* and movies from *Wall Street* to *Scenes from the Class Struggle in Beverly Hills*.

Mood Music

Music has great power to stir the emotions during a game. It can add excitement, tension and a real sense of creeping dread. It is hard to use other art forms to convey age and mood in a game, but music works wonders. The elitist elders keep Elysium stocked with great art of the centuries, which they hold with a miser's grasp, seeking to possess rather than enjoy it. Thus, haunting melodies often sound through the halls, played by Dominated mortal musicians. If you do not currently use music, experiment with adding it to the background for added dimensions of play.

Elders are partial to music that neonates consider stuffy, pompous and old. Operas and symphonies by Handel, Wagner and Elgar predominate, though Mozart and Bach are also well represented. Try Orff's *Carmina Burana* for wild power and grandeur. Moody, mysterious themes by Debussy, Ravel, Mussorgsky and Mahler play when the elders are feeling grim and self-pitying. Try Samuel Barber's *Adagio for Strings*. Storytellers can play almost any classical music to set a mood, but these examples will yield special results.

Many elders are romantics at heart, superstitious refugees from a Byronic era who are forced to live in an age of cold science. As a result, many turn to exquisitely beautiful, passionate music for comfort and solace. It should come as a shock to enter the inner sanctum a venomous, corrupt old vampire and hear the haunting music of Beethoven or Brahms. Syrupy tunes like Rachmaninoff's *Rhapsody on a Theme by Paganini* or Pachelbel's "Canon" will sound unnerving in a Ventrue boardroom and frightening in a Nosferatu sewer. The only music to avoid is selections that are light, airy



and sprightly in nature. Only Malkavians and some Toreador are attracted to such styles. The rest of the elders find it unbearable to be so reminded of the lightness of being that is forever denied to their undying spirits.

Storytellers can also assign special “theme songs” to key elders. For example, a certain elder may always have Grieg’s “Hall of the Mountain King” playing whenever the characters visit. Once the players have linked the music and the elder, playing that tune when he’s not around can unnerve them by making his invisible presence felt.

Many elders only enjoy music that was popular during their lifetime. One subtle way to show differences in age is to play themes specifically keyed to the elder’s birth era. Western civilization has very little surviving music from before the Middle Ages, so the oldest vampires may prefer Asian or Indian compositions, which significantly predate those of the West.

Elders born in pre-Christian Europe may favor neopagan artists like Loreena McKennitt. European vampires born during the early Christian era and the Middle Ages may favor medieval music, like plainsong and Gregorian chants. These have become very popular recently and are quite easy to find. They instantly create an eerie, otherworldly mood. Minstrel ballads can also give the impression of antiquity.

Elders born in Europe between 1450 and 1600 favor Renaissance music, like that of des Prez and Palestrina. Protestants may favor Luther’s chorales, while Catholics may prefer hymns. To evoke the ornate quality of the 1600-1750 Baroque

era, try Handel, Monteverdi, harpsichord music by Scarlatti and anything by the Baroque master, Bach. Those who date from between 1750 and 1820 will favor Classical music by Haydn and Mozart, as well as Beethoven’s early works. Many of the vampires born in the Romantic era of 1820 to 1910 are unabashed in their love of the explosion of music created by Brahms, Mendelssohn, Chopin, Liszt, Wagner, Verdi and Beethoven. This is the last musical period in which true elders were born. Most born after that time are Pretenders (see Chapter Four) who deliberately surround themselves with the air of antiquity.

Some elders make a point of changing with the times. Brujah are intent on staying not only current in contemporary tastes, but ahead of the curve. They will always try to play cutting-edge music that is cacophonous and popular with disaffected youth. However, many of them also get stuck in the past, favoring revolutionary music of earlier eras. A Brujah elder who remained active in the early 20th century may secretly favor atonal compositions by Schoenberg or Stravinsky’s *Rite of Spring*, which caused riots during its premiere but which to many modern ears is indistinguishable from much older classical works.

Gangrel often disdain “snob” music, and prefer more rustic melodies played on acoustic instruments, or jazz and blues. Tremere like clean, technical precision and embrace electronic music. Malkavians’ musical tastes are at best eclectic and at worst disorienting. Their elders are likely to play old favorites by Frank Zappa, high-speed Schubert and sea chanteys, often at the same time.



LEIF JONES

Chapter One: Power Structures

*The first time a man hurled a curse instead of a stone
was the start of civilization.*

— Sigmund Freud, *Collected Works*

Though elders are a jaded, world-weary lot, they are impressed by one thing: the unholy power that courses through their aged veins. They are always mindful of the fact that if the laws that hold together the fragile truce of the Camarilla were to shatter, they would be plunged into chaos that could destroy them all.

The Deadly Game

*Power, like a desolating pestilence,
Pollutes whate'er it touches; and obedience,
Bane of all genius, virtue, freedom, truth,
Makes slaves of men, and of the human frame
A mechanized automaton.*

— Percy Bysshe Shelley, *Queen Mab*

This vision of “mutually assured destruction” haunts all elders and drives them to find solutions to their problems. That often reduces violence. However, they are not looking for answers that are violence-free so much as reprisal-free. Direct attacks usually breed direct responses, so elders plot, scheme and maneuver within the restrictive framework of the Masquerade. They focus on thwarting plans and crushing pawns while always maintaining a thin crust of civility over the seething hatred.

This gives the impression that elders are absorbed with playing capricious games. And in many ways, they are. But the games are deadly serious, and have lethal consequences. Many younger Kindred, who bear their brunt, believe that the elders extract perverse enjoyment from their suffering and from the suffering of humans. And there is truth in this as well. But it is a simplistic explanation of a complex and frightfully misunderstood problem.

The real explanation is a combination of sadism, fear and political survival.

Sadism: Relishing Suffering

To be an elder is to be strapped onto a roller coaster that never stops and continues to accelerate for all eternity. The living world seems to speed by in bursts of frenzied passions. Looking long on the exuberance of life brings only a precipitous slide into regret and dangerous self-pity. Through a peculiar combination of bitter ennui and undead malaise, elders detach from the world by imperceptible degrees.

The biological world has a built-in, organic connection to itself that manifests in higher creatures as empathy. The undead lack this connection, and must rely on intellectual sympathy to make compassionate connections. Inflicting suffering stirs the aged blood of elders only because they have,



in self-defense, grown detached from the reality of the pain felt by others. They care less, trust less and allow less of the world to be important to them. This is the beginning of the end of their Humanity, and an invitation to the Beast.

Fear: Clinging to the Status Quo

This detachment also creates openings for younger vampires to take over from elders who become less interested in everyday affairs. Ambitious ancillæ try to turn stewardship chores into leadership powers. The elders see this and fear their own growing irrelevancy, but usually do not wish to take on the work that would put them back in a position of direct, day-to-day importance. That would require re-engagement with the living world and its painful memories. Instead, they resort to the politics of personal destruction.

If a young, energetic Kindred embarks on a plan to reform the stale, perverse, claustrophobic, incestuous world of vampiric society, the elders conspire to bring him down. They use any and all weaponry at their disposal, and even violate their most sacred laws in the fight, so invested in the sick status quo they have preserved for centuries. They ridicule much-needed reforms in their early stages, secretly maneuver against them in advanced stages and openly oppose them in the rare case when they start to succeed. And this, too, is an opening for the Beast.

Political Survival: How the Dead Live On

Elders fight change because it reveals their irrelevancy, causing them to lose power and prestige. Their greatest fear is not loss of unlife (though that also consumes them) but loss of power. Once elders have tasted true control over Kindred and kine, few can bring themselves to willingly give up even a small amount. It is very difficult for them to pass power on to their young and let them act freely. Instead, the elders try to hang on for all of their immortal years. As a result, the younger vampires are caught in a deadly vise, unable to move up and forbidden to move out.

The bitter irony is that many would prefer to rid themselves of the difficult chores and conflicts that come with power, but they are addicted to the tremendous status it confers. The absolute deference of peers and the powerless alike is a darkly seductive force that cannot be fully appreciated by one who has not felt it. Acclaim, veneration and obedience are more important than immortality to the unloved. These are pathetic, artificial substitutes for love, but in the joyless halls of Elysium, they are all most elders have.

Though not all elders are aware of their addiction to the perquisites of power, they are all acutely conscious of the humiliation that accompanies a loss of it. The more power an elder accumulates, the farther the fall and the more enemies who wish to see it. So this power becomes a prison. Elders must acquire more to preserve their station, leading to greater resistance from the young and perpetuating the cycle.

Many older humans suffer from this affliction as well, but even the most extreme cases are inevitably betrayed by their own mortality. This potent psychological clock impels all mortals to resolve crises in their lifetime. Ultimately, if the debilitation of age does not force a power shift to a new generation, the finality of death will.

But the inner voice of aged Kindred screams that they must never cut the strings — even when the relationship becomes poisonous. This partially explains the generational slaughter that bedevils the vampire community. Those most wicked of crimes mean yet more lost Humanity.

These three forces rule Elysium and create a vortex that drags elders down. They have the wolf by the ears. They cannot win and they cannot get out of the game. The only possible solution is Golconda, though many consider that enlightened state a fool's paradise and see the only end to the game in Gehenna. A significant minority of elders reject the Camarilla party line that holds Gehenna as a myth, and form secret cults (see Chapter Two).

In the meantime, elders continue an inexorable slide toward the Beast, tempered only by any good works they can possibly carry out.

Elder Relations to Childer

For everyone that curseth his father or his mother shall be surely put to death.

— King James Bible, Leviticus 20:9

The greatest war waged by the elders of the Camarilla is not with the Lupines, the anarchists or even the Sabbat. The bloodiest strife is the perpetual state of covert warfare the elders wage against their own progeny — all the Kindred who comprise the Camarilla. The elders receive the brunt of the Jyhad from the Methuselahs and pass the misery on to their descendants.

Ancillæ and elders alike know that among humans, the young will replace the old, and for the old to cling to power is to injure everyone alike. But the old among the immortals need never give way to their offspring. This creates a state of eternal frustration in the young and eternal fear in the old, as the elder vampire is threatened by any sign of ambition in her childer, and the young vampire is thwarted at every turn by his sire.

To keep the young in check, the elders resort to five time-honored stratagems, set out by the 12th-century To-reador Redondo de Vasquez.



The Five Pillars of Power

Reward

To prevent thy Childe from gaining the Sound Footing and Reliable Resources he needs to challenge thy rule, he must be kept off balance. Confuse him.

Progeny who serve their elders with distinction must be often rewarded. Often, but not always. The Superior Elder is unpredictable in his affection and fickle in his rewards. Ever mindful of the need to dole out prizes, only intermittently, the Superior Elder ensures that his progeny never feels he actually deserves the reward. The reward must always be seen as a blessing; an example of the elder's Great Beneficence. Thus the Childe is sufficiently grateful.

But give away rewards too often, and the wretches, in their ingratitude, come to expect rewards. These Spoilt Childe believe that rewards are earned and not bestowed. They grow to control the elder through their actions. If they always know what to expect, because the elder always rewards them evenly, they can conspire to build their own empire. They gain courage to plot and scheme against their fellows, because they can rely on their elder's response. And then let an elder fail to provide the expected reward; the Spoilt Childe throws a tantrum. He is hurt, angered, and betrayed, and will strike back accordingly.

A Childe who justly feels wronged is a far more dangerous creature than one who must always seek to find new ways to

please a capricious master. Yet thou must not always withhold reward when such increase is truly deserved, for Impoverished Childer with nothing to lose and nothing to gain are more dangerous still than Spoilt Childer scorned.

But by withholding rewards betimes, and bestowing rewards betimes, the elder keeps his Childe in rein. As with his steed, the giving of the reward is the sweet Apple from the Rider's Orchard, and the withholding of the reward is the sting of the Lash of Control. The pain of it is but momentary, and when the pain has passed, the Childe is again eager to please. As long as the Apple is given betimes, she will spend her nights in constant contemplation of the manner and actions most pleasing to her master.

Between the path of the Miserly Elder and the path of the Generous Elder lies the path of the Superior Elder. It is the most difficult path, since the Miserly Elder has the joy of his undispersed wealth, and the Generous Elder has the joy of unrestrained flattery. Of these two, flattery is the more seductive.

The Superior Elder must be aloof to the flattery of his Childe. The unctuous praise of a Childe who has just partaken of a rich reward is a seductive brew. The taste of it has set the heads of many elders afloat. Beware. A head that floats is a head that sinks.

Rivalry

A Childe is a restless, ambitious, energetic creature. If his drives are not channeled by thee, they will be channeled against thee. Harry him.

The Superior Elder does not wait for his Childe to eye his station enviously, but sets her to eye the station of her brethren. If thy favorite offend thee, reverse her station. Favor a junior for a time. The senior will seek to please thee, to return to your graces. If she has struck a secret blow against thee, she will fear thou know of it, and be chastened. The junior will seek to preserve his good fortune, and continue to please thee.

The senior will despise the junior, and seek to bring him low, while the junior works to consolidate his position against the senior. So long as thou forbid them from murder or bringing harm to thee or thy holdings, their rivalry will divert them from choosing thee as a target, and blunt their daggers. It will consume their energies and burn their surplus resources.

Be mindful of preventing this in time of Jihad. Indulge their rivalry during peace and smite one who commits an Act of Feuding in war.

Danger

The truly ambitious Childe, who carefully conserves the rewards doled out, and squanders them not in Rivalry with his siblings, or worse, makes peace with them, is always a danger. No matter that thou believe him to be the most loyal of all Caine's progeny. He is the greatest of threats. Wound him.

Place him in the way of danger. Send him into the haven of the enemy. Send him to spy in the lair of the Lupines. The energies he is not expending in inner rivalries will be consumed in his new assignment. If he wins, his tasks grow in risk. If he fails, he cannot bring thee low.

This Childe is a chess piece of rare perfection. Do not conserve him for fear of losing a valuable knight. If he is taken from the board, thou are safer, not less safe.

Blood Bond

A Childe who survives grave danger is the greatest of all threats. He is clever enough to flourish with capricious and intermittent reward. He is wise enough to make peace with his brethren. He is strong enough to survive the enemy. He is greater than thee. Smite him.

Take his will from him. Bind him to thee in the ritual of blood, but beware the anger of other elders, who rightly fear an army of such controlled Childer. When the need arises ensure, in full wrath born of jealousy, that he never use his greatness against thee.

Death

If the Childe resists the bonds of blood, there is but one path open to thee. Destroy her.

If thou destroy her not, out of foolish pity or foolish pride, she will destroy thee. And if thou cannot destroy her, she deserves your blood. Surrender it, and yield to the new Superior Elder.



Elder Relations to Other Groups

The best Party is but a kind of Conspiracy against the rest of the Nation.

— Lord Halifax, *Political Thoughts and Reflections*

Elders are always on strained relations with other groups inside the Camarilla and out. They work against their own as often as they work against non-Kindred. This is an explanation of those often complex relationships.

Neonates

Withhold not correction from the child: for if thou beatest him with the rod, he shall not die. Thou shalt beat him with the rod, and shalt deliver his soul from hell.

— King James Bible, Proverbs 23:13-14

The elders have limited control over the great pool of neonates, since they must work through the sires to affect them, but they have a deep interest in all childer. As more and more new vampires become anarchs, or break their ties to the Camarilla and join the Sabbat, elders fear the unraveling of their centuries-old society. Without a fresh supply of obedient, humble young to act as foot soldiers in the endless Jyhad, the elders will have to face their foes directly. After centuries of indirect conflict, open warfare is not an attractive option.

Some elders want to change the laws, allowing the creation of many new childer. They see strength of numbers as their only salvation. Cooler heads point out that as long as childer go over to the anarchs and Sabbat in increasing numbers, creating more vampires will make the enemy stronger.

Most elders agree on the rearing of neonates. They believe the young should be disciplined harshly and instilled with fear of anarchic violence and revulsion for Sabbat practices. This approach cuts across clan lines, and finds as many adherents in Gangrel wastelands as Ventrue boardrooms. A prominent minority of elders reject this position, believing that strict control will only give progeny more cause to rebel. They advocate improved treatment of neonates.

Most Malkavians and Nosferatu do not directly support the majority position, though other elders point to the frightening torments these clans sometimes inflict on their young as evidence of agreement. The Tremere refuse to accept any "childe-rearing" decrees from the Camarilla. They believe that their rigid hierarchical structure prevents neonates from escaping. Other clans insist that reality frequently proves this conviction wrong.

Ancillae

If a man have a stubborn and rebellious son, which will not obey the voice of his father, or the voice of his mother, and that, when they have chastened him, will not hearken unto them: Then shall his father and mother lay hold on him, and bring him out unto the elders of his city, and unto the gate of his place, and they shall say unto the elders of his city, This our son is stubborn and rebellious, he will not obey our voice; he is a glutton, and a drunkard. And all the men of his city shall stone him with stones, that he die.

— King James Bible, Deuteronomy 21:18-21

As the rank and file of the Camarilla, ancillae wield little power individually but more than they know when they act in concert. Clan rivalries, petty jealousies and personal tensions make any sort of ancilla organization difficult and unity very unlikely. Nevertheless, the elders intensely fear any steps in that direction with a passion, since most came to power over their own sires through secret pacts with other ancillae, and they obsessively watch for similar signs in their own progeny. Some elders have ordered their powerful progeny into battles against one another just to promote mutual hatred and head off any possible alliances

Overall, the ancillae are loyal and reasonably straightforward. Their minimal participation in the spoils of the Kindred world and hopes of future increase keep them toeing a very narrow line. They know their conduct will determine their reward, and those who elect not to rebel are eager to please their fickle masters. However, controlling the ancillae through reward is a double-edged sword. The better the an ancilla becomes at pleasing his masters, the more rewards he gets. The more rewards he gets, the more powerful he grows. As an ancilla learns to play the Elysium game created by his sires, he becomes an ever-greater threat to individual elders.

The elders therefore make advancement within the ranks of the Camarilla torturously difficult and slow. But this builds friction, and many ancillae smolder with resentment. To prevent the situation from flaring up, some elders argue in favor of increasing every ancilla's share of Camarilla assets. They propose an end, or at least a decrease, in the rampant hoarding of vast resources. This is not a popular notion, but it gains support as the anarchs and the Sabbat attract more members.

Anarchs

Though your sins be as scarlet, they shall be as white as snow; though they be red like crimson, they shall be as wool. If ye be willing and obedient, ye shall eat well of the good of the land: But if ye refuse and rebel, ye shall be devoured.

— King James Bible, Isaiah 1: 18 - 20

To the anarchs, the elders' vise-like grip on power is a monstrous perversion of the natural order, and they conduct a running guerrilla. This has cost both camps dearly but has not shaken the elders' control. Still, fear of anarch incursions has caused them to tighten their grasp and resort to abuses





that they once rejected. This could hand the anarchs the victory that has eluded their tacticians: in cracking down with excessive force, the elders risk losing the hearts and minds of all Kindred except the most tightly Blood Bound.

The tactic that works best against the anarchs is demonization and propaganda. When the elders make themselves out to be victims of anarch savagery, they gain an odd measure of sympathy within the Camarilla. Blaming Sabbat horrors and other unexplained World of Darkness atrocities on anarchs also weakens the appeal of the rebellious Kindred.

Surprisingly, the elders often reserve a greater personal hatred for anarchs than for the truly dangerous foes like the Sabbat. This is because the elders see the Sabbat as an enemy to be crushed, and proceed with straightforward, open warfare. They have no conflicting feelings about the servitors of the Black Hand. But the anarchs are still Camarilla, after a fashion.

To face constant attacks from their own young makes the elders feel bitter and betrayed. Some progressive thinkers want the anarchs back in the Camarilla camp and have toyed with amnesty plans and even limited power sharing, though these ideas are continually shouted down in conclave. With Sabbat advances, however, even some of the more ancient elders are beginning to consider the unthinkable: détente with the anarchs.

The Sabbat

Thou shalt smite every male thereof with the edge of the sword: But the women, and the little ones, and the cattle, and all that is in the city, even all the spoil thereof, shalt thou take unto thyself; and thou shalt eat the spoil of thine enemies.

— King James Bible, Deuteronomy 20: 13-14

Hatred for the Sabbat is rampant within the halls of Elysium. The gains made by the Black Hand and the losses felt by the Camarilla are eternally galling. The Sabbat's great success in breaking Blood Bonds has cost the elders supporters, territory, control and, worst of all, prestige.

Some elders take pride in nothing but lording it over other Kindred. All their military victories and political stratagems are only tools to gain the reverence of the Camarilla. When the Sabbat break blood Bonds, or take over whole cities, these elders feel excruciating humiliation: to them, the resulting loss of face is nothing less than a symbolic stake in the heart. They react by hurling their resources into wave after wave of combat with the Sabbat. This lack of planning has cost the Camarilla dearly. The Sabbat have capitalized on many of these mistakes: were they better organized, they could have made even greater incursions on Camarilla territory.

Many Justicars try to take this wild overreaction into account when planning strikes against the Sabbat. They must improve on the general strategy of the Conclaves but cannot deviate too far. They take great risks in countermanding direct orders, even when they create powerfully effective strategies.

The Camarilla wants each “stolen” city back and will not hear arguments in favor of compromise or truce with their implacable foe. However, some elders have secretly begun to give up hope that they can stop the rising tide of Sabbat strength and believe that the Camarilla will end in the coming century. Though this prediction may simply be the result of an elder’s morbidly obsessive imagination, more signs of its truth appear all the time.

Lupines

For I know this, that after my departing shall grievous wolves enter in among you, not sparing the flock.

— King James Bible, Acts: 20:29

Elders have gained significant control over younger vampires by insisting that the Lupines are a grave threat to all Kindred, and that only strong leadership can keep the werewolves from overrunning them. This is an easy case to make, since Lupine-Kindred warfare has raged for centuries.

In truth, the werewolves often adopt a live-and-let-live attitude towards vampires who successfully maintain their Humanity. But since many elders fear that age will inevitably erode their Humanity, they have reason to fear the werewolves. Though younger vampires are less at risk, they are more vulnerable to Lupine claws than the closeted elders. This is added incentive for elders to instill fear of the Lupines in their charges and claim special powers in fighting the shapechangers.

However, the elders have little defense against the greatest Lupine weapon: the spirit world. Vampires do not understand this potent resource, and many are completely unaware of it. But it frightens the elders who have been studying the ease with which Garou move into and out of physical reality. They like to keep a constant eye on Garou who enter their cities, and exploit divisions within werewolf society wherever possible. Knowledge is strength, and some elders specialize in Lupine lore.

Mages

Thou shalt not suffer a witch to live.

— King James Bible, Exodus 22:18

Elders are very wary of the perplexingly modern mages and their often invisible presence in Camarilla cities. Elders comprehend Thaumaturgy and trafficking with spirits, but Ascension and Spheres of magick are as alien to them as a steam engine to a medieval king.

They fear what they do not understand and would very much like to see all mages destroyed. This is a very dangerous undertaking, since mages have obliterated even old and powerful Cainites, so elders usually opt to maintain a healthy distance. They keep close tabs on mage activities and make deals where they can. As long as the practitioners of magick steer clear of an elder’s interests and pay proper deference, she is content to avoid open warfare. But when she finds a mage’s throat beneath her heel, she is likely to swiftly crush it.





The Inconnu

With the ancient is wisdom; and in length of days understanding. With him is wisdom and strength, he hath counsel and understanding ... He poureth contempt upon princes, and weakeneth the strength of the mighty. He discovereth deep things out of the darkness, and bringeth out to light the shadow of death. He increaseth the nations, and destroyeth them.

— King James Bible, *Job 12:12-23*

The elders bitterly loathe yet deeply respect the Inconnu. At the heart of their paradoxical reaction is an abiding fear of the mysterious Methuselahs. Most elders would be content to never hear from the Inconnu, but they know that is unlikely.

When the Inconnu choose to involve themselves in the affairs of the Camarilla, those rare visits are always viewed with trepidation, but great interest, by all the elders. Some go in person and some send spies, but all powerful Kindred try to monitor the situation.

Often Inconnu involvement adds measurably to peace and stability, defusing potentially explosive situations. But other times the Inconnu stir up trouble where a tense neutrality once existed. They have completely shaken up entire city structures and toppled princes. Some elders maintain that the change was necessary, but many are not convinced.

Most elders know a way to contact the Inconnu, but few take the chance. Still, some are drawn to the hidden wisdom of the progeny of the Antediluvians. They seek out the secret counsel of the Inconnu against the will of their clan and even the Inner Circle. Those who have regular contact with the Inconnu are not trusted by the elder community, even though they are accorded great status within Elysium.

Within the elders' hollow unives is the flickering need for answers to the riddles wrapped in their undying skin. Though elders seldom speak to one another of the quiet voice that calls out across that gulf of emptiness, many try to follow its dictates and learn. The Inconnu have that knowledge, or are closer than anyone to determining it, for they have found Golconda. Even the staunchest defender of the Masquerade, in her darkest moments, craves sweet release.

Many elders exhort against trafficking with the Inconnu and hold forth at great length during Conclaves about the grave dangers that follow such a visit. They claim that Golconda is a trap to ensnare idealistic Kindred who foolishly maintain hope of growth beyond vampirism and is really nothing more than a sophisticated form of the Blood Bond. The Tremere are especially vocal in this regard, but some elders maintain that the clan's leaders are actually in constant contact with the Inconnu and selfishly want to keep others from gaining their secrets.

Some virulent attacks on the Inconnu hold that the Methuselahs are thoroughly corrupted by demons and creatures from beyond the veil of death. Vampirism may be a great burden, they opine, but the curse of the demon kin is far, far worse.

Vampire Hunters

They hunt our steps, that we cannot go into the streets: our end is near, our days are fulfilled; for our end is come. Our persecutors are swifter than the eagles of the heaven: they pursued us upon the mountains, they laid wait for us in the wilderness.

— King James Bible, Lamentations, 4:18-19

Elders bear a long-standing grudge against the vampire hunters. They eternally pick at the scabs of wounds inflicted on their clans by hunters of old, and brood on new revenge. Some elders who yet remember the time when they ruled over a frightened humanity resent the Masquerade and the swelling human population that made it necessary.

Forbidden by the Masquerade to punish unsuspecting humanity for past insults, many Kindred seek revenge on the only human targets available to them: the hunters. When they have turned the tables and cornered their pursuers, elders take singular delight in inflicting as much suffering as their captives can endure (or as much as the elders' diminishing Humanity can stand).

Many elders believe that they have won the fight against the hunters, and the only humans who still seek them out are considered insane by the rest of the mortal world. Still, some prudently point to the growing ranks of the Arcanum as evidence of a coming assault.

Vengeance-seeking elders want to take the fight right to the Arcanum, and sever the head while the body slumbers. But other elders refuse to sanction such a plan, saying that it could inadvertently lead these hunters straight to the halls of Elysium. Time, they reason, is on the side of the immortals, not the moribund ranks of humans. The longer short-lived mortals take to carry out their plans, the less chance they have of success.

But the vengeance-seekers insist that time only gives the hunters time to learn new skills, like magick. Elysium is filled with shadowy rumors of new computers that can vaporize opponents at a distance and give access to the innermost chamber of an elder's haven through any technological device he owns. Most of these tales are laughed off, but more and more elders take them very seriously.

For now the battles consist of low-lying skirmishes: while some elders toy with hunters for pleasure and some hunters make lucky assaults on Kindred, other humans are building their power.



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Chapter Two: The Status Quo

Not necessity, not desire — no, the love of power is the demon of men. Let them have everything — health, food, a place to live, entertainment — they are and remain unhappy and low-spirited: for the demon waits and waits and will be satisfied.

— Friedrich Nietzsche, *Daybreak*

The world of the elders is a dark and dismal place, with suspicion, betrayal and fear around every corner. Though the younger vampires envy them, many elders find their perch more precarious, their role more thankless and their world more dangerous the more power they gain. Defending their position looks easy from the outside, and compared to effecting change, it is. But it is seldom enjoyable or ennobling. The elders know this, and curse their younger kin for the luxury of their powerless idealism.

Doom Looms: The Pathology of the Elder Psyche

By Anna Magdalena, one-time Nosferatu Justicar

The man who never alters his opinion is like standing water, and breeds reptiles of the mind.

— William Blake, *The Marriage of Heaven and Hell*

We elders suffer a sleeping sickness of the soul. Our minds, which should be keen from centuries of study and contemplative reflection, are in truth pain-

fully flaccid. Mental decay has set in, fragmenting our psyches. We cannot reason as well as a neonate university student, and our vaunted intellectual powers are a whisper of what they once were. This accounts for much of our policy-making for the last few thousand years.

This wasting disease is far more than the lassitude of the ages, I fear, and cannot be accounted for by mere boredom. The few times we acknowledge such failings of our faculties, we blame this conventional scapegoat. No, I fear that our powerful crisis of the soul comes from one source: the lack of small crises of the soul. I call this syndrome Afflotoxis.

Afflotoxis

Mortals evidence this same wasting away of the spirit. They too, show a marked tendency to cultivate closed minds and hermetically sealed souls. But they are betrayed by their own very living natures. As soon as they believe they have come to understand all there is to understand, their mortal existence proves them very wrong. A loved one dies, they fall in love, they marry, they fall out of love, they divorce, they fall in love again, they lose their employment, they gain a new position, they develop an illness, they nearly die, they

heal. All the vexations of mortal life allow, nay, *demand* a change in thought, attitude and belief. In short, an earthquake, flood or fire devastates the inner landscape and forces the mortal to rebuild it in a new pattern.

We Kindred are so relieved to be free of the "thousand natural shocks the flesh is heir to" that we cannot see the inestimable value in them. Painful as this process is, it keeps mortals fresh and vibrant in mind and spirit. But we are beyond such concerns. We sometimes do suffer the deaths of those we rely upon, but what Kindred can honestly say he loves another? We do not love as we once loved as mortals, though I pity those who never did love in life before the Embrace. The pain of having loved and lost the capacity for love is painful, but to never have known love before losing the capacity for it? Ah, now that is true desolation.

When those we care about leave us, we seldom feel any deep, inner loss. We feel anger over a setback, or exasperation over having to find another source for their services. But grief for the deceased? We reserve any grief we feel for ourselves, as we reexamine the chessboard to see how the loss of a valued piece affects our holdings and impacts on our master plan.

Humans who ignore all the shocks of life, and refuse to adjust their course due to an outside change, are subverted by their bodies and changed internally. After 20 years of self-deception and compromised integrity, human beings collapse under the weight of their own insupportable illusions. These "mid-life crises" are supposed to be rather beneficial to those who are not destroyed by them, as mortals rebuild their world out of far more meaningful stuff.

But vampires are immune to this evidently biological phenomenon. One cannot have a mid-life crisis when one lacks the requisite end to life. Even after 200 years of self-contradiction, we do not suffer the same internal collapse as a mortal. And so our psyches never readjust. We persist in error where humans are forced to reexamine an old hobgoblin of the mind.

Compounding Afflotaxis is our even greater fear: the fear of falling.

Fear of Falling: The Paralysis of Power

Logic would dictate that immortals would become the greatest risk-takers of all time. With endless life and eternal physical repair virtually guaranteed, Kindred could institute great projects and sweeping reforms. But we don't. In fact, we are pathologically conservative in our undertakings, running from danger and embracing sameness like a rock in a storm.

This fear of falling comes from the paradoxical belief that having more to lose (immortality) makes risk less worthwhile, not more valuable. The stakes for just about anything become too high and so, in order to

preserve their existence, Kindred do not "live." This self-defeating circle paralyzes us, and limits risk-takers among us to the young Kindred: the ones with nothing to lose. As a result, anarchs make great gains, and the Sabbat takes our cities. They are willing to lose immortality to make change. And that courage is rewarded more than it is punished. Elders are notoriously easy to manipulate along these lines by those who know how. The anarchs do this every day when they tweak our noses without fear of reprisal.

Ironically, this pathology is not unique among vampires. It is found in mortal politicians as well. Those insured of reelection (political immortals) become less daring, less willing to take on big issues or make needed but messy changes.

Age Torpor

As Kindred age, many spend time in torpor even when not wounded. I assert that this is entirely psychosomatic. Torpor is rooted in an emotional disconnection that becomes a physical disconnection. We lose our intangible ties to the world, and it becomes more difficult for us to maintain tangible ones. Preliminary research supports this, showing that Inconnu are often immune to age torpor. The Inconnu are also very active with the world, despite all their protestations otherwise. It is possible, however, that their lack of age torpor is entirely related to some unholy pact (if such rumors are not just good public relations).

Like any population of the aging, elders who remain focused on crucial tasks remain alert. Those who give up any sense of mission tend to degenerate psychologically and physically. Though this process takes far longer in immortal vampires, the depression and ennui can be infinitely deeper and more debilitating.

Static Reproduction

One extension of the paralysis of power in these frightfully misunderstood elders is their fear of growing irrelevant. Just as they are in "mortal" fear of the loss of power once they have tasted it, they fear the loss of their young. They never want to cut the strings and never let go. And why not? They are immortal. They do not have to groom their young to replace them as mortals must. They rear their progeny to remain servants.

Why should they let go? Patricide. Our kind are more afflicted with it than any beings in Heaven and Earth. To avoid patricide, elders must kill their young at the height of their usefulness or let them go. Yet childer who are released become dangerous again, because they become rivals. Again, the elders are damned either way they turn.

Is anyone surprised that they breed serpents of the mind? I am not.

Voluntary Torpor

While most vampires despise such inactivity and long only to act once more, others desire nothing more. Either they seek to defeat some enemy by escaping into sleep, or they have tired of the constant pressure of hunting or else their night-to-night existence has just become too much. These vampires can voluntarily enter torpor or extend one they were forced into.

A vampire enters this form of torpor by making a Willpower roll (difficulty of the number of Blood Points the character has + 2; maximum difficulty of 10). Once she succeeds, she finds herself in a dream-like state where she experiences both the real world and that of her dreams, all while she lies immobile.

Each night that passes costs a Blood Point, and when the vampire has no vitæ left she completely enters torpor. Vampires who have no blood in them when they begin this process find it very easy to enter torpor, though they cannot do so if they have blood applied to Physical Attributes.

Waking from this state either requires a supreme exertion of will as represented by a Willpower roll (difficulty of 10) or a point of blood. In any case, the character awakes ravenously hungry and will care about nothing except for feeding until she is sated. Those who use Earth Meld before going into such a torpor will often feed first on the creatures of the earth before rising from the grave.

History

Age and treachery will overcome youth and skill.

— Elder proverb

Elders have gained their great advantages due principally to one factor: time. They literally have history on their sides. Their mortal enemies age and die. Causes lose momentum as passionate leaders fade and disappear. New generations are easily seduced by cheap trinkets and minor concessions.

But wealth creates wealth; control creates more opportunities for control; and large concentrations of Thaumaturgical power breed yet larger ones. And so the elders have all the time in the world to take what their skill, cunning and merit cannot attain.

Human Resistance

From the earliest days, when the Childer of Caine took over the first mortal cities, humans were a restless, vibrant people churning with new ideas. They burned brightly and then burned out. A charismatic leader could rally the people to utterly depose the vampires, and even the most powerful Kindred were forced to flee for their lives.

Maintaining that level of cohesiveness proved a greater task than even the greatest leader could manage. Some saw their effectiveness fade as their health waned, and they cried



bitter tears and cursed the cruel fates when the same monsters they once deposed crept back into power. Many did not live to see the change, but their heirs despaired as the vampires mocked the accomplishments of the leaders, saying that all human endeavor is destined for dust, and only evil lives forever.

But humanity had special assistance against this seemingly unstoppable blight. Special helpers abounded in the world, from mages to lupines to spirits to faeries. Supernatural creatures set their sights on the rising and advancing of mankind's collective being.

Mage Resistance

Mages fight to Awaken humanity, trying to help it throw off shackles imposed by the reality-fixing Technocracy. This has helped keep humans from falling too far under the sway of the vampires. For all their power, Kindred elders are but bit players in this war. However, their pathological obsession with maintaining the status quo and preventing a shift in any balance of power causes them to do the work of the Technocracy. In freeing humans to prepare them for Awakening, mages often disrupt the carefully laid plans of the elders and find themselves up against immortal anger.

Lupine Resistance

More potent and direct challenges to elder authority come from Lupines. The nature-worshipping shapechangers loathe vampires, whom they consider agents of the most infernal pits. They do not accept the vampires' denial that

they serve the Wurm. Elders claim they are being unfairly singled out because the Lupines' true enemies are subterranean and almost impossible to find, whereas Kindred can be found in any city. The berserker werewolves have dealt devastating blows to vampire society, and many elders fear them more than any other foe.

However, the real damage has been at the hands of a fanatic sect of werewolf pacifists called the Children of Gaia. These paradoxically warlike activists are charismatic figures who try to protect human leaders from Kindred subversion. They have shown a frightening ability to make a concentrated push into an area, spread hope and joy like a virus, and cause an entire city to throw off elder-backed dictators.

So fast does this happen that the pathologically cautious elders often have no time to formulate a strategy before they are completely out of power.

This pattern has repeated itself from the nights of the Second City, and the vampires have suffered huge losses. Yet despite the clear evidence of monumental danger from this sect, most elders fear physical attacks more than Lupine hope-mongering. By thinking in terms of short-term survival, elders compromise their long-term effectiveness against the Children of Gaia.

Some elders, though, have developed remarkably successful strategies against these foes. Discovering and killing human relatives of werewolves has worked well; not only is it cathartic, it also severely curtails the Lupines' influence. Other effective actions include bulldozing the holy sites,



condemning the buildings they have turned into homeless shelters and leaving false trails which lead the Lupines to other enemies.

Supernatural Resistance

Faeries have been rare since the earliest nights, but they have caused elders difficulty in controlling humanity. They are always unpredictable and seldom do favors for elders, though they have often aided humans. They have unraveled Kindred enchantments and rendered some mortals immune to vampiric Disciplines.

Spirits have also shown an unexplained interest in humanity throughout history. Working around these invisible meddlers has often been a bother for elders, who have sometimes had to abandon their plans when a powerful spirit has placed a claim on a human pawn.

The World

*How weary, stale, flat, and unprofitable
Seems to me are all the uses of this world ...
Things rank and gross in nature possess it merely.*
— William Shakespeare, *Hamlet*

The modern world has become an unfriendly, inhospitable place for supernatural creatures of all kinds, but elders have managed to hang on to more than most. By being tied to man's ascent, they prosper as mankind prospers.

Elysium Throughout the World

The Camarilla has extended its control throughout virtually all of the world. The only area free from its grasp is non-westernized Asia, where the mysterious and deadly Eastern vampires keep their Western cousins far from their hunting grounds.

Eastern and Western Europe, North and South America, Africa and Australia have long suffered under the corrosive and corrupting influence of the elder vampires. However, in recent decades the Sabbat has taken advantage of great upheavals in mortal society to gain more and more power. Camarilla elders who had ruled uncontested found themselves fleeing the "old neighborhood" for safer quarters. These wealthy refugees maintain that they are not running from a fight they lost, but are simply moving to "quarantine" the Sabbat for more efficient extermination.

Nonetheless, this has caused a substantial lessening of Status among elders accused of "losing" cities like New York. Princes who have lost their cities but survived are deeply shamed — some to the point that they flee Camarilla society entirely. Ancillæ and even anarchs have made names for themselves and garnered high Status among the grudging elders by contesting the Sabbat and recovering stolen territory.





Walled Cities

Elders think of their territories as “walled cities.” By zealously controlling the airports and other main avenues of entrance, they comfort themselves with the belief of having a measure of safety. From the Camarilla-controlled Europe and Midwestern United States to contested areas like Canada and the Eastern United States, elders prize their fortifications and seldom feel safe outside their borders.

Quarantine Zones

Most elders insist that the Sabbat and the anarchs will never be a threat to the superior Camarilla individual, even if they take over every mortal. However, exterminating all opponents will take longer than anticipated due, no doubt, to a few Camarilla traitors who have sabotaged operations that would have destroyed both movements. So those “groups that can never defeat the Camarilla” must be quarantined until they can be properly wiped out.

These elders will not admit that they have lost places like Mexico and New York City. It is not an admission of defeat to let the enemy keep these cities, but merely good policy. After all, were they not occupied with the daily administrative tasks of running vast metropolises, the Camarilla’s opponents would be inside the walled cities, making trouble. The elders site the Anarch Free States in the Western United States as a perfect example of this theory — land with no history and no culture that is almost better off overrun by anarchs.

Other elders aver that the Camarilla suffers from abandons the pleasant self-delusion that it has “allowed” the anarchs and the Sabbat their gains. They say that until it begins to devise real strategies of containment and destruction, its enemies will continue to make gains.

Contested Areas

Some cities are battlegrounds. Washington D.C. is a nexus for Camarilla, Sabbat and anarch legions. The proximity to power means that the Camarilla will not willingly allow the city to become a “quarantine zone,” and the prolonged struggle has only made the Sabbat stronger there. Miami has remained contested due to the efforts of remarkable vampires on both sides.

Global Alliances

Clans that develop in different parts of the world often come to have less and less in common with one another. For example, the Brujah elders who ruled Russia constantly questioned their brethren in Europe and America. They became more like Camarilla princes than Brujah anarchs. Nonetheless, most clans try to maintain power across the globe through “family” gatherings. Some elders hate the once-a-century (or so) affairs, but others look forward to them.

Many powerful elders openly defy the Inner Circle's decrees, believing that the global Camarilla has become more and more a toothless organization. Some say that the weakness is a pose to flush out enemies who think that the Camarilla is ripe for attack. They have a history of deliberately tricking opponents (like the Lasombra) into underestimating it. But many say a council of pre-medieval minds is just not daring enough to meet the demands of the light-speed information age. A power struggle is brewing in Venice and all over the world.

Creating Elysium

All, or the greatest part of men that have aspired to riches or power, have attained thereunto either by force or fraud, and what they have by craft or cruelty gained, to cover the foulness of their fact, they call purchase, as a name more honest. Howsoever, he that for want of will or wit useth not those means, must rest in servitude and poverty.

— Sir Walter Raleigh, "A Collection of Political Observations"

Usually it is the prince who names a few important areas as Elysium. These usually include the concert hall or opera house where he wishes to hold Camarilla meetings. Still, a wise prince selects very few areas as Elysium, for if she assigns too many, she cannot always enforce her dictates, and her Status suffers accordingly.

Once the basic areas of Elysium are set, the prince then hears petitions for new areas to be added. When she so honors clans' favored areas, she gains a benefit she would not otherwise enjoy had she assigned the area without being asked. For example, it may coincide with the prince's plans to make the Museum of Ancient History part of Elysium, but she gains extra clout with the Toreador if she condescends to do so only after they implore.

There are three kinds of Elysium: permanent, temporary and emergency.

Permanent Elysium areas include the main Camarilla meeting places, as well as the theaters, museums, galleries, posh hotels, restaurants and social clubs designed as a cover for vampiric activity. These areas host most of the Camarilla gatherings.

The sites of special events requiring the presence of elders are granted temporary Elysium status for their duration. These can include individual havens, nightclubs, sewer areas, parks, graveyards and old warehouses.

During times of trouble, the prince may decree certain areas to be emergency Elysium areas. If important pawns are on the run or hiding out, this can comprise many city blocks. This can give the situation a chance to resolve itself without spilling blood.





Each Kindred is responsible for knowing which areas are declared emergency Elysium. Ignorance of the law is no excuse for its violation, even if a violation takes place moments after the declaration. Such a decree is always controversial, since it is usually directed against a specific elder or group of elders, who inevitably see it as an intrusion into private affairs. As a result, princes use emergency Elysium sparingly, if at all.

The Social Circle

Vampire society is a very formal, pretentious affair designed to leave little room for creativity except as it conforms to established norms. Elders are more interested in consistency than innovation. The main form of social interaction is the salon — usually a kind of formal party. Salons make up the cornerstone of the elders' social schedules. While often dry and uninspired, these are where elders form the temporary cabals and uneasy alliances to give rise to greater and more exciting parties.

The central power broker for these parties is usually the prince. She sets the schedule of essential Camarilla salons by her attendance, and those events she snubs are usually rejected by all other right-thinking Cainites.

Affecting the social schedule confers great control in addition to a great Status boost. It allows the vampire to dictate the agenda and the time that will be taken on various issues. This subtle political manipulation can effectively weaken rivals in court, while allowing them few options for retaliation.

The prince often becomes less involved in the process after a long time, and most prefer it that way. However, in times of instability, when a prince is deposed, the entire social structure is at risk. Some elders may try to follow the preexisting schedules, but others deliberately do not attend the gatherings, forcing change.

Just as several Kindred may contest the principedom, elders may compete to institute a new social schedule in place of the disrupted one. The victor of this struggle often gains power that exceeds even that of the prince, who might be threatened and even deposed if enough influential elders decide to shake up the social schedule.

Invitations

Even though many formal Camarilla functions occur regularly, the hosts of each event must extend formal invitations. Sometimes they are made in person at another event, while in some cases they are delivered by messenger. They must be written and must be RSVP'ed after delivery. Elders, who are resentful of mortal technology (and often a little daunted by it), do not consider a telephone call to be proper for a formal invitation.

Imaginative invitations confer some standing on the elder responsible for the salon, as does an engaging theme and a clever design. Some elders have broken into the homes of their rivals and written the invitations in blood on their walls. The more eccentric have sent threatening invitations written in human entrails, sometimes those of one of the invitee's ghouls, tacked to a man-sized board.

One elder delivered a formal, written invitation to his rival staked to the body of the Settite assassin that rival had sent against him. These methods are frowned upon and are sometimes considered violations of the Masquerade, but technically they meet the requirements of etiquette.

Not to send an invitation to a member of society is a major *faux pas*, and a cause for immediate loss of standing until restitution is made. An apology is just a starting point. Ceding territory or humiliating groveling are more appropriate. However, some elders have used *panache* to snub a rival by pointedly not inviting her and just as pointedly refusing to apologize. This can easily backfire but, if done with style, can actually humiliate the snubbed one. It helps if the insulted vampire was already disdained by a sizable population of Kindred society. It is easier to pick on the weak than the influential.

It is very difficult to deliver messages to certain elders: Gangrel often have no fixed address, while some Nosferatu exist in deep pits beyond the reach of normal messengers. Some Brujah can only be found through allies. A number of elders believe that Malkavians are capable of completely leaving the planet for extended periods. Hosts have even resorted to using Psychic Projection to find missing invitees.

Salons

Fame is the sun of the dead.

— Honoré de Balzac, *La Recherche de l'Absolu*

The elders are the true social elite of the Camarilla. Although younger, less powerful Kindred may feel they understand the tangled web that is vampiric society, such infants only understand the most obvious patterns at best. Comprehension of its true intricacies can only come from being deeply connected to the inside, well beyond the velvet ribbon that divides the haves from the have-nots. Although even the youngest vampires are aware of Elysium and walk in certain hallowed halls, most are unaware of the private corridors, soirees and clubs that make up its inner circle.

Salons are the basic social units of elder society. Although they may take a number of different forms, all such gatherings are by invitation only. The first invitation to such an event betokens a vampire's official reception into the elite of Kindred culture. No mortal debutante could face a harsher audience than the icy sea of ages-old eyes that greets one's first sweeping entrance into true vampiric culture. Kindred are often referred to as "debutantes" for up to a decade after their initial appearance in elder, or "true," society.





Since only elders are allowed into the salons, they are one of the few places where such creatures can be certain to find others as jaded and cynical as themselves without having to concern themselves with the self-important preening of the infant multitude. Here elders conduct both business and pleasure with no distractions from the lesser players in the small world that is Kindred society.

More importantly, however, the salons provide a place in which the ancient, and often desperately bored, Kindred can indulge themselves in the few, often vicious, amusements that still stir their clotted blood. Only others of their power, position and age can truly understand the utter isolation, boredom and bitterness that is immortality.

Types of Salons

The need to exert power, when thwarted in the open fields of life, is the more likely to assert itself in trifles.

— Charles Horton Cooley, *Human Nature and the Social Order*

There are many types of salons, and they can take place at virtually any part of Elysium. The point of them all is to see, be seen, gossip and be entertained. At the same time, one can size up rivals, insult enemies, probe weaknesses and plot the downfall of the other guests.

Policy Salons

The Policy Salon is the most common and can also be the most boring. Elders call these meetings to fret over anarchs, Lupine incursion, misbehaving elders or rebellious neonates. They may plot strategy against the Sabbat or discuss dark rumors of the Inconnu. They complain for extended periods of time before they actually settle on a course of action (or refuse to take action, as is often the case).

The air of disdainful indifference at such gatherings thinly masks a pulsing miasma of tension, uncertainty and fear. Though they often take place at the opera or some art gallery, their purpose is not enjoyment. The format of the evening is purely secondary to the grave matters at hand. Those whose attention wanders or who try to deviate from the formal agenda are humiliated back into line.

Patronage Salons

The elders use the Patronage Salons to present their new progeny or introduce a change in standing for a child following an internal shakeup or death. The elders, use the opportunity to make the young feel ill-at-ease. They are very little fun for all but the most accomplished childer.

Culture Salons

Culture Salons are called to show off new works of art or music. These should not differ overmuch from the old styles, for novelty will alienate the assembled. The Toreador excel at these, but many other elders often get bored and behave rudely.

The more enjoyable Culture Salons are those in which there is more to do than appreciate someone else's art. Even the Toreador can be bored with pieces they did not create or inspire. Masked balls, formal dances and party games are far more enlivening than non-interactive evenings. In this respect the ancient vampire elders do not behave better than spoiled children.

These gatherings are supposed to be free of policy, but it is discussed here more than any other subject. Since they are not constantly being brought back to the main agenda as they are during a Policy Salon (and since the cultural event is often boring), invitees often wind up having spirited, off-the-record policy debates.

Those seeking high-level control over the Camarilla's agenda try to discourage this activity by keeping the elders occupied with some sort of interactive and diverting entertainment. For this reason, they created a spin-off of the Culture Salon: the Divertissement Salon.

Divertissement Salons

Elders need entertainment like any other sentient being, but their tastes run from the crude to the very loathsome. Unlike the Culture Salons, the Divertissement Salon showcases the lowest of low art, such as *tableaux vivants*, sordid acts performed by Dominated human and Kindred thralls. Torturing a captive Lupine to death is considered the height of comedy in some corners, though the Gangrel tend to frown on it.

While the Culture Salons encourage cultivated behavior, the Divertissement Salons bring out a wild sadism usually unseen in the formal, reserved elders. It terrifies more than a few bodyguards and progeny to see their usually staid masters on the verge of frenzy.

Some caution that these evenings compromise hard-won Humanity on a huge scale. A few even suggest that they are a plot to weaken the Camarilla. Despite the warnings, entertainment becomes more base as times grow increasingly uncertain and the jaded palates of the elite seek darker and darker kicks.

Scavenger Hunt Salon

Few events cause more excitement than a good Scavenger Hunt. Cities have been turned upside down and more important issues ignored for weeks at a time as elders follow clues to some prize. Hunts cause alliances to shift, new feuds to erupt and Status to change permanently.



A hunt begins when an elder announces that he will be giving away something of great value. The item must be impressive, like prime hunting ground, a powerful artifact or some ancient and rare item. The actual value of the prize is usually less important than the excitement it can generate in the elder community.

Elysium becomes a hive of activity. The elders mobilize their forces of childer, ghouls and Dominated mortals to acquire the prize by any means necessary. Each elder is supposed to cover his own tracks, but since the servitors of many often tear apart an area in search of clues, they all usually cooperate in cleaning up. The prince, who seldom participates but sometimes moderates, watches the activity carefully and makes sure that the Masquerade is not broken.

Some participants are less concerned with finding the item than in hurting their rivals. They follow their rival and use the Scavenger Hunt as an opportunity to cheat the rival out of valuable clues. They may even use the Hunt as a chance to attack an opponent while she is distracted with the search. This sort of power play has happened so often that some elders fear to commit enough forces to actually have a chance of winning.

When the dust settles, whoever found the item is the new hero of the hour. Ironically, the real, enduring glory almost always goes not to the finder, but to the elder who gives the item away. The vampire who puts on a popular Scavenger Hunt ensures that he will be talked about for a long time to come, and will be thought of as a very capable manipulator.

Sometimes Scavenger Hunts fail. Out-of-touch elders offer worthless prizes that are rejected by the community, or schedule Hunts during a period when the Camarilla is taken up with some pressing business. These vampires lose considerable prestige and suffer the merciless derision of elders who make big plans and fall short of their goals. Fear of this loss of face and vicious gossip keeps many elders from trying new things.

The Hunt of Living Prey Salon

The elders sometimes like to play "the most dangerous game." They gorge themselves on fresh blood, unleash a frightened mortal, and sally forth to slay him. It is not considered "sporting" to use Disciplines, but there is no law against it. Others may call out "bad form" to try to rein in offenders, but most elders just laugh it off. The game is one of overkill, so no one really cares too much about etiquette. The important thing is that the kill be made with style and flair. Slaughter is not the point. The fun of the drunken hunt is its own reward. Of course, things change when the prey is a Lupine, mage or changeling.

The Chess Game

Some elders set up long-standing Divertissement Salons in the form of living chess games. They challenge a rival, assigning their progeny and ghouls to the chess pieces and unaligned mortals to the pawns. Every time they take a piece in the game, the corresponding person is killed.

Enemies List

The wretched have no compassion.

— Samuel Johnson, Letter, 1781

Notes from the diaries of Mme. d'Excavalier, Ventrue elder.

These meetings of the Council are intolerable. The Prince is an insufferable buffoon. The Brujah are uncouth louts who should have been exterminated when their city fell millennia ago. If they could not hold onto one Bronze Age city, they have no place at the table with us. The Toreador are preening popinjays who spend too much time grooming, and not enough time planning. The Gangrel behave like rustic swineherds — when they bother to show up. The Tremere are traitorous tricksters who seek to gull us into trusting them. Even my fellow Ventrue cannot keep their minds on the business at hand. The Malkavians have not sufficient gravitas to sit with us and contemplate the important work of Elders. And the Nosferatu — well!


Sometimes it seems that the only ones who take the Camarilla seriously are the antitribu. And half the time I suspect that they are only here to betray us to the Sabbat.

Too many of us fight too openly. We must remember to fight through our pawns only. Some of these idiots have even hinted at violating Elysium! We must make certain that vengeance for such is immediate and sure.

The rebellion of our youths is a deadly serious business. We have wasted too much time the last few centuries and they have utterly gone to seed. We must reward them sparingly, and punish them often. Only through our decisive action will they behave themselves. They must come to associate a smarting backside with proper behavior.

Mortals gain too much control of their own lives through their clever little engines and fabrications. If they can't be made to stop, then our progeny must do a better job of explaining it all to us. I do not yet know how a highway can be made of information.

We invented the Masquerade, but we did not know what it would bring. Sometimes I think that the best thing would be to depopulate the planet down to about ten million mortals and keep them enslaved. That would be a utopia! No more foolish war!



If the piece taken represents a Kindred, the Kindred is ceremonially staked. If the owning player manages to bring a pawn into the opponent's back row, he may have one of his progeny back. The progeny is unstaked, and allowed to return to the board in the place of the pawn, who is often killed.

These games are usually started in fun, but they often get taken to extremes as the two sides start losing valuable Allies. Quitting the game causes such a huge loss of face that defeat is actually preferable. Some elders have even been known to kidnap and Dominate great chess masters into playing the game for them.

Some elders vary the chess game by making it less lethal but more involving. They tie their moves on the chess board to activities in the real world, and instruct their minions to carry out related tasks. When pieces are taken, the people they represent are told to stop further action. Sometimes the agents are literally captured by the opponent but released unharmed after the game is finished. Vampires who are not involved in the game can form an idea of an elder's power and general real-world strategy by getting a look at the chess board.

Storytellers who want to try this can set up a chess board as a prop and run the game by tying board moves to elder tactics.

Optional Rule: Couture

Age in a virtuous person, of either sex, carries in it an authority which makes it preferable to all the pleasures of youth.

— Sir Richard Steele, *The Spectator*

Couture is a measure of the current social position of an elder in regards to any other elder at a particular place — usually a salon or other type of gathering in Elysium. It is a difficult concept for vampires new to the intricate rules of elder society. It generally refers to a combination of factors, most important of which are: a Kindred's age, experience, and relative Status. When determining the Couture of individuals from the same clan, their Clan Prestige may also become relevant.

Although one's Status is more important when dealing with vampire society as a whole, Couture rises to the fore in one-on-one dealings on a more social level. When two Kindred come together for even the briefest of discussions at a salon there are inevitably many pairs of ears and eyes analyzing their every word and motion.

The call to battle is sounded by a raised eyebrow and a sneering "Do you really think so?" in response to an offhand comment on any of a number of topics both political and social. If the first elder does not hastily back away from his stated position, he must attempt to rise to the challenge. The winner of any such duel of wits may be rewarded by the grudging esteem of his peers, while the loser immediately becomes the subject of disparaging gossip. The effect on the Couture of the two individuals depends on many factors, most importantly how interesting elder society considers the combatants and the topic of discussion.

Couture is an optional element that players and Storytellers can add to an elder story or chronicle. Initial Couture equals a character's dots in Age + Elder Status (see Chapter Four). A character's Couture can rise and fall with the opinions of the Harpies (if the character makes a large impression, either positive or negative), or with a change in either Background.

Couture is also affected by Prestation. A character may not attempt to utilize her Couture against a vampire to whom she owes a boon, and vice versa. Prestation always comes before Couture in such matters.

The Storyteller can determine Couture's effect on the actions and reactions of vampires in a story, by treating dots in Couture as automatic successes whenever characters attempt to use Social Skills against other elder Kindred. Should the Storyteller decide a vampire accepts a character's challenge, she simply compares the two Couture ratings to determine who has the advantage.



Leif
Jones
1994

Chapter Three: Tools of Control

I reject the cynical view that politics is inevitably, or even usually, a dirty business.

— President Richard Nixon, August 1973

If you had potent magical powers, followers you could compel to do your every bidding and an effectively infinite lifetime, how much could you accomplish?

Surprisingly, despite their almost unimaginable advantages, the elders of the Camarilla have not assumed control of the world. They are not even close. Nor are the far older, more powerful Methuselahs. (Whether the Antediluvians have managed to accomplish such a feat is a matter of some debate among Kindred.) There are many forces that stand in the way of the elders using their formidable abilities to rule everything in existence.

The Sabbat fights them every step of the way, and gains more with every passing year. Their Paths of Enlightenment are a major source of power for them, and the Camarilla's lack of effective intelligence on its rivals weakens its response. For example, many elders believe that the Sabbat and the Black Hand are the same.

The rise of the anarchs is an endless source of vexation to the Camarilla as keeper of the Kindred status quo. Many elders complain about their presumptuous childer, saying that if Caine himself had to grapple with such a contentious rabble, he never could have, nor would he have, established his race. Nevertheless, a minority of elders insist that rebellious youth is nothing new, and only shows initiative.

The werewolves have made it a point of honor to stop vampire schemes. Glass Walker Lupines are clever at following the careers of prominent elders, and reporting weaknesses to the other tribes. But the greatest stumbling block to total elder domination is the elders themselves. Unable to fully trust or even empathize with one another, the elders cannot form the bonds and coalitions necessary to move ahead. Even clans cannot fully unify. To see their greatest enemy, elders need only look in the mirror.

However, they compensate for the intense opposition by using their enemies as tools. Every one of their great opponents is fair game for manipulation. They are all assets. They are all tools of political control.



How to Build a Vampiric Empire

The powers of the elders are monstrously helpful in establishing a great empire that secures their safety and comforts their egos. The need for safety is obvious, yet the elders frequently place their pride above it in importance.

Ego is of consuming concern to elders, for eternal life without the esteem of their peers is a cold matter indeed. All the treasures of the world are as dross when one has earned the contempt of one's fellows, or worse, their derision, or worst of all, their indifference. Far better to attack them and gain their hate.

Elders are self-centered in the extreme. Humans are consumed with their own mortality and can never forget that they will one day die. Hence their lives are filled with anxiety about what they will leave behind, often expressed as a passion to create something of lasting value — to improve the world. Some are concerned with leaving children who are more secure, more wise and more capable than they were. Others want to leave a rich legacy of thought, art or commerce. Still others want to change the laws and governing systems to help all people.

Mortality keeps many humans honest, and for some is their sole source of conscience. But vampires are, for the most part, only concerned with their own enrichment and with laws that benefit only themselves. Bereft of mortality, they are free of the last remaining call of conscience. As a result, they are driven to do anything to further their own control and their own ego.

The Power Base

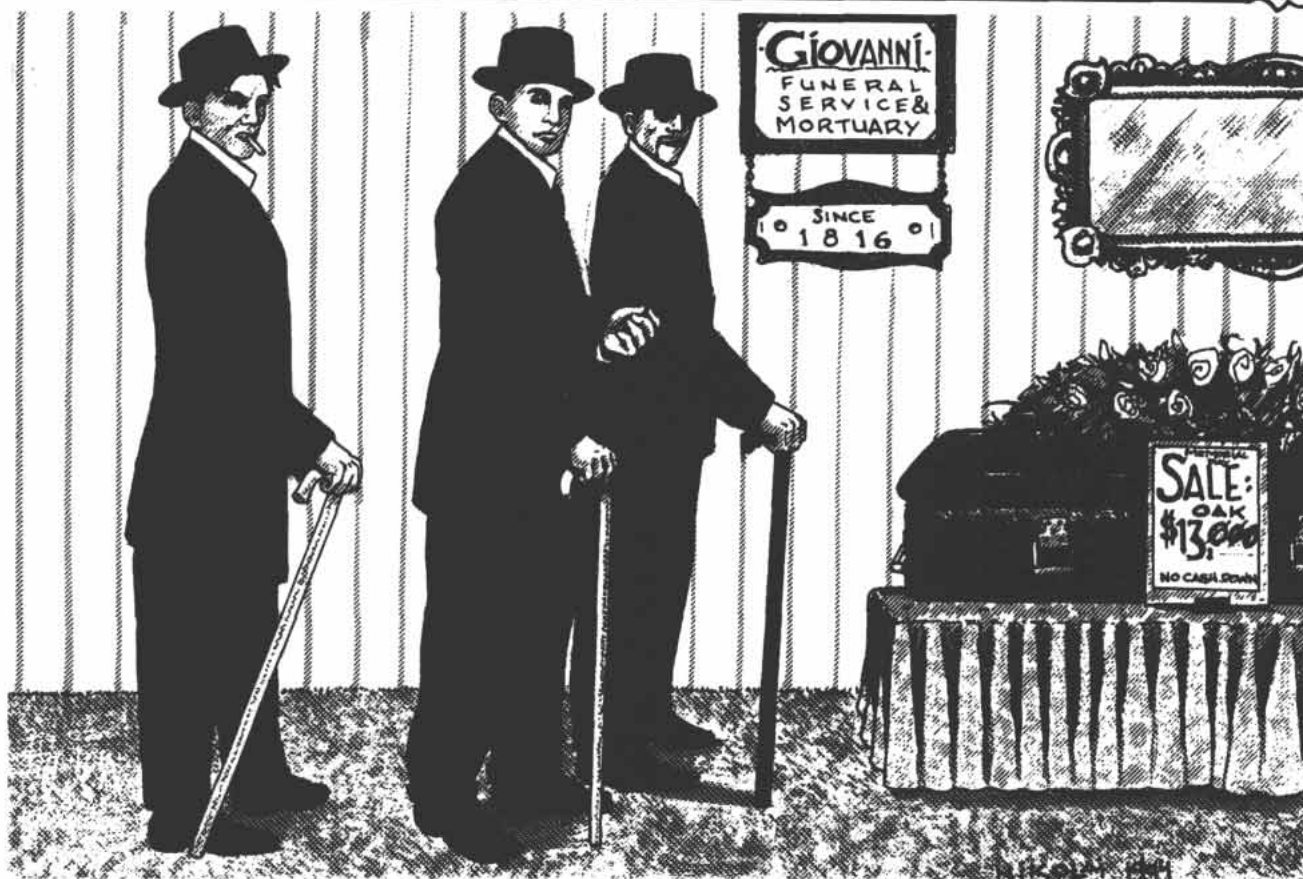
I hope our wisdom will grow with our power, and teach us, that the less we use our power the greater it will be.

— Thomas Jefferson, Letter, 1815.

Elders break power down into seven discreet components: Resources, Status, Disciplines, Influence, Contacts, Allies and Military Force. Of these seven, all but Disciplines are Backgrounds. Military Force is described in Chapter Four.

Any of these can be traded to attain another, and each increases itself if judiciously managed and used sparingly. However, if they are simply amassed and not exercised, they can all stagnate and rot.

Each of the seven Camarilla clans excels at utilizing one of these components of power. The Ventrue are masters of Resources, the Toreador are leaders in Status, the Tremere excel in Disciplines, the Malkavians are champions in Influence, the Brujah exert the most Military Force, the Nosferatu acquire the most and best Contacts, and Gangrel are top dog in finding Allies.



Resources

Capital is dead labor, that, vampire-like, lives only by sucking living labor, and lives the more, the more labor that it sucks.

— Karl Marx, *Das Kapital*

Resources are described first, since the uses and pitfalls of wealth are the most familiar to the Storyteller and players. Most of us are more familiar with the power, potential, problems and perils of money management than the other six tools of power.

Money has great value to the kine and can be spent to acquire any tangible item or service that originates in the mortal world. It is less useful for obtaining supernatural services, though ancient texts can be purchased and some mages are for sale. Stagnant money loses power because it is not making more; choking off the flow of wealth to slow its loss usually reduces the supply as well. Most elders make use of Resources in one form or another, even if just as a tool of their pawns.

Clan Attitudes to Resources

- **Brujah:** The Brujah talk a good show about rejecting ties to money, but they collect as much of it as they can. They prefer cold, hard cash to conservative investments, but many elders have portfolios that they do not discuss with the younger and more idealistic Brujah.

When word of Brujah wealth spreads, or lavish spending causes the more anarchic Brujah ancillæ to complain, their elders explain that financing a revolution is expensive. Most elder Brujah keep their positions of high Prestige among the younger clan members by strength and great charisma, so such questions seldom come up.

Besides, many of the Brujah rank and file see the power of wealth as the fuel that keeps their enemies strong. As long as the clan's leaders avoid conspicuous consumption, the rest are more than glad to overlook stockpiled money and aggressive portfolio management.

- **Gangrel:** The Gangrel elders are not consumed with money as are the Ventrue, but they do like to build estates. They often invest sizable sums in large tracts of rural land which often fall within a prince's official domain but outside his practical zone of control. This gives the Gangrel a degree of autonomy unknown to the other clans, who would never pay the price in isolation to attain that freedom.

Gangrel roam widely, and do not like to be tied down. However, many Gangrel elders have tempered this wanderlust with fiscally sensible policy, buying holdings in the places they visit. This gives them a home base wherever they go, and keeps them safer than their younger kin.

- **Malkavian:** Surprisingly enough, many Malkavian elders maintain investment portfolios. Even those who do not make traditional investments can often put their hands on vast amounts of money, seemingly out of nowhere. It is

not uncommon for a Malkavian elder to buy failing businesses or sucker swampland developments right before they beat the odds and become massive money-makers.

This irrational good fortune prompts some Kindred to give credence to rumors of a deep insight that comes with madness, and others to doubt the Malkavians' insanity entirely. The former suspect that the lunatic elders can pluck future trading secrets from the ether through the Malkavian Madness Network or Melange, while the latter simply think the Malkavians are crazy like a fox, feigning madness so their enemies will underestimate them. Regardless of the truth, Malkavian elders usually come up with a lot of cash when they need it.

- **Nosferatu:** The Nosferatu are the only elders who actually shun money, preferring information as a commodity. There are some very wealthy Nosferatu, but they are notable exceptions. Most prefer bartering information and boons for goods and services in one-on-one transactions. They see money as false and ultimately unreliable, since the dimensions of power they covet, like lore and wisdom, seldom derive from wealth.

Other Kindred say that the Nosferatu disdain for money is utterly disingenuous, and that they only put on a show to keep from being manipulated by the Ventrue. Others say that the Nosferatu would never jump through Ventrue hoops in the first place, and maintain that the Nosferatu rejection of material success reflects their rejection of the body and all worldly things. Privation and squalor is endemic to them, and they hold themselves as fundamentally unworthy of the finer things in life.

The Nosferatu's great success in controlling powerful humans belies this argument, at least in part. If they wanted to raid the coffers of mortals they could. Ultimately, the Nosferatu and their ghouls are removed from society, and controlling money is a very social pastime, so it makes sense that they have as little to do with it as possible.

- **Toreador:** The Toreador prefer to keep their money in art and collectibles. Since their elders exert great pressure to move the art market and manipulate prices, they have a virtual license to print (and sculpt and lithograph and photocopy and photograph and batik and paint) money. This has made some of them fabulously wealthy, even by Ventrue standards, and has bought the Toreador clout in the larger game of economic control.

The Ventrue disdain these *nouveaux-riches* Toreador for their untraditional behavior and reprehensible disdain for money. They often try to swindle rich yet fiscally naive Toreador whenever possible. It is a source of tension between two clans that often vote in common.

Ironically, attaining wealth has cost some elders considerable Status. The quest for money is seen as an anti-aesthetic pursuit by many of the younger Toreador, who are often enamored with the myth of the starving artist.

There is a fine line between being respected as a generous and patron of the arts, and being disdained as a vulgar, money-grubbing poseur.

If having money is a sign of selling out, poverty (or the image of poverty) is viewed as proof of artistic integrity. Toreador, however, also must be able to give lavish parties and possess great works of art. The practical upshot of this is that the Toreador must have money, and cultivate more, but can't be seen to *want* to. It is a fine line that many never successfully walk.

- **Tremere:** Of all the clans that concentrate on amassing wealth, the Tremere are the most dispassionate, regarding it as a means to an end, no more valuable than any other source of power. Since their Thaumaturgy gives them a much more immediate control over their Herd, rivals and enemies, money has less of a luster. The question among elder Tremere gossips is never "How much money does he have?" but "What did she do with it?"

Within the tightly controlled clan hierarchy, individual money hoarding accrues little Prestige, so elders do not acquire wealth for its own sake. In this regard they are somewhat like the Nosferatu, who shun the money chase for "higher" pursuits. Of all the clans, the Tremere are the most conscious of the negative consequences of stagnant money, and are openly disdainful of cash that is not put into play.

- **Ventrue:** The Ventrue are masters at financial matters and have huge holdings, which they manage with a zeal that they seldom display in their otherwise dispassionate existences. The Ventrue have the most direct and obvious relationship with money, and love it as an end in itself. They are used to managing wealth and understand not only the extensive control it brings but its limitations as well.

Money is their birthright, and they instill their obsession and tight-money policies in their progeny. Many Ventrue do not like to spend lavishly on entertaining and feel they should be recognized for amassing riches, not for spending. Still, they understand the Status that comes with putting on salons and Elysium events and budget accordingly, though they are just as likely to Dominate the caterer and skimp on tips.

Status

If the egotist is weak, his egotism is worthless. If the egotist is strong, acute, full of distinctive character, his egotism is precious, and remains a possession of the race.

— Alexander Smith, "On the Writing of Essays"

For eternal creatures with all the time in the world on their hands, Kindred are not apathetic about Status or slow to adjust it. It is arguably the most important part of undead existence, as important as unlife itself. Vampires will violate any promise, betray any friend, pay any price in lesser commodities if it will guarantee them higher Status.



Status is expended much like money. The vampire puts his political “capital” on the line every time he tries to exert clout. An elder can achieve great goals by sheer force of acquired standing in Camarilla society, since lesser-Status vampires wish to curry favor with their superiors and will respond favorably. Status rises and falls rapidly in the halls of Elysium, and will change countless times in the existence of an elder. Overall it is a volatile commodity, while Resources and Influence often endure.

Status cannot be squandered thoughtlessly. An elder who cries wolf often in rallying the Kindred to carry out tasks he wants accomplished risks spending all his Status capital and will face a difficult time gaining it back. If a vampire does nothing with his Status, however, it will begin to fade somewhat. Refusal to use clout will first inspire awe, but that awe can turn to dissatisfaction and a lessening of respect as time passes and opportunities are missed.

Clan Attitudes Toward Status

- **Brujah:** The Brujah like to see themselves as above the petty power games of court, but in the end they play as much as anyone. They usually rely on a swaggering charisma and brash, bold action to gain Status. Unfortunately, this behavior has limited effectiveness in a group dedicated to sophistication. Nonetheless, it can make an refreshing antidote to the stuffy, rarefied air of court, and can increase Status by stark contrast. Successfully challenging a Tradition causes even their foes to admire and respect them.

- **Gangrel:** The Gangrel spend the least time in the courts of the Camarilla and are openly contemptuous of the Status process (as are most vampires), but on the rare occasions when they need to unify the rest of the clans behind them, they are eager to use their standing. They also like to play the tie-breaker, courted by both sides and plied with favors to support one or the other in a crucial vote.

Gangrel can afford to play the spoiler game because they genuinely care little for politics, yet still have full “voting” privileges. The more they get drawn into Camarilla politics, though, the more they lose this “outsider” position, and the more they become compromised. Gangrel Methuselahs constantly implore Gangrel elders to inject themselves into politics sparingly, as continuing interest greatly dilutes their individual clout. By remaining focused on specific issues, like protection of virgin wilderness from non-Gangrel vampiric expansion, they remain powerful.

- **Malkavian:** The Malkavians are uninterested Status, and thus have very little of it—except when they paradoxically have a lot. It is almost as if their genuine lack of concern for Status brings them more, whereas the pose of disdain for Status only brings less. They are such curiosities in court that they sometimes gain Status just by being talked about. The pranks which earn them the wrath of important elders also bring them a measure of grudging respect. Malkavian elders will sometimes cash in their clout to make the clans take some important action, but often lose interest partway through execution.

• **Nosferatu:** The Nosferatu try to act as if they care nothing for Status, and they clearly are above trying to gain it through outward manifestations of beauty or charm. But what they lack in grace, they make up for in zeal. They prefer to see Status based on lore accumulation, subtlety and devious cleverness. Since they know that that will never happen, they instead occupy themselves with manipulating those who have the most Status. After all, if you can't have power, why not gain the fear and respect of those who do?

In terms of schoolyard politics, this is the equivalent of the ugly, unpopular kid zooming to the top of the pecking order by outsmarting the attractive, popular kids, or making himself useful to them. Ironically, Nosferatu garner Status by appearing aloof from the daily parry and thrust of the Status-seeking court. When a Nosferatu tries to accumulate Status like the members of other clans, he often suffers a drop in Status and enters a milieu where his looks count against him, even if no one will admit it.

• **Toreador:** Of all the clans, the Toreador are the most concerned with acquiring, maintaining and zealously accounting for Status, and they are unquestioned masters at it. They are consumed with the daily ups and downs in the standing of the prince, the elders and each clan, as well as the anarch movement, prominent mortals, associated members of the "supernatural community" and any other group or creature that comes within their sight.

Image is everything to the Toreador. Money, information and all the other sources of power add into the equation, but in the end the final appraisal rests in large part on indefinable impressions and interpretations of accomplishments. The Toreador are the acutest judges of such indefinable qualities, and that makes them uniquely qualified to judge Status.

Though the Harpies of each clan decide status, the elder Toreador Harpies wield the most clout. A brief, acid-tongued epigram or a couplet of admiration from a creative Toreador goes much farther in influencing the thinking of the court than all the long-winded sermons of the other clans combined. The power of their clever constructions can bring down princes and elevate the obscure but accomplished neonate to great heights.

Were their clan not rent with bitter hatreds and murderous rivalries, the Toreador could easily parlay this incredible influence into rulership over the Camarilla. Some members of other clans are acutely aware of the clan's potential and guard against Toreador unification.

• **Tremere:** The Tremere are very Status-conscious and try to keep the younger members of their own clan from surpassing the elders. They exert a lot of control on intra-clan Status, but outside the clan they have much less clout. They gain a large measure of their Status because of their extensive research into Thaumaturgy and the power it brings.



• **Ventrue:** The Ventrue are acutely concerned with Status and cannot bear to be without it. They are no good at advancing the Toreador argument — that it is so fashionable to be out of favor that a fall from Status is actually very hip — possibly because they could never believe it themselves and cannot state it at all convincingly. So they remain slaves to Status, but have some difficulty attaining it.

Ventrue believe that money and holdings should be the main source of Status, as they are in the mortal world, in whose affairs they meddle so often. They are bitter because this is seldom the case, and feel it is unfair that vampires refuse to play by the same rules. They also dislike their minimal clout in assigning Status. They are not as clever as the Toreador in making a case for their own greatness, and so they fall behind.

Disciplines

Power tires only those who do not have it.

— Giulio Andreotti, Italian prime minister, 1992

When a vampire reaches elder age, he has had a lot of time to meditate on his Disciplines and the awe-inspiring power that flows directly from Caine. All vampires cultivate this power, for survival if nothing else. But some clans, like the Tremere, live and breathe it, and even became vampires to get more of it.

Clan Attitudes Toward Disciplines

• **Brujah:** The Brujah neonates and ancillæ concentrate on their Celerity and Potence, focusing on skill in battle and the destructive havoc they can wreak on the world. But elders have discovered that Presence, while weak at low levels, is indescribably powerful at high levels. They use Presence to keep their own childer in line, convincing the fractious young that their elders are the coolest, most admirable of rebel leaders. In fact, they are often complacent enforcers of the status quo who have sold out to the other elders for temporal wealth. Those Brujah elders who have not compromised their principles are under considerable pressure from the others to do so.

• **Gangrel:** Gangrel Disciplines help them immeasurably in the wild but do little for them in the courts of the Camarilla, where fighting is forbidden. This is another reason they shun Elysium.

• **Malkavian:** The Malkavians have vast potential to manipulate the Camarilla and have the greatest combination of courtly intrigue powers. Their Auspex gives them great insight into what is truly going on, their Dominate allows them to exert direct pressure on those they need to control and their Obfuscate gives them the power to get away with it.





Despite their awesome Advantages, Malkavians rarely take a sustained interest in Kindred politics. As the other clans note, if they weren't mad they'd be dangerous. Some elders, though, say that if the Malkavians really controlled everything and wanted to be thought mad so they would not be suspected, they could easily get away with it.

- **Nosferatu:** The Nosferatu are stronger in their combat and physical Disciplines than in courtly ones. Still, these powers give them great ability to gather data, and their skills in Obfuscate help them gain vital intelligence on the other clans. Unlike the Malkavians, they are sane enough to put crucial secrets to effective use against the other elders.

- **Toreador:** The Toreador Disciplines are built for courtly intrigue and leadership. Their Auspex helps them gain crucial information and their Presence lets them reach many of their peers. Most importantly, their Celerity gives them a real edge over the opposition when their scheming comes back to haunt them.

- **Tremere:** The Tremere are the clan most consumed by Disciplines as a road to power, and they are masters at their use in manipulation. Their superior Auspex and Dominate make them formidable in a one-on-one confrontation, but is Thaumaturgy gives them an edge no other clan has. It tips the balance of power toward the Tremere by allowing them to counter many kinds of Disciplines. They constantly try to shift the playing field to the arena of supernatural combat, because that is where they excel.

- **Ventrue:** The Ventrue's tag-team combination of Dominate and Presence is formidable in building temporal power and is useful in court. Their Fortitude helps them survive when the political climate turns against them.

Influence

The politics of the world is too serious a business to be left any more to foreigners.

—*The Spectator*, 1970

When a vampire becomes an elder, he no longer simply has Influence in his own nation. His reach can extend around the world. As a very secretive and historically persecuted minority, vampires have just cause to be fearful of humanity. Of course, humanity has even greater reason to fear Kindred.

The elders are fearful of any people they cannot manipulate, exploit or control. All clans try to insinuate themselves into different groups in order to spy on and manipulate them, but they often only maintain enduring control of like-minded groups. When Kindred outlooks are very different from humans, they often can't keep up with the dynamic, fluid and very mortal landscape around them.

Clan Attitudes Toward Influence

- **Brujah:** The Brujah use their Influence in society with a passion. They reach out to intellectuals, street rabble, criminals, disgruntled citizens, students — anyone who will listen. They see their agents as more than just pawns, which

often wins them the respect of these mortals. Their lack of organization, however, keeps them from using their Influence to make the kind of change they want.

While Iconoclast Brujah have great Influence with street rabble, Idealists have clout in universities and think tanks; being the most organized of Brujah, they wield the most Influence. Individualists have pull in many diverse fields, from scientists to religious communities to Hollywood. They have the most clout whenever the power base is decentralized so that groups like the Ventrue have less Influence.

- **Gangrel:** Gangrel shy away from large concentrations of human temporal power. They are more comfortable with rustic folk and travelers. They do tend to wield a lot of Influence in the countryside where they make their havens. Their connections cut across human political alliances, with Influence among groups ranging from ranchers to hunters, and from environmentalists and naturalists to miners and timber interests. Intrepid Kindred seeking the Gangrel in their lairs often find themselves stalked by xenophobic locals out to destroy any intruders. But in the city, the Gangrel is a fish out of water.

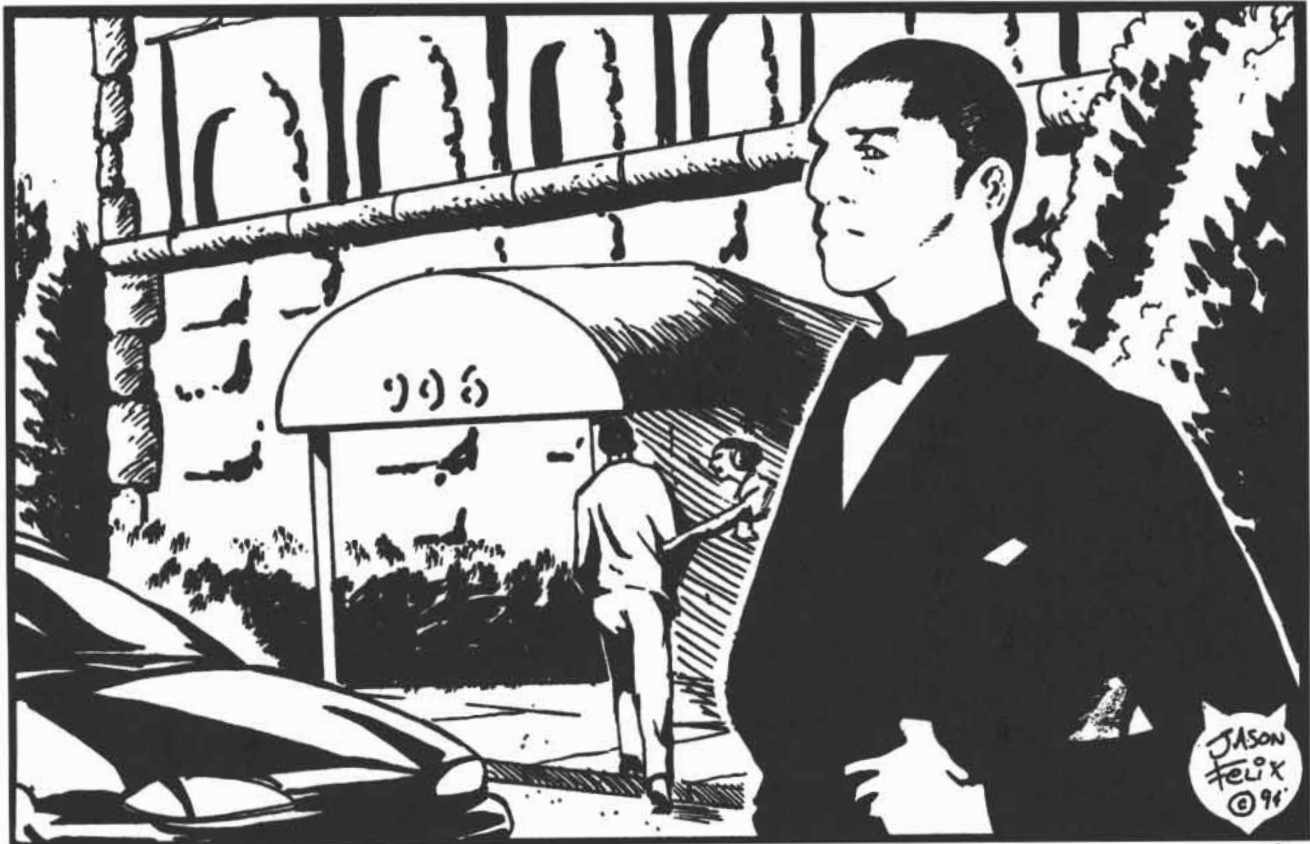
- **Malkavian:** Surprisingly, the masters of exerting Influence in the mortal world are the Malkavian elders. Their clout is indirect, and therefore very powerful. Often people they have never met will, out of the blue, take an utterly capricious action that is completely in line with the success of a Malkavian scheme.

Some Kindred say this is little more than Domination and Obfuscate in action, hidden by a false front of insanity. But others suspect there is more at work than that — that the Malkavian Madness Network has more far-reaching implications than they ever suspected. Malkavians have Influence in the unlikeliest of places, including among children and the few faeries known to exist. They don't have complete control of all these areas, but there seems to be no group they cannot reach.

- **Nosferatu:** The Nosferatu wield a very indirect control over mortals. Rather than try to manage human affairs on a daily basis, they prefer to lurk, observe and apply overwhelming pressure only when necessary. They use their Influence as a means of gaining information rather making mortals do their bidding. They have unparalleled access to the lower end of human society, with connections to the criminals, homeless people, the poor and other outcasts.

- **Toreador:** Of all the clan elders, the Toreador are the most involved with the affairs of mortals. They attend a whirlwind of social functions and become personally involved with many humans. This gives them great direct Influence, but also makes them rather vulnerable. Their connections to the worlds of art, design, theatre, architecture and marketing are unmatched by any other clan.

- **Tremere:** In their quest for greater and greater knowledge, the Tremere have forged links to many other members of the "supernatural community." They consort with mages, Lupines, and even vampire hunters who are unaware of their true nature. They seek to influence the development of magic, and all control of the world is merely a means to that end.



• **Ventrue:** The Ventrue have Earth's commercial markets sewn up. No other clan with them can compete for overall influence in the business world. This gives the Ventrue considerable clout with every group that money can buy, and especially with those who revere anyone with large accumulations of wealth. The Ventrue often gain valuable connections without spending a cent, merely by showing off their vast holdings.

Contacts

Knowledge in the form of an informational commodity indispensable to productive power is already, and will continue to be, a major — perhaps the major — stake in the worldwide competition for power. It is conceivable that the nation-states will one day fight for control of information, just as they battled in the past for control over territory, and afterwards for control over access to and exploitation of raw materials and cheap labor.

— Jean François Lyotard, *The Postmodern Condition: A Report on Knowledge*

Contacts are vital to the elders, and keeping a steady stream of reliable information from within and without the Camarilla is essential to survival. The powerful deceit practiced by most vampires and many mortals makes it difficult to know what is actually going on. A network of insiders can mean the difference between triumph and failure, unlife and final destruction.

Clan Attitudes Toward Contacts

• **Brujah:** The Brujah pride themselves on uncovering state secrets and spreading vicious rumors, but they are not the most capable information gatherers. Most Brujah have “useful” Contacts, like gun runners and gang leaders, instead of informative ones like reporters and politicians. The Idealists hold a large repository of information, though, and claim to have some ancient secrets from the days before the Masquerade.

• **Gangrel:** The Gangrel disdain the information brokering that consumes the Camarilla, but are not above buying anything that directly relates to their clan's safety. They sometimes sell crucial secrets, but only when they stand to gain from someone else's knowing them. Most of their Contacts have only limited influence in restricted areas.

• **Malkavian:** Malkavians love to barter for information, but their tips often prove unreliable, and they have no reputation to be destroyed by word of their unhelpfulness. Anyone who bargains with a Malkavian deserves what he gets. Nonetheless, the Malkavians have great access to secrets due to their Disciplines and their desire to venture into odd places. For some reason, a large number of their Contacts come from the medical profession.

• **Nosferatu:** The Nosferatu have elevated information acquisition and dissemination to a high art. They have Contacts in the oddest places, for their Obfuscate allows them to meet with anyone and as anyone. They only sell secrets that are true (unless it is their intention to utterly

destroy the purchaser). No one speaks ill of the quality of their product. They usually only sell information when they are sure that they have a way to benefit from someone's acting on it. Some vampires have, on occasion, refused to pay the exorbitant sums demanded but have still gotten the information, just because the Nosferatu wanted them to have it. However, that seldom works more than once.

• **Toreador:** The Toreador are incredible gossips and will often spill vital information entirely by accident when they get on a roll. They are so concerned with being pleasing to their audience that they can be tricked into this indiscretion. They love rumors, and will often embellish a story before passing it along. Their Contacts are generally the social elite, artists and art brokers of various kinds.

• **Tremere:** The Tremere are mainly concerned with magical lore, though they have more than a passing interest in information from the human world. They will go to extremes to track down even the most ephemeral magical information, and use their supernatural contacts to that end.

• **Ventrue:** The Ventrue prize up-to-the-minute information from the world of business and commerce. All items, no matter how seemingly insignificant, are relevant. For example, weather affects crop growth, which influences farm prices, which direct the futures markets, which impact the stock market. Still, only a rare Ventrue will have Contacts in the “lower” parts of kine society, and their information from these sources is extremely limited.

Allies

Union may be strength, but it is mere blind brute strength unless wisely directed.

— Samuel Butler, *Note-books*

Allies are those groups that elders work with toward common ends. They range from staunch supporters to opposing groups who agree to work with the elders against greater enemies.

Clan Attitudes Toward Allies

• **Brujah:** The Brujah tend to be reclusive in their anarchy, though they do create links to criminal and rebel organizations. These links tend to be rough and chaotic, with their sometime Allies as likely to challenge the Brujah in fractious internal strife as to work with them. Idealist Brujah have Allies in some universities, while Individualist Brujah have been known to find friends even among Lupines and mages.

• **Gangrel:** Surprisingly, the reclusive Gangrel turn out to be the masters of gaining and keeping Allies. This comes as a shock to many of the Camarilla, who see them as the least social of all vampires. But, though the Gangrel lack sophisticated means of acquiring new connections, they tend to make enduring ones. They become close to human



families in the hinterlands around the world, and the descendants of those mortals remain loyal Allies for generations, passing along a sense of faithfulness that other clans seldom inspire.

Their relationships with the Gypsies is only part of this. They win the same trust among Lupines, faeries and other spirits. The few elders who are aware of this speculate that it is related to the Gangrel-Gypsy connection, and that the Gangrel are creating modern-era Gypsies in the desolate rural areas of the world.

- **Malkavian:** Malkavians have few, if any, very close Allies, and those they do seem to be chosen randomly. A significant minority of those Allies have at least a mild Derangement, but most do not.

- **Nosferatu:** The Nosferatu are often reclusive and prefer to keep their distance. However, when they do find a close Ally, they prize her above all reckoning and bring horrendous retribution upon any who cause her grief.

- **Toreador:** Toreador like Allies in the same way they like an audience. They usually want to be respected, admired and adored. Since they are uniquely susceptible to flattery, they sometimes get rid of valuable Allies who are not sufficiently extravagant in their admiration, and keep inferior ones who are rather unctuous. The breadth of Toreador access to humanity give them a wide set of Allies from which to choose.

- **Tremere:** The Tremere usually regard Allies as disposable resources. If an Ally's upkeep exceeds her usefulness, they do not concern themselves with protecting her and will let her passing go unmourned. Tremere may also dispassionately get rid of Allies that they deem to be no longer valuable. They see other attitudes as hopelessly sentimental.

- **Ventrue:** Ventrue like to form associations. They enjoy building strategic alliances and forming large operating entities. But they are also rather unsentimental, and rate Allies on performance rather than loyalty or personal factors.

Military Force

War is much too serious a thing to be left to the military men.

— attributed to Talleyrand

Few elders seek direct control of a large mass of human soldiers, preferring to work through a government or a leader to exert military clout. But sometimes they do assemble their own fighting force, which is not always human. For more on this Background, see Chapter Four.

Clan Attitudes Toward Military Force

- **Brujah:** The Brujah elders have mastered the methods of acquiring and keeping power through violence. They have gangs and rabble they can rouse when necessary to gain cover or distraction. During the '60s and '70s, the Brujah were very successful in tapping into the burgeoning youth

movement to create armies of iconoclastic young people willing to take to the streets when stirred up. However, the Ventrue eventually defused most of this military power by appealing to naked greed.

The Brujah have often turned to cells of hardened warriors whom they can build larger forces around: terrorists, mob hitmen and union muscle. Their power is far-reaching, and they are the only clan likely to have command of die-hard warriors in gangs and police departments. They thrive on physical conflicts, and have followers among those mortals who do as well.

- **Gangrel:** The Gangrel have large standing armies of wolves, rats and other animals at their disposal. Few Kindred will challenge the Gangrel in the wilderness, or even in the rural or suburban areas. In addition, the Gangrel keep a loose network of county cops and park rangers under their control in order to keep away troublemaking mages or vampire hunters.

- **Malkavian:** Malkavians are poor fighters and have very little in the way of military power. They mostly avoid open confrontation and almost never lead armies. Nevertheless, rumors abound that when the Malkavians as a clan are threatened, a vast mob of frightening lunatics rise up from asylums and from within society to attack.

- **Nosferatu:** The Nosferatu did not make their reputations as fighters, but they are strong, determined and savage in battle. They too can command armies of animals to do their bidding. Apart from a few cases of street rabble making trouble, however, there are precious few examples of Nosferatu using Military Force for much of anything.

- **Toreador:** The Toreador compete directly with the Tremere and Ventrue for control of conventional military and police. However, they approach building Military Force as they do most things, and will lose interest if something more fascinating comes along.

- **Tremere:** The Tremere are obsessed with security and keep close ties to the police and military groups. They are very effective at keeping a cohesive force in times of trouble, but they are too insular to nurture a large standing army. They do not think like fighters, and rarely inspire the kind of unit loyalty the Brujah do.

- **Ventrue:** The Ventrue compete with the other clans for military strength through traditional organizations, but they prefer to use soldiers of fortune. They trust only those troops they hire, confident that no one else can win the loyalty of those they pay so handsomely.

Power Sources

Greed is all right . . . Greed is healthy. You can be greedy and still feel good about yourself.

— Ivan F. Boesky, U.C. Berkeley School of Business Administration Commencement Address, 1986

Elders wield exceptional power in the World of Darkness because they can make deals with and exert control over virtually any group or system. They are not bound by the moral, ethical and legal restrictions that often tie the hands of governments, businesses and individuals. They are not constrained by the codes of honor and principle that impel other powerful beings like Lupines and mages.

A vampire who has reached elder status is barely restricted by the precepts of the Masquerade unless she is caught in violation, and even then only when she cannot talk her way out or use her influence to minimize the charges. This is a situation ripe for abuse, and the only check on an elder's power is the fact that many others are competing for the same sources of control. Often an elder who is losing the struggle for a prized asset will destroy it, or at least use the last of his power to make sure the rival does not gain the asset. Many pawns owe their deaths, and still others owe their freedom, to this internecine strife.

Sources of power include:

- 1) Governments and governmental agencies.
- 2) Businesses and business associations.
- 3) Financial markets.
- 4) Unions and labor organizations.
- 5) Schools, universities and think tanks.
- 6) Political organizations.
- 7) Religious organizations.
- 8) Organized crime.
- 9) Military and paramilitary groups.
- 10) Miscellaneous supernatural creatures.

The Power Source Sheet

Ambitious Storytellers and players can go beyond simply using the Backgrounds as they are described to actually setting out a character's assets on the sheets at the back of this book and assigning the character's Influence, Contacts and Allies ratings to each of the 10 categories. Multiply each Background rating by 10 and allocate those points among the 10 Power Sources, none of which may have a rating of more than 10. The Storyteller or player may further subdivide the total for each Power Source into specific subcategories, as set out on the sheet.

Storytellers can create specific forms for other important elders in the story, and thus track political influence for entire city. This is helpful if a character tries to increase influence over an area in which another vampire has domain. A comparison of the areas where their influence clashes can provide the basis for a chronicle in which pawns come under the conflicting interests of competing elders.

Elders and Storytelling

I love power. But it is as an artist that I love it. I love it as a musician loves his violin, to draw out its sounds and chords and harmonies.

— Napoleon Bonaparte, in Havelock Ellis' *The Dance of Life*

Playing elders is an alien experience. Let's face it: none of us really know what it is like to command an army of exceptionally polite, smiling, spiteful undead. Well, OK, none of us besides former Homecoming Queens. So it's understandable that even the most egocentric Storytellers may want some tips on pulling off this incredible roleplaying challenge. (Note: these tips work just as well for players, if the Storyteller cares to share them.)

Dominance Games

Controlling the troops means letting them know you are watching. One way to get this across is to feign indifference and heavy-lidded boredom until the one crucial issue comes up. At this point, come alive and immediately meet the players' eyes. The sudden contrast will get their attention.

Eye Contact

Manipulating people involves pouring focused concentration at them. When you play an elder interrogating the troops, make relentless eye contact. At the very least it will creep them out with the intensity. At its best it will show that the elder is large and in charge.

Height Advantage

As Storyteller, you can use height and placement tricks. Get a higher chair than the players, and when you play an imperious elder, straighten yourself up to full height. Loom over them. Even a slight height advantage makes a profound psychological difference. If you alter seating arrangements at the start of scenes or for live storytelling, sit as far into the room as possible. Make the lessers come into your space to petition you. Think of the Wizard of Oz: now that guy knew how to grant an audience.

The Rule of Three

As for Hitler ... his god was an argument at a political meeting and a manner of reaching an impressive climax at the end of speeches.

— Albert Camus, *The Rebel*

Elders know well how to motivate followers with their words, having benefited from an immortal's lifetime of study. Fortunately, stirring oratory can be a matter of following a simple formula.

Aspiring dictators are well advised to learn the "rule of three." Petty (and not-so-petty) tyrants have made good use of this tactic for rallying the troops and stirring the masses. A speech with an ascending cadence in three increasingly intense segments sends audiences into pure rapture.

Strong Statement.

(Slight Pause)

Stronger Statement!

(Slight Pause)

Strongest Statement!!!

(Wild Applause)

There is something about this pattern that drives listeners to wild applause, even if the applause is not earned. It taps into an automatic response, a distant cousin of the eerie force that makes us laugh uproariously at a sight gag the third time, when the second is not funny and the fourth is overdone.

Hitler was a master of this. Even those who speak no German can detect this cadence in many of his best applause lines.

Here are some other examples.

A Shakespeare classic:

"Friends,
Romans,
Countrymen!"

A Churchillian World War II example:

"Never in the field of human conflict was so much
owed by so many
to so few."

A modern variation with a double whammy:

"Read
my
lips ..."

(Long pause — massive audience anticipation builds)

"No
new
taxes!"

(Wild applause as people believe it.)

These tactics are summarized here for game purposes only. How you use them outside the game is a matter between you and your conscience (and perhaps the Constitution).

How Elders Destroy Good Ideas

Power may be at the end of a gun, but sometimes it's also at the end of the shadow or the image of a gun.

— Jean Genet, *Prisoner of Love*

Young vampires often solve problems in ways their progenitors did not see. Elders think of themselves as having the most penetrating view of all situations, and in some ways that's true. But ancillæ and even neonates have unique perspectives and fresh minds that sometimes allow them to create inventive solutions. Elders fear the youths' rise to

power, and since power comes from attention, they feel compelled to tear down the younger vampires when they begin to put forth good ideas.

Often an elder will simply answer with the (often centuries-old) party line, and consider the case closed. If the childer persist, he may have to actually argue on the merits. If he cannot win here, he'll quickly shift tactics and ridicule the idea, scoffing and muttering to another elder that nothing will come of it. "She'll learn," he'll chortle condescendingly, though inwardly he fears that the childer will actually succeed.

Jyhad: The Anarch War

It is the authoritarian upbringing of little children, the teaching them to be fearful and submissive, that secures for the political power monger the slavery and gullibility of millions of adult men and women.

— Wilhelm Reich, *The Mass Psychology of Fascism*

Anarchs know that elders have made little progress in putting down their rebellion. They don't know the main reason: the elders are divided over how to handle their wayward progeny. There are two main schools of thought on handling the Anarch Movement: Detachment and Resistance.

The Resistance faction maintains that the anarchs must be put down at every turn, and that allowing them to exist after detection is suicidal. The Detachment faction says elders cannot break the Anarch Movement, and that the more energy they devote to that end, the stronger the anarchs

become. Anarchs thrive on contention, they claim, and fade when the elders simply shrug off their attacks.

The Resistance school of thought finds the Detachment faction to be hopelessly naive, while Detachment finds Resistance overly reactionary. They both accuse the other of simple-mindedly bringing about their own doom. As a result, elders have not been able to present a unified front. They have been known to passively resist the anarchs, allowing the young vampires minor, transitory gains without reprisals. But often an elder overreacts and commits some atrocity, giving the flagging Anarch Movement a much-needed boost of righteous indignation.

A small faction of elders say there is little to be gained by either policy, since the anarchs can never triumph and are the least of the pawns in the Jyhad. This argument does not go very far with either of the other two groups.

Jyhad: Mortal Pawns

*We're men of straw, we're men of sand.
Our castles crumble, never meant to stand,
We're two born losers meant to fail ere we've begun,
We're snowmen built for melting in the sun.*

— Nick Mahoney, "Men of Straw"

Mortals are on the very bottom rung of the Jyhad. Many elders take the position that humans need to be ruled with an iron fist, their every action tightly scripted. But others, often younger, disagree and prefer to give their mortal pawns less restrictive goals and a wide latitude to operate.



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The more ancient elders, who have the horrors of the Inquisition forever branded on their undead hearts, are terrified at this notion and fear it will cause the doom of the Camarilla. Some have even gone so far as to say that to not destroy pawns immediately after they outlive their usefulness is to violate the Masquerade. They contend that even if mortals never see a vampire, they know too much of Kindred affairs to be allowed to roam free.

But the “younger” elders maintain that most pawns can be trusted to act in their own best interest. As long as they ally that interest with their Kindred masters, they may prove valuable many times in life in a wide variety of circumstances. They contend that constantly killing human pawns would rack up high body counts that leave trails leading right back to the elders.

This way of thinking has recently gotten a boost as some aged elders have come around to it. A majority of those who came of age well before the Inquisition also concluded that mortal pawns should not be simply discarded after their short-term objectives have been accomplished. Still, they caution the “younger” ones against forming sympathetic alliances with humans, who are not only doomed to die, but could become treacherous pets. A typical statement is: “They may behave in a docile manner, but mortals can never be domesticated.”

A Coterie of Elders

There are some serious logistical problems inherent in storytelling with a group of elders. Unlike neonates and ancillæ, elders have seen their once-strong brood bonds unravel after the first 100 years of unlife. Clan politics begin to take precedence over connections that cross clan lines. Coterie break up as the members move to new territories or die.

So the Storyteller has an important decision to make — create a rationale to keep the elder characters together or allow them to operate separately. The disadvantage of the latter is that the game could degenerate into a series of solo stories.

The Group Approach: Coterie

The brood has survived through thick and thin for hundreds of years. Now, as elders, they continue to associate. They may defer to their clans for important votes, but they still band together to solve problems and resist the Jyhad. The advantage to this approach is that the players all have a great rationale for their characters working together as a group instead of going their separate ways.

The disadvantage is that it assumes a lot. The characters must have usually been Embraced at the same time and place, which limits character creation options. If they are of different ages and backgrounds, the players must determine why and how the coterie accepted new members.



The Free-Form Approach: Rugged Individuals

The elders are all individuals with far less connection to one another than to their clans. Politics can get nasty between them, as they have no reason to work together. This is both an advantage and a disadvantage.

The advantage to this approach is that it requires no pregenerated rationale, and there is no need to stretch credibility. The disadvantage is that the characters are not likely to work together.

Instead of creating a flimsy rationale before the chronicle begins, you may have to make even weaker ones later on to have the characters work together at all. This is fine if you want a story based largely on competition and political warfare. It can be a lot of fun, but won't be like a conventional roleplaying game in which players cooperate.

The Synthesis Approach: Coalition

The elders are all individuals, but they often work together. They have transcended their coterie but not their need for political support. They have banded together in a coalition that is looser than a coterie but still gives them the safety of numbers and of having someone watch one's back. With the intense rivalries that go on within clans, sometimes the surest ally is someone who simply doesn't profit from your fall or death.

Therefore, elders often form non-binding alliances with like-minded Kindred from all clans. They get together at Elysium and compare notes on recent clan activities, and while they won't reveal important secrets, they often protect a coalition member from capricious attack, even from their own clan. The potential is great for abusing the relationship through deliberate misinformation, but any elder who does so will be ostracized by the rest of the coalition. In a setting as dangerous as Elysium, it always pays to have allies and support, and to make sure you don't betray them.

Sometimes coalitions form around a single issue like taking away power from a dangerous Justicar, defending a prince, resisting the Sabbat, bringing down one of the primogen, protecting Gangrel lands or just making money. Some coalitions develop when individual members find themselves on the "enemies list" of a powerful elder. A group of elders may find they are willing to vote against their own clans on certain issues. By swapping votes, they build their ties.

The advantage to the coalition approach is that it allows a degree of party unity and lets the players investigate and share information together, just as they do in a coterie. However, it is often not the most compelling alliance in their lives, as a coterie is. They have many ties elsewhere. But when it comes down to a matter of who you trust when your back is against the wall, the answer often is — the coalition.

Disciplines

Elders have vast ability to affect the world — and each other. At the beginning of an elders chronicle, players are likely to run wild with their characters' newfound powers. This is all right, and will give them a better sense of their characters. To work this through, the Storyteller is encouraged to indulge them for the first session or two. Set these outside the gathering of elders, and allow the characters to flex their muscles against lesser opponents. Don't artificially stop them from racking up impressive gains by manipulating their world. The game can be fun even if the opposition is no match for them. They're playing powerful elders, after all.

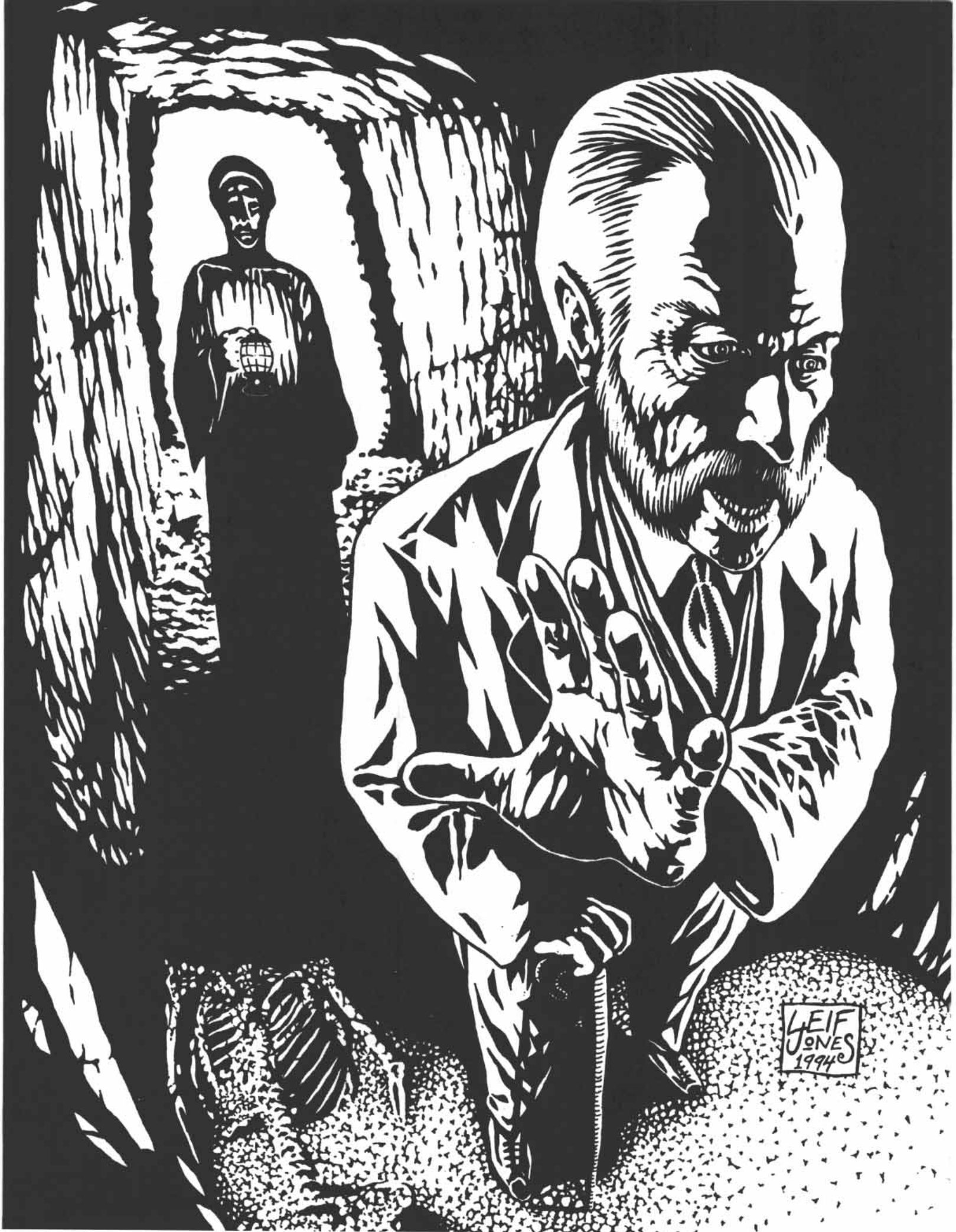
Once the players have had a chance to get used to their characters' powers, introduce them to the halls of Elysium. Be sure to remind them that attacking other elders with their Disciplines earns the wrath of all elders. Though they have great power outside of Elysium, within the hallowed ground they must mind their behavior.

The Borders of Power

It's also possible that characters with elder-level powers will be able to punch a hole in the storyline by taking out a crucial character, or find a way to covertly off another elder. Keep in mind that as Storyteller, you have not had 500 years to figure out the very best way to use every power, as an elder would.

If you deem it necessary, feel free to overrule an outcome, even if you don't know exactly how the elder in question would have done it. If the player uses a power with no currently known defense, assume that the elder found a secret one, possibly through Thaumaturgy or occult artifacts. For example, if it is vitally important that a character not have his Majesty thrown back at him by the Pavis of Foul Presence, simply conclude that he has an amulet that nullifies the power of the Pavis or even burns it out after the first attempt.





Chapter Four: Elder Characters

Those who have been once intoxicated with power, and have derived any kind of emolument from it, even though but for one year, never can willingly abandon it. They may be distressed in the midst of all their power; but they will never look to anything but power for their relief.

— Edmund Burke, A letter to a member of the National Assembly

A chronicle involving elder characters is, in many respects, similar to the dramas played among the lesser Kindred. By the same token, the process of elder character creation is essentially the same as that established in *Vampire: The Masquerade*. The only true differences here are that characters start out at a relatively exalted level, and that the process takes a bit more time.

An elder character is not the *tabula rasa*, the blank slate, that is a starting neonate. She is already firmly enmeshed in the complex web of enmities, alliances and neutralities of vampiric society. An elder's past inexorably chains her to the world of the Kindred, and no amount of struggle may free her.

In addition, there are also some Backgrounds, Merits and Flaws unique to elder characters, unavailable to their less-powerful brethren.

Character Creation

He is a self-made man, and he worships his creator.

— attributed to John Bright, speaking of Disraeli

The player should decide approximately how old her elder character is and the original social milieu of the character. Players should consult with their Storyteller about the relative age and Generation of their characters, if there is a specific power level and scope for the chronicle.

The character's prelude is conducted as described in *Vampire*, though the Storyteller should remember that most elder preludes will take place in a far distant time, and thus may well have a different flavor from those of most infant Kindred. Such preludes will likely also be longer than nor-



JAMES DALY
1944

mal, for most elders already have a vast amount of experience as Kindred before they are truly considered "elders." The Storyteller and player should work together as they move through the early years of the character's unlife to the present day.

This type of prelude is a very good opportunity for the Storyteller to inject information about recurring enmities, loves, problems, etc. that have surfaced throughout the vampire's long existence. Plot and character devices such as long-standing grudges, secrets and early pledges to aid another Kindred may all be woven into this extended prelude.

Elder Chronicles

The Storyteller may choose from many types of elder chronicles. The exact nature of each depends upon the interests of both the Storyteller and her players. Several types of elder chronicles are listed below. Regardless of which she uses, the Storyteller should be certain to inform her players of whatever latitude they have in creating their elders.

For instance, if the Storyteller plans to create a chronicle around a clash between the characters and the *crème de la crème* of the Black Hand, she may wish to automatically start the characters at 8th Generation instead of 10th. However, if the characters are just entering the inner circles of Elysium, she may insist that none have more than two dots in the Age Background. Then again, the Storyteller may take each player aside and tell him to be certain his character has a jilted paramour (see Flaws) in his background. If the paramour in question is the same for all the characters, she might now be on a mission to destroy or control her former lovers. There are many possibilities when the characters have such a vast amount of history and power at their disposal.

Sample Chronicles

Global Crisis

This chronicle involves the sordid world of Kindred and kine high finance. It is the World of Darkness' game of political and financial risk, with perhaps all eternity at stake. It is rumored that the site of the First City has been found, and that the Kindred who controls the small Middle-Eastern country in which it lies may have the bodies of several Antediluvians.

Passion Undying

Diablerie begins to strike closer and closer as a sudden wave of elder deaths begins. Clues are left that indicate one or more of the characters may be on the list of those to be destroyed. Who or what is drinking the elders of the Camarilla dry, and will the characters be able to avoid the same fate?

Time After Time

This is a sweeping chronicle covering at least several centuries. The characters begin as “young” elders, freshly introduced to the upper echelons of Elysium society. The characters are brought together during a crisis that threatens their newfound positions among the Kindred elders. After successfully defeating the threat, they turn to their own devices. A century or more later the characters meet again, endangered by another crisis.

This pattern repeats itself over the years until the chronicle reaches its climax in today’s tumultuous world, with the characters finally confronting their ages-old enemy. Note that over the course of their separations the players and Storyteller must determine some of the important events in the lives of their characters. The Storyteller may also wish to advance the characters according to the method given in the Maturation section.

Memoirs

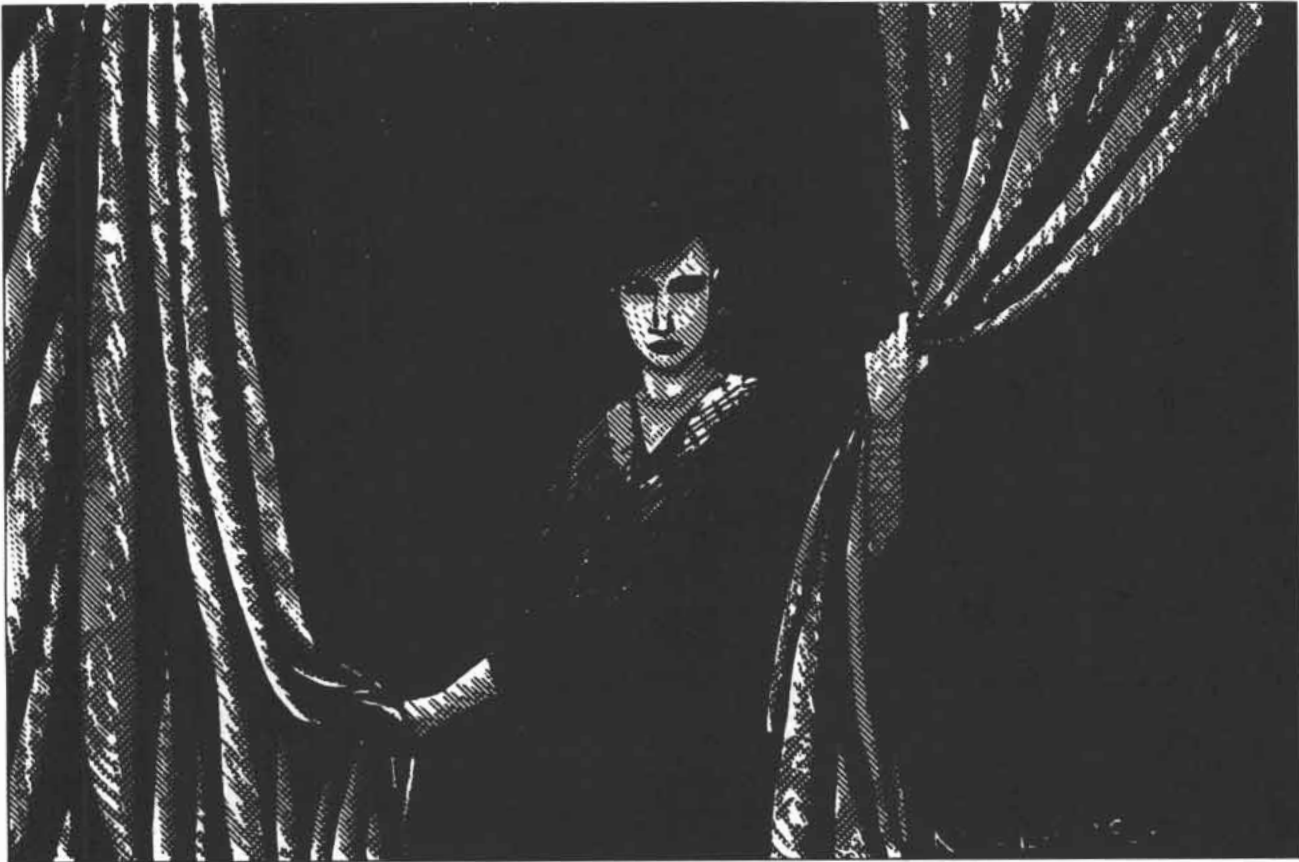
During elder character creation, players should create a journal, diary or some other form of memoirs for their characters, even if they are only Pretenders (see below). Although players are encouraged to spend as much effort and imagination as they desire on this, it is most important to establish a number of basic facts about an elder’s position in the politics and power plays of Kindred and kine alike.

The simplest and quickest way is to draw up a two- to three-page timeline, outlining when and where the character has been involved in significant events throughout his existence. Of course, a player should feel free to create far more elaborate memoirs written from the perspective of the elder character, and to go into great detail about the events the character has witnessed and the people he has seduced, destroyed or perhaps saved.

Players and Storytellers alike may also wish to research both the history and mood of the cultures in which elder characters have participated. Although such detail is by no means necessary, it can add immeasurably to the richness of the character.

Although players may touch upon whatever subjects they wish within their character’s memoirs, they should be certain to answer at least some of the questions and subjects given below. These will give the Storyteller important information about the characters’ roles in the important events of their existences, both mortal and immortal. The players should first find out whether the Storyteller wishes them to address any additional issues (for example, the characters should have been in Berlin some time after WWII, but prior to the fall of the Berlin Wall).

The players should show the complete memoirs to the Storyteller and consult with her to determine the exact nature of various relationships, identities, etc. In addition, the Storyteller might want to add several incidents to the



memoirs (either before or after the player initially writes them). Even just a briefly sketched timeline and short consultation can add immensely to the roleplaying possibilities for elder characters. Even Pretenders value what little history they have been involved in, as they are very often convinced that whatever they take a role in must be of world-shaking proportions.

When and where were you born?

What important events did you participate in as a mortal?

Who were your mortal family, friends and enemies?

When were you reborn as Kindred, and who was your sire?

What important places in the world have you visited, and when?

What historical events, both Kindred and kine, have you witnessed or participated in?

What historical figures or events have you influenced or been influenced by?

What salons, courts and social circles, both Kindred and kine, have you participated in?

What are/were your entanglements?

Enemies — who and why? Are they still existing? Destroyed?

Allies — who and why? Are they still existing? Destroyed?

Political influence/involvement — what and where?

Prestation — who, how and when? Explain current and past incidents of Prestation, both by you and for you, and any current outstanding Prestation balances (see Prestation Merit/Flaw, below).

When and where have you gone into torpor (if at all)?

Who, if anyone, knows any of your secrets?

Whose secrets do you know?

What political powers, Kindred and kine, do you currently control or influence?

If you have childer, when and why were they sired?

Were your childer lawfully sired?

Who are your childer and what is the state of your relationship with them?

The answers to these and any other questions need not be extensive, but they should provide enough information that both player and Storyteller understand where the character stands in the worlds of Kindred and kine alike. Unless an elder vampire utterly isolates herself from all other beings, it is impossible for her to avoid entirely the tangled politics of the two (or more) worlds in which she resides. Even such vampiric hermits often find themselves slowly drawn back into these worlds. Although lesser Kindred may be able to avoid such responsibilities to some extent, elders, like members of kine royalty, find it almost impossibly difficult to maintain an unremarked or unremarkable existence.



Elders still must at least appear to obey the rules of Kindred society. The decisions of the Justicars still apply, and even elders should ask for permission to sire childer. Likewise, the character's clan will normally keep tabs on her, perhaps not asking anything of her for a century or more but never forgetting her responsibility to them. Then there are always the lurking diabolist youngsters and ancillæ, waiting for a moment of weakness in which they can destroy an elder and harvest her power.

Character Concept

When creating an elder character, her Nature, De-meanor and clan are all determined as outlined in *Vampire*, as are Attributes, Abilities and Backgrounds. However, the elder character may initially purchase at least five dots in any of her Abilities; vampires with the Elder Generation Background (see below) may have even fewer restrictions.

Elder characters require more preparation at the start of their creation, for they have existed as Kindred for at least a mortal's lifetime, and quite often many such spans of time. They have seen more than is possible for the brief-lived humans of their acquaintance, and though they may not have grown wise with the many years, they have undoubtedly grown in some manner.

Seeing the world rush on around them while they remain unchanged, watching generations of their families born and die in the space of an eye-blink, awaking from torpor to utterly alien surroundings, while all the time making their way in the murky world of Kindred politics is an existence that forms complex characters. When several players each create such fully fleshed, multi-dimensional personalities, mantled in the world's history, the roleplaying potential in the situation is extraordinarily rich.

Choosing Attributes

This works as in *Vampire*, save that a player assigns 10 dots to the character's Attribute category, seven to her secondary one and five to the tertiary one. The character also starts with one dot in each Attribute.

The older a character is and the more experience she has, the greater the number of freebie points the player can expend during character creation. By taking the Age Background found in this book, vampires can receive additional points; refer to that Background for more information.

Note: If a character has a starting Attribute, Ability or Advantage of 6 or higher after spending all freebie points, she must take a Derangement for each such Trait.

Pretenders

Pretenders are vampires who are elder in generation but not in age. Such vampires are only technically considered "elders" in the eyes of their more experienced peers, especially those who have existed far longer than any Pretender can truly imagine. However, the Camarilla emphasizes respect for purity of bloodline, and thus Pretenders are still grudgingly admitted into elder society due to the power of the vitæ flowing through their veins. Pretenders are honored for their lineage, not for themselves.

Players who wish to create Pretender characters to use in an elders chronicle should follow the character creation system outlined in *Vampire*, with the following modifications:

- Pretenders start at 10th Generation. Players should purchase the Elder Generation Background found in this book if they want their characters to start with a lower generation.
- All Pretenders receive a +2 modifier to the difficulty level of all social rolls involving "true" elders.
- Pretenders may not take the Age or Elder Status Backgrounds.
- Pretenders can take the following Elder Merits and Flaws: any Childe/Childer (save Powerful Childe), any Diabolist, Matricide, Vainglorious.

Choosing Abilities

Once again, choosing Abilities is handled as usual except for the larger number of points available, depending on the character's Generation. See *Vampire* for more information on Trait maximums by Generation. Thus, a player with a character of 10th Generation can choose up to five dots in a starting Ability, while a player with a 7th-Generation elder could choose up to six. An elder character gets 20 dots for his primary category, 12 for the secondary and eight for the tertiary one.

Choosing Advantages

The base points that players may use for elder characters' Disciplines, Backgrounds and Virtues are listed below. Advantages are chosen as normal with the following exceptions:

Disciplines: Elder characters may start with up to their Trait maximum in any Discipline. Elders get 10 dots to divide up as they wish, though at least five must go into clan-specific Disciplines.

Backgrounds: Elder Backgrounds (Age, Generation and Elder Status) cost four points per dot. Elders have 15 points to assign to their Backgrounds. All elders must take at least one dot in Age unless the character is a Pretender. For purposes of character generation, elder vampires start at 10th Generation, instead of the normal 13th.

Virtues: Note that elder characters receive seven dots to spend on Virtues, though they do start with one dot in each. Freebie points can, of course, be spent on additional dots



here, but note that Virtues cost elder characters 4 freebie points per dot due to the difficulty of maintaining these throughout the long, jaded nights of their existences.

Choosing Other Traits

Willpower: Base Willpower is determined normally, equaling the character's Courage rating.

Humanity: It is extraordinarily difficult for elder vampires to hold on to their Humanity: the endless years, the peer pressure and politics, and the seduction of great power all combine to make this a particularly fragile quality among elder Kindred. Elder characters must spend five freebie points per dot of Humanity.

Elders do start with Humanity equal to Conscience + Self-Control, but note that taking the Age Background reduces the character's initial rating.

Freebie Points: Players start with at least 20 freebie points to spend on their elder characters. However, dots in the Age Background significantly increase the number of freebie points available.

Blood Pool: Players roll two 10-sided dice to determine the character's initial Blood Pool (any dots exceeding the character's maximum Blood Pool are discarded).

Elder Merits and Flaws

Merits and Flaws provide personality and story hooks which Storyteller and players alike may use to give characters and chronicles greater depth. Players may use freebie points to purchase Merits, while taking on Flaws gives additional freebie points. The number of freebie points gained or spent are equal to the value of the particular Merit or Flaw, and may not total more than 10.

Elder Merits

Childe, Loyal (3 pt Merit)

Your childe's loyalty goes beyond any Blood Bond, being born of true affection and admiration. She would do almost anything to aid you, and you trust her as you do no other among the Kindred. You would be grief-stricken should anything happen to her.

Enlightened (1-7 pt Merit)

You have taken at least the first few steps on the steep and complex road to Golconda. Although you have by no means achieved this exalted state of being, you are more aware of the proper approach than the vast majority of your kind will ever be. Much of your time is spent in the quest for further information on Golconda and on attempting to progress towards this distant goal.

Further Disciplines

Vampires of seventh generation or lower can begin to individualize the Disciplines they have learned. The Disciplines above those given in **Vampire** are not the same for every vampire who develops them, though it is not unheard of for two vampires have extremely similar high-level Disciplines.

Players and Storytellers trying to develop such powers should keep the character's personality in mind the whole time. Most Disciplines have several different ways they can be emphasized. For instance, Animalism can both control beasts and affect the Beast. Presence can affect both groups and individuals and can either create or destroy emotions. Auspex can allow for communication, perception or new powers of the mind. In each of these cases it is up to the character to decide what he will concentrate on.

Note that no Thaumaturgy Path has any levels over five. Rituals can require Thaumaturgy of up to 10, however. By the same token, higher levels of Celerity, Fortitude and Potence do not give new powers. While some vampires have used magic items like mummy amulets to give them great physical abilities, raising their Physical Attributes or Disciplines the "normal" way does not do the same.

Love Beyond the Grave

More than one vampire has Embraced a mortal she fell in love with, and more than one vampire has come to regret that decision. Maintaining a friendship, much less passion and ardor, for a human lifetime is hard enough. Keeping the attraction alive forever is almost impossible.

Some couples resort to a mutual Blood Bond to reinforce their love, but that is never a sure thing. Neither member can ever know for sure that the other did not become bound to someone else first, and out of such worries grow worry, jealousy and hatred. Additionally, lovers who resort to the Blood Bond begin to find its emotional content artificial, inferior to the real thing. They regret their Bond — and the relationship as well.

The only other method which consistently works is love from afar. Two immortal lovers, when they find that their relationship is beginning to fray, separate. While they may maintain some contact, they usually go as far away from one another as they can and communicate indirectly, through friends and letter drops. As the years pass, the once-hot fire they felt for one another will either fade or turn into an even stronger longing.

Finally, decades or even centuries later, the lovers will meet once again. They might set up a casual meeting to reacquaint themselves or "accidentally" appear at the same place at the same time. When they find that the old desire is still there, they reignite the old passion — often hotter than before. Neonates may never know until it is too late that the elder they destroyed had such a lover.

Base Elder Statistics

Starting Generation: 10

Attributes: 10/7/5

Abilities: 20/12/8

Disciplines: 10

Background: 15

Virtues: 7

Freebie Points: 20

Note: If a character has a starting Attribute, Ability or Advantage of 6 or higher after spending all Freebie points, she must take a Derangement for each such Trait.

You are already capable of controlling yourself far better than most Kindred and have a number of dice equal to your rating in this Merit that you may add to your rolls to resist Frenzy. These dice may only be used on yourself. You must have a Humanity of 8 or higher to have this Merit.

Holdings (1-5 pt Merit)

You own a number of properties that have been in your possession for years. These have all been modified to provide you with protection, numerous places to rest and emergency escape routes. Although such holdings are often ancient castles, museums and the like, they can also be specially prepared apartment complexes, mountain lodges, old churches, etc. For every point taken in this Merit you have two such holdings, which can be almost anywhere in the world.

Mummy Companion (5 pt Merit)

You have one of the world's few mummies as a companion or close associate. Your relationship is one of relative equality, with neither of you able to dominate the other, and you find this most refreshing. Although it would not be condemned by the Kindred, you both take pains to keep the association secret. Other powerful elders might wish to take advantage of your companion and the benefits he occasionally provides you. Other Kindred may even attempt to destroy the mummy or turn him against you rather than allow you access to his great stores of information and abilities.

Paramour (3-5 pt Merit)

You have had a long-term (minimum of 75 years) relationship with a fellow Kindred. Although you may have had your disagreements over the many years, you are generally loyal to each other. You know most, if not all, of your paramour's secrets, and your paramour knows as much about you. You have both come to each other's aid several times over the years, and you would be aggrieved were anything to happen to your love. The cost of this Merit depends on the relative power and position of your paramour in Kindred society (3 for an ancilla, 4 for another elder of equal power, 5 for a more powerful elder).

Paranoia, Limited (2 pt Merit)

You know that there are many vampires, hunters, Garou and the like who would love to destroy you. You go out of your way to prepare contingency plans, vary your movement patterns and habits, and otherwise make yourself a difficult target. As a result, you are less likely to be attacked unawares (-1 difficulty to spotting ambushes and the like).

Patience (3 pt Merit)

You have learned the wisdom of patience in all things. Passions may burn brightly; but as they say, revenge is served best cold. Often, with enough patience, new avenues of endeavor open, enemies grow careless and favors shift. Those who wait and watch are in a position to take full advantage of the vagaries of time. Due to your mastery of patience all Frenzy rolls are made with a -1 difficulty modifier.

Powerful Childe (1-5 pt Merit)

You have a childe in a position of power within vampiric society. This childe is loyal, and often serves as both an information font and protection. Although she sometimes asks favors of you, you are most definitely in control of the relationship, as it is right for a sire to be. The cost of this Merit depends upon the power and position of the childe (1 for leading anarch, 2 for an Archon, 3 for a primogen, etc., determined in conjunction with the Storyteller). This Merit must be taken separately for each such childe. Having this childe Blood Bound to you costs an extra two points.

Prestation Gifts: (2-6 pt Merit)

One or more Kindred currently owe a boon to you. You may have gifted them with favors or material items sometime in the distant past, or just last week, but they now owe you a debt. This grants you an advantage in your dealings with these Kindred (-1 to the difficulty level of any checks to influence them). Although you would not give up your current position lightly, you may also call in this debt (or debts) should you require aid. Such aid must be commensurate with the initial value of your gift of Prestation. The number of points in Prestation Gift must be determined by both the player and Storyteller, based on the number and magnitude of the debts owed you, and the importance of the Kindred who owe them. The exact nature of this Merit should be worked into the elder character's journal or memoirs.

Elder Flaws

Bastard Childer (2 pt Flaw)

You have sired one or more childer without the permission of the local prince or Justicar. Under Kindred law, both you and your childer may be subject to a Blood Hunt should other vampires discover your secret. This Flaw is cumulative, and must be taken once per bastard sired.



Childe, Vengeful (2 pt Flaw)

You have sired a childe who has grown to loathe you. Not only does your childe not aid you in your dealings with other Kindred, he actively works toward your detriment. At times you feel your childe would commit diablerie upon you if given half a chance, and you could be right.

Death Wish (1-5 pt Flaw)

You have an unconscious wish to die the True Death. The search for blood, the politics and pain, the constant knowledge of all eternity looming ahead of you, and perhaps your own cowardice, all have their effect on you. Although you never deliberately do anything to harm yourself, you do tend to hinder yourself at awkward times. At any time during a story, the Storyteller may ask you to reroll a successful Skill check. The least successful of the two rolls is the actual result of your action. The Storyteller may do this a number of times per story equal to the number of points taken in this Flaw.

Diabolist, Known (5 pt Flaw)

You have committed diablerie at least once to achieve your current position of power. Although not all members of elder Kindred society know of your terrible flaw, at least some elders of import are aware of it. You are certain word of your proscribed behavior is slowly making its way through society. Other elders could easily discover this at any time and, at the very least, most of society knows that you are to be shunned. Adding to the danger, there is always the possibility of a Blood Hunt despite your elder status. If they haven't already, certain elders can be expected to use their information to force you to back their causes. You receive a +3 difficulty modifier on any Social roll involving elder Kindred who know your secret.

Diabolist, Secret (2 pt Flaw)

You have committed diablerie at least once to achieve your current position of power, but no one yet knows your secret. Should the information ever be revealed, other elders may well refuse you aid, shun you or, even worse, turn against you, perhaps even calling a Blood Hunt. It is imperative you keep this information hidden. Should your secret ever be revealed you will receive a +3 difficulty modifier to any Social roll involving elder Kindred.

Emotional Isolation (1 pt Flaw)

You have seen too many friends and family, Kindred and kine alike, swept away on the river of time and cast into oblivion. The pain of seeing so many die while you continued to exist was horrible to bear, so horrible that you have now isolated yourself emotionally from all others. You often come across as cold and utterly without feeling, but what is that to you? You are now safe from pain. Due to your total emotional isolation, you receive a +1 difficulty modifier to any Social skill rolls involving emotions and cannot spend experience points on the Empathy Talent.

An Acquired Taste

One of the changes which elders most fear is the time when they will have to drink vampire blood. Even if an elder was once a diabolist and developed a taste for such vitæ, such a hobby is a far different thing from needing this blood to survive.

This degeneration is often tied to Humanity loss and the passage of time, but neither are essential. Some ancient monsters still prefer mortal blood while some relatively young vampires have found themselves unable to drink from anyone but mortals. Storytellers are strongly encouraged to make this sort of change a story element and not a fixed system. The following guidelines are just that — guidelines, to be used or ignored as the Storyteller likes.

Should most of these criteria be met, then the character is a likely candidate for this sort of blood exclusivity. This usually begins as an occasional deviation until the character will no longer drink anything but vampiric blood.

- Diabolist
- Sire addicted to Kindred vitæ
- Humanity of less than 3
- Sire a diabolist
- Active for more than 500 years
- Has a Derangement related to blood or feeding
- Has created a number of childer
- Has Blood Bound a number of younger vampires — especially one's own childer
- At odds with one's own sire
- Has almost no mortal Allies
- Has any Nature but Architect, Caregiver, Cavalier or Martyr

Ennui (2 pt Flaw)

You are world-weary. You have seen enough to know that nothing is ever truly new: the same events and so-called passions are merely replayed again and again, with only the faces and names shifting as the many, many years go by. You rarely pay attention to those around you, assuming you know all there is to know of them once you have determined what part they play on the world stage (+1 difficulty to Perception rolls involving people you know). Due to your belief in the predictability of others, you also receive +1 to the difficulty level of the first action taken following a surprise (such as an ambush).

Matricide/Patricide (4 pt Flaw)

You have committed diablerie upon your own sire. If this information becomes known among other elder vampires you will be shunned, or perhaps even put to the sun. You are most certainly an easy target for blackmail, and you must

always be alert to the signs of other Kindred searching for information about your sire and his untimely demise (or “disappearance”).

Paramour, Jilted (1-3 pt Flaw)

You had a long-term relationship (minimum 50 years) with a fellow Kindred. Although the relationship proved useful and pleasant while it lasted, you grew weary of your former paramour and ended the long-term tryst. Unfortunately, your former paramour did not take the ending of the affair well, and has apparently developed a strong antipathy for you. You both know many of each other's secrets and this has caused a stalemate thus far, but you are concerned that your ex-paramour may interfere in your affairs at some time in the future. The cost of this Flaw depends on the relative power and position of your ex-paramour in Kindred society (1 for an ancilla, 2 for another elder, 3 for a more powerful elder).

Paranoia, Extreme (3 pt Flaw)

You are certain that the world is full of creatures and people who wish to see you destroyed. However, you do not worry overmuch about those individuals who loathe you from a distance. It is the ones you let get near you, the ones who profess some caring towards you, who are the real danger. Of course, not all your associates and so-called friends are actually your enemies (at least they probably *all* aren't). However, you know that no one ever does anything they don't believe to be for their own benefit. You are constantly alert for signs that one or more of your acquaintances are actually seeking to commit diablerie upon you, stake you, or worse. Whenever someone you know performs an act that appears selfless, you must make a successful Self-Control roll to resist branding them a traitorous, implacable enemy bent on your destruction (and taking appropriate actions against such a monster!). The Storyteller may also decide that your companions' actions are suspiciously altruistic and necessitate such a roll.

Poverty (1 pt Flaw)

You are very poor for an elder vampire. Either you never bothered to save anything over the years, or you throw away any accumulated wealth for your own, obscure reasons. You may not take any Resources.

Prestation Debt (1-5 pt Flaw)

You currently owe a boon to one or more other Kindred. This debt could have been incurred far in the past, or only last week, but the Kindred to whom you owe the debt is still extant. As such, she has gained some Status over you, and you are at a slight disadvantage in any dealings you have with her. It is also conceivable that your debt could be called in, and that you could be asked to perform some service or favor for any such vampire to whom you are indebted.

The number of points in Prestation Debt must be determined by both the player and Storyteller. The number and magnitude of such debts and to whom they are owed determine the rating of the Flaw. You also receive a +1 to the difficulty level of any checks made when attempting to influence such Kindred. The exact nature of this Flaw should be worked into the elder character's memoirs.

Recently Arisen (3 pt Flaw)

You have been lying in a state of torpor until very recently. The years have left you in their wake and the world has been remade in your absence. The culture shock is very jarring, and you still find it difficult to make your way in this strange new environment. Only the general flow of Kindred politics and society remains reasonably familiar; the rest of the world is gibberish. You receive a +2 to the difficulty level of rolls involving technology and to social interactions with everyone save other elder Kindred.

Routine (2 pt Flaw)

Through the ages you have settled into somewhat of a routine. You tend to go to the same places at the same time of year, and to proceed from haven to haven in a regular order. If others studied your behavior closely, they might be able to take advantage of it to do you harm. The Storyteller may lower the difficulty level for anyone attempting to surprise the character from 1-3 points depending on the specific nature of the situation.

Vainglorious (1-3 pt Flaw)

You are boastful and know that you deserve any praise you receive. You are particularly fond of Kindred who realize their lesser standing in the face of your obvious superiority, although you tend to view any who speak well of you as more intelligent and deserving than most. Due to your arrogance and love of sycophants, you receive an increase of one to three points on the difficulty level for resisting any attempts at Manipulation using flattery (the modifier is doubled if the flatterer has a flattery specialty). The modifier is determined by the rating of this flaw.

Elder Backgrounds

The following Backgrounds are available only to elder characters or add levels to existing ones. Generation limits to Traits (7th Generation for six dots, 6th Generation for seven, etc.) still apply.



Age

You have survived for many, many years as a vampire. You have seen much of the ever-changing, never-changing dance of politics and pain that forms the worlds of both Kindred and kine alike. This Background does not necessarily reflect your actual age, however. Instead, it reflects the number of years you have been conscious throughout your long existence. If you have fallen into torpor, time passes you by, as does the experience and knowledge you could have gained by participating in the events of that period. Players are free to determine how many times their characters have fallen into torpor, and for how long each time. This enables players to create characters born in truly ancient times.

Every dot in this Background gains a number of freebie points to use in character creation but also costs Humanity. This can be repurchased, but elders must spend five Freebies per extra point of Humanity. Amounts given reflect cumulative totals. Note that each dot in Age grants slightly less of an experience advantage than the one before (reflected in freebie points), reflecting the difficulty an elder has in gaining new abilities as she becomes more and more set in her ways. Additionally, the older a vampire, the harder it is for her to learn new Traits. This is reflected in the optional system on character development below. Storytellers have the final say in deciding how old characters in their chronicles may be, and should feel free to limit elders to one or two dots in this Background.

- 51-200 years active: +30 Freebie points, -1 Humanity.
- 201-350 years active: +55 Freebie points, -2 Humanity.
- 351-500 years active: +75 Freebie points, -3 Humanity.
- 501-750 years active: +90 Freebie points, -4 Humanity.
- 751-1,000 years active: +100 Freebie points, -5 Humanity.

Elder Status

You are well known among the elders who are the backbone of Kindred society. Even among the jaded elite you have carved out a name for yourself, whether in the halls of Elysium or the political arena. This Trait reflects a combination of factors including your sire's Status, your pedigree, your own actions and how well you have managed to keep the attention of other elder Kindred.

The more Elder Status you have, the more willing other elders are to treat you as an equal, or even to defer to your judgment and tastes. Elder Status is sometimes used with Social Traits when dealing with other elders, and it reflects your prestige in such instances. Elders without this Trait are often considered minor nobles in the eternal court that is Kindred society: Pretenders almost never have any dots in Elder Status.

Younger Kindred are almost always unaware of the subtle nuances of unseen power plays and alliances that make up Elder Status and are thus unaffected by it, instead recognizing only your general Status among Kindred (see *Vampire*).

Thus it is possible for an elder to be seen as of little importance by most Kindred infants, but to actually have tremendous influence among the elders of the vampiric community.

- Known: A recognized player
- Respected: Connected to many powerful elders
- High Status: Other elders often come to you for aid and advice.
- Powerful: You have the power to command respect and fear from even the most noted of other elders.
- Luminary: Your name echoes through the halls of Elysium the world over.

Elder Generation

Elder characters begin as 10th Generation. Only by taking this Background can they start as more powerful, lower-Generation vampires. Characters cannot take more than five levels of this Background.

However, the blood of more ancient vampires is highly sought by those Kindred willing to commit the sin of diablerie. Characters of lower Generation are inevitably targeted by such types (or other beings equally interested) for the promise of greater power for themselves. Thus, characters with this Background have at least one enemy after their blood. This, of course, does not preclude other enemies interested in destroying the character for other reasons!

- 9th Generation: One minor enemy.
- 8th Generation: Two minor enemies.
- 7th Generation: One major enemy.
- 6th Generation: Two major enemies.
- 5th Generation: Two major enemies and several minor enemies.

Influence

When a vampire has more than five dots in Influence, he has a reach far beyond just one country. He has the ear, or perhaps control, of some of the most influential people in the global political circus. Although other Kindred may think it ridiculous that he spends so much time on mortal affairs, he devotes a great deal of his efforts to maintaining his position as the power behind one or more thrones. He knows the importance of controlling the flighty affairs of the kine at key moments in history and does not plan to be caught unawares at any such moment.

When a character wishes to influence a country's political decisions, the player must roll Manipulation + Influence. The difficulty depends on the extent of the character's control over the country's leaders and on the amount of effort the character wishes to exert. A botch indicates the character's efforts in that country have backfired, her minions are jailed, dead, or otherwise destroyed, and she may even be in danger himself! After such a botch the character's Influence rating may drop accordingly.



- You can influence the affairs of one country.
- You can influence the affairs of two countries.
- You can influence the affairs of one continent.
- You have influence over everything except Asia.
- You have influence over the entire world.

Resources

Certain elders have gone beyond concern over their own wealth and now concentrate on the power their wealth brings. While one human may become a billionaire during her lifetime, a vampire may have control over hundreds of billions (or even trillions!) of dollars, though they do not necessarily belong to her. More than five dots in this Background represent that degree of wealth. A character with this sort of control can have any possessions or amounts of money she desires.

When attempting to change the direction of world commerce in an area in which a character has influence, make a Manipulation + Resources roll. The difficulty is determined by the Storyteller, depending upon the extent of the desired change, tenacity and skill of your opponents, etc. A botch indicates the character has put her influence over that section of the global economy at risk, either through corporate takeovers, the collapse of the industry, or any other major disaster. Her Global Resources level may drop accordingly.

- You have influence in one global industry (steel, banking, airlines, etc.).
- You have influence in two global industries.
- You have influence in every industry in one country as well as two global industries.
- You have influence in every industry outside of Asia.
- You have influence in every industry.

Military Force

When a vampire reaches elder status, he has a chance to gain control of human institutions that prevail through force. This includes local police, troopers, FBI, street gangs, crime bosses, biker packs and bands of thrill-seeking young people. Direct control of human mobs is always frightening to elder vampires, who remember the Inquisition as if it were only yesterday. As a result, they often band together to curtail such aspirations in their fellows. This makes attaining and maintaining a large Military Force very difficult. Usually an elder can only keep a small force before his rivals close in to stop his power grab.

The player must define who a character's forces are and where they train. They could be a subset of the U.S. military, or any of the groups listed above. At Level Six and above, the Military Force will usually require some sort of government sponsorship. Storytellers should feel free to let the character control more mortals with less combat training than is specified for that level. For instance, with two dots a character might control a 40-person mob.

- 15-person mob, generally unorganized and untrained: student rebels, street gang
- 25-person team, generally with some combat training: police, crime family
- 40-person platoon, all combat trained: SWAT team, army reserves
- 75-person troop, all veterans: mercenary soldiers, terrorist unit
- 100-person company, elite troops: special forces company, intelligence unit
- Several companies with a mix of weapons: mechanized infantry, air assault group
- Military division: thousands of trained soldiers
- One branch: a country's entire army, navy, air force or similar body
- One country: all the Military Force in that country
- Forces all over the world

Optional System: Character Development

Although the great age and experience of elder vampires grants them wisdom, powers and knowledge unavailable to the neonates who scurry as frenetically as the kine across the face of the earth, this experience is hard-won. As patterns of thought and behavior become more and more atrophied with time, learning new concepts and abilities becomes harder and harder for even members of the Kindred. The great leaps made so easily in youth are much more difficult for beings who mark their existence in centuries and who are not as affected by the activities of a single month or year.

Thus, the more ancient a vampire becomes, the harder she finds it to advance her skills and abilities. The chart below outlines the experience cost of gaining new powers for vampires, from neonates to Methuselaha. The dots represent the number of points the elder has put into the Age Background. The only Trait which does not change its cost is Willpower, which always requires its current rating in experience to increase.

Maturation

In some cases the Storyteller and players may wish to conduct a chronicle lasting centuries or even millennia. Each story in such a chronicle could take place during a crucial period of a different era in history. Another variation could be a chronicle based on the politics of a given empire or powerful dynasty, such as the Roman Empire or the Czars of Russia.

In such long-running chronicles, players may wish to have their characters begin as neonates and progress gradually to elder status. Below are two different methods of incorporating character maturation into a chronicle or series of chronicles. As always, the Storyteller is free to come up with other ways to handle this.

Continual Progress

This is the method that most players and Storytellers already use in their chronicles. Simply by existing for a long period of game time, the characters gain experience, lose Humanity and perhaps even change Generation, becoming more powerful with the years. This is a natural maturation process and, given the short, intense bursts of activity (and thus experience) that are a part of most **Vampire** stories, it tends to yield quite powerful characters in a very short period of time.

In these chronicles, maturation of abilities comes quite swiftly, yet the characters do not gain much in the way of wisdom from experience. Torpor may be used to allow time to pass, but a vampire in torpor does not gain the benefits of true Age. Thus, only through long chronicles, with a story taking place once every few years or even once a decade, do characters have any chance of becoming elders.

Leaps in Time

Storytellers conducting chronicles that take place over an extended period can take advantage of a technique often used by the creators of television shows, films and novels. After the characters complete a given story, the Storyteller determines how much time passes between the end of this story and the beginning of the next. The intervening time may be as long as a millennium or more, although most Storytellers will probably want to stick to a century or two.

The Storyteller should inform the players of approximately how much time passes in the interim. He should then take each player aside to conduct an interlude — a second prelude of sorts. This is actually a form of strategy session in which the player and Storyteller determine the key events that occur in the character's unlife during "down time." The Storyteller is free to invoke caveats such as "in 1653 you must find yourself in Calais, France" or "at some point during down time you went into torpor for approximately 50 years." Any caveats invoked by the Storyteller should be to set up new storylines; they should not be used to mess with someone's character just for the hell of it.



Elder Experience Chart

Trait	•	••	•••	••••	•••••
	Experience Cost				
New Ability	3	4	5	6	7
New Thaumaturgy Path	7	8	9	10	11
New Discipline	10	11	12	13	14
Humanity	CRx2	CRx3	CRx3	CRx4	CRx4
Virtue	CRx2	CRx2	CRx3	CRx3	CRx4
Ability	CRx2	CRx2	CRx2	CRx3	CRx3
Attribute	CRx4	CRx4	CRx4	CRx5	CRx5
Thaumaturgy Path	CRx4	CRx4	CRx4	CRx4	CRx5
Clan Discipline	CRx5	CRx5	CRx6	CRx6	CRx7
Other Discipline	CRx7	CRx8	CRx8	CRx9	CRx10

* CR = Current Rating

As always, Storytellers should only allow players to increase their characters' Traits if there is some legitimate reason for the character to have grown more proficient in the Trait, one that can be woven into the story or chronicle (or the interlude in between). For example, if an elder embarks upon a study of the newfangled devices called "computers" after having her electronic banking accounts pilfered, then she might legitimately gain some Knowledge in Computer at the end of a story.

During this interlude the player and Storyteller should work together to determine the new Abilities, Derangements, Contacts, etc. the character develops. The amount of time that passes with the character out of torpor determines how many new experience points the player has to spend. The Maturation Chart below should be considered a general guideline as to the experience a character receives over a given amount of time spent active during an interlude. It is up to the Storyteller to determine the exact number of experience points available.

The experience cost of Traits depends upon the character's age (see the Elder Experience chart above). For purposes of spending maturation freebie points, a character is considered to be in whatever Age category he belongs to at the beginning of the interlude.

Maturation Chart

Years	Points
10-100	15
101-250	25
251-500	40
501-750	60
751-1000+	80



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Appendix: Gehenna Cults

Those in possession of absolute power can not only prophesy and make their prophecies come true, but they can also lie and make their lies come true.

— Eric Hoffer, *The Passionate State of Mind*

The “official” Camarilla position is that Gehenna is a myth used to frighten children, and the Kindred need not fear their ancestors. The elders scoff at the legend and mock their worried progeny for paying heed to anarch fear-mongering.

However, some elders who outwardly uphold the Camarilla chains of Blood Bonds are as afraid of a potential Gehenna as their progeny — and more so, since their blood is the rarest. They have formed small cells within the Camarilla where they can discuss this forbidden subject. These are the most secret of secret societies, and their carefully coded conversations take up a lot of time in Elysium gatherings. All members of Gehenna cults are sworn to secrecy, since one member caught puts the whole group at risk of exposure.

Few experiences are as terrifying and exhilarating for elders as a meeting of their Gehenna cult. They feel vulnerable, powerful and excitingly naughty all at the same time. Contradictory and uncomfortable though they seem, such

feelings are really of great value to most elders, whose emotions began to calcify long ago. There is also great comfort in cult membership. The elders feel they are doing something about the greatest danger in their universe, even though most of them secretly feel doomed to failure in an utterly impossible task.

Membership in a Gehenna cult is a risky game, since some Kindred are now so fearful of Gehenna they publicly disdain that they would betray their own clan to prevent it. That makes them vulnerable to those who say they can read signs and portents, like Gypsies, mages or Sabbat priests of the Paths of Enlightenment.

Some cults are social clubs with a secret Gehenna component known only to the highest circles, while others are completely underground. Most are exceptionally small, and none have more than a few hundred members. The ones which follow are only a sampling of those in existence.

Royal Order of the Edenic Groundskeepers

Founding: 1645

Motto: Knowledge, Wisdom, Vigilance

This pretentiously titled group represents itself to lesser clan members as a social club for elders. Its true purpose is to resist the Antediluvians at Gehenna by arming elders against the return of their Third-Generation ancestors.

In order to see the outcome of the imbalanced struggle against the near-omnipotent progenitor Kindred as anything but the slaughter of all elders, the cult has reinterpreted the terms of the struggle. Its leaders have recast the Antediluvians as subterranean vermin and themselves as vigilant gardeners. Elders are prone to despair in even the best of circumstances: by revising the terms of the conflict, they attempt to keep their last vestiges of hope from dying.

Their scenario depicts victory growing from three sources: knowledge of the resting places of all Antediluvians, wisdom to correctly interpret the signs of Gehenna, and vigilance in the final days.

Knowledge

Cult members collect all available information on the torpor sites of the Antediluvians and pay vast fortunes for even farfetched lore. They finance expeditions into ancient ruins to search for clues, and carefully comb archeological records. They have been known to send groups of inadequately informed neonates into long-deserted crypts in search of clues, causing clashes with Wyrms minions, Euthanatos mages and other creatures of death. This has cost many childer their undead existences, but it has yielded some solid leads.

The Groundskeepers believe that the final days are at hand, and are frantically preparing more such expeditions. They need many brave or foolhardy Kindred and ghouls for the mission and pay handsomely in favors and intercession with princes to all who accept the offer and survive.

Wisdom

Interpreting Gehenna lore is more an art than a science. Most Groundskeeper meetings devolve into shouting matches as the members argue their reading of the *Book of Nod*. Interpretations have gone in and out of style through the 300 years of the cult's lifetime. Some reject parts of the *Book of Nod* in favor of other apocryphal texts. Others insist that most Gehenna lore is Antediluvian lies, and should be ignored in favor of Gypsy lore, Lupine tales or even communion with spirits.

Vigilance

The Groundskeepers have dedicated ghouls and Blood Bound Kindred patrolling the areas where they believe Antediluvians lie in torpor. These agents are instructed to

report on all suspicious behavior. The Kindred servants are elite shock troops who are commanded to give their unives when so ordered. They have laid traps of fire, wood and immobilization until sunlight, in hopes of killing the Antediluvians while they are still weak from torpor.

Few elders believe their troops will succeed in this task. Their main hope is that their Kindred pawns will hinder the Antediluvians and buy the elders time to flee and arrange a real counterattack.

The Final Battle

The Groundskeepers are pathologically afraid of meeting the Antediluvians in the elders' own havens, even though the elders would have a territorial advantage there. Instead, they prefer to take the battle to their progenitors. The elders have spent many brooding nights and long, sleepless days imagining the final fight. In their blood-fevered imaginations, they see the interval between the rising of the Antediluvians and the actual attack as a time of terrified paralysis. To stay alert, the elders feel they have to remain in motion. So they wish to take the fight directly to their ancestors, even of that means losing the tactical edge.

Imperial Order of the Master Edenic Groundskeepers

Founded: 1898

Motto: Strike First. Strike Last.

A counter-faction of the Groundskeepers sprang up about 100 years ago. They call themselves the Master Edenic Groundskeepers, and they are far more militant. These elders do not want to wait for the inevitable day when the Antediluvians rise up; they want attack now, while their progenitors slumber.

By attacking first, they hope to catch the Antediluvians unaware and vulnerable. They think that this is the only chance they have and are planning daring raids into areas they have targeted as Antediluvian havens. They are actively recruiting younger Kindred to join these missions. None of their groups has destroyed an Antediluvian, but they have killed some very old Kindred that were suspiciously not a part of vampire society, and they have stolen some strange manuscripts.

The majority of the Groundskeepers are appalled and frightened at the ideas put forth by this faction and argue fervently against them during meetings. They believe that attacking the torpid Antediluvians will only stir up trouble where none now exists. If an Antediluvian is unable to voluntarily awaken from torpor, an attack might trigger an alarm and allow her to rise. If the attack fails, the Antediluvian is sure to come after the masterminds, and might initiate a "mini-Gehenna," in which all elders are eaten and the ancillæ placed in charge of the Kindred.



The main body of the cult believes that only total cooperation of all Kindred can stop the Antediluvians, and only the onset of Gehenna will give the elders that level of incentive. The Master Groundskeepers reject these arguments as the rantings of risk-averse cowards. They argue that all elders need to behave as if Gehenna just happened and seize the initiative.

The two groups have become exceptionally fractious since the mid-1960s, and the Master Groundskeepers are on the verge of cutting all ties with the main body. The core group would like to be rid of the upstart faction, but is too fearful of confrontation to demand they leave. They also do not want to lose their most dynamic and powerful members, many of whom are Master Groundskeepers. So they are stalling for time, forced to hope that Gehenna occurs soon, before the Master Groundskeepers grow disgusted and leave.

Way of the Ancient Lawgivers

Founded: 1312

Motto: Repent, Return, Renew

The Way of the Ancient Lawgivers traces its origins to the Middle Ages and is purported to have roots in antiquity. Some members claim that it has grown directly from the Second City, even though none of the elders in the group existed during that era.

The cult is a fundamentalist organization that believes all Kindred must return to the values of the First City, where mortals and lesser vampires respected the Antediluvians. Even when the childer of Caine abused their own progeny and the human citizens, their victims did not strike back, or even harbor malicious intent. They thanked their betters for use and abuse.

Members of the Lawgivers, also called Enochians, believe that the Antediluvians intend to destroy their faithless and fickle progeny. To forestall or even cancel Gehenna, all Kindred must assume a compliant attitude toward the Antediluvians. They must subjugate humanity again and put an end to all vampire hunting with a swift and merciless hand.

Rebel groups like the Sabbat must be exterminated and anarchs brought to heel. There are no Brujah Lawgivers, and the cult will not admit them until the clan renounces revolution. The cult sees Gehenna as a punishment for wayward Children of Caine, and not as a "natural" process brought on by the inevitable thinning of the vampiric blood. Kindred can change the situation by swearing utter fealty to elders.

These attitudes are not popular with ancillæ, who struggle for every bit of autonomy they can attain. However, they are a very seductive to elders, especially the ones who fear they are losing control of their progeny. Some elders who believe more strongly in the tenets of other Gehenna cults still keep up a membership in the Lawgivers because they believe that even if the cult is wrong about forestalling Gehenna, it is still doing the valuable work of keeping the Kindred in line.

The hard-line founders of the Lawgivers, who call themselves "Cornerstones," disdain these half-hearted members, and mock them as "Claystones." They hate the Claystones' reluctant support, but hate their own dependence on them even more.

Members of other cults argue that increased fealty to elders could backfire and actually make it easier for the Antediluvians to consume their progeny. They say that some level of autonomy is important, even though most admit that younger vampires have too much freedom. Some point out that even complete fealty did not prevent the destruction of the First City and will not prevent Gehenna.

A secret subcell of the Lawgivers wants to destroy the Masquerade and overtly enslave the human race. These ideas are heresy to the Camarilla, who have sent archons to infiltrate the cult. The Lawgivers themselves are eager to ferret out this group, since such ideas run counter to Caine's laws as set forth in the Rules of the Canaille in the *Book of Nod*. A low-level cold war is underway between the cult and the Camarilla, one that has heated up as Kindred grow to fear an imminent Gehenna.

Servitors of Irad

Founded: 1456

Motto: Brother Kills Brother — the Faithful are Forgiven

Not all Gehenna cults actively recruit new members. Some do their work in darkness, hidden from other Kindred. The Servitors of Irad are such a secretive cult, pledged to do the work of the Antediluvians in all things — even hastening Gehenna and betraying the other elders to their progenitors. They are named for the third child of Caine, Irad the Strong, who served his sire in the First City.

The Servitors hope that if they can show that they spent their unlives doing the work of the Antediluvians, they will not only be spared at Gehenna but will be the seeds of the new generation of Kindred. Since the *Book of Nod* makes it clear that certain vampires are to be singled out for destruction, they reason that others will be spared. They intend to be the latter.

The only flaw in their plan is that they are not in contact with the Third-Generation vampires, and do not know what their ancestors would want them to do. But this has not stopped them from acting on the Antediluvians' behalf. They believe that the Third Generation wish them to keep the elders weak and misinformed, so as to be less of a threat when Gehenna occurs.

Servitors attend Camarilla Conclaves to divide the gathering with vicious rumors and backstabbing lies. Their members infiltrate the other Gehenna cults to sow dissension and sunder shaky alliances. They eagerly watch for the signs of Gehenna and seek to be tools of the Jyhad.



Their greatest wish is to be in contact with the Antediluvians. They feel a burning shame that though their goal is to do the work of the Third Generation, they can't be sure they know its will.

They sum up their purpose in this chant:

Know the Will of the Ancients.

Do the Will of the Ancients.

Kill Thy Brother.

Camarilla Archons have marked members of the Servitors of Irad for extermination and are determined to destroy the sect. Other elders have gained an inkling of the existence of this cult and have done their best to stamp it out. They are so terrified of being thrown to the wolves at Gehenna that they have forgiven heinous crimes by Kindred who have been willing to reveal secret information about the Servitors. Hence, the servitors rarely meet and are exceedingly difficult to find. They have even smeared other elders by accusing them of membership.

Some of those who are aware of this group suspect that the Servitors actually are in contact with the Antediluvians and just don't know it. They believe that the cult members are pawns who are controlled from afar to cause trouble and who will be among the first to be eaten at Gehenna.

Twilight Cult

Founded: 1550

Motto: Find Her

Members of the Twilight Cult believe the *Book of Nod* contains one stanza that holds the key to staving off Gehenna. According to these elders, the references to the "last daughter of Eve" found in that tome are not only truly the prophecies of Caine or his childer but are the keys to safety.

The members of the cult reason that if they can either control or destroy the last daughter of Eve, they can prevent Gehenna's occurrence as simply as one can prevent the opening of a locked door by taking away the key. Other elders have acerbically pointed out that there are many ways to open a locked door, but the members of the Twilight cult insist that it is possible to divert the path of history through small, but crucial, eliminations and changes. After all, this method has worked quite adequately with canaille, neonates, princes and the like. The Twilight cultists maintain that other elders are simply incapable of the keen understanding required to recognize which pawns are most crucial in the game. Capturing the correct piece may mean the difference between check and mate.

The Twilight cult was originally formed by Ventrué and Tremere elders to determine to what people this woman would be born and the most reliable method of monitoring the kine populace to locate any mortal female who bears the mark of Eve: the crescent moon. There is some debate amongst the elders regarding the exact form the symbol will take, as the Toreador elder, Alyana, clearly showed in her treatise on the symbols of Gehenna. Certain ones claim that

the crescent moon actually refers to a woman born with certain psychic powers. Some elders interpret the crescent moon reference as symbolic of Numina. Others say the mark will take the form of a peculiar, crescent-shaped aura emanating from the Chosen One.

Most cultists, however, feel the crescent-shaped birthmark is the most probable form of the outer manifestation. Thus, the members of the cult today have operatives stationed in hospitals to keep track of any females born with such a mark. In recent years, the cult has retrieved other records through the electronic superhighway, constantly scanning for any information on a woman marked with the crescent.

Two hundred years ago a powerful vampire claiming to be a Ravnos elder approached members of the cult in Paris with startling information. The vampire insisted that the Romani, or Gypsies, were the most likely people to produce this daughter of Eve.

When questioned by a panel of cult leaders, the Ravnos produced a startling amount of "evidence" — perhaps non-evidence would be a better term — regarding the Gypsies. He pointed out that the Romani had been remarkably adept at keeping information about themselves away from not only mortals but from vampires as well. Yet at certain key points in history Gypsies were invariably present, though they did not seem to have a direct effect on the proceedings. Somehow, their presence went almost unnoticed by Kindred and kine alike save as mere nuisances or rattle-taggle gawkers.

Asked for proof of his unusual notions, the mysterious elder remarked that he had none. Gypsies kept no paperwork and other peoples always seemed to overlook the Romani in their writings, save to call them pests and criminals. At this point the panelists were almost certain that the mysterious visitor was actually a Malkavian elder attempting to pull some sort of prank on them. Then, just as the "Ravnos" elder prepared to depart, he asked the panel: "If what I have told you has no relevance, why are there no references to the Romani in your precious *Book of Nod*? How has one group of kine escaped your immortal scrutiny?"

This provoked the elders into studying the Gypsies. The more they attempted to define and categorize the Romani, the more they felt their strange visitor might have been correct. At first the cult merely attempted to monitor the Gypsies as it did the other peoples of the world. However, they eluded such scrutiny with ridiculous ease. Unused to the cult's machinations being foiled by mere kine, the panel met again and much debate ensued.

Despite the Gypsies' elusiveness, the elders had managed to gain some information that did seem to point towards the Gypsies being somehow marked by fate. The cult's conviction that the last daughter of Eve was to be born to the Rom increased when one elder overheard a tale of a woman named "Evania" (which loosely translates to "daughter of Eve") from whom the Gypsies were apparently descended.

The cult decided to destroy the Gypsies, reasoning that if there were none they could produce no daughter of Eve. The cult has attempted to manipulate governments into forcing Gypsies to settle in one place and even supported Hitler's plans to destroy the Romani along with the other objects of his hatred. Unfortunately, the Gypsies have somehow overcome all of the elders' carefully laid plans.

The uncanny ability of this rather small populace of kine to elude the elders' best efforts has further convinced the members of the cult that the Gypsies are too dangerous to let live. Many insist that there must be other vampires, perhaps the Inconnu, protecting them in order to control the pawn whenever she is born.

There are currently three factions within the Twilight cult, two of which maintain that the Gypsies will produce the last daughter of Eve. The first of these groups insists that the cult should continue its efforts at genocide, thus making a preemptive strike and keeping the pawn from ever being born. The second faction maintains that since all efforts to destroy the Gypsies have come to naught, attempting to monitor and control them, and the last daughter of Eve in particular, is the only viable option. The third, and newest, faction insists that the cult has focused overmuch on the Gypsies and that the mysterious elder probably was a Malkavian who has indeed successfully "pranked" the entire cult. After all, why would a Ravnos betray his own people? This is the faction that today monitors the hospitals and information networks of the kine, while the scope of the others' obsessive search has narrowed.

The Ninth Wave

Founded: 1890

Motto: Suffer Not a Witch to Live

The members of the Ninth Wave (named after a Tennyson poem) believe that Gehenna will arrive when the magic in the world reaches a critical level which they term "the Flood" or "the second Flood." According to cult doctrine, the Antediluvians are currently handicapped by their own power. They are forced into torpor by the dearth of magical energies available in the current reality.

Should the amount of magic increase, however, the Antediluvians will be able to wake once again and bring on Gehenna. The cult also believes that the newly arisen Antediluvians will need to feed on the blood of the elders to maintain their strength and complete their escape from torpor.

According to these elders, the Masquerade does more than just hide the existence of the Kindred from the canaille. It also keeps the existence of vampires removed from the humans' active conception of reality (as the Tremere put it), thus helping to maintain the mortal public's credulity about matters strange or magical.

The Ninth Wave has a threefold plan for averting Gehenna. The first part involves aggressively maintaining

the Masquerade by destroying any vampires who break its conventions. The Ninth Wave loathes the Sabbat and their methods, believing they only bring the destruction of all Kindred ever closer and refuses membership to any elders of the Black Hand.

Secondly, the cult is determined to destroy most of the Earth's mages and thus keep them from opening the eyes of other mortals to other realities. Only the Technomancers have the backing of these elders, although only a few such mages actually know of this support. Most of the cult's aid comes in the form of funding for their laboratories, government cover-ups of Technocracy activities and revealing the location of Tradition mage Chantries.

The third prong of the cult's attack centers on the destruction of the *sidhe*, or faeries. The cult is particularly vigorous in its pursuit of any information involving the return of faeries to the world. Cult members are certain that this return, which they also call the Ninth Wave, will herald the beginning of the end: Gehenna.

Pointing to certain sections of the *Book of Nod* as well as to their own theories on the nature of torpor and vampiric power, these cultists are utterly convinced of the veracity of this claim. They are driven to root out any faeries currently on Earth, as well as to discover any possible routes from the faerie realm of Arcadia (or Avalon as some elders call it). Whenever they discover such pathways they magically close, entrap or otherwise neutralize them.

Many members of the cult believe that advance faerie troops, or at least scouts, are currently active on the planet. Such faeries, or "changelings" as they are called, somehow enter unsuspecting mortal homes and are raised as mere humans. These changelings are remarkably adept at hiding from vampiric observation, although when the Ninth Wave discovers such beings it terminates them immediately.

The Ninth Wave collects information on faeries, ranging from current eyewitness accounts to ancient fairy tales and legends. Whenever the group hears reports of potential faerie activity, one or more members investigate. The members of the Ninth Wave are among the most learned of elders in matters involving magic and faerie lore.

The cult maintains an extensive library in the Scottish city of Edinburgh that contains numerous magical tomes; ancient manuscripts; vials of mage, Lupine and faerie blood for experimentation purposes; and a complete map of the Earth's ley lines. Certain of the cult's members are convinced the pattern of ley lines, if properly deciphered, is the key to determining all possible points of ingress and egress from Arcadia. If they can determine how to manipulate the lines, the elders are certain they can permanently cut off Arcadia from the Earth. Then the cult would need only destroy the faeries trapped on Earth and the threat of Gehenna would be significantly lessened, if not removed entirely.



Cult of Enlightenment

Founded: 510

Motto: Rise

The Cult of Enlightenment is one of the smallest of the active Gehenna cults. Most of its members are ancient, even for elders. In fact, much of the cult's membership is currently in torpor.

The cult believes that the only reliable method of keeping Gehenna from occurring is for some form of semi-universal enlightenment to occur. The original protagonists of this theory were a triad composed of an elder from each of the Salubri, Tzimisce and Nosferatu clans. None of these elders has been seen in more than a millennium, and it is unknown if they are still active, in torpor or destroyed.

When the cult first formed, the members attempted to meet with all manner of enlightened beings. Conversations with Tibetan monks, aborigine wise women, powerful mages, elder Lupines and other seekers of knowledge-with-understanding produced a variety of impressions on the meaning of enlightenment to both the individual and to the world as a whole. The triad recorded these conversations and their resulting hypotheses on a series of scrolls, whose exact number has been variously recorded as eight, nine and 13.

Modern vampiric scholars do not know the true number of scrolls of enlightenment. The cult claims to have three of the original scrolls in its possession, and its members are constantly searching for more. A number of cultists believe that certain mages are in possession of some of the scrolls, and they are attempting to discover the truth of the matter. It has also been rumored that the canaille association known as the Arcanum has one of the scrolls. The current leaders of the Cult of Enlightenment hope this is not the case or, if it is, that the scroll contains no direct references to the Kindred.

In the past the Cult of Enlightenment has worked hand in hand with other like-minded individuals towards the spiritual awakening of intelligent beings of all sorts. In particular, they encourage new vampires to join the cult, and to proceed from there to Golconda. For many centuries members of the cult had great success at achieving this enlightened state. Today, however, the number of cultists reaching Golconda has dropped dramatically, and some of those reported successes may very well be shams. This marked decline is due to a combination of two factors.

The first important change occurred near the start of the Inquisition, when several prominent members of the cult were destroyed after broaching the topic of enlightenment with certain high-ranking members of the Church. Instead of achieving a new understanding of Western culture, the vampires merely confirmed their existence to the rabid hunters. This incident still causes many elders to speak disparagingly of the Cult of Enlightenment, and since then its members have gradually become more insular. Today, few



attempt to bring other elders into the fold. They are willing to allow those who make the effort to join the group but rarely initiate such a process.

The second, and more important, reason for the cult's decline is that much of the current membership is not truly interested in enlightenment. Such members espouse the general philosophy of the cult but actually joined to find some way of holding onto or even reclaiming some of their Humanity. They are terrified that they will soon lose the battle to keep the Beast in check, and that the only salvation is to show caring for others. Of course, as the reason behind this attempt is utterly self-centered, it is inevitably doomed.

These desperate elders today make up the majority of the cult's membership and may well bring about the end of the Cult of Enlightenment along with their own existence if they are not driven out by the ever-shrinking percentage of members who are truly attempting to aid all beings in reaching enlightenment.

LYSIUM™

VAMPIRE: The Masquerade™

Name:

Nature:

Sire:

Player:

Demeanor:

Generation:

Chronicle:

Concept:

Haven:

Attributes

Physical

Strength _____ 00000000
 Dexterity _____ 00000000
 Stamina _____ 00000000

Social

Charisma _____ 00000000
 Manipulation _____ 00000000
 Appearance _____ 00000000

Mental

Perception _____ 00000000
 Intelligence _____ 00000000
 Wits _____ 00000000

Abilities

Talents

Acting _____ 00000000
 Alertness _____ 00000000
 Athletics _____ 00000000
 Brawl _____ 00000000
 Dodge _____ 00000000
 Empathy _____ 00000000
 Intimidation _____ 00000000
 Leadership _____ 00000000
 Streetwise _____ 00000000
 Subterfuge _____ 00000000

Skills

Animal Ken _____ 00000000
 Drive _____ 00000000
 Etiquette _____ 00000000
 Firearms _____ 00000000
 Melee _____ 00000000
 Music _____ 00000000
 Repair _____ 00000000
 Security _____ 00000000
 Stealth _____ 00000000
 Survival _____ 00000000

Knowledge

Bureaucracy _____ 00000000
 Computer _____ 00000000
 Finance _____ 00000000
 Investigation _____ 00000000
 Law _____ 00000000
 Linguistics _____ 00000000
 Medicine _____ 00000000
 Occult _____ 00000000
 Politics _____ 00000000
 Science _____ 00000000

Advantages

Disciplines

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

Backgrounds

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

Virtues

Conscience _____ 000000
 Self-Control _____ 000000
 Courage _____ 000000

Other Traits

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

Humanity

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0

Blood Pool

Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

Attributes:10/7/5 Abilities:20/12/8 Disciplines:10 Backgrounds:15 Virtues:7 Freebie Points:20 (7/5/2/1)

LYSIUM

VAMPIRE: The Masquerade™

Expanded Background

Allies

Clan Prestige

Contacts, Minor

Contacts, Major

Herd

Influence

Mentor

Resources

Retainers

Status

Possessions

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Vehicles

Havens

Location

Description





VAMPIRE: The Masquerade™

Power Sources

Allies

Contacts

Influence

Governments

International _____
National _____
State and local agencies _____

Businesses

International conglomerates _____
National businesses _____
Small companies _____
Business associations _____

Financial Markets

International securities exchanges _____
Banks _____
Currency markets _____
Private, collector markets _____

Unions

International labor groups _____
National unions _____
Local labor organizations _____

Schools

Universities _____
Schools _____
Think tanks _____

Political Organizations

Mainstream _____
Extreme _____
Fringe _____

Religious Organizations

International _____
National _____
Local _____
Fringe _____

THUS CAINE — THE FIRST MAN BORN OF MAN —
SLEW HIS BROTHER, AND WAS CURSED WITH
IMMORTALITY AND A TERRIBLE LUST FOR BLOOD.

AND HIS CHILDREN AND HIS CHILDREN'S CHILDREN
BEAR THAT CURSE AND WILL RULE THE WORLD
FROM THE SHADOWS — UNTIL THE FINAL NIGHTS.

PREPARE
FOR
THE
FINAL
NIGHTS.

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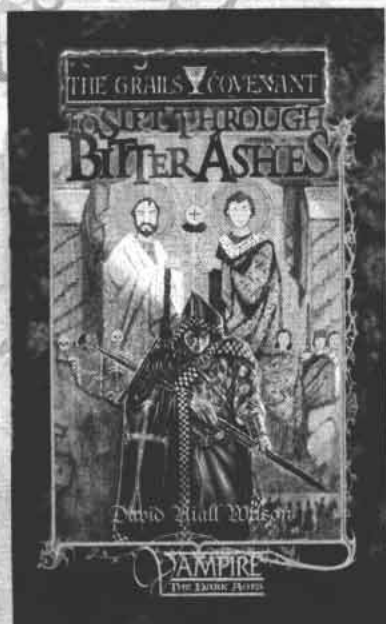
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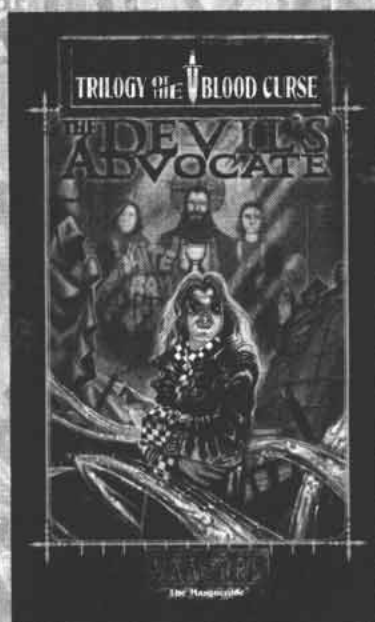
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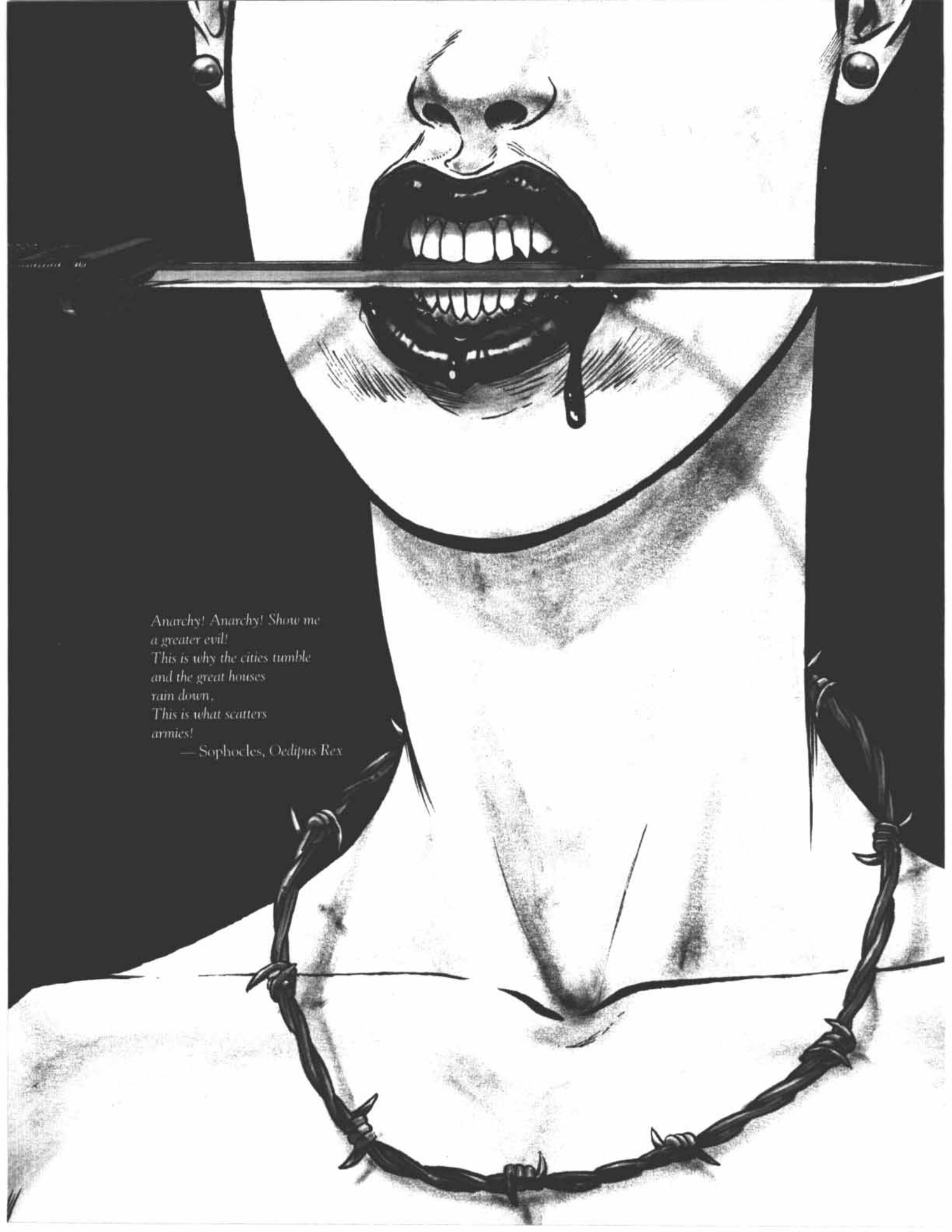
By Bill Bridges
with Kerry Thornley

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Due to the mature themes presented within, reader discretion is advised.



*Anarchy! Anarchy! Show me
a greater evil!
This is why the cities tumble
and the great houses
rain down,
This is what scatters
armies!*

— Sophocles, Oedipus Rex

The eternal order of the night — rent asunder by shining knives clutched in the fists of young immortals. First up against the wall are the elders, caretakers of the oppressive “justice” of the Damned. The tyranny of blood is at its end, spilt with gouging rakes and lapped up by mouths eager for Antediluvian power.

The War of Ages is now. In the neon streets of the modern city, the ancients fight a bitter struggle against the bold new order — the Anarch Revolt. These young are not the pride and joy of their vampire sires, but the fearsome heralds of Final Death.

How long can the Damned remain hidden? How long until the Masquerade is revealed? The anarch’s hand is raised, poised to bring the curtain down ...

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Dedicated To:

William Powell, author of *The Anarchist Cookbook*, whose work has brightened so many lives, and Eris. All Hail Discordia!



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Introduction

*Things fall apart; the centre cannot hold;
Mere anarchy is loosed upon the world,
The blood-dimmed tide is loosed, and everywhere
The ceremony of innocence is drowned;
The best lack all conviction, while the worst
Are full of passionate intensity.*

— W.B. Yeats, “The Second Coming”

Rebellion! The clarion call for freedom! When the tactics of diplomacy and conciliation fail, when oppression rules and none are free but those who hold the reins of power — then power must be wrested by revolt. Violence is the tactic of those who are mad as hell and aren't going to take it any more. This is the tactic of the vampire anarchs.

Rebellion is inherent to the nature of the vampire. It runs as a curse in the Cainites' veins, handed down generation after generation from the first murderous revolt of Caine, kin-slayer. The facade of conformity under the auspices of the Masquerade has caused many Kindred to believe otherwise; to think that even they can create long-lasting peace. But a facade it is — what Kindred do not harbor secret hates and lusts for power, and dream of when their chance will come to rule over all eternity?

The anarchists have an entirely different perspective on the world of the Kindred than do most vampires. To them, the princes are the lords of conformity, enforcing their own values upon all others, but often exempting themselves. The

consensus of the Camarilla backs this up, keeping most Kindred in line and playing them like puppets in the power games of the Jyhad. Fear is the source of this power — the ages-old fear of Inquisition. Using the need to hide from those who sought to slay all vampires, the Camarilla built its foundations of control on the backs of all over whom the sect could exert its power.

Many, such as the Sabbat, the Ravnos clan and others scattered over the world, escaped the Camarilla's hold. For those who buckled under, however, the leash has only gotten tighter. Of course the elders claim this is all necessary; without it, would not the clambering hordes of religious zealots be pounding down doors to drive splinters of wood into every Cainite's breast?

The anarchists refuse to accept this argument. They feel the amount of power granted the princes far outstrips the protection given in return. Too many princes have used their positions to cement their own power structures, heedless of the needs of their subjects. Too many Kindred have fallen by the wayside, ignored by the princes. It is time to say “enough!” It is time to take a stand. It is time for the anarchist revolt!

How To Use This Book

The **Anarch Cookbook** is for both players and Storytellers. It is a sourcebook for the anarchs, those Kindred who refuse to recognize the rule of Camarilla and prince, and thus bring the Powers That Be against themselves.

This is a guide for anarchs on how to get away with bucking the system. It includes the infamous “Anarch Manifesto,” which has been freely distributed among Kindred everywhere, to the anger of the Justicars. It can be used as a source of ideas for your own revolts — but watch out, for the elders have also read it, and they may be ready for you. Who knows, maybe the “Manifesto” was written by them just to trap you!

Chapter One: Joining The Cause. This chapter deals with the anarchs themselves: who they are, what they do and why they do it. It also includes tips on finding and joining them.

Chapter Two: The Revolt. This chapter gives the various *modus operandi* of the Anarch Movement — how anarchs get away with what they do and what happens when they work together to take out the prince or to undermine his power. It provides information on the state of the Movement all over the world, on creating allies outside your city, and lists some allies who may be too dangerous to use.

Chapter Three: Weapons for the Fight. This chapter includes some hard advice on how to screw over your enemies. It includes using computers and other high-tech devices to get your way, and even hand-to-hand tactics for the down-and-dirty action, including martial arts styles. This chapter should prepare all young anarchs for the next big step.

Chapter Four: War! This is it — the big time. No more sneaking around; this is all-out war. Riots in the street, taking out other Kindred who oppose you, and how the prince will respond. Everything you need to know to run a good war, including how to consolidate your wins or run with your losses.

Postscript: Pleading Your Case. What to do when you are caught red-handed and dragged before the prince. Hints on the wheeling and dealing necessary to get out of trouble, such as whining, double-crossing your friends, and other tactics both noble and despicable. Also, how to get revenge from beyond the final grave, if it comes to that.

Appendix: Who’s Who Among the Anarchs. Includes character sheets for some famous and not-so famous anarchs, including Salvador, author of “An Anarch Manifesto.”

Also scattered throughout the book are scenario ideas, motivations and information on anarchs and their antagonists (or those whom they antagonize). There is information for the Storyteller to use when running anarchs (perhaps in

conflict with Camarilla players) or the prince (trying to stop the players’ revolts). For the players, there are multiple ideas for their rebellions, and springboards for them to create their own new tactics.

You will find arguments throughout on both sides of the fence: the justifications of the anarchs for what they do, and the rebuttals and defenses of the princes. The issue is more complex than simple right or wrong; both the anarchs and the princes tend to see the matter only in black and white. Choosing sides is not as easy as it may appear on the surface, for both factions harbor secret agendas. Their true motives are veiled in mists of time and night.

Theme: Rebellion

Rebellion is what anarchs are all about, and it is what they do best, for the prince wants their hearts on a stick. They do not usually revolt just to relieve the boredom. They have taken their stands against oppression, either personal (“If I want to feed at Chez Louis, I’m gonna feed there! Screw what the prince thinks of his precious restaurant!”) or ideological (“Our Blood has freed us from the tyranny of mortality. Are we to trade it for the tyranny of the prince?!”).

Mood: The Rush

Face it — anarchy is fun. It is a real ruxh to screw over the Powers That Be and get away with it. Everything is seen through the sharp lens of an adrenaline high, with no neutrals — just “us and them.” Decisions are made on the moment, with no time for contemplation or rationale. An anarch lives her decisions as they are made, riding the wave while she can, knowing she might crash soon.

References

The subject of anarchy and revolt is huge, and people never tire of writing about it — it is an inexhaustible field.

- **The Anarchist Cookbook** by William Powell, with an introduction by Peter Bergman. Not only does it have a great title, but it includes essentials on so many ways for causing anarchy. This is probably the most popular manual for the personal anarchist, and can still be found in some bookstores. Beware, though — some believe it was written by the CIA to screw you over.

- Just about any book from the Loompanics catalog. The reading list includes: **How to Kill**, Volumes One through Five, **Don’t Get Mad, Get Even**, **The Poor Man’s James Bond**, and more.

- For the weird of mind and heart, the **Book of the SubGenius**, by Dr. Ivan Stang and others, is a must read. Many anarchs hail Bob Dobbs as their one and only prince, and down with any of Jehovah 1’s minions! The Stark Fist of Removal is coming; are you ready?

- For the religiously weird, highly recommended is the classic of guerrilla ontology, **Principia Discordia**. Don’t forget to partake of a hot dog without a bun on Fridays. Hail Eris, All Hail Discordia!

• **The Illuminatus Trilogy** by Robert Anton Wilson and Robert Shea. Forget Oliver Stone's **JFK** — he left out the guy in the gorilla suit! Find out the real poop in this trilogy. Many anarchists know that the Camarilla is just an Illuminati plot, and that Greyface Grud is the real Antediluvian.

• **V For Vendetta** by Alan Moore and David Lloyd. One man's fight against a fascist Britain — but who is the man? A great comic book about the cost of politics to basic humanity. All 12 issues of the comic have been collected into a softcover book, available in most mall bookstores or comic shops.

• For a more serious look into anarchism, any of the political writings of Bakunin, Proudhon or Kropotkin offer an insight into the history and ideology of the anarchist political movement in our world. Many revolutionaries in the latter half of the 19th century saw anarchy as a viable alternative. It was tried in Spain, and might have succeeded but for Franco.

• **Boyz in the Hood** (directed by John Singleton), on video, for an understanding of what many anarchists may have gone through in their lives before the Embrace. A mortal life under economic and social oppression is a prime ingredient for revolt once one has gained the power to do so.

• **The Decline of Western Civilization** is an excellent film about the punk music movement, but good luck finding a copy; many video stores don't carry it.

• **Sid & Nancy** (directed by Alex Cox). A look at Sid Vicious (of the Sex Pistols) and his girlfriend as it all goes to hell. Also recommended is **Repo Man**, an odd trip through America's twisted suburban myths, by the same director.

• **Music:** The Sex Pistols are good listening for that anarch edge, as are many of the current thrash metal bands or more violent rap, like Ice-T.

• **Nietzsche:** He was not an anarchist, but a lot of young rebels like to quote him: "Behold, I show you the Superman!" He has been largely misunderstood thanks to the Nazis' misquoting of his work, but he is becoming a popular philosopher among the young. Works recommended: **Thus Spake Zarathustra**, **Beyond Good and Evil**, **Human, All Too Human** (especially popular among Kindred).

In Closing

The anarchist's path is a violent one. The time for bringing one's grievances before the prince is over — points must be won by force. The prince and all his allies are against you — but what the hell, you're already dead, right?

If you have read this far, you have already read too much to be safe. How can the prince trust you now? You might as well go all the way and learn how to defend yourself against his wrath. Read on ...



Preface: An Anarch Manifesto

Paz a los Hombres, Guerra a las Instituciones
(*Peace to the People, War to the Institutions*)
— Spanish anarchist slogan

Behold—a manifesto for freedom! Freedom for all who will listen with their own ears, not the ears others have given them. I, Salvador Garcia, speak to you through great danger to deliver you this message. If you reach deep within, you will find the spark that you call “me.” When you find it, this spark, fan it into a flame!

We are the anarchs. We are those who do not let others lead for us; we do not let others go where we will not lead ourselves.

You who read this wonders “are they mad?” Is not the prince going to stop them, to burn them with the vengeful sun or banish them from the sight of others? I tell you this, friend—he will try. Yes, he will try. But he will not succeed! We are strong of will and cunning of ways!

These things I know, and many more, for in my breathing days I was called upon by my Spanish brothers to fight against the monarch and his terrible ways. For this, I was left to die. But one saw me who knew of my flame, one who would not let it go out. This one gave to me the gift all you who read this share: the gift of the eternal life, the Way of the Blood. A gift I have used to seek my justice from those who know of no justice. They do not know it, but they speak of it often, for their tongues are those of snakes. Venomous snakes spitting poison are these princes and Justicars!

Who are we anarchs? And why must you know of us? We are simply those who do not follow the laws of the tyrant, the dictator prince. We have discovered something more impor-

tant than serving his needs: us. Yes, it is we, each and every one of us, alone or together, that are important! We are equal to this prince, not peasants working his fields. The Power of One, the Power of All! Think on it.

We all have our own rights to think and do what we want. The elders of our kind have created many fanciful and fearful myths with which to scare us. They say that there are giants in the earth, who will one day rise up and eat us all; that we must listen to them so this day never comes. They say the first of our kind was Caine, cursed by God, and thus we are all cursed. These and other lies they give to us, to make us feel sorry for ourselves, to keep us in line to their will, so that we will not realize the truth for ourselves: that we are more alive now than we have ever been. We must seize the moment, every moment, and wrestle with their envy into eternity!

Because we know this truth—that the Kindred are free, and that we are not cursed or in need of absolution—they persecute us. They reserve for us special punishments, and they try to sweep our bodies under their rugs so no others see their crimes against their own laws. Laws? We will give them laws! Laws of pain, death, swords, bullets and blood!

This is why we must rebel, why we must live the constant revolution, in every drop of our vitæ. If we falter for one moment, they will catch us and destroy us. We fight for our survival, the right to our second life, to live as we wish. Damn the Damned who get in our way!

The prince and the Justicars have created a monarchy from the dusty forms of their first lives. When these old ones were mortal, they breathed the musty air of castles and wore the jeweled clothing of lords and kings. If they knew not these things, they lusted for them. So, when they were gifted with a second birth, they used it to gather to themselves all the perverse desires they could not have in their breathing days: the power and cruelty of tyrants. And they wonder why the mortals rose up against them during L'Inquisition? Such an

Inquisition can come again — but we will hold the fire this time, and burn the princes to blackened ashes!

We are the children of democracy. We had the power to vote our leaders in life. Why should we lose this now, because those who are too old cannot change? They knew only kings and queens in their youth; they think only of kings and queens in their eternal age. But we can think new thoughts, dream new forms of rule! It is time to turn the tables, to teach the old to be young again. And if they do not listen, we will break their bones, take their blood, and bury them alive in the hot earth!

My Story

I will tell you of myself, so that you will understand why I write this, why I fight the way I do. It is very important that you understand this, otherwise you will think that all I preach is senseless violence and war. This is not so, for I am never senseless. Read and understand me.

My name is Salvador, and I was Spanish. My first birth, my mortal birth, was into a small but close family of farmers in Andalusia. The year was 1876. We were very poor, and things were bad. All our food went to rich people in other lands or to the aristocrata. We got little of it. We had no material goods, and our clothes all had holes in them. But we were a family, and nothing could take that from us.

As I grew older, I would go to the taverns and listen to the older boys talk. There was new talk in the land about a new form of rule, where the workers could run things, and all would get as they deserved. These men were called *anarquistas*, or anarchists. As I grew older and angrier at our treatment, I joined them in their talks, and soon I was helping pass out pamphlets, tracts telling of how things could change for the better.

I soon realized that reading and talking were not enough. Change would only come with action. We had to work with our bodies to create our paradise. I joined a group to fight





secretly against the government, to vent my young anger on them. This we called the Mano Negra. The policia were against us always, as we were against them.

We had many wonderful times together, mis compadres and I. We would create much trouble for the policia, and sometimes creep up on them from the shadows and beat them. You could not know how good it was to do these things, unless you had seen your family and friends oppressed and starving because of them. But they caught some of us at times, to lock away in dark prisons. We had to arrange many break-outs, and get these escaped friends out of the country so they would not be caught again.

It was after I had done many famous deeds that I came to the notice of a strange man from another town. He called himself Ferdinand. He had come from another chapter of the Mano Negra to work with us. He was an insurgente and had incited many riots of the workers in the big cities and towns. He was a secret legend among us! It was said that his name must not reach the ears of the police, or they would double their efforts against us just to catch him. We only saw him in the night, and he would not let us know where he went during the day. He claimed that he had business which only he could take care of. If he had not been such a noble man, we would never have trusted him, but he never betrayed us. I was to discover that he was the cause of our continued strength, though not many knew this.

I fought against the policia for the freedom and rights of all men. How could I not fight against those who abused power and murdered innocents to maintain this power? I was surely not innocent, but there was one who was.

He was my brother, Pablo. He was barely a man, with no hair on his chin yet, when they killed us. We were walking at night, returning home, when the policia caught me. I think they had recognized me from the descriptions that had been going around. They took us both to a back alley in the town through which we traveled.

It was covered in filth, for a stream of sewer water ran through it. They shoved me into the poison water and rubbed my face into it. They beat me, laughing all the while. Can I blame them for the beating? Had I not beat them in return? No, it was the laughing that angered me. We did what we had to, as an example for all. Yes, we enjoyed it, but because we made a statement. These men, they simply enjoyed causing pain to an ignorant peasant.

Pablo was yelling for them to stop, and they laughed at him too. Then one of them struck Pablo, knocking him back into the wall. This I could not take. He was my brother, my kin. I rose up and hit the guard in the face, breaking his jaw. The others grabbed me again and held me, while the guard began to beat me harder. Pablo yelled and ran forward, grabbing his arm, trying to hold back his fist, but he was again knocked away.

They beat me so much and so hard that they broke something inside, and I knew that I would die. I was coughing up my blood, and I saw it run down the stream, mixed with

the foul excrement floating there. Los demonios! They were not satisfied with my suffering. They turned on Pablo and began to beat him.

Pablo! Mi hermano! A thousand of their deaths will never avenge what they did to you! And they called themselves the caretakers of justice! I will bring them justice, a justice which will cause them to beg for mercy! But mercy shall not be theirs — never by my hand!

I could not move. My bones were too broken and my muscles on fire. The pain of it! To slowly die there, listening to the pleas of my brother Pablo as they beat him and killed him. How could they be so cruel? They knew not what they did! I saw the horror on their faces when they realized what they had done. They were drunk with their power, power they had over life and death. But they learned about ultimate power.

Their laughing stopped, and one of them screamed. I heard the sounds of struggling, and two of them fell down next to me, splashing water on my face. Then I saw, through my blurring vision, Ferdinand. He held the other guard by the head, and he looked to be chewing at his throat. I saw blood dripping down the guard's uniform, which Ferdinand hurried to lap up. I felt no horror for myself. I gloried in knowing that my revenge was being enacted, even as I lay dying. I was glad for their bloody and painful deaths, ecstatic to see the horror on their faces as they died.

Ferdinand dropped the lifeless guard to the ground and then bent over me. "Mi amigo," he said, "You are dying. This saddens me, for you are a very good fighter, and smart also. Do you wish to fight still?" I told him yes, I did, but that it was not to be. He shook his head, smiling. "No, Salvador, you are wrong. I can do this thing, to make you live again and never die."

And I believed him! I had always trusted him, and I wanted so much to continue the fight, to avenge Pablo; to take revenge upon all who abused power, on all authority. "But," he said, "there is a price. You must drink the blood of others to survive. Their life for your life. You will be one of the vampiresa."

I agreed! I knew what a vampire was, but did not care. I did not believe everything that the priests said of them. I thought of coming, in the form of a bat, to the chief of the police, and sucking his blood until he fell at my feet, cold and dead. This thought thrilled me, so I begged Ferdinand to do this to me.

And so I was made vampiro, one of the Kindred of Clan Brujah, and the childe of an anarchist.

Pablo was dead, too late to be raised again as I had been. Mi pobre hermano. I vowed that I would fight on for him, fight the battles he would never grow up to see. How I mourned that eve, the first night of my new birth. He was my brother, my own blood. They say time heals all, but this is a lie, said by mortals who know nothing of time. An eternity is not enough to heal the hatred I felt! I still feel it even now, burning in my decayed stomach.

I aided Ferdinand in fighting for the anarchist ideals in Espana. We were involved in many of the riots of the coming years. I now knew that we were not fighting the government only, but the Ventrue also, and all the Camarilla.

Then came the Spanish Civil War. The Ventrue, and their secret, hidden masters, had a powerful puppet in the dictator Franco. We saw our chance, and began an all-out war to destroy Camarilla power in Spain. So many wonderful times we had, fighting for our ideals alongside mortals, many of them aware of us but uncaring. They knew, as did we, the real enemy: fascist authority. It is in the Fight, the rush of activity and action, that I can sometimes forget my pain, the tragedy of my life from poverty to painful death.

But the Camarilla were more powerful than we. They had aid from other countries. We had friends in Paris, but they were helpless to supply us. It was in this war that Ferdinand was killed, but he destroyed the Principe de Barcelona as he went. They tore each other apart, drinking from each other's powerful veins as they struggled. It was Ferdinand who won, and had the last draught of blood, but the prince's progeny descended on him. He was too weak from loss of his own vitæ, and they finished him off. One of them now has the vitæ of my sire in his veins, and I will destroy him for it.

After this, I knew we could not win. I knew that it was time to seek foreign lands, so I left for America. There I joined the Brujah in California, in Los Angeles and Hollywood. Here was a brand new world, one I could never have imagined existing. The mortals all came out at night, to wander the beaches or the brightly lit streets of the City of Angels. They had no fear of the dark, for here the sun shone so brightly that it lit up their hearts at night. Yes, here, I thought, could be a new Carthage. Here we could live with them in peace, with no need for fear. But the Camarilla believed otherwise.

For years we tried to work things out peacefully, for we did not want to bring war into our new paradise. But the prince became harsher and harsher in his laws. He saw our desire for peace as a weakness in us. He did not believe we had it in us to fight. We showed him how wrong he was.

The war was still being fought by the Americans, and many in California were afraid of what the Japanese would do. We cleverly created a panic among the mortals, causing some to believe that the Japanese were invading Hollywood. The streets were full of panicked people, and soldiers were everywhere, trying to find out what was happening. It was then that we made our move. I had much experience in these kinds of wars, so everyone looked to me to be leader. I did not fail them.

The prince was unable to control his frantic police and soldiers. We hunted down, one by one, all those who were of the prince's blood, and killed them! Then, we came for him.

He lived in a rich house, a decadent mansion in Beverly Hills where he had many parties for the famous people. There was no such party that night, however, for he knew what was to come. He had prepared well. We lost some of our compadres

in that fight, but it did not change the outcome. He pleaded with me, begging as the aristocratas always do when the revolution is at their doors. I ignored him as he sank into death and his blood sang in my veins, empowering me with the vitæ of ages.

I vowed then to use his blood well, to gain power with it, to free those who tired of the shackles of the Camarilla. We decided not to stop there. We would wrest the City of Angels from their hands and take it as ours! We could do this; we were strong in this city as in no other city in America. We marched upon their havens and forced them to submit to us or burn. They did not give in easily, and we lost more of our compadres, but they lost many more than we. Finally, their elders called a halt to our march, and surrendered their power to us. We had won!

A History Lesson

A very fine man — from Spain, like I — said, “Those who do not learn from the past are doomed to repeat it.” This man was the philosopher Santayana. This is great wisdom, especially for us. For if we do not learn from our lives, from the lives of those older than we, we are doomed to repeat their mistakes. We must know of history. We must know the history of the Anarch Movement for the Movement to succeed today.

The Time of Myth

I will break this history of ours up into sections, and the first is what I call the Time of Myth. What we know of this time comes from legend only. There is a book many believe to be real, called the “Book of Nod.” This book supposedly tells the secrets of the first Kindred, their father and all the sons and daughters. This book is talked about much elsewhere, so I will not discuss it here. But I will say that I do not believe in it. I think this was created by the elders to scare the young, to make us think that they have a greater claim on history than we do.

All the tales from this time are about the first generations of the Kindred, and their fighting among themselves. Even then, there were those who would seize power from others. There is a tale that says that the Third Generation slew all its fathers, but this was only because their fathers tried to kill them. It was self-defense. Is this not what we anarchs do?

Everything anyone tells you about this time must be suspected. One thing that is clear is that there were no anarchs as we understand the term today. The old was always replaced with the old. There were no new forms of revolt, no new forms of rule.

Over the next years, we worked quickly, and our revolt spread over the West Coast. Soon, many cities were in the hands of anarchs, and the princes were gone. We called our new cities the Anarch Free States.

We are ruled by ourselves now. If there are any disputes, we take them before our councils, where everyone has a say in things. This has caused problems, of course, when arguments could not be settled, but they are nothing to the slavery we once knew. Many come from all over to join us. This is good. We revel in our strength!

But there are still those who attempt to stop us, to take from us our grand achievement. I say, for any who would take this from us, we will deliver death to them with bombs, guns, poison and the power in our very blood! We will tear them limb from limb and hang the remains on the highest tower to greet the rising sun!

The Brujah Achievements

The Brujah clan developed from a group of strong-willed hard workers. They were those not afraid to create their own existences, to greet and raise their new form of life to a higher plane, to reveal the gift as it truly was. Carthage, we are told, was a city where the Brujah lived with the mortals in harmony, proving the truth behind the lies of our supposed curse. If we were cursed, this city could never have been.

But other Kindred clans became jealous. They were full of hate, spiteful they could not see their new life for the wonder that it was. They did not want others to enjoy it. These were the Ventrue and the Malkavians of Rome, who conspired to bring Carthage down so that never again would Kindred live with kine in peace. This tale they use to defend their Masquerade, but we can see the truth behind the lie: if we could live so once, we can live so again. Humans need not fear us.

Pre-Masquerade

The government among Kindred in this time was very loose. The geographical regions divided them too much to have any central control. For the most part, when Kindred were oppressed, they went elsewhere, to live their own way, away from those who would stop them. But the world grew ever smaller, and the hands of the vampire kings reached out everywhere to smother all resistance to their ideas of what Kindred life should be.

It was their callous use of humanity that caused their near destruction. The humans rose up against them, with their Holy Inquisition, never stronger anywhere than in my own Spain. This caused the creation of the Masquerade, at first an excuse to hide, but later an excuse to reign over all Kindred.



Masquerade

The first meeting of many great and powerful Kindred was convened, and the Masquerade created. At this meeting, we are told that all banded together for the common good of all. But this is a lie! There were many there who agreed with the idea, but not the way it was put forth. They would not submit to the power-hungry elders who headed the meeting. I have heard this tale from my own sire, who heard it from others who were there. There was open rebellion even then.

The Ravnos clan left in disgust. They had always been pushed around as a group, and now the Camarilla wanted to shove them some more, but this time they were expected to like it, "for the common good." What hypocrisy!

This is where Galaric made his stand. He is forgotten by many now, but he was the first to revolt, on that first night of law-making. He was the first anarch, though they called him Autarkis then. He was outnumbered, as we always are, and was forced to leave with his brood. But the Ventrue saw his threat, and moved to stop him.

He was attacked before he had left the countryside. A powerful Ventrue elder had silently dispatched his brood to take him down and thereby prevent revolt. Galaric fought valiantly, and destroyed many of them, but the force of numbers brought him down. We know this because his neonate childe escaped. So intent on Galaric were the Ventrue that they ignored the childe until he was long gone from their grasp.

This childe, whose name no one remembers, traveled to the clans that did not come to the meeting, and told them of the crime that had taken place. He spread the seeds of fear and rebellion to all the Kindred.

The new laws of the Camarilla were harsh, and they were not questioned at first, for mortals were still trying to destroy the Kindred. But later, when humanity forgot about us, these laws were still as harsh, and princes used them to destroy those they hated personally. It is here that the anarchs first began to fight as we do today. Galaric was forgotten, but revolt sprang anew from others. They were called Autarkis by the Camarilla, but names did not matter, only deeds.

Many of the first Kindred to come to the New World were anarchs, fleeing from Blood Hunts. They greatly aided the mortals when their time for revolution came, and the United States was born. But with the subsequent waves of immigration, the Camarilla seized much of the power from us later on. Many anarchs kept moving west, until they came to California and took their final stand, which led to our victory today.

The French Revolution was our first true victory. We controlled the peasantry, while the Camarilla controlled the elite. The hatred between the classes finally broke into open revolt, and the anarchs used this to destroy their oppressors. One such told me that he had his sire, a count, dragged from his house by mortals, and delivered to Madame Guillotine before dawn broke. In this way, the anarchs were able to gain

much power in France, and hold it in Paris in later years, despite the strength of the surrounding Camarilla.

It is in America that anarchs have a chance to carve their own place, as in California. Anarchs are young. They are neonates or childer, for only they realize that the older one is, the less wise one is. Those I fought with to create the Free States were hardened by their fighting overseas. Many were soldiers like me, and had fled here to escape persecution. Time has passed since then, but it has not dimmed the light of freedom from my eyes. The need for vigilance against the old is more evident now than ever.

Wilder anarchists began to appear in the 1950s, when many young turks in leather were Embraced. They knew little propriety, and they rudely spurned any older than they. They could not see fit to kneel to old men. Then came Vietnam. Mortals came home, after fighting for their country, only to receive scorn. Some were Embraced, and their new power

gave them the ability to fight their injustice. Authority had caused all their pain, but now they could fight back! The young demonstrators who had been gassed were also angry and sore, and those that arose again after the Gift, took their anger out on the princes.

But the princes were learning anarch tactics. They began to use the violent mortal revolutionaries as retainers, as we had been doing. They manipulated them into lawless acts to further their own plots at the expense of the anarchists. The rest of the Kindred blamed these acts upon us, and we became known as nothing but violent children, out to destroy. It saddens me that much of this is true. Too many call themselves anarch only to be able to rebel. They have nothing to build in place of what they tear down. But it does not matter — it is the tearing down of oppression that is important. There will always be those who rebuild.

Anarchs Today

I must speak about the Anarch Movement, for this is what we have here in California: a united stand against the Camarilla and authority. We have come together to put aside our differences and stop others from exerting power over us. Elsewhere, and even here in California, anarchists are divided, working in groups for their own goals, rarely coming together to aid each other. In fact, we fight each other more often than we fight the princes. The leaders are the ones who must make the first move to reconciliation. Only by working together, in numbers, can the anarchists elsewhere gain what we have in California: our own freedom.

We must beware our enemies, the princes, Justicars and their boot-licking archons. They are the same everywhere, old and seeking to maintain their centuries-long hold on power. They cannot realize that their time is over! They must move aside for the young or crumble to dust. It would be best for them to sleep away the years, until the world can be new and young for them again.

They are fools! They grasp and grasp for more power over those they rule, and the ruled are too stupid to realize what is being done to them. It is up to the anarchists to reveal the true

plot: the war of Jihad. The princes and Justicars fight it out amongst themselves, and blame it on mythical elders. They say that the Antediluvians are using all as puppets for their war; but the war is really among the elders. Only we anarchists are free of strings. Only we can destroy the puppeteers, and destroy them we shall. The thrum of their hearts will beat in our veins as they perish under our fangs!

There is one enemy you must know of: Justicar Petrodon. He is of Clan Nosferatu, and not only is he ugly outside, but the beast is worn on his heart also. He claims to sympathize with us, but in reality he hates all our actions and our being. He is too old to think new thoughts, and his ugliness has scarred him inside. Beware his wiles! One day, Petrodon, you shall plead before me for precious mercy, but shall receive only scorn! Your poison blood isn't fit to drink, you fucking scum!

Maybe you are one of the lucky, and the prince of your city will listen to you. Do not let this fool you into conceding your demands! We must not bend in the face of conciliation! We can be friendly, but never kind. If they do not recognize our demands, then bring raging fire to their very havens! Burn the bastards' cojones!

A Call To Arms

This I know, more than any other thing: that we must fight for our ways! All those against us will bring war upon us. We must bring this war first. We must move quietly, and strike when it is least expected, when they are weak.

I tell you to begin the riots! The time is here, for the mortals themselves have had enough of oppression. We can aid them in their war, just as they aid us in ours. Their

marches through the streets can cover our battle. When they fight, we must fight. When there is action, you must be part of it.

There are many weapons you can use to fight the enemy. They must be made afraid. Use your hands. Use guns. Use poisons in their blood. They will fear you! Use computers

against them, for they do not understand these new things. They know only castles and swords, but we can learn new things.

For this, we must be strong and fight like wolves, not like the pups they think we are. There are many dangers this way, but we can overcome all. We must resolve to be free and run our lives as we will! The worst that can come is death. Bad it

seems, for us who have already died. But is it really so? Who says that we shall not live yet again, in another time and place? They who say we are cursed believe that this means that we shall not live a life again after our second death, but I say we are not cursed. If we Will hard enough, we shall live again! This is as Nietzsche said: "My doctrine: Live that thou mayest desire to live again — that is thy duty — for in any case — thou wilt live again!"

My Final Say

I have said much here, things which will cause many to hate me. You who read this will also be in danger, for they will suspect you once you know the truth. If this causes you to fight them, even in self-defense, I am glad. You may hate me for it, but I know that it is necessary. It is the way of freedom! Nothing is won without blood, especially for a vampire.

You must fight them in every way, never letting them get the better of you! You may be alone at first. You may not know to whom you can go, who will aid you in your fight. There is no easy way. I will not endanger my friends by telling you how to find them. This you must do yourself.

Only you are to blame if you let them rule you. They are demons, all of them! They wish to make you live through the hell you cheated when you were born again. For this, they must burn as if they were in hell. We will be their hell! We will impale them on our wooden pitchforks and dip them into lakes of fire! They may scream and scream but we will laugh! Revenge! Sweet, thick, red revenge will be mine every time you kill one of them!

Onward, to the raging fires of revolution!

Farewell,

Salvador

An Open Letter to All Cainites

From Justicar Petrodon

I am writing to address a grievous crime which has been committed against you all. I refer to the pamphlet which has been freely distributed in all Kindred meeting places — "An Anarch Manifesto." Many who have read this have voiced to me complaints, in the belief that the document speaks the truth. I feel it imperative that I, once and for all, demolish any lingering doubt as to the authenticity of the events related in the "Manifesto."

I categorically denounce it all as a lie, a vicious attempt by violent revolutionaries to destroy the fabric of our centuries-long peace. The author of this rant is a warmonger, and he desires nothing more than fighting his own kind. Diablerie is his greatest joy, and toward this end he wishes to rouse others to fight, to give him the excuse he needs that he may cannibalistically suck vitæ from others.

I am aware that I am disparagingly referred to in this rant. I say that I bear ill toward none, even those who would tear down our achievement of a cohesive society. Salvador Garcia, the author, despises me because I was forced, in the interests of safety, to punish him. This happened in Spain, during the Spanish Civil War, when he was brought before the prince

under a charge of diablerie. It is curious that he does not mention this incident.

I have done my best to convince Salvador that he is only harming the young neonates he lures into his fold. I do not care for him, but I fear for those subverted to the cause of destruction. They do not know what can happen when the Masquerade is threatened. They have never had a maniacal mortal hunt them down, seeking only to plant wood in their hearts.

There are good and important reasons for the laws as they stand. Of course, it is only natural that they will be abused occasionally. This is why I (and other Justicars) exist. The anarchs do not understand this. They are like children, heedless of their parent's warnings not to play in the street.

In this light, I must lay down this ruling: "An Anarch Manifesto" is to be destroyed. Anyone caught possessing a copy will be brought before his prince for judgment. Possession of the "Manifesto" will be considered a crime against the Second Tradition, a conspiracy against the ruler of the Domain. This is the crime of all anarchs, and any who possess the "Manifesto" will be considered such.

Tradition is all. Tradition is the Law.

Witnessed by Justicar Carlak



Chapter One: Joining The Cause

Our first work must be the annihilation of everything as it now exists.
— Mikhail Bakunin, *God and the State*

Who Are The Anarchs?

I once again, with the deepest of sincerity, ask you to respond to my inquiries. These tensions are not necessary and only serve to endanger us all. If I could understand your grievances, then I could plead your case before the Camarilla. Understand this, I am only attempting to save us all. But I cannot do this unless I understand: what do you want? That is all I want to know: what do you want?

— Justicar Petrodon, in a letter to Topaz, an anarchist

Get this first — I'm only writing because I'm sick of your damn letters. Are you so stupid, or is this just another trick of yours? I don't belong to you or your damn prince — I'm my own person, free and loving it. If you can't understand why me and my friends don't like kissing your ass, then maybe you need to quit lickin' the blood of your elders and learn to think for yourself — so get off my ass!!

— Topaz, in response to Justicar Petrodon

The anarchists stand in opposition to the status quo of the undead world. They spurn the laws of the prince, and thus the Camarilla, seeing those laws as nothing more than slavery.

The princes do not easily let Kindred out of the fold, however, and they use all their powers of draconian justice to bring them back and discourage future revolts.

The Camarilla provides backing to the princes in the form of Justicars and archons. There are certainly cases where these enforcers use their powers against the princes, but when it comes to the issue of the anarchist threat, both parties act in unison, working together to smother any rebellion against their laws. Any dissent is put down as soon as possible, although even these powers must move with care lest they spark further revolt.

To the anarchists, it is war. In most cities of the Camarilla, it is a cold war, and the blows traded are ideological — spiced up with an occasional exchange of physical violence. More and more neonates are switching sides these days, and the ranks of the anarchists are steadily growing. The vampires of the new generation, weaned as mortals on the Bomb and soulless television, lack any meaning to structure their coming eternal lives — most cannot even comprehend living to 30, let alone 300! This has created a dangerous dichotomy in the Camarilla, as these neonates cannot, or do not want to, understand the consequences of the destruction of the Masquerade. Few of them have experienced the power and perseverance of the vampire hunter; none realize what would happen if mortals once again knew what moves among them in the night.

Most princes and Justicars react tyrannically to the actions of anarchs in their domains. They bring the stark fist of retribution down against any who dare flout their laws. This only exacerbates the situation and strengthens the ranks of the anarchs. And the princes give the anarchs just what they want — a force against which to rebel.

But who are anarchs? The best way to answer this is to find out who they were before the Embrace. Most anarchs are neonates, and they still closely identify themselves with their mortal personas. The ranks of anarchs are filled with bikers, punks, goth-punks, thrashers, bangers, young philosophy students, street gang members, gangsters, rednecks, skateboard freaks, Libertarians, '60s drug gurus, '90s cyberpunk gurus, and anybody else inclined toward anarchy and freedom. They are the types who will never "fit in" — the Eternal Youth with an attitude.

The anarchs and princes are irrevocably opposed. Sooner or later, war is inevitable. The legends of Gehenna persist throughout the gossip of the Kindred, and the anarchs may be the prime movers of this Armageddon, the perfect puppets of the Jyhad. When the smoke clears, who will be left standing?

Propaganda By The Deed

*What I gotta die
Before you realize
I was a brotha with open eyes?*

— Body Count, "Body Count"

One of the tenets of the anarchist political movement is that actions and words together will win the revolution: propaganda by the deed, not just the word. An anarchist must live his credo in every aspect of his life to overcome authority. This is even more true of the vampire anarchs.

In the world of the Damned, actions speak louder than words. The prince controls his domain by acting against those who would oppose him. The anarch has to be even more insistent on action. Not only is it hard for anarchs to talk to the prince, but he almost certainly will not listen. Actions and deeds are the only tools anarchs have to communicate their credo.

In addition, most anarchs are young neonates or childer and they want action. They want to do something with their newfound powers, not just sit on their asses talking about it (although they certainly do this, too). The Anarch Movement is a youth movement, with few elders on the inside.

This constant focus on action is what angers the princes more than anything else. They have entirely too many projects to consolidate without having to keep an eye out for anarch activity as well.

What Anarchs Do

It's all the young can do for the old, to shock them and keep them up to date.

— George Bernard Shaw, *Fanny's First Play*

Anarchs fight the power, using the most effective tool available to the young — violence. When you're new on the block and all the good territory has been taken, and they tell you to take your place on the back of the Cainite bus — screw working within the system, you want to punch somebody! You were dragged through hell as a mortal, always told what to do or arrested for just being yourself — and then came release and power! The night you died and were born again into the world of the vampire was the best moment of your life. But it quickly became obvious that nothing had changed. They still told you what to do and put harsh limits on your modes of expression. But you can fight them — you can be an anarch.

There are also anarchs who use cunning and resourcefulness instead of violence. They build up networks of information and power to use against the prince and his cohorts, but this requires time and usually age. Many neonates are unwilling, or too impatient, to bother with these options. They just want to go out and kick some butt.

Anarchs are the best sources of real dirt on the prince. If the prince has been exempting himself from his own laws, or has been deviating from the desires of the primogen, the anarchs are likely to know about it. They collect such information to use against him, to help turn others over to their side. Thus, the anarchs reveal the oppression of the prince. Certainly, their information is biased, and often full of lies. But it can be eye-opening to naive Licks who do not get out often, and who believe that the prince's laws are there only to protect them.

Inadvertently, anarchs also allow the Kindred of the Camarilla greater freedom in their plots. When anarchs cause a ruckus, the prince is forced to pay attention to them. The ensuing distraction allows other factions, such as the Tremere, to act upon their own plots and machinations.

Why They Do It

*I live like this 'cause I like it
I've seen too much to pretend
You can't ignore the beauty of the things that you love
Like you can't stand the hatred and the lies.*

— Big Black, "Steel Worker"

If one asks anarchs why they do what they do, their answers are sure to vary. Just what are the motivations behind their rebellion?

Most often, rebellion is a means of escaping oppression. What if a young Lick deviated a little too much from the prince's dictates, and the prince found it convenient to use her as an example for others? This form of personal injustice is the most common cause for the switch to anarchy. The victim's seething hate for the prince is enough to cause her to spend her nights tearing down what he has built up.

The lust for freedom is another reason. Many mortals are ardent individualists, and they find this habit hard to give up once they have been Embraced. The form of government in the Camarilla is not conducive to individual political free-

dom, not to say personal expression. Many vampires, stifled by the traditions of centuries, go rogue and join the anarchs.

A lot of neonates join for the rush. The thought of spending eternity in a nightly routine of kowtowing to others is too dull to contemplate. Why not take up that can of spray paint and give the prince a message — all over the wall of his favorite meeting place? Some vampires just love playing the fox to the prince's hound.

Yet another reason is common among the leaders of the anarchs. It is the lust for power. Unable to gain the prince's position by playing the status games of the Camarilla, or too impatient to gather the years and decades necessary, they gather anarchs about themselves and try to take the power by force. This very rarely succeeds, but both California and Perth, Australia, are prime examples of anarch successes.

The Anarch Movement

The revolutionary despises and hates present-day social morality in all its forms ... he regards everything as moral which helps the triumph of revolution ... All soft and enervating feelings of friendship, relationship, love, gratitude, even honour, must be stifled in him by a cold passion for the revolutionary cause ... Day

and night he must have one thought, one aim — merciless destruction.

—Bakunin and Nechaev, "Revolutionary Catechism"

In most domains, anarchs are a wild and unruly bunch, under no one's control. They often hang out in gangs, led by a tough or charismatic leader. Usually, their main goals are to have fun and "stick it to the Man." These "lost boys" rarely gain any real power in the city's political structure, though they may gain some respect through the fear they create.

In California, however, many anarchs have banded together to ensure that they never again fall under the yoke of a prince. They have made a concerted effort to govern themselves, albeit somewhat loosely. They call this the Anarch Movement, and it is quickly spreading up the West Coast toward Seattle, threatening any prince in the way.

The Movement, at least in Los Angeles, only governs when there is a dispute. In this case, the contesting parties come before a council of their peers, other anarchs who are respected for their experience or power. The council votes on the outcome. If one of the parties does not like the outcome, he has to face the entire council (usually three to five Licks) to appeal. If one of the council is discovered to be voting





unfairly (getting favors from one of the parties), he is kicked off the council and loses a lot of respect, maybe even acquiring the Flaw: Notoriety.

This is similar to tribal governments, where the rulers only rule as long as they have the respect to pull it off. This does not always work; most anarchy disputes are still handled by combat, before any council is convened.

Meeting Anarchs

Just how does a neonate go about joining the anarchists? It can be extremely dangerous to go looking for them. A neonate who even expresses interest may well be reported to the prince by some toady. Said neonate will then be on the list of watched Kindred, unable to do anything until the prince ascertains her loyalty.

Many neonates, however, decide that continued freedom outweighs the cost of security, and actively seek out anarchists.

Not that anarchists wear big signs proclaiming their affiliation; indeed, not all anarchists declare themselves such. This label is mainly used by princes and archons, who also use the old-style term "Autarkis." Some like the name, however, and it has stuck. There are many who live a "normal" lifestyle in the Camarilla, and only plot their revolt in secret. How can a candidate find one of these Cainites — and how can she trust one whom she finds? It is best to start out by looking for the real thing — the ones who are not afraid to label themselves anarchist.

Where Anarchs Hang

In almost every city there is a coterie of anarchists. Finding them, however, is another story. The centers of activity in a city will already be claimed by the prince, his supporters, and the various clan members of the Camarilla. This leaves the barrens and the outskirts, the places that are "vitæ-dry" or dangerous due to their proximity to the suburbs or woods outside of town — where the Lupines dwell.

The prince is not usually willing to extend his power to such places. The territories are not worth the effort, and the expenditure of important manpower is not a good trade for the inconvenience of letting a few anarchists roam there. These areas provide the bases where the anarchists can meet, away from prying ears or eyes, to plan their forays into the heart of the city.

An anarchist must never let down her guard. She has rejected the aegis of the Camarilla, and her haven is often in a dangerous district. She must always be wary of the wandering hunter or enemy vampire from out of town. While the perverse diabolists are a rare breed, anarchists are often preferred targets, for they lack the protection of the prince. For these reasons, most anarchists are tough as leather and not worth messing with. Combat is a necessity in their world, and

they rely on it not only as their lifeline but as their chief means of rebellion.

Within their territories, anarchs will usually hang out in the more popular and easily controlled mortal gathering places, such as biker bars, pool halls and slum neighborhoods. They are usually far enough from the center of town that the police are not all controlled by the prince, and some lucky anarchs can Dominate small precincts or county sheriff departments. These are especially handy to use as reinforcements during the occasional Lupine attack.

There is usually enough of a rumor mill in the city to find out where the local anarchs hang out. When anarch actions become matters of public concern, the subject arises in clan meetings. If nothing else works, sitting in on one of the prince's audiences almost always allows one to overhear a stray comment from someone about the current anarch goings-on.

If the Storyteller does not want to play out the search for an anarch, roll Wits + City Secrets; Streetwise is a complementary Ability. The difficulty depends on how far "underground" the anarchs in that city are, and their level of secrecy. For a very paranoid and guerrilla-style anarch gang, the difficulty will be a nine. A somewhat vocal group would be seven or eight. If they show up at Brujah clan meetings a lot, then five or six is the difficulty.

Once a character knows where they are, the hard part is letting them know she is serious. If she is not careful, the anarchs may take the character down and leave her gasping for blood before she even has a chance to speak. It is not a kind fate to be left in the bad part of town, too weak from lack of blood to move. Who will hear her summons? And will succor arrive before the Lupines scent her and come to play with the corpse?

There are no hard-and-fast rules for approaching anarchs. The universal symbol of a white flag may help, but it may also inspire derision. Nonetheless, it is better not to be taken seriously than to be taken as an enemy. If the character has Contacts who know anarchs, she can try to spread the word that she is interested. This can lower the difficulty, depending on who the Contact is. Black Louis, who smuggles guns to the anarchs, may have a trustworthy reputation, but Lionel Jones, the money launderer, may have a rep for selling out to the highest bidder, in which case the anarchs will not be willing to entertain any notions from his friends. If the Contacts or Allies are worthy in the anarchs' eyes, they may approach the character if they feel she is "for real" and worth bothering about.

Once a character finds them and can get them to listen, the next step is getting them to let her join.

The Hazing Ritual

Don't worry, you just get in, do some damage, and get out. What's to it? Hell, me and T.J. have done it lots of times — right,

T.J.? And look, if the prince does show up, just say the Malkavians made you do it ...

— Rog, Washington D.C. Anarch

Throwing one's lot in with other anarchs is not as easy as just saying "I'm an anarch!" A character has to prove it to them. Many Kindred have considered joining, but the rumors of anarch initiation rituals have caused them to remain nothing more than armchair anarchs. The hazing rituals of the anarchs are only for the bold.

While the types of anarch hazing differ from domain to domain, all are dangerous, requiring the candidate to perform a bold and blatant act of defiance against the prince or the primogen of the city (depending on whether the members of the primogen are sympathetic to anarchs or not). This is a test of how far the candidate is willing to go, for the deeds required often ensure that the authorities will become aware of the identity of the Kindred trying to go anarch. This can lead to a Blood Hunt. Many anarchs actually pride themselves on the number of domains in which they are "wanted." For the witty and resourceful candidate, however, there is usually a back door available, allowing him to escape identification during the hazing.

Below are some of the different types of hazing. These should always be roleplayed out during a story. They are too complex and unusual to be accomplished with a simple skill roll. Their natures vary depending on the political situation of the domain. If one of the primogen is sympathetic to the anarchs (perhaps even a Mentor), the actions will be taken against the prince, or even an archon. It must be someone in authority, and someone who can be screwed with relative ease. Most candidates are neonates, and if the hazing were too hard, they would not survive it. Thus, the hazings tend to be actions that anger or embarrass their targets rather than harm them.

These rituals not only prove the intent of the candidates, but they flaunt the power of the anarchs. By sending their "kids" to embarrass the elders, they show how bold even their young are, and how little they care for the elders' status by not bothering to do the job themselves.

The World Is Your Canvas: In this ritual, the anarchs tell the candidate to deface the prince's favorite property. Perhaps the prince has a brand new corporate center upon which he dotes. He plans to set up his Retainers there in style. The expensive marble walls and glass walkways are pinnacles of modern architecture. Everyone knows that to even go near it without the prince's permission is to invite trouble — thus it is perfect for the anarchs' needs. They decide to help the prince with his decoration. So, they give the neonate a can of spray paint (for that "Jackson Pollock" kind of elegant wall mural), a sledgehammer (for that "cracked" marble look), some spray bottles of sewage water (the prince forgot to purchase patterned carpets — how dull!), and send him on his way.

The neonate must first find a way in, and then create as much damage as possible. One of the rules is that he has to leave some clue as to who did the deed. The prince must know that anarchs were behind the “renovation” of his favorite new toy. This clue can be as simple as a spray-painted anarchist symbol on the wall: the “A” within a circle.

This can be a dangerous hazing: the prince will surely have guards set up. The number of guards will vary, depending on the past audacity of the city’s anarchists. The more troublesome the anarchists, the more guards there will be. If the prince is overconfident, he may never even suspect someone of considering such a rash act as this. Thus, there might not be any guards, or those that are there might not expect any trouble.

All the World’s a Stage: This is more risky than the previous hazing; it involves getting within sight of the prince, although the candidate can be disguised. The aim of this one is to disrupt (improve, in anarch parlance) the prince’s night at the theater.

Many princes, especially those in the larger cities (Washington D.C., Chicago, Seattle, etc.), pride themselves on their cultured tastes. The most prestigious theaters are usually under their control, or are controlled by the primogen. The anarchists will wait until a night they know the prince has gone to the theater, and then the hazing begins.

The neonate must somehow work his way on stage, before the very eyes of the audience, and thus the prince. He can take the place of one of the actors, or simply storm up on stage, whichever he prefers. He then proceeds to disrupt the play. If it is a serious drama, he must inject comedy; if a comedy, he should turn it into a tragedy.

This does not have to be only a theater ritual — any entertainment favored by the prince will do. If he takes in the cinema, the neonate must slip a reel of her own filmmaking project into the show — one that lets the prince know the anarchists have struck again. This must be followed by a constant barrage of the neonate’s films. Every time the prince slips a video into the VCR for the next week, he should be treated to Anarch TV. This can be done by putting false labels onto the neonate’s own videos and somehow slipping them into the prince’s tape collection (if the tapes are good enough, a more experienced anarchist may elect to perform this last tricky operation, just to see the reaction of the prince).

The true danger of this hazing is the risk to the Masquerade. Most anarchists try to make sure no archons are in town during this ritual, just in case the neonate causes more trouble than can be handled by an experienced anarchist “cleanup crew.”

The Keystone Kine: This hazing involves making the prince’s mortal and ghoul Retainers look like fools, thus lessening their respect in their own professions and giving the Kindred of the city some good laughs at the prince’s expense. This can include having the neonate play a false police officer (if the department is run by the prince) to create havoc in the ranks and disrespect among the citizenry. Or maybe the

mayor’s pants fall down while he is giving a major speech at the state fair. Obfuscate is a useful Discipline for these types of rituals. Due to the rather minor and silly nature of these acts, the neonate will be required to perform a lot of them to make up for not suffering through a more dangerous hazing.

Starting Your Own Movement

Some towns may not have an Anarch Movement, either because they’ve all been destroyed or the membership is too elite for the likes of the characters. Thus, many intrepid vampires set out to start their own anarch gangs.

The first thing to worry about is recruitment. How does one go about letting others know about the new club and its membership requirements? What are the membership requirements? This is the trickiest part of the affair; if not careful, even archons may try joining. Recruitment should be roleplayed. If the player wants to issue a public call for members (using Charisma + Streetwise), then the Storyteller should feel free to let the player get whatever applicants he deserves, including that strange guy who doesn’t say much (is that a stake he’s hiding in his coat?).

The easiest way to gain members is through the Embrace. By creating one’s own progeny, a character can ensure loyalty and control the number of members in the gang. It should be noted, however, that few things will arouse the rage of the prince more than this crime. Creating vampires without her permission, breaking one of the Traditions, will almost ensure a Blood Hunt unless immediate apologies are made and the character gives up her anarch ways. The new progeny will be sent to the sun regardless, to ensure that the city does not experience an overpopulation problem.

Status

Oh, that Daliah is an uncouth and rude one. Totally out of control and certainly out of the question for a social occasion. However, she does show quite the amount of courage ...

— Overheard conversation of Harpies

Status is achievement in the societal world of the Kindred, and even though anarchists exclude themselves from this world’s social events, they can still obtain Status through their audacity. Other Kindred will grudgingly respect this, and even envy it, wishing that they were so bold. Pulling one over on the prince can cause much conversation among the Harpies of the court, and the more talked about an anarchist, the more secure her Status. Status, however, is a fickle thing. Even when it waxes full, an anarchist rarely gains over two dots of Status, except in anarch-controlled domains such as L.A.

Gaining Clan Prestige for anarch actions is somewhat different, and depends on the clan. The Ventrue would be mortified if they were caught endorsing an anarch clan member’s deeds in any way, but the Brujah often applaud them. The Storyteller should determine the particular situ-



ation of a city's clan, and decide from there whether Clan Prestige can be gained for anarch actions or not. Brujah, Gangrel and Malkavians almost always appreciate the occasional thrust for freedom, but the Toreador might find it too gauche. It is easier to gain Status on the West Coast than anywhere else in America, although this is changing in cities like Miami and New York. The anarchs of those cities mainly act against the Sabbat, which sometimes endears them to the Camarilla.

Your Enemies

These anarchists must be put down. I will no longer tolerate their presence. I did not survive through centuries of mortal turmoil just to allow them their say. They must be taught that they are but children, and as long as they act like children, they will be treated like children. When they finally learn to respect their elders, they can enjoy the fruits of civilization like the rest of us. But otherwise, they will be exterminated like mere kine.

— Hargau, Elder of Clan Tremere

Once a character is in and can call herself anarch, she still faces an uphill trek. She has just made a lot of enemies, not only through her hazing, but by simply being what she is: a rebel.

The prince is the major antagonist, although some cities' princes are rather lax toward anarchists. Regardless, the prince represents the power structure on which the anarch has just turned her back. Whether or not the two go their separate

ways, they are both defined by their differences from each other. The two poles can never meet unless one gives up what it is.

The Justicars and archons also oppose the character. Their main task is to protect the Masquerade, and how often they interfere with the character depends on how close she comes to blowing the whistle on the Kindred. If her actions constantly endanger the great Cainite secret, then she can count on their constant harassment.

Regardless of the political ramifications of being an anarch, the character also stands against the status quo of traditional wisdom. She threatens the power of the old order, and thus incurs the hatred of the elders. She stands for the power and freedom of youth, which flies in the face of everything the ancient Kindred have built and believed for centuries. A vampire who has seen the court of Charlemagne is not inclined to want some young Lick raving at him about equality. To the elders, the matter of age is the most important banner of power and rights. They will never concede the young neonate anarch's claim to equality.

Besides the authoritarian power structures in the world of the Damned, the character will inevitably make other enemies. Her "normal" foes, be they mortal or Lupine, will not cease hunting her simply because she is now an anarch. Her riotous activities may accidentally get in the way of a mage who may find her continued freedom detrimental to his plans. Other clans outside the Camarilla may see her activi-



ties as a threat to their own burgeoning plans for the city, so she may find herself being stalked by Setites.

It may seem the anarchists are alone against the world. On the other hand, if they play their cards right, many of those who are now their enemies can become their allies.

Ideology

...we are not the least afraid of ruins. We are going to inherit the earth. The bourgeoisie may blast and ruin their world before they leave the stage of history. But we carry a new world in our hearts.

— Buenaventura Durruti, anarchist of the Spanish Civil War


Most anarchists are not concerned with the broader philosophical rationales for their actions; they just know that they like what they do. However, some anarchists have an intellectual bent from their breathing days. They attempt to formulate ideological arguments to use against the propagandists of the Camarilla, and to convince themselves of the rightness of their cause.

For most of these philosophically inclined anarchists, this simply means pulling quotes from favorite mortal philosophers, things that have been said about freedom through the ages. Particularly popular are the writings of mortal anarchists such as Kropotkin, Bakunin and Proudhon. The political treatises of these intellectual rebels are often bandied about by anarchists, especially in the late-night coffee shops of the Anarch Free States.

For the most part, anarchists dispute the legends of the elders, and do not believe the myths about Cain and Gehenna. These are all too easily seen as fairy tales and bedtime stories to keep the “children” in line. Anarchs find the stories insulting and thus have come to the conclusion, like many mortals today, that most myths and legends are falsehoods created by one’s elders to shackle the freedom and imagination of youth.

However, many Licks in the Anarch Free States spend their time working through the great philosophical problems from the vantage point of their new form of life, using the secrets that have been revealed through vampiric lore and Disciplines.

One such philosophy posits that the freedom of individual vampires is far more important than the dictates of such groups as the Camarilla. This has come to be called the philosophy of Libertas. It proposes that, besides Humanitas, Kindred have a spiritual substance called Libertas, their degree of metaphysical free will. The degree to which Libertas is fostered measures the degree to which a vampire is immune to others’ control. The espousers of this philosophy believe that the Change freed the neonate from the Libertas-draining institutions of mortal society, and he must now work to free himself from the constraints of Camarilla society. The vampire is master of the control of Libertas. Thus, the



Disciplines of Dominate and Presence, along with the Blood Bond, are the ultimate proofs of the vampire's link to Libertas. It is the duty of all anarchs to free themselves from this control by other Kindred.

Libertas posits that each entity has a unique "vantage point," or perspective on the world. The less aware an entity is of its vantage point, however, the easier it is for others to manipulate its perceptions. Perception comprises vectors which carry the information of the universe: the "goings on." The vantage point restricts the number of vectors that can enter an entity's sphere of consciousness. Thus, the wider the perspective (the more vantage points available to the entity), the more vectors the observer can assimilate and the more complete the perception of the world. For this reason, an entity who desires to be free must work to increase its vantage points: to free the Libertas. Since vampires were once mortal, they have two racial vantage points: Kindred and kine. The *Auspex* Discipline is a great emancipator of perspective, as are various hallucinogenic and psychoactive drugs.

Libertas is the part of the entity, at the core of its being, that is vitally connected to the rest of the universe and can never be denied its vantage points. Libertas can be repressed so that the entity is unaware of its connection with the universe, that the vectors assaulting its perceptions are anything more than external events. Fostering Libertas brings that connection to consciousness, making it more difficult for others, or oneself, to repress it. The Disciplines of Dominate and Presence operate by perverting the essential connections between entities, using them to enslave rather than free. *Obfuscate* uses the connections to restrict the vectors that another perceives.

Myths and legends can bind Libertas so that physical effects are obtained. Belief in myths causes an entity to restrict its own perceptions of more real vectors. Adherents of Libertas believe that the vampiric vulnerabilities to wood and fire are psychological effects, as with the deluded vampires who believe that garlic can harm them. They believe that if the Libertas can be entirely freed from external

control, then all the effects which hamper a vampire's freedom will disappear — even the inability to walk during the day.

It is believed that being an anarch fosters the Libertas, and it is rumored that some anarchs have achieved such a proficiency in transvaluating all their values that they have gained powers thereby in the form of a new Discipline. Most, however, believe this to be mere propaganda and rumormongering.

One evangelical anarch named Laecanus has become a popular proponent of a "new moral perspective" on Caine, the father of all vampires. Caine is shown to be the maligned loyal son, punished by an unjust and jealous god. Caine is thus stoically suffering through an unjust curse, as are all Kindred. The argument is that if the curse was unjust, then vampires are not evil. The rages of the Beast are caused by the jealous god, not the Cainite, thus absolving the Kindred from their own actions. Laecanus hopes that through absolution of the guilt, Cainites can free themselves from frenzies by realizing that the causes are external.

Certain mystically inclined anarchs have posited that the world is ultimately the thought-construct of a sleeping Antediluvian (perhaps Caine himself), and that *vitæ* is the only "real" connection to this Primal Vampire. By following the connection back through the "emanations" (generations), a vampire can return to the real, or Awakened World. This is basically a religious excuse for diablerie, and is popular among those neonate anarchs who practice it.

Most anarchs have heard of these philosophies, but either do not understand them or do not care to. Some neonates, though, are becoming interested in these forms of thought, seeking some alternative to nihilism.

Nihilism is in fact a cause for a major split in the Anarch Movement. Many anarchs fight to destroy the oppression reigning over them and build a better system. The rest just want to destroy, and they don't care what comes next. The two factions are respectively known as Constructionists and Nihilists. This schism has often caused anarchs to fight among themselves rather than against the prince. This chink in the anarchs' armor can often be exploited by a cunning prince.



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Chapter Two: The Revolt

In every stage of these Oppressions We have Petitioned for Redress in the most humble terms: Our repeated Petitions have been answered only by repeated injury. A Prince, whose character is thus marked by every act which may define a Tyrant, is unfit to be the ruler of a free people.

— U.S. Declaration of Independence

Personal Anarchy: Tactics for Survival

Running loose and free is exhilarating — until one gets caught. There are various things all young anarchs should learn if they plan to survive in a feudal world where they have neither liege nor loyalty — the prince's fief is his kingdom and the Camarilla vampires are his subjects, in sworn fealty to him. But Robin Hood got away with bucking the system long ago, and an anarch can too. She just has to know how to go about it. Here are some suggestions for survival as an anarch.

Feeding For Free

Many princes have put tight controls on the feeding habits of the Kindred in their city. What better way to control the movements of vampires than regulating their most important activity? But sometimes their edicts can be biased toward themselves and their allies, allowing them to feed to their heart's content while many young neonates desperately scrounge for victims on the outskirts of town where the pickings are slim.

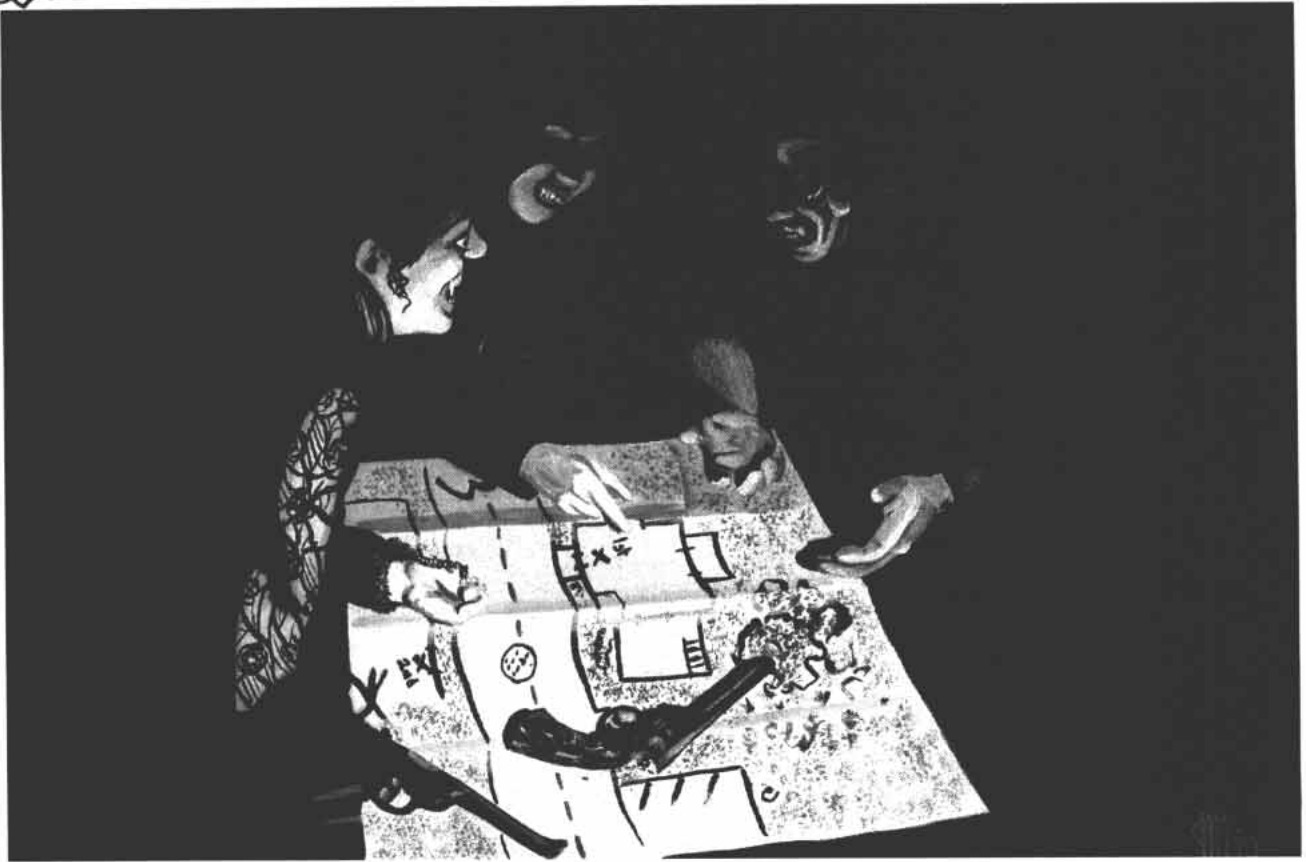
Many anarchs do not care for these laws, and take in the "fine dining" areas of the city anyway, disregarding the

prince's rulings. It takes some skill to make a foray into the Rack, nab some vitæ, and get back home, all without notice.

One of the first things all Cainites learn is to lick the wound after feeding, thus leaving no physical trace behind (other than the victim's loss of blood). But an anarch who feeds in a restricted zone must also practice temperance. She cannot take too much or the kine will show the effects, or even die. Besides the horror a vampire can experience when killing, hiding the body in a part of town frequented by Kindred is not easy, especially if it needs to stay hidden permanently. Aside from the danger of attracting the attention of hunters, if there are enough reports of dead, drained bodies turning up, the prince will act to protect the borders and enforce his rules against feeding.

If the anarch drinks too much, the mortal may have to be hospitalized. If she has no way to blank the memory of the feeding from the victim's mind, then the patient may give the curious doctors an intriguing tale. She cannot take the mortal to a doctor "retained" by Kindred, for she is breaking the law by feeding. So, while feeding where it is forbidden, it is best to be always on guard — against others and oneself. Indeed, many anarchs refuse to drink in a dangerous area if they are very hungry — the risk of frenzy is too great, and a frenzy outside one's own turf can bring down the wrath of others who are normally neutral toward the character.

One way of feeding is to seduce a kine — to play Casanova. During sexual intercourse, most mortals will think



biting is simple foreplay. Their exhaustion afterward will be attributed to a good time rather than blood loss. Seduction is a popular method for many anarchs. It is considered a coup for an anarch to drink from the prince's favorite in this way.

Drinking from sleeping mortals is also relatively easy, but one may gain the nickname of "Sandman" and many anarchs do not find this complementary. For most of them, drinking is a challenge and a way to show off their skill, flouting the rules of the Masquerade.

The primary danger is the prince's brood, who are always on the lookout for transgressors of the prince's feeding laws. An anarch should know them and how to recognize them; if they are around, it is best not to drink. A mortal can be used to lure them away, but this puts said mortal at risk. Good Retainers should not be sacrificed simply to feed easily, but they can act as spotters, keeping watch on an area to make sure no one else interrupts a feast.

The most common use of mortals during feeding (besides providing the vitæ) is as procurers. They can bring unsuspecting prey to the door: delivery guaranteed. This risks the Retainer if it is done too often. Some inspectors may get curious about an individual who is routinely sighted in areas where people disappear. Thus the most common method is to invite the homeless over for a meal — the vampire's meal, not theirs. Seduction, followed by moderate feeding, is another viable option — with sufficient talent (and the use of Dominate and Presence), the victim will keep coming back

week after week. Ghouls can act as the directors of a herd, bringing them to the dinner table in an organized and inconspicuous fashion.

Making Alliances

It is important, indeed vital, for anarchs to make alliances, be they for information, political sympathy or combat reinforcements. With so many powerful Kindred against them, they will need some friends in high (and low) places. It is not as easy, however, for an anarch to make and cement alliances as it is for members of the Camarilla.

An anarch cannot always attend the meetings of his clan, but in some cities, clan meetings are open even to renegade members. These clans see the unity and cohesiveness of the clan as more important than its members' allegiance to the causes of the Camarilla. Most Brujah everywhere are like this. Indeed, more anarchs come from the Brujah than any other clan.

Even when anarchs can attend clan meetings, it will be hard to get any work done during the ensuing arguments. Many other clan members will undoubtedly support the prince, and even neutral clan members will not want to be seen "conspiring" with anarchs in front of the prince's toadies.

An anarch must usually approach those with whom he wishes to ally on their own turf. This can, of course, be dangerous. An anarch is free game to anyone who wants to

impress the prince. The character must be sure to respect the wishes of those he approaches; otherwise, they will not trust him in any deals. Most Kindred will want secret alliances, the kind discussed in dark cellars away from the prince's ears.

For information, the easiest way is to befriend the Nosferatu. They will be distrustful at first, but if the character stays sincere, he will surely win their friendship. Most in the Camarilla are repulsed by them and refuse to extend a hand in friendship. The character should know better than that — as an anarch, he should know things are not always as they seem. A friendly Nosferatu can be contacted for all sorts of information: the clan generally has the best network in the city (maybe the country!) for information brokerage. Most princes are unaware of the extent of the Nosferatu's knowledge; if they were, they would surely attempt to put strict limits on the clan's contact with anarchists.

Political sympathy from the primogen, the city's council of elders, is always useful. Its members represent the only other real power faction in the city. Some cities' primogen wield no true power, while in other areas they increasingly gather force as another option against the monarchical rule of the prince (though few anarchists prefer this form of oligarchy). Aid from a member of this council is of immeasurable worth. A decision from the primogen has often halted some of the prince's more harsh tactics against anarchists.

Making these alliances, though, is the tough part. An elder's desires in return for her sympathies depend on the elder: the plots and machinations of these ancient Kindred can be quite individual and complex. Most often, elders use anarchists to create trouble, knowing that this is what everyone expects anarchists to do anyway. They would be castigated if they personally broke their clan laws, so they like to use the anarchists as their "hit men." What they offer in return, their influence in matters of the law, is considered by most anarchists to be worth the trade. Unfortunately, few anarchists stop to consider that by aiding the Camarilla they only enforce its power in the end, even if it is through interclan violence. Too often, the anarchists have become the puppet rebels of the elders, and thus serve the Jyhad.

For making deals without getting the short end of the stick, the Intrigue Talent is most valuable. Generally, when checking to see if the character is being used by his allies, roll Wits + Intrigue (difficulty 8). This is usually resisted by the allies (if they are really working behind the character's back); they roll their Manipulation + Intrigue (difficulty 8), and their number of successes is compared to the character's. If they win, the character cannot find any dirt on them. If the character wins, he discovers their plot (unless there was none). If the character botches, he believes they are squeaky clean, and adds one to the difficulty of any further investigations against them.

Anarchs create alliances for many different reasons, but the bottom line is usefulness. Both parties need the other; otherwise the risk is not worth the gain. Anarchs rarely work well with others for a long period of time — the differences

in ideology are usually too great. This has not, however, prevented some anarchists from forging truly binding pacts with other clans or individuals in certain cities. Miami is an instance where the anarchists and the Camarilla worked together to purge the Sabbat, and even though the Camarilla has taken over, many of the alliances are still in effect.

The anarchists despise being used, but have no qualms about secretly manipulating others for their own causes: the ends justify the means. The double standard is often the anarchist standard. When anarchists realize they have been had, they resort to violence, and call in their favors in the form of combat aid. The ranks of combatants willing to aid anarchists in any operation usually come from the Brujah, whose members are reckless and violent enough to enjoy the battle before thinking of the consequences.

Sometimes, a few Gangrel will aid beleaguered anarchists if the battle comes too close to their wild havens. In this case, they are simply siding with the party who will further their survival. The prince will usually refuse to aid anyone who does not stay in the city proper, which includes many Gangrel. Often, anarchists will make mutual protection pacts with Gangrel living in the wild outskirts.

Lone Caitiff who have no desire to join the movement may still be called on at times for an occasional "hit." The barter of a favor for a favor usually works here, and everyone knows that Caitiff need all the favors they can get.

Many skills come in handy when making alliances — Empathy, Leadership, Politics, Diplomacy and even Seduction. All are paired with either Charisma (if an alliance of friendship is required) or Manipulation (if a more formal pact is needed).

Recognizing Vampiric Control

It is vital for an anarchist to understand the various forms of coercion practiced by vampires. He must be able to tell if his intended ally is under the control of another Cainite. Trusting one's allies requires knowing for sure whether they are their own people or not.

The Blood Bond is the most prevalent and persuasive form of control the Kindred have. The mere thought of this type of slavery terrifies anarchists. This does not mean, of course, that anarchists do not practice this form of blood control themselves. They too have double standards. In fact, the Blood Bond is sometimes the only way they can ensure that neonates will not betray them to the prince.

A Bound vampire can usually be detected if he is observed in the presence of the Kindred to whom he is Bound. He will eventually betray the telltale signs of an infatuation that knows no bounds. Even if the Bound Kindred despises his Regent, he will nonetheless look out for her best interests. It is these who are the easiest to detect, those who bear both intense hatred and love for another Kindred.

Interviews by a trained interrogator may also reveal the Bond or other vampiric control. The Abilities of Interrogation or Sense Deception (specialty: Vampiric Coercion) may

allow a character to discover whether or not another vampire is Bound, Dominated or under the effect of Presence. The questioner rolls Wits + Interrogation to extract the proper responses; this is an extended action. The difficulty is the Willpower of the target. The number of successes required depends on the kind of control under which the target suffers. If he is not controlled at all, three successes will reveal this. If he is Blood Bound, 10 successes are required. Dominate and Presence require five successes to detect. The time it takes to detect control varies but it is generally 10 minutes of questioning per roll. The Storyteller should encourage the player to roleplay her interrogation, giving her a roll when she asks a good or piercing question.

There are modifiers to the roll. The longer the target has been under control, the harder it is to notice. The Storyteller should raise the difficulty of interrogation if the target has been controlled for some time. If the interrogator has the Auspex power of Aura Perception (Level Two), the difficulty is lowered by three. It is hard to keep the Bond a secret from an interrogator with this Discipline. If the interrogation involves a mortal, only one success is required to discover any form of control.

Many leaders of the Anarch Movement have gone to great lengths to learn this skill; their continued existence could depend on the regular questioning of their followers.

The Clans

Whom can one trust in the Camarilla? What are the track records of the various clans concerning aid to the anarch cause?

Brujah — This clan is not only the most sympathetic to the anarchs, but most often their home clan. Many wonder why the Brujah still consider themselves part of the Camarilla since so many of their ranks have become anarchs. Vampires who ask this question fail to see that the Brujah is still a clan, and its members are still bound by clan ties. While most of the clan's members are rebels of one form or another, a given Brujah's idea of rebellion inevitably varies according to the era in which she lived as a mortal and was Embraced. Since most Brujah elders (who hold clan power) were Embraced during or before the Age of Enlightenment, their ideas of radical change often seem quite staid from the perspectives of their 20th-century childer. Many Brujah elders view the Camarilla as a quite viable sect, indeed a potential utopia, but one spoiled by too much power in the wrong hands. Thus, while they work within the system to halt the excesses of the Ventrue and Tremere, they have little desire to destroy the sect as a whole. Indeed, many elder Brujah were philosophers in life, and find verbal sparring infinitely more stimulating than mindless nihilism.

Anarch Brujah, on the other hand, are those who have finally had too much, and have given up on the system entirely. They scoff at their elders, who waste their unives in debate with the Ventrue at Camarilla Convocations. Thus, they take their arguments to the streets.

Caitiff — While Caitiff are not a clan, they are all one to most Kindred: mongrels. They are rejects, unrecognized by their own sires and ridiculed by the Camarilla. To whom can one turn in this situation? The anarchs, of course. The anarchs can provide the family these Kindred never had, and they often do. For this reason, many Caitiff who make the grade are anarchs. Next to Brujah, Caitiff are the most numerous anarchs. They do not care for the Camarilla at all and, depending on how much hate they received before joining the anarchs, they will repay any past slights now that they have a power base from which to work.

Gangrel — This clan has many anarch sympathizers, and its members make up much of the Anarch Movement in the wilder places of the world. Gangrel are largely disinterested in politics, and this is one of the reasons they are a part of the Camarilla. As members of that organization, they can leave others to worry about the Masquerade, the protection of the Kindred, and the tiresome task of running the cities. They are ardent individualists, mainly because they want to be left alone. For this reason, they also respect the anarchs, whom they see as fellow privacy-seekers.

Malkavian — This clan has a lot in common with the anarchs, such as the love of creating confusion, but its members' aims are quite different. Malkavians usually desire to use confusion to gain power for their clan, or to maintain a permanent state of confusion among other clans. This makes them ideologically sympathetic to many anarchs, and some anarchs respect the tactics of this clan. But since many Malkavians do not claim to be a clan anyway, they usually do not claim to be anarchs either, even if they act like it.

Nosferatu — This clan desires the peace and protection of the Camarilla, but it also knows what it is like to suffer ostracism from others. Because of this, its members are often sympathetic to the anarchs. Those who endanger their plots, or are rude concerning their appearance, are supported in no way by this clan. An occasional anarch, however, has overcome his obsession with appearances, and has seen the true nature of this clan. If anarchs offer friendship, the Nosferatu will usually respond. They will rarely provide direct aid to the revolt, but will readily supply information.

Toreador — The quest for beauty is not terribly important to most anarchs, thus the Toreador couldn't care less for them. The Toreador love the protection they receive from the Camarilla. If the clan dislikes the current prince, it usually tries to plant its own prince in power. Rare is the Toreador who is willing to forego the safety of her central galleries and theaters to live in the outskirts for ideological reasons, but it has happened. There are Toreador who have joined the anarchs and made an art of rebellion.

Tremere — Usually only those who have been exiled from this clan have ever gone anarch, and only the most inexperienced neonates are allowed to leave. There is a schism in this clan of late, however, and anarchs are at the heart of it. Many Tremere believe the clan is deteriorating under the influence of the consensus-driven Camarilla, and

have gone anarch for the greater good of Clan Tremere. This has provoked much fighting between chantries, and no one is really sure how far it is condoned by the Council of Seven. Also, this clan has had many machinations against the Ventrue through the ages; they have made some useful alliances with the anarchs to further these plots. The anarchs have become very wary of this clan, however, for the Tremere have usually gotten the better of the deal.

Ventrue — This clan is nearly entirely inimical to the anarchs. The Ventrue's primary motivation is ruling the Camarilla. The anarchs threaten this goal. Sometimes, however, when the occasional rivalry among the ranks has occurred, those who lust after the principedom have struck deals with anarchs during attempts to grasp power. Once successful, a Ventrue usually double-crosses his anarch allies, fostering even worse relations with the rebels.

Non-Camarilla Clans and Sects

The Sabbat — There have been many alliances between the Sabbat and the anarchs, as both groups jockey for power in the city. The Sabbat usually offers the anarchs aid and support in exchange for a foothold in the city. Most anarchs have discovered that a Sabbat foothold only grows and is nigh impossible to dislodge. However, the Sabbat's great experience in fighting the Camarilla is sometimes considered worth the price.

Followers of Set — Sometimes the anarch cause gets desperate enough to ally with this untrustworthy clan, only to discover that the distrust was warranted. Double-crossing others is common and expected in this clan, so anarchs have learned to tread carefully when dealing with them. Only the most desperate situations have warranted their aid.

Assamites — Before total war breaks out, both the prince and the anarchs sometimes resort to assassination. The prince is usually wise enough to bring in this clan before the anarchs do, but there have been times when the anarchs have beaten him to it, to their great gain. There are also rare occasions when both sides employ Assamites, and the streets quietly run with blood.

It is rare that any other clans are contacted by the Anarch Movement, but anarchs can and will attempt anything. There are rumors from Seattle of an alliance with the Ravnos clan in an attempt to undermine the prince's very reality, but no one has been able to verify this flamboyant gossip.

Unwanted Allies

Certain beings of the Gothic-Punk world are too dangerous for most vampires to approach. Anarchs are wild ones, however, and sometimes they risk teaming up with some of these entities to take down a particular vampire, or to harass the prince, especially in times of all-out war.

Occasionally, a hunter can be approached by lone Kindred and deals can be struck. If the anarchs want a certain Cainite out of the picture for good, they can simply tell a



hunter where that Cainite can be found. This is dangerous in two ways: Most other Kindred will be enraged if they find out what is going on, and the hunter may take the character down instead, and then go after the enemy.

The Arcanum — These scholars can be trusted not to drive a stake into the character while negotiating, but they are almost useless for anarch purposes. They are noncombatants, preferring to gather information passively. The most they can do is annoy the prince by finding out too much, in which case he may move to stop them. They are somewhat tricky, however, and their cultured behavior tends to hide what they are really thinking (unless the character has the Disciplines to discover this). To the anarchs, this group can be real fun to screw over. They are rarely dangerous in any physical way, and any trouble they cause usually falls on the Camarilla's heads.

They are often the butt of cruel anarch jokes designed to lead them into the dark world of the Kindred by revealing clues about the prince and his brood. Few in the Arcanum have realized the political schism between anarch and prince; most naively believe that all vampires hold strong allegiances to their undead lord.

The FBI Special Affairs — Not everyone knows these agents exist, so it is up to the Storyteller to let the player know if the character can consider them an option. If the character does go to them, it will surely backfire. They are intensely paranoid, and their skill in information-gathering means

they may soon know more about the character than she wanted. She may become the focus of their affairs, rather than the target. Any "alliance" with this group must be without their knowledge, by dropping clues leading them where they should go. This is dangerous, and collaborating or giving them information may cause a prince or Justicar to act against the character.

The Inquisition — Completely out of the question; only a lunatic would consider it. But since an anarch may be crazy, he may contact them anyway. They might work with the character the way he desires, but he should be aware that after the job is done, he is next on their list and their list is never erased. These fanatics have never conceded the right of the vampire to exist, and they often exhibit an inexplicable power when they wave their crosses. Beware.

The Mages — Mortal mages are an extremely dangerous lot, for who knows what power they wield? Unlike a lot of "normal" hunters, their motives are generally selfish rather than idealistic. If they believe there is something to be gained by an alliance with an anarch, they will make a deal. Many who do this will wish to make a semi-permanent pact, such as "I do the deed for you now, but I shall call upon you later ..." This can be either a greatly advantageous situation or a miserable hell, depending on the mage with whom the character allies. The best tactic here is to find out as much about the mage as possible before approaching her.



Lupines — Very, very dangerous. Many Kindred do not understand the reasons for werewolves' hatred of them, so it is hard to figure out how to approach them. Gangrel have been known to befriend the shapeshifters, but they do not reveal their secrets. If the character knows an anarch Gangrel, it is best to strike a deal with her first. She can then, perhaps, lead the character to a werewolf prepared to listen rather than rend.

Despite the general animosity between the two peoples, rumors persist of werewolf tribes more amenable to vampires. How and where to find them is the subject of a full story at least.

Spirits and Ghosts — In most cases, these strange entities can only be approached and used by Kindred with the rare path of Spirit Thaumaturgy. Spirits come in many different forms and can often be discovered by accident. A spirit released from magical bondage will often grant a boon, but finding such a spirit is rare.

The Kine

Anarchs generally take two stances in the matter of the kine: they could care less for them, having left their own mortal lives in the dust, or else they hold a healthier respect (perhaps longing) for them than do most vampires of the Camarilla.

For the former type of anarch, mortals are mainly used as herds. They will occasionally employ mortals as protection, after Dominating them or turning them into ghouls. Their attitude stems from the fact that their concerns are now on their vampiric life and their dealings with other vampires. Mortals, which they once were, are now just scenery. This view is characteristic of the more nihilistic neonates, those who were ostracized or ridiculed by others during their mortal lives.

The anarchists who feel differently tend to treat mortals with greater respect, giving them more freedom in their dealings, and avoid Domination or Blood Bonding unless it is called for. Even when necessary, it will not be done with harm in mind. This attitude arises out of a basic respect for freedom. The anarch is fighting the prince to free himself, and will not compromise his values in the fight. In other words, mortals will not become mere puppets in the battle. This attitude tends to foster the vampire's remaining Humanitas.

Of course, many anarchists treat mortals both ways, on a case-by-case basis. The sheer variety and individuality of the anarchists prevent pigeonholing, but their actions will follow one of the above methods.

The most common purpose for which anarchists use mortal Retainers is protection. Living on the outskirts can be dangerous. Some Lupines hunt by day, making it a necessity to have a ghoul watch over the Haven. Unfortunately, most anarchists are neonates and lack the powers or experience to deal with mortals safely. Many anarchists have to sleep unpro-

tected, and for this reason they sometimes just disappear, leaving their friends to wonder if they were taken by a hunter or devoured by a werewolf.

Many anarchists use their old lives as guidelines for gathering ghouls, such as a Brujah biker who goes anarch and turns his old gang into ghouls. These ghouls act as flankers while the anarch's van, carrying his sleeping body, travels the roads by day.

It is not easy for anarchists to gather herds in their derelict domains. Word of mouth travels quickly among mortals in the outlying suburbs. It is easy to get lost in the city, where no one knows your name, but in the 'burbs, persistent attacks become the fodder for gossip.

The anarch's best choices for herds are usually street people or recluses, those neighbors who do not often leave their houses. In some areas, there is a persistent population of Friday-night drunks who are easy pickings about three or four in the morning. The anarch who uses this herd must have a taste for cheap beer.

It is rare for anarchists to have mortal Retainers in high places, the petty officials of outlying counties being their only "unclaimed" chances. Any mortal who wields real power is almost surely in the hands of a more powerful and established Cainite, or else is too risky to approach. Thus, anarchists turn to those disaffected with society, who have grievances for which they are willing to fight: militant-radical-anarcho-terrorist groups.

Any number of the current extreme factions in America could be under the control of anarchists. Below are sample groups the players can approach to attain common goals.

Eco-Guerrillas — This is a catch-all category for any environmental organization which is not afraid to take extreme measures, such as tree-spiking (driving metal spikes into a tree to foul up the saws). In the Gothic-Punk world of **Vampire**, this group can be even more radical — perhaps planting bombs in sawmills. Anarch Gangrel may have already infiltrated this group — but watch out, there may be some of Gaia's Warriors (werewolves) here also.

The Black Panthers — The famous '60s militant, Black Power group. They are making a comeback today, and in the Gothic-Punk world they may already be up to radical, revolutionary activities. An old favorite of the Brujah anarchists.

The KKK — A rather odious group of racists. Some are known to be involved in gun-running and letter-bombing. They are rumored to be run by the Ventrue, but perhaps some are under the wing of anarchists. Anarchs gravitate toward revolt, no matter what the credo.

Skinheads — Another bunch of racists. A band of these white, shaven-headed street gangs can be found in almost every major city. They can easily be worked up to go "hit" someone they believe to be Jewish or black. They can be used as distractions for the police. Some Brujah anarchists are sympathetic to these guys.



Survivalists — Any number of survival-nut groups are holed up in the woods of America. They await the day the nukes come and ruin everything, so they can say “I told you so.” They hoard assault rifles, bombs and various other illegal weaponry. Their camps can be used as wilderness bases and make good hideouts from the Blood Hunt. If they are sufficiently Dominated, or under the effect of Presence, they will even fight off Lupines (don’t forget the silver bullets!).

Psychos and Serial Killers — Anarchs might find it easy to gather a band of crazed individuals together to go on murder sprees *a la* the Manson Family. Psychos are especially beloved by Malkavian anarchists.

Cultists — There are too many bizarre cults in America to count them all (although the FBI does). Vampiric Disciplines can greatly aid in convincing cultists of spiritual powers, easily manipulating them into a Messianic worshipping frenzy. Tremere anarchists sometimes take this path toward mortal domination.

Foreign Terrorist Groups — There is a veritable potpourri from which to choose: the Irish Republican Army, the Libyan Liberation League, and any number of crack suicide squads. But watch out — working with these groups can attract the attention of the FBI Special Affairs or the NSA.

Diablerie As Revolt

There is one step even most anarchists are unwilling to take: that of diablerie. For those that do, the terror and hate it engenders in their enemies makes it worth it. Drinking the vitae of other Kindred is the one thing most vampires will not do, for fear of a Blood Hunt. This has not prevented some anarchists from going on drinking sprees to scare the prince and his allies. The rush is incomparable, even addictive.

However, such dangerous drinking can be risky for every anarchist in the city. They may band together to stop the rogue before the prince declares an unwanted war. If the prince has been fighting cases of diablerie in the city, he may blame it on anarchists anyway, regardless of who was at fault.

If the intended prey is of truly ancient blood, the risks in drinking from her may be considered negligible. Most anarchists are quite young, and they know they will not survive into the next century without power in their veins. If they cannot age gracefully, they will steal that age from others. Young anarchists call this “stealing years,” or sometimes “liberating years,” rather than the common term diablerie.

Whether or not diablerie is considered excusable by a group of anarchists depends on the group’s purpose. If it is power, then they probably will have no qualms about it. If the anarchists are more concerned with freedom from princely oppression, however, then this cannibalistic activity will be frowned upon.

How To Get Away With Anything

Don't look at me, man I didn't do it!

— Omar Khayyam Ravenhurst, *Principia Discordia*

An anarch is usually involved in risky and volatile operations and she often runs the risk of getting caught. An anarch needs to know how to get away without getting caught or how to blame others for her actions.

Shifting Blame

One of the most popular tactics among anarchs (and other Kindred) is blaming someone else for one's own crimes or mistakes. This usually requires some planning, to make sure there is a patsy set up in case anything goes wrong with the plan. Some anarchs deliberately create situations just so they can blame them on someone. Framing elders can be a dangerous but psychologically rewarding game.

There are many different ways to go about placing the blame. If there is a particular target in mind, the anarch should get some evidence, such as personal belongings, to plant at the scene of the crime. One favorite method to cover up messy feeding is to place the body in the territory of whoever is to take the blame, and then leave evidence of that Kindred behind.

Hunters are often preferred targets for blame. The Kindred are ready to believe any sick rumor associated with these dangerous and often deranged mortals. All one must do to frame a hunter is to go around and leave stakes in bodies. They do not have to be Kindred bodies — hunters make mistakes — and the crazier they are for the hunt, the less discerning they will be. Having Retainers lead a hunter to the scene of the crime will only enhance an alibi. But beware: sometimes a hunter unexpectedly produces tools with unexplainable and unnerving effects. Blaming a hunter can all too easily backfire.

Foreigners are also good targets. Kindred from other cities can be set up to take the fall. If one's information network is good enough, a character can sometimes find out when an out-of-towner is visiting, and be sure to plan crimes around her itinerary. Traveling Gangrel are especially good for this; no one trusts a traveler anyway, for who knows what plots she may be involved in? Besides, if a Gangrel has survived the Lupines of the country, she may be working for them to betray all the Kindred. It is very easy to play on existing stereotypes to shift blame elsewhere.

Misdirection

Methods of misdirection are also helpful. If one can set up incidents distracting others from a character's own deeds, one can usually slip away free from capture. Allies and Retainers are most helpful in this. Having ghouls stir up labor unrest will keep the prince busy for some time, and the character can freely sneak around wreaking havoc, knowing the prince is too busy to do anything about it.

If the character has Retainers or Allies placed within the Camarilla, he can have them start rumors about a particular Kindred. When the character sets the patsy up later, everyone will already be inclined to distrust the victim's alibi. A character can also have Allies watch another Kindred on the night of the planned crime. They can silently cause trouble for him, distracting attention so no one even notices what goes on across town.

Alter Egos

Another way to get away with things is to have what comic-book characters call a "secret identity." Most nights the character is a quiet and law-abiding member of the Camarilla and a supporter of the prince. Other nights, however, she crawls around planting monkey wrenches in the prince's well-laid plans. She must build her Camarilla alter ego so that no one would even begin to suspect her of trickery and deceit. This can become a burden at times. If she hides away from society too much, pursuing her anarch goals, other vampires will naturally become suspicious and paranoid. The character has to make sure no one can recognize her when doing anarch deeds. Obfuscate comes in handy here.

Another way that an anarch can get away with audacious actions is to beg her way out, convincing the listener not to turn her in. She is not hiding her guilt anymore, but is trying to get her accuser to understand, and to let her go. This only works with those who are already sympathetic to the cause. The anarch rolls her Charisma + Subterfuge (or Leadership) while the target rolls Intelligence + Conscience (both difficulty 8). The anarch tries to convince the listener of the worth of the action in light of the greater cause of lessening the prince's oppression, or just begs for a break: "Everybody makes mistakes sometimes ..."

With one success, the listener will not let the character go, but will plead her case to the prince. Two successes mean the listener lets her walk, but immediately reports the incident. Three successes mean the listener will wait until the next night to report it, allowing the character to prepare for the consequences. Four successes indicate the listener will wait until someone else mentions the affair before "remembering" it. With five successes or more, the listener is convinced

the whole thing was just a mistake, or a necessary action to teach the prince humility, and promptly forgets he knows anything about it.

The City

The anarchs' environment is an important factor in determining the nature of their revolt. Different cities spark different anarch actions. Milwaukee has a strong anarch population, but almost no outside support due to the Lupine problem. Chicago has a strong Anarch Movement, under the leadership of Juggler, but also an equally strong prince.

Every anarch should get to know his city. It is vital to know who "owns" what areas, where one can feed, who works for whom, and so on. The Storyteller should be sure to develop his city well enough to answer questions from his anarch players, or to be ready to run the anarchs when the players go looking for them. **The Storytellers Handbook** provides a *City Worksheet* to aid the Storyteller in answering the most common questions about Kindred infiltration in his city.

Sneaking In and Out of the City

Sometimes the heat may become too much for an anarch, especially if the prince has declared a Blood Hunt. In times like these, the anarch will either want to lie low or get out of town for a while.

One of the largest factors inhibiting a vampire is his inability to travel freely. In most cities, the airports and trains are controlled by the prince or those sympathetic to him. This leaves the roads, which are often haunted by packs of savage Lupines. An anarch who travels the highways must have a strong coterie ready to defend him in case of attack.

Since most mortals travel by day, the safest method is to be carried by a coterie of Dominated mortals or ghouls, who will fiercely fight to defend their master. Traveling amid a large group of mortals is usually safe, as most Lupines would not risk an attack against such numbers. Mysteriously, such attacks are usually written off by mortals as the work of mad dogs or such, but the odds are still too great. Thus, most anarchs are forced to travel by road, with a strong group of Retainers to aid them.

The number of roads into a city is usually too great to be constantly watched by the prince, so an anarch can usually slip in and out of a city unseen. However, if the anarch employs a group of mortal Retainers, such as a biker gang, word may get back to the prince anyway, and he might be curious enough to send someone to investigate. In such cases, it is best to lie low for awhile, sending the "pack" off in another direction while going to ground in a haven. Anyone

following the character may be misled and follow the Retainers, but the anarch is advised to watch out for those with the Disciplines to discover where he really went.

If the character has Allies (such as other anarchs) in the other cities he plans to visit, he should call ahead. In this age of high technology, the anarchs have adapted much faster than the elders. Many anarchs have phone numbers where they can be reached, such as the pay phone by the bar. The bartender "knows" whom to look for with the proper password. Once Allies have been contacted, they can help cover up an arrival by creating a disturbance somewhere else, or meeting the character just outside the city and leading him in by a path they know is safe.

When coming in or out of a city by road, roll Wits + Streetwise to do so unnoticed. (Difficulty depends on the size of the city. Big cities, like Chicago, are a 4 or 5. Small towns, with few routes in, are a 7 or 8.) A complementary Ability is Area Knowledge. If the character cannot cover up his arrival, the prince will surely want the new Cainite to come before him and Present himself. It is one of the basic laws of the Camarilla, and blatantly breaking it can cause problems. Secrecy in entering a city is the best bet for avoiding an incident with the prince.

The Prince

The prince is a vital part of the city's political scene. He is the visible symbol against whom the anarchs align. Understanding the prince and his power base is necessary for a successful revolt.

Know Your Prince

Who is the prince? What are the motivations behind his rule? Since the anarchs' main enemy is the prince, they should learn as much as they can about the one against whom they fight.

Who he is, and how he came to power, should be provided by the Storyteller. Only common information on the prince should be given. If he has any secrets (and all princes do), it is up to the players to find them during play. A prince's personal history is a subject of interest to those in his domain, whether they seek fodder for brown-nosing or chinks in his armor.

City Secrets is useful for obtaining information about the prince; Intrigue and Kindred Lore are complementary Abilities.

The Primogen

In many cities, princes rule undefined. Their power in these places is ultimate — their word is unquestioned. On the other hand, some cities have a strong primogen, the council of elders which gathers to ensure that the prince operates for the best interests of all clans.

Not all cities have a primogen. Some newer American towns only have princes, but these are small enough to have few vampires and little rebellion. The power of the primogen varies widely from city to city. A strong prince, who rules relatively fairly, usually has great control of the city's primogen, and its meetings are few. Where the prince often operates against the interests of other clans, the primogen may be strong enough to second-guess him. In these cities, the prince moves against it only at the risk of inciting civil war.

Even when the primogen opposes the prince, it is hard for most of its members, as elders, to break from the Traditions. They tend to believe that the position of the prince is necessary in vampiric government. If they do not like their prince, they will try to set up their own rather than opt for a democratic vampire society. The previous prince will rarely be willing to step down, however, and any pretenders to the throne must fight their way there.

Views on Anarchs

Each prince has different views on anarchs. Some princes do not consider anarchs a threat. They are instead tools to be used against the true enemies in the primogen. These princes might use the anarchs as puppets, stoking the fires of rebellion with oppressive rulings against them, then using the excuse of their violence to crack down on others within the Camarilla. In this way, anarch violence can lead to even worse oppression than that which initially spurred it.

In cities where anarchs are strong, the prince will not usually risk using them as tools; he will seriously work to stop their threat. The anarchs in these cities must be committed and careful, for war looms.

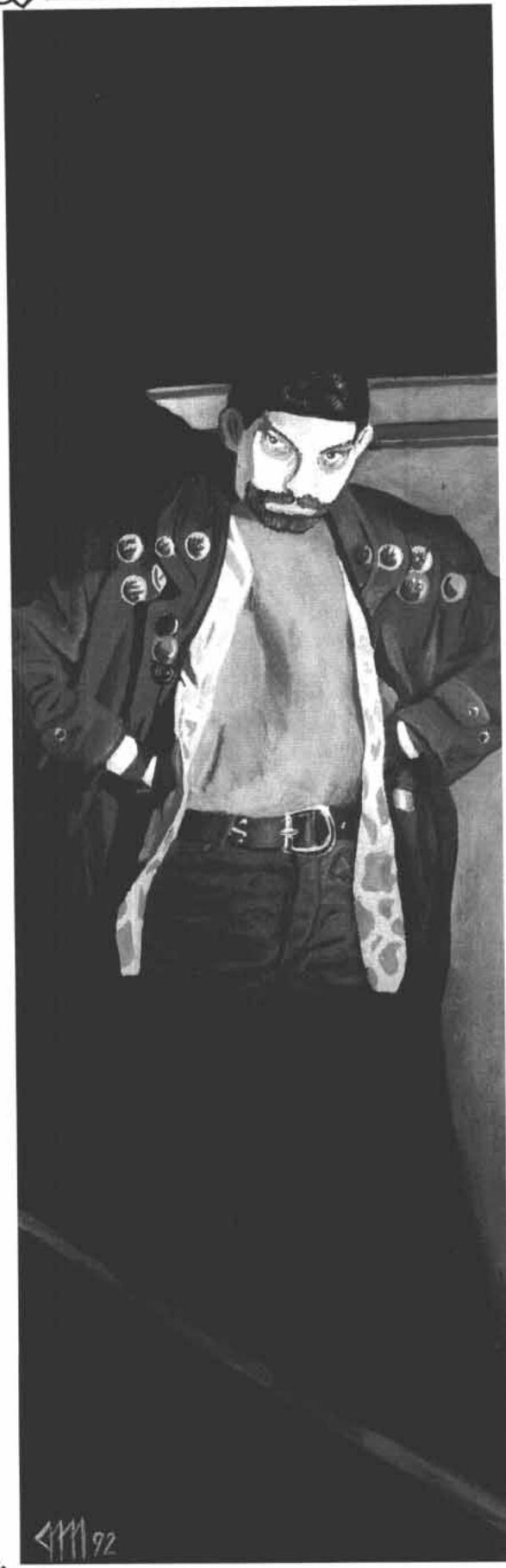
Princely Tactics

While each prince rules his domain in his own manner, there are some common elements. The Six Traditions of the Camarilla provide one way the prince can enforce his own personal laws, by either being lax on the Traditions when they can be loosely interpreted, or ruthlessly following them to the letter. It is entirely up to the prince how he handles the breaking of Traditions, but too much deviation from the norm may antagonize the primogen.

The directness of a prince determines his tactics. Some princes do not care for the shadowy, backbiting approach (although all vampires in politics occasionally employ this strategy out of necessity). They may prefer the direct approach, never disguising their loves or hates. Many anarchs grudgingly respect these princes for their honesty. Rarely, however, do anarchs let down their guard. When war comes, it will be open and direct.

Most princes, however, prefer to move in shadows, and secretly act through their Retainers, never letting anyone know whether an incident was created by them or by another vampire. The power base of a prince is the perfect means of implementing these schemes, and that is the reason many





wish to be prince. For this reason, many princes are distinctly unlikable and their actions only justify the Anarch Movement. These kinds of tactics have created the anarch nickname of "Machiavelli's Brats."

Territories and Retainers

The prince of a city almost always controls the mortal police force — it is one of the perks of the job. In the cities where this is not true, there is surely fighting between the prince and the "owner" of this prime property. The control of the police force is generally conceded by most to be necessary in controlling the sanctity of the Masquerade, but most princes use this valuable asset for their own ends.

The anarchs' main problem when controlling mortal Retainers is that the prince often has them arrested. For this reason, anarchists tend to choose as Retainers those groups which can either resist arrest, or those of which the prince is not aware until they have struck, such as revolutionary mortals with bombs.

There is one way in which the anarchists have been able to diffuse the prince's power: many Brujah have made concerted efforts to control the mayors of many cities. This allows them to exert some control over the use of massive force by the prince in riot situations. The mayor can deadlock the prince's police power at times, and the Brujah do much to ensure that mayoral elections are in their control and not the Ventrue's.

The prince is a forceful personality whom the anarchists must confront over and over again until they win. Even if one prince falls, another may take his place, put there by the machinations of another clan. In these cases, anarchists can sometimes negotiate with a new prince for certain territories in return for not causing random acts of violence. Whether the new power on the throne will be open to such suggestions depends on who she is and what she wants. Princes are strong individuals — they have to be to get where they are. There is no way to easily generalize their positions; what they do and how they do it depends on them.

The World Outside

Anarchs are spread throughout the Gothic-Punk world of **Vampire**. Sometimes, the best support for the Anarch Movement comes from outside — from the anarchists of other cities or countries. Anarchs having tough times with their prince may call on aid from these other anarch groups.

What is the state of the Anarch Movement in the world? Listed below are the places where anarchists are strongest, and hints at what they are doing all over the world.

The Anarch Free States

This is the paragon of the anarch domains because anarchs own it; there is no prince of the Camarilla lording over the domains. California is a prime example of a successful anarch revolt, where the anarchs won against the prince.

The Free States cover much of the northwestern coast of Mexico, through San Diego and Los Angeles, to the neutral Palatinate of San Francisco. North of the Free States lie the areas of California where princes still claim some hold. The states of Oregon and Washington, hotbeds of anarch revolt, are fed by the constant influx of California anarchs. Seattle's prince may soon be gearing up for war.

The 1940s were the turning point for California's Movement. The prince of Los Angeles was destroyed in 1944, and his city was claimed by the anarchs. The revolt soon spread and, almost overnight, the anarchs owned much of California.

The anarchs set up councils to replace the princes. The most respected (or powerful) anarchs made the decisions needed to keep peace and ensure that other clans did not usurp their freshly won domain. This has worked so far — the mortal life in California holds enough distractions to keep many anarchs from worrying about politics. The clans of the Camarilla are on watch, however, waiting for the night when they can move in and pacify what they consider a dangerous situation.

L.A. is a city that betrays its lack of a central governing force. A Camarilla prince would never have allowed the gang situation to become so threatening. The wild and unruly anarchs have done nothing to prevent the violence — they only fuel it. The young neonates in L.A. are just as much a part of the gang scene as they were in mortal life, and their new powers only add to their desire for war with rival gangs. The police chief, under the control of one of the old primogen, did nothing to calm the racial tensions. This has caused a fight between the anarchs and the still-existing old crew of the Camarilla primogen, with the result being the ousting of the police chief and the instatement of a Brujah-controlled chief. It is still too early to tell what effect this will have on L.A.'s racial boiling pot.

There is, nonetheless, a constant anarch exodus to California from many Camarilla- or Sabbat-controlled cities. This has caused problems of overpopulation, with anarchs fighting in the streets for territory. The councils have unanimously voted to invade northern cities, expanding their borders rather than creating the kind of laws they originally wanted to escape. Anarchs are thus spreading north and into other cities all over the continent, wherever they think they can carve niches for themselves.

Alaska

While the state's sole urban area is under definite Camarilla control, anarchs occasionally find it a haven during desperate times. While the whole state is so full of Lupines

that any Kindred presence is haphazard at best, anarchs have been known to come here for various purposes, meetings or just to get away from the constant war of unlife.

The Midwest

All Camarilla-controlled, but various anarch groups (such as Juggler's anarchs in Chicago) threaten the power structures in the larger cities. The vast tracts of suburbs around the Midwestern cities serve as havens for many anarchs, but their activity is concentrated toward gaining power in the cities.

The South

The Camarilla is very strong in the South. A few anarch groups often try to incite riots, but their power is weak here due to the centuries-long control by the Camarilla. The Sabbat is a threatening influence in some areas and the Setites control sections of the Louisiana bayou, using mortal superstitions to protect their holdings. The anarchs are rumored to deal with these two factions at times.

The East Coast

Alternately controlled by the Camarilla and the Sabbat, with occasional anarch rebellion. Washington D.C. is the center of a cold war between all three factions. All three also battle in Baltimore, though the Sabbat has gained the upper hand. The Baltimore anarchs simply war more against the Black Hand than the Camarilla. The entire state of New Jersey is a battleground between the Camarilla and the encroaching Sabbat, who already owns New York; the anarchs get in everybody's way.

Canada

The Camarilla and Sabbat have turned Canada's major cities into quiet battlezones, although there are strong currents of anarch revolt, especially in the west. Quebec has few anarchs, while British Columbia has a large number of them, for they were able to gain an early hold in the burgeoning cities. The anarchs have many Retainers in the various Indian-rights movements; the violence that has broken out has been used by anarchs to try and stop Camarilla control.

Mexico

Primarily controlled by the Sabbat, Mexico is no stranger to anarch-related revolts. The discontent of the mortal population of Mexico City has allowed the anarchs to gain many Retainers there, and they may incite violence in the future.

South America

Anarchs have long held control of certain mortal anti-American factions. As these factions gain power, so do the anarchs. Panama is a site of current upheaval, with the anarchs, Sabbat and Camarilla fighting it out through their Retainers. It is much the same throughout the South Ameri-

can continent. The Setites control some areas, however, and use these to foster their drug trade ties.

Asia

American anarchs know little about these lands. Certainly, if there is an oppressed Kindred population, there will be anarchs, although they may not call themselves by that title. Hong Kong has a rising population of anarchs, as the Kindred there prepare to fight over "ownership" of the mortals as the British pull out.

Russia

While the Brujah controlled this country for decades, anarchs found no haven in its borders. Its rulers proved even more intolerant of those who fought for freedom, and needed little excuse to destroy those they saw as opposing their goals. When the Brujah rulers disappeared, a number of anarchs came to Russia, hoping to take advantage of the situation. They have also disappeared.

Europe

While there are various small bands of anarchs in the Old World, most of the leading members of these groups have emigrated to America, seeing better chances for domains there. The Camarilla has such a tight hold on its own realms that the anarchs who do fight here tend to be especially violent, seeing no other way to wrest power. The Spanish Civil War saw anarchs, using anarchists as Retainers, fighting Franco and his controllers. Since their defeat, the anarchs of the Spanish revolt have scattered over the globe.

The British Isles

Belfast is a battleground between Ventrue and anarchs (Brujah, Gangrel and Malkavian), although many believe the Tremere are using the situation as a distraction to hide their own plans elsewhere in England. Liverpool is a strong haven for the Anarch Movement.

Arabia

Except for the activities of a few powerful individuals, there is no concerted Anarch Movement here. This area is the board for the power games of other, more ancient, Cainites.

Africa

South Africa is one of the major modern battlefields between Brujah anarchs (some who knew the glory of Carthage) and the Camarilla (European Ventrue and Malkavians). Both sides use the violence of the mortal population to hide their attacks on each other. The anarchs recently succeeded in destroying one of the most powerful princes, and his successor has made it clear that he wishes to be conciliatory. Both sides are waiting to see if an accord can be reached.

Australia

Perth, on the western coast, is much like California: owned and run by anarchs. The first Kindred to come to Australia were mainly Brujah and Malkavians, but they discovered some Gangrel who had arrived well before them. Ventrue soon came to consolidate the new land for the Camarilla, but the anarchs who had arrived first fought a long and hard battle against central control. Currently, the Camarilla runs Sydney and Melbourne, with a few other cities claimed by Gangrel princes. The Outback is unclaimed, although there are rumors about strange, unheard-of vampire clans roaming there. Most small cities in Australia are run by anarchs or Gangrel sympathetic to them.

Tasmania and New Zealand have very small Kindred populations, but those that exist are Camarilla (mainly Gangrel, or the Toreador in Hobart).

Foreign Alliances

Anarchs of the past tended to be insular groups, cut off from communication with anarchs elsewhere. This has recently changed, thanks to new technologies of communication. Besides making alliances with those in the closest city, anarchs are now allying with each other all over the world. These alliances are part of the reason for the anarch exodus to America. Many anarchs now have more information about the conditions overseas, and feel that a move is worth the risk.

Through overseas alliances, the anarchs have been able to get a headstart on international concerns. Many of the current worldwide militant environmental movements are aided by anarch Kindred, in attempts to ruin Camarilla (especially Ventrue) businesses.

Information Networks

Making contacts overseas is not easy. The character has to know the individuals to whom she wants to talk and how to get in touch with them. Most Kindred are not listed in the phone book, so a network of information has to be started between the character's coterie and others. Computer bulletin boards are becoming increasingly popular for this, especially among anarchs. The princes of the Camarilla, being largely a traditional lot, have not fully realized the extent of communication among anarchs. If they did, it would still take them some time to understand it fully.

Because of this, many anarch groups across the world are beginning to consolidate their interests, using computer networks to hide behind facades such as programmers' groups, computer game groups, and of course, hackers' groups. By using anarch slang over the boards, they can usually attract other anarchs, and thereby cement alliances.

Kindred Opinions of the Anarch Revolt

"Anarchs are the greatest threat to Kindred survival since the Inquisition. The anarchists' general disregard for the Masquerade could ruin all our plans. The violence of the neonate anarchists could shake our world to such a degree that the Antediluvians rise, bringing Final Death to all, young and old, in apocalyptic Gehenna."

— LeQuarte, Elder of Clan Tremere

"Some Kindred believe the anarchists are a necessary danger. They keep the prince busy and off the backs of his subjects, even if they sometimes cause the prince to become overly oppressive in retaliation. Many Kindred believe the anarchists are a necessary force of evolution, keeping the princes from becoming weak or complacent, ensuring that only the prince who can hold his kingdom from rebels can stay in power. What do I believe? I believe nothing, I only recite information."

— Llewellyn, Clan Nosferatu

"Oh, yes, they are a dangerous gang of ruffians. They threaten the virtues of propriety and nobility, and we can't have that now, can we? Ha, ha, ha! No, no, these things are all important, for without them, we would not have civilization. And without civilization, we would all be healthy and happy and none of us would be mad, and we can't have that, no, no, we can't have that at all ..."

— O'Grady, Clan Malkavian

"They are snakes of a most motley hue, but how sharp their fangs and deadly their poison! I admit that I respect them at times — at least, as long as they stay in their own neighborhoods, and don't try to mingle with their betters. I mean, they are barbarians, aren't they? Dirty, filthy, unshaven barbarians."

— Justinus, Clan Toreador

"Hmmm ... they have their uses. Their inability to understand allegiances disturbs me. But I can fix that..."

— Jagal, Sabbat

"They know that our new life is for our enjoyment, and that the ways of the world are just the tricks of mirrors! Make your own illusions, I say!"

— Bozzi, Clan Ravnos

"They are uncouth and ignorant of the needs of the world. Nothing grows overnight. Things take planning, and there is supply and demand to think of. Such a reckless contempt for the past ignores the learning of those who lived it, learning which can greatly aid us today."

— Brucilla, Clan Giovanni

"They are pawns."

— Ghede, Follower of Set

"My friend, I am neutral in these things. I care not who does what or why. Ask not for answers from the universe or others, for they can only come from within. From the silence."

— Ali Kar, Assamite

"Hey, the anarchists rule! They are way cool, and they are gonna rock this city down! Hell, yeah! I'm joinin' tomorrow, man! You wanna come?"

— Todd, Caitiff



Chapter Three: Weapons for the Fight

Permanent revolt by word of mouth, in writing, by the dagger, the rifle, dynamite ... Everything is good for us which falls outside legality.

— *Le Revolte*, December 1880

Anarchs will use anything to fight the power: computers, guns, bombs, television and, especially, their own hands. Nothing should be discarded in the fight. In the guerrilla battle for the city, even the city itself can be a weapon.

The Naked City

The major reason for the impotence of the Anarch Movement in some cities is lack of strategy. The anarchists know how to screw over the prince, but they do not know what to do then. They lack a plan for taking control when they can finally do so. Violence can be used to gain power, but only strategy will maintain it for long.

How do anarchists use the city against the prince? Every city is different, and the uses to which the prince puts his domain vary widely. The anarchists have multiple options for ruining the prince's plans for his "property."

Urban Renewal

Many of the prince's plots require that his city be a cesspool of mortal achievement. In these cases, the worse the civic condition of the city, the easier it is for the prince to feed freely or to use violence against those who oppose him. The more cowed the inhabitants of the city are, the more with which the Kindred can get away.

The problem is, mortals in this kind of condition also get ornery. The prince has little cause to worry, as he can afford the best protection from roaming bands of malcontent mortals. But those young Kindred who must eke their living off the mean streets can get dragged down, overwhelmed by the crime-ridden streets. Drive-by shootings can catch Kindred in a hail of bullets, forcing them to deal with an unexpected loss of blood, and inducing hunger and frenzy. The madness thus spreads from Kindred to kine and back to Kindred again.

The run-down city can be a harsh place, especially if the prince works to keep it that way. In such cases, the anarchists can fight back with urban renewal. They can manipulate mortals for their own greater good, fighting the prince's secret plans by cleaning up bad neighborhoods and increasing police presence in these places. The prince, who controls the police force, will have a hard time preventing organized citizens' groups from demanding increased patrols in high-crime areas. In this way, the anarchists can strike at the prince's shadier interests, such as drug smuggling.

Gentrification of poor neighborhoods is another method by which the anarchists can ruin the prince. By controlling the real estate market, they can create incentives for young couples "on the move" to move into bad neighborhoods and renovate old houses. With them comes increased business, as stores open up in the area to accommodate them. Once again, the prince's criminal interests must find somewhere else to make their deals.



All this activity may force the prince's criminal activities to the outskirts, where the anarchs are usually strong. The anarchs should find it easy to disrupt the prince's business when it comes into their own home turf.

By working with allies in other cities, the anarchs can attract outside business interests into the city. This will create a boom in downtown office renovation, and thus police protection, regardless of what the prince wants. Soon, there will be nowhere left for the prince to conduct his business safely.

The problem with this tactic is that mortals will become harder to control. The more freedom and hope they have, the harder they will be to herd. The increase of police protection will mean scarcer feeding, unless the anarchs can fit in with the well-off mortals. In other words, if they look like yuppies, they will find it easier to seduce yuppies. Nonetheless, old habits die hard. If the character has worn his leather jacket and jackboots since before the Embrace, he may not want to part with them for a button-collar knit shirt with an alligator on the chest. Police who catch the punk-dressed character climbing into a window in the newly gentrified neighborhood are not going to believe he was just visiting a friend and forgot the keys.

The Background Influence is necessary to begin a plan of urban renewal. Politics, Allies, Contacts and Retainers are also helpful. Generally, to push a law through the city council, the vampire rolls Manipulation + Influence (difficulty 8). If successful, the law goes through, unless it was opposed by someone else with Influence. Anyone opposing needs to make the same roll. The highest number of successes wins. Bureaucracy is a complementary Ability.

Urban Decay

Sometimes, though, princes want their cities to be healthy places for the mortal populace, as their particular interests may lie in mortal business. In this case, the anarchs should work to make the prince's city a living hell.

By increasing the acts of random violence on the streets, and attracting seedy criminal interests, anarchs can turn the city into a nightmare for kine. There will be an exodus towards better climes, leaving only the poor and wretched, those who cannot leave. The prince's financial interests will be crushed, and his police force will (with some help from the anarchs) become subject to bribery, and prone to beat the citizenry. This will make them harder to control.

The problem with urban decay was listed above: the mortals can get mean and hard to control, although it will be easier to hide evidence of feeding, as long as one does not mind leaving a few bodies behind. Welcome to the Beast.

In either of these cases, the anarchs set themselves firmly against the interests of the prince and, depending on how successful they are, open war may soon break out as the prince desperately tries to stop those who check his every move.

Computers

Neonate anarchs have one major advantage over the elders: their youth. Most new vampires have grown up as mortals among the meteoric rise of high technology, and they know how to use it. A prince Embraced during the reign of Henry V is not going to have an easy time understanding the value and use of computers. He will tend to rely on a traditional means of rule: the personal audience. But anarchs just call each other up on the phone or post a message on the bulletin board — all under the nose of the prince.

The **Players Guide** lists some sample computers in the equipment section, and has rules for breaking into other computer systems and retrieving data. But anarchs not only retrieve data on these forays into the info zone, they sometimes leave presents behind — in the form of viruses. For this, many of them have developed skill in computer hacking.

New Knowledge Secondary Ability: Computer Hacking

The player must have at least two dots in Computer before purchasing this new Knowledge. Hacking allows the computer user to break the rules. It is not a programming skill — that requires the Computer Knowledge. Hacking represents an imaginative faculty above and beyond the use of the programming codes. In the binary computer world of yes/no, hacking represents the little bit of genius that says, “Well, maybe.”

When is Hacking used rather than the Computer Knowledge? When the user is breaking into other computer systems or trying to manipulate data in “real time.” The Computer Ability is used for programming or other miscellaneous tasks. Hacking is used most often as a complementary Ability to Computer, but it can aid programming by allowing the character to work faster or to crack military codes that a normal programmer would not even be able to figure out (see below).

- Novice: You are a computer geek who knows a few tricks, such as changing your grades in the university computer net work.
- Practiced: You have great “luck” in guessing computer passwords.
- Competent: You thought your electric bill was too high last month, but you can fix that with a few keystrokes.
- Expert: Now that you have cracked the bank codes, which is it: Rio or Bermuda?
- Master: The European Community was pretty annoyed about that thermonuclear incident, but you know they can never trace it back to you.

Possessed by: Computer Geeks, CIA Operatives
Specialties: Viruses, Data Retrieval, Networking, Telecommunications

Viruses

A virus is a software program designed to invade other computers and perform a function that is not necessarily desired by the user of that computer. Viruses range from harmless jokes, such as a cartoon that pops up on the screen when least expected, to devastating invaders that wipe out all stored data or even damage the hardware itself. A virus must be introduced into a system by “physical” contact, either through a contaminated disk, a phone modem or a network.

Most computers have security programs that detect and neutralize a host of viruses, but a specially programmed virus can be made to overcome these security measures. The sophistication of the security generally depends on the importance of the data it protects. It is a lot easier to design a virus to wipe out tax files on the neighbor’s personal computer than to change information in the CIA’s mainframe in Langley.

The programmer needs two rolls to create a virus: one to “break in” undetected (bypassing the security programs), and one to program its task. Both rolls are made when the virus is created. The programmer’s chance of contacting the target computer system, and how long it takes, are as per the rules in **The Players Guide**.

Programming is an extended action (Intelligence + Computer); it often takes weeks to create the proper combination of elements that will cause the computer to do what the character wants it to. A maximum of five rolls can be made per program. Each roll usually takes eight hours, but this can be adjusted by the Storyteller to an hour or even months, depending on the program’s complexity.

Hacking can be used to decrease the time required, with one roll per aspect of programming: security and task. Roll Intelligence + Hacking (difficulty 8). One success allows a roll every four hours (cutting the normal time in half). Two successes allow a roll every two hours. Three successes allow a roll per hour, four successes allow a roll per half hour, and five successes allow a roll every 10 minutes! (This can always be overruled by the Storyteller.) Hacking can also be used to reduce the time it takes to crack (break into) a computer system.

The Storyteller should make both rolls (security and task) and keep the results of the rolls secret from the player until the virus has been let loose. Many programs are created well ahead of the time of their use, and the Storyteller should keep a record of the program’s successes for when the players finally drop it into a computer system. For this reason, the players may want to test the virus on their own systems first.

For the virus’ chance to break in, its “invisibility,” the programmer rolls Intelligence + Computer against a difficulty which depends on its destination. Standard PCs usually

have difficulties of five or six (some PCs do not have security protection at all), while the difficulties for mini-computers are seven or eight. Mainframes have an eight or nine, and military or well-protected computers are difficulty 10 or more (it is indeed possible for a computer to have an initial difficulty of greater than 10; if the hacker cannot reduce the difficulty to 10 or below with his skills and equipment, he has no chance against the system). The difficulty can be lowered if the programmer is familiar with the security system — for example, if he has broken in before.

The number of successes required depends on the complexity of the security software: a PC may require three successes, a bank computer may need six successes, while the FBI's crime files may need eight successes. When the required number of successes is achieved, the virus can enter the system and perform its task. Failure means the virus is not strong enough to beat the security. A botch means that a clue is left behind, allowing a competent user to trace the virus back to its originator.

Hacking is necessary to reduce a difficulty below 10. This requires the hacker to make a separate roll before the creation roll, just to discover the loopholes needed. For every success (Intelligence + Hacking; difficulty 8), the difficulty is lowered by one. Until the hacker can reduce the difficulty to 10 or lower, he has no chance of programming an effective virus. The amount of time for each roll is the same as that for cracking computer systems. The Hacking Ability can allow the hacker to be his own cracking software, if he is trying to break into a computer with a difficulty over 10.

The programmer must also roll to see how effective the program is at its task. Viruses are designed to run on their own, with no aid from the programmer, and thus they have their own Dice Pools. The programmer rolls Intelligence + Computer (difficulty is the same as listed above per computer). The number of successes is the Dice Pool of the virus. No virus task can have more than a 10-dice Pool, no matter how long the programmer spends creating it (maximum of five rolls), though a virus may have multiple Dice Pools — one for each task it attempts. A botch during any phase of the programming process erases all successes, forcing the programmer to start over.

Once into a computer, the virus can roll each turn against the computer's difficulty. Each roll takes an hour. Many viruses will only run when the computer is on; thus the virus can only roll for every hour that the computer has power.

When the required number of successes for the task is obtained, the desired effect is achieved. The number of successes required depends on the task. Transferring money from another's funds might require eight successes, erasing a criminal record could require 20 successes, and initiating a thermonuclear attack may take up to 50 (multiple codes required before the final launch code). A botch means that the program triggered the security (even if it broke through

already) and can be traced — if the virus is against the CIA, better leave town quick!

A computer user may at any time check her system for viruses or unusual activity (Perception + [Computer or Hacking]; difficulty 7). Three successes reveal a working virus. A counterprogram must be created to defeat the virus. A counterprogram does not need a security roll, only a task roll. The program must collect a number of successes equal to the virus' Dice Pool to destroy it. If the user has at least one dot in Hacking, she may roll Intelligence + Hacking once per hour; the cumulative number of successes is pitted against the virus' Dice Pool to defeat it.

Example: Trask wants to create a virus which will cause a Nosferatu's computer to crash, losing all its records. The Storyteller determines that the Nosferatu's computer is a PC with a special security program running on it (difficulty 8). Trask's virus will need 10 successes to break the security, and 20 to crash the computer.

She spends time programming the virus, with eight hours required per roll. She also has Hacking skill. Trask tries to reduce the time required by rolling her Intelligence + Hacking against a difficulty of eight, and scores three successes. She can now roll once per hour.

Trask first designs the program's ability to break into the target computer. She spends four hours programming, allowing her four rolls. The Storyteller deems that she needs 10 successes against a difficulty of eight, and makes Trask's rolls for her (so she doesn't know whether she succeeded or not). The Storyteller rolls a total of 13 successes, and makes a record of it for when the program is used later.

Trask then programs the virus' effectiveness at achieving its task. Trask wants to reduce this time also. She rolls Intelligence + Hacking against a difficulty of eight: two successes. She can roll every two hours. She spends one night (eight hours) at it: four rolls. The Storyteller again makes the rolls: 12 successes. The virus has a Dice Pool of 10. Even though Trask scored 12 successes, 10 is the maximum Dice Pool allowed for any virus.

Trask has successfully created a virus in 12 hours, but she does not have time to test it first. She uses a modem from a phone booth and sends the virus onto the Nosferatu's computer. For every hour that the computer is on, the virus rolls 10 dice against the Storyteller-determined difficulty of eight. If the Nosferatu decides to check for viruses or unusual activity at any time, he can roll his Perception + Computer (or Hacking) against a seven. Luckily, the Storyteller decides that the Nosferatu has no reason to suspect anything out of the ordinary. The Storyteller also figures that the Nosferatu uses his computer for about four hours per night, giving the virus four rolls. He makes the rolls, rolling 10 dice four times: 5, 6, 4 and 7 successes. The total of 22 successes beats the 20 required.

Midway through the fourth hour, the Nosferatu is startled to see his computer screen go blank as all his files and programs erase themselves in a massive purge.

Bulletin Boards

Bulletin boards, or BBSs, are essential weapons for the modern-day anarch. A BBS is a telephone-based computer network into which any "user" with a modem and the correct password can hook. BBSs provide message centers for various organizations and societies, where any member can look for messages or notices of upcoming events.

BBSs are also used as address boxes, sort of like computerized answering machines. Messages or any other data can be left by anyone with access to the box. With BBSs, anarchs can exchange information in near-secrecy by using their own slang and codes. The mortal world of BBSs is confusing, with its plethora of weird and odd organizations. Few vampires can cut through this confusion to detect an anarch board.

When the anarchs of a city team up to operate a BBS, they will usually develop a cover and a "language" ahead of time. For instance, the anarchs of Washington, D.C. decide to get together on a BBS, where they can obtain information about the prince's latest activities. They agree that they will pretend to be a group of computer gaming enthusiasts. That way, they can chatter a lot about violent affairs, all under the guise of playing the latest version of a computer fantasy game.

The hackers of the group go ahead and program a game that they can actually play, called "Ultimate 6," with characters representing the Kindred of the city: the Dark Lord is the prince, the Lich Wizard's minions refers to the local Tremere, the Troglodytes are the Nosferatu, while the Berserkers are

the Gangrel. This way, they can pretend to discuss events that happened while playing the game, while actually referring to tactics and operations against the prince. There are so many other gaming groups on the network that no one will notice the analogy (at least, the anarchs hope not).

BBSs can be used to exchange information anywhere in the world. But anarchs must be careful, for it is rumored that the Justicars have become wise to this, and are beginning to seize greater control of the nation's telecommunications networks in an effort to stop this.

Hand-To-Hand Combat

When the computers have crashed and the ammo is gone — then an anarch needs his hands. Fighting tooth and nail with every dirty trick in the book is the anarch's favorite form of combat. In the anarch method of street fighting, there are no rules or propriety. Anarchs take their enemies down hard.

Here are some advanced rules for hand-to-hand fighting in **Vampire**, with some of the tactics used by anarchs. Many other vampires, especially Brujah or Gangrel, may also know and use these methods.





Martial Arts Styles

In *The Players Guide*, more detailed rules were given for using weapons, including the special maneuvers usable with particular weapons. Here are rules for use with hand-to-hand combat, when weapons are nowhere to be found, or when one's hands are the preferred deadly weapon.

The basic attack roll is Dexterity + Brawl. Introduced here are variant specialty styles for use with the Brawl Talent. All of them still pair with Dexterity to determine the final Dice Pool used to hit an opponent. Strength determines how much damage is done, with modifiers for Special Maneuvers or styles of combat as listed below.

Rather than introduce a list of new secondary Talents, these rules allow a character to declare a specialty form, or style of fighting, when she reaches four levels in her Brawl Talent. For every level after that, she can declare another style. For example, when Tamara obtains four dots in her Brawl Talent, she tells the Storyteller that her specialty will be Aikido, allowing her to use the Aikido Special Maneuver: Throw Multiple Attackers (see below). Later, she raises her skill to five, and can then declare another style, which she decides will be Goju-Ryu (a variant of Karate, specializing in punches and blocks). She can keep gaining new styles, and thus the Special Maneuvers of those styles, with each additional level that she gains in Brawl.

Block

A character can elect to block instead of dodge. Hand-to-hand blocks may be made only against fists, kicks or blunt weapons. A Blocking action cannot block a sword, arrow or bullet, unless the defender possesses a special maneuver that lets him do so or, in the case of swords, possesses the Fortitude Discipline. Roll Dexterity + Brawl (difficulty of the opponent's Brawl + 4 or Melee + 4). Every success reduces an opponent's number of attack successes by one.

Karate

Originally a Japanese style of fighting, it has gained immense popularity in America. There are many different forms, such as Shotokan, and offshoots, like Goju-Ryu, but they are all aimed at doing great amounts of damage with a small number of blows. It is a no-frills form of fighting; the main goal is to injure an opponent. It has both punches and kicks.

Special Maneuver: Break Object

The Karate practitioner is trained in focusing the power and force of her blows into a defined point with a minimum of energy expenditure. This allows a practitioner to perform the famous trick of breaking boards or cinderblocks without damaging hands or feet. This can be used in the Gothic-Punk world of **Vampire** to create an improvised stake or throwing rock. The practitioner adds three to her damage Dice Pool to

perform this deed, but must prepare for an equivalent number of rounds to gain the bonus. If only one round is spent, then only one die is gained.

Difficulty: 6, Damage: Special (Strength + 3)

Tae Kwon Do

Developed in Korea, this art is similar to Karate, but emphasizes kicks. It has also become popular in America, and finding a dojo is not hard.

Special Maneuver: Spinning Back Kick

Made famous by Chuck Norris, the martial artist spins around in a circle with incredible speed, delivering a blow with amazing force.

Difficulty: 7, Damage: Strength + 2

Aikido

A modern Japanese art of self-defense, considered to be one of the most philosophical of the arts due to the spiritual beliefs of its founder, Morihei Ueshiba. The maneuvers, when performed accurately, resemble ballet steps. There are no strikes in Aikido (although there are in some of its variant forms, such as Gozo Shioda's); the aim is to take the opponent to the ground or catch him in a wrist lock. Unlike Judo, the artist rarely has to grapple the opponent to throw him; wrist locks and leverage are used instead. Dodging is a vital part of Aikido, so any artist will usually have a high ranking in that Talent also.

Wrist Lock: Difficulty: 6, Damage: Brawl (instead of Strength, otherwise as Grapple)

Special Maneuver: Throw Multiple Opponents

Using their own momentum against them, along with the special Aikido wrist grabs, the artist can throw multiple attackers in the same turn. This maneuver requires the opponents to attack the artist first; it is a self-defense maneuver, not an attack throw. The artist rolls his Dexterity + Brawl against a difficulty equal to (number of opponents + 4; maximum 10). The Aikido practitioner's successes are compared to those of each attacker. If the defender scores more successes, he wins and the attacker is thrown. If the attacker scores more successes, he wins and can do damage as normal. A tie means the attacker is dislodged but not thrown.

For example, Hama is charged by three thugs who are trying to grapple him. This is a difficulty of seven (three thugs + 4). He rolls and gets four successes. The attackers receive three, four and two successes respectively. The first and the last are thrown, but the middle is merely dislodged, although this means he cannot do damage this turn.

Judo

A Japanese style of self-defense used for grappling and throwing an opponent. A successful grapple must be made, as per the Vampire rules.

Special Maneuver: Render Unconscious

Once the Judo practitioner has taken her opponent down through grappling, she can attempt to render him unconscious through massive system shock. She rolls her Brawl + 1 versus the opponent's Stamina + 3 (for mortals, including ghouls, werewolves and mummies) or Stamina + 5 (for vampires) every turn she attempts this, keeping track of the number of successes. This is in addition to the normal Strength + Brawl rolls made while grappling. Once she has beaten the opponent's Stamina + 3, the opponent sinks into unconsciousness, and will stay out 10 minutes for every success the Judoist received over the number required.

Kung Fu

The famous Chinese style of fighting, as exemplified by Bruce Lee. There are actually many different styles: Crane Style, Monkey Style and even Eagle Style. Space limitations prevent the listing of all the Special Maneuvers from these various styles, so only a sampling has been given. The player must choose a particular style to get that style's maneuver. Kung Fu specializes in elaborate punches and kicks, and is amazing to watch.

Special Maneuver: Monkey Style

This form developed by imitating the antics of monkeys. The "monkey," or practitioner of this style, often looks like a fool — but looks can be deceptive. The practitioner is actually an expert at "faking" fumbles and accidents to take his opponent off guard and deliver a tricky blow when least expected. The monkey may "trip" over a curb, using the fall to slip under his opponent and hit him in a tender spot from below. This is a dirty way of fighting, but what does a monkey know of honor? The monkey rolls his Dexterity + Subterfuge (difficulty 8); the number of successes subtracts from the difficulty to hit his opponent. The number of times the monkey can make this roll and fool his opponent is up to the Storyteller, but some combatants may catch on soon.

Wu Shu

This is the martial art used in the Chinese Olympics. Some styles have developed more for show than actual use, although the practitioner can still get along in a fight. For those who have practiced mainly to impress, there is the following maneuver.

Special Maneuver: Impressive Moves

The practitioner can perform feats of amazing agility or incredibly beauty. She rolls Manipulation + Brawl, resisted by her opponent's Wits + Brawl (both difficulty 7), to stun her audience with her moves. The number of successes achieved adds to the opponent's attack difficulty, as he goes on the defensive against what he thinks is an incredibly impressive martial style.

Example: Wang does some particularly impressive moves before taking on Gregor, attempting to make herself look more dangerous. She rolls her Manipulation + Brawl: four



successes. Gregor rolls his Wits + Brawl and scores three successes. Wang wins by one, and this adds one to Gregor's difficulties to attack Wang with any maneuver. Gregor believes Wang to be a Kung Fu demon, and plans to tread carefully.

This maneuver can be done only once per opponent per combat.

Hsing-I

One of the Chinese Internal Arts, its power is based not on strength but "chi", or internal energy. The moves in this style are straightforward, but display an incredible maximization of force with minimal effort, much like a bullet leaving a rifle barrel.

Special Maneuver: Chi Punch

An incredibly fast and powerful blow. Difficulty: 6, Damage: Strength + 1

Pa Kwa

Another of the Internal Arts, Pa Kwa is based on the hexagrams of the I-Ching and can get quite esoteric in its philosophy. It is sometimes called Dragon style.

Special Maneuver: Surprise Blow

The Pa Kwa artist can deliver a blow from an unexpected direction by using incredible flexibility and a spring-coil

attack. Used with punches/kicks. Difficulty: 5/6, Damage: as per regular punch or kick.

Tai Chi

A Chinese martial art that has become popular in America as a way of physical fitness. It was developed by Chinese Taoists, with the two forces of Yin and Yang as the basis for many of its maneuvers. There are few kicks; the style primarily involves punches and grabs.

Special Maneuver: Push Hands

The Tai Chi practitioner can use an opponent's own force against him and push him to the ground. It is a defensive maneuver, and requires that the practitioner be attacked first. It cannot be initiated on an opponent who is not attacking. The artist rolls his Dexterity + Brawl. If the number of successes beats the opponent's, then the opponent hits the ground, taking her own Strength as damage! The practitioner looks quite fluid during this, yielding and bending like water to let the opponent fall past and down.

For example, Lars attacks Wanda. Wanda decides to use her Tai Chi to convince him of the error of his action. Lars rolls his attack and scores four successes. Wanda rolls her Push Hands and gets five successes — she wins. Lars goes down, taking four dice (his Strength) against himself.

Difficulty: 7, Damage: Special (opponent's own Strength)

Boxing

A perennial American sport, it is a very popular way of fighting. It is not for the weak, however. It relies on taking a lot of punishment, but aims at dishing it out too.

Special Maneuver: Roundhouse

A powerful blow, delivered with all the strength and power of the fighter. However, it leaves the boxer wide open for a counterattack. The hope is that the Roundhouse will work so well that there will be no counterattack. A Dodge cannot be performed in the same turn as a Roundhouse.

Difficulty: 8, Damage: Strength + 3

Street Fighting

This also substitutes for commando training, as the goal is to damage the opponent without worrying about fair play. The Special Maneuver here will not work against vampires, as it relies on damaging vital organs, which no longer function in vampires. However, vampires who know this style are certainly free to use this maneuver on mortals (including Lupines, ghouls and mummies).

Special Maneuver: Blow to Vitals

The fighter attempts to hit a vital organ and thus permanently maim the target; examples of such strikes are kidney blows, punches to nerve points, and throat rips.

Difficulty: 8, Damage: Strength + 3

Aiming Blows

Sometimes a fighter will want to aim at a specific location on his opponent's body. This is especially useful against vampires, as general damage does not tend to stop them. The goal, then, is to break limbs, so they cannot be used until some blood has been expended. In this way, vampire battles usually end with one of the opponents unable to walk due to broken legs and loss of blood.

Here is a list of body parts and the difficulties required to hit them in combat, the damage required to render that part unable to function, and the effect of such impairments. All the damage listed (save decapitation) can be healed with Blood Points, in which case the limb is fully restored. A vampire can successively have his hands broken many times in a combat and repeatedly heal them.

The attacker must declare the location of his strike before rolling. If no successes are scored, then the blow missed entirely.

Head — Difficulty: +3, Damage: A Wounded result means unconsciousness for a mortal, but a vampire is only stunned and cannot do anything that turn. A Crippled result means the vampire is stunned until she successfully rolls Stamina (difficulty 8). Incapacitated means the vampire's neck is broken and she is paralyzed until she can spend enough Blood Points to restore herself to the Crippled level. If the weapon is sharp and the damage is one more than required to bring the vampire to Incapacitated, then the vampire is decapitated — the Final Death.

Hands/Arms — Difficulty: +3/+2, Damage: A Wounded result means the hand/arm is broken and any weapons in that hand cannot be used: swords are dropped, the fingers will not be able to pull the trigger on a pistol, etc. If the weapon used is sharp, a Crippled result means the limb is sheared off. To reattach, the limb must be recovered and held to the wound while the vampire spends enough Blood Points to restore himself to at least Mauled level. The limb cannot be used until it fully heals (treat as if it has taken aggravated damage).

Legs — Difficulty: +1, Damage: A Wounded result means the limb is broken; the penalties to the Dice Pool apply to any activities requiring running. An Incapacitated result with a sharp weapon means the limb is cut off, with the same results as severing a hand or arm.

Chest/Torso — Difficulty: +1, Damage: An Incapacitated result means shock: the vampire has temporarily lost control of his blood. He must roll Stamina + Fortitude (difficulty = total lost Health Levels + 2) to regain control, spending a full turn to try. He cannot spend Blood Points until he does this. A mortal will have the air knocked out of his lungs on a Wounded result (stunned for the turn), and his ribs broken on a Mauled result (none of these results bother a vampire). If the vampire is attacked from behind, and the result is one more than needed to Incapacitate, then the spine is broken, and he is paralyzed until he can spend sufficient Blood Points to restore him to the Crippled level.

Vampire Fighting Tactics

Kindred who engage in hand-to-hand combat have had to develop new tactics when fighting other vampires. Kidney blows and throat punches do not affect Kindred the way they would a mortal. Except for the heart, vampires do not have any tender points. Thus, the attacker must do as much damage as possible to select locations, trying to impair a vampire's ability to use weapons by breaking his hands, or keep him from running away by breaking his legs. This forces the injured vampire to spend massive amounts of Blood Points to heal broken limbs in order to be effective in combat.

One useful method is to throw an opponent to the ground and immobilize him. A diabolist can easily drink from an immobilized vampire. However, this may facilitate a frenzy on both sides.

Most effective methods involve damaging functional organs like the eyes. The difficulty for this attack is a 10, but two Health Levels of damage will blind the vampire until he can spend two Blood Points to heal them. A blinded fighter must roll against a 10 difficulty to hit anything not directly in front of his face. If the vampire has *Auspex*, he can roll Wits + Alertness (difficulty 8), using his hearing to find his target. Any successes on that roll subtract from the 10 difficulty to hit. Example: Bors is blinded by having his eyes gouged out with a fire poker. He swings the next turn at his attacker. He has *Auspex*, so he rolls Wits + Alertness: three successes. His final difficulty to hit is thus (10-3) seven. This cannot take a

difficulty below its base level; i.e. a punch will have at least a six difficulty.

The opponent can oppose his Dexterity + Stealth against the hearing roll, however; any successes subtract from the hearing successes. Also, if the attacker is out of reach of the blinded vampire, then there is no chance of being hit. However, if he attacks again (unless it is a ranged weapon or long spear), then he is in reach again. Example: Lucinda, after blinding Bors, tries to move quietly behind him. She rolls her Dexterity + Stealth and receives four successes. This beats Bors' three successes, so Bors does not hear her, and is still at a 10 difficulty to hit.

The Storyteller should get the blinded player to declare just how he is attempting to attack something which is not revealed to any of his senses. He should have the other players, if they are the attackers, write down their actions taken against him, rather than speaking them aloud. The mood of being "in the dark" for the blinded player facilitates roleplaying. In the example above, Bors does not know that Lucinda is sneaking behind him, so unless he states otherwise, the Storyteller should assume that any punches he throws will be swung to his front. In this case, the player has no chance of hitting, but the Storyteller should have him roll anyway, so he does not catch on that his target is no longer in range.

By Claw and Fang: Gangrel Fighting

The Gangrel clan has developed an especially nasty maneuver. It remains a clan secret, but some anarchs have discovered it. It requires the ability to grow claws (Protean Level Two), so only those anarchs with that power can use it.

It can be learned as a specialty once a character has four or more levels in Brawl and someone to teach it to him. The student rolls his Wits + Brawl (difficulty 8) for every day spent training. When he accumulates 10 successes, he knows it as one of his specialties. This training is usually done out in the wild, practicing with animals. If the training is performed on human subjects, the practitioner must roll his Conscience (difficulty 9). If he fails, he loses one Humanity point, descending deeper into the dark abyss of the Beast as he rends human flesh in his mad desire for combat lore.

Special Gangrel Maneuver: The Rending

A vampire with claws can try to cause his opponent to lose more blood than usual by raking him in blood-bearing areas of his body. Vampires' veins are no longer used to transfer blood; a mysterious act of osmosis instead seems to be prevalent. However, there are areas of the vampire body where quantities of blood gather, such as the heart or the neck (where blood travels to the brain). Simply opening these areas is not enough to produce this special maneuver's effect, so the Gangrel have developed a method of ripping the



flesh away in a huge chunk, using a hook action with their claws. This tears the vampire open, spewing blood in such a gout that the victim cannot immediately stop its loss.

The vampire rolls *Dexterity + Brawl* (difficulty 8); in addition to normal claw damage, his opponent loses a Blood Point. Needless to say, this is devastating to a mortal, and a waste of good vitæ as well.

Weapons

Guns

Weapons are tools of ill omen.

— Sun Tzu, *The Art of War*

Heavy firepower is loved by most anarchs. It may take a lot of bullets to take an elder down, but the anarchs love delivering them. Automatic weapons are a standard anarch sidearm.

The Storyteller should check the gun laws for the city in which his story is set (or make them up, if the Gothic-Punk world differs from the real). In some areas, guns can be purchased with no waiting period, while other areas may require a record check, seven-day waiting period and proof of residency. Automatic weapons, or even military assault weapons, may not be available at all. All of this is important in case the anarchs are rounded up by the police; if they do not have licenses for their guns, they are certain to be booked.

Because of the tough laws on gunpowder, most anarchs shop the black market. Contacts in the black market world of weaponry are considered vital to most. In almost every anarch enclave, at least one member will know how to get in touch with the black market. A *Wits + Streetwise* roll must be made to acquire items (see *The Players Guide*, Chapter Six). If the black marketeer is a Contact or Ally, it will be much easier. In fact, some cities' black markets may be run by anarchs. Control over this illegal traffic is necessary for them, not only to buy their own weapons, but to provide them for the mortal revolutionary factions they sometimes sponsor. Besides illegal guns, the anarchs use many other felonious items, from bombs to poison.

Things That Go Boom in the Night: Bombs

It is practically a hallowed stereotype to place a bomb in the hands of an anarchist. The anarch vampires, like their mortal counterparts (and sometimes partners), have many uses for explosive and incendiary substances. *The Players*

Guide gives a short list of the most common types of explosives, but there are many volatile compounds that can be made at home, using materials from the local grocery store.

The Storyteller should either research the local laws concerning explosives or make them up. While the individual materials making up a homemade bomb are usually quite legal, when assembled into its lethal form, its possession may be considered a felony. Anyone caught with such a device may not only be charged with possession of an illegal and dangerous substance, but also with intent to perform a revolutionary or vandalous act. Nonetheless, homemade bombs are popular among anarchs, as their purchase can rarely be traced back in the same way that C-4 purchases can.

The simplest incendiary device, readily assembled in mere seconds, is the "Molotov cocktail." A perennial favorite during riots, it is a bottle filled with gasoline and oil. A rag is stuffed down the neck of the bottle; the rag is lit just before being thrown at its target. When the bottle breaks on impact, the flames ignite the spraying gas and — boom! The thrower rolls *Dexterity + Athletics* (or *Throwing*) against a difficulty based on where it is lobbed. A storefront (from across the street) is a three. A moving police riot vehicle is a five. A moving target, Kindred or kine, is a seven. The difficulty for resisting Molotov fire damage is five, and it produces one wound (only part of the body is affected). The flames will continue burning for three turns or until the character successfully resists the damage.

Creating one's own explosives requires *Demolitions Ability*. The creation is an extended action, requiring a set number of successes before the explosive is assembled in its final form. The bomb-maker rolls *Intelligence + Demolitions* (difficulty depends on the instability of the substances: nitroglycerine 9, black and blast powder 7, plastique 4). The number of successes needed depends on the complexity of the explosive. A failure on the roll indicates that the explosive was assembled incorrectly and will not explode when set off.

Be careful — a botch at any time during the extended action means that the explosive goes off, and the character takes full damage. If there is a gas main nearby, the whole block may go up — triple the damage for all on the block. Most mortals will not survive this, and it is considered aggravated damage for vampires, so they may not crawl out of the burning basement either.

Explosives usually require a blasting cap set off by a fuse. Fuses come in many different forms, but the most popular is a military timed fuse. This has a steady enough burn to regulate the time it takes to explode by the length of fuse. There are many other methods of setting off bombs — electronic, chemical, mechanical, pressure and motion.

The main danger of bomb use is not the risk to unlife, but the risk to the Masquerade. It is very hard to cover up a bomb. Explosions bring the police, and if they believe terrorists were involved, they bring the FBI, and if they find enough evidence of Kindred involvement, the Special Affairs division

may step in — and then the character has hunters on his tail. Also, Justicars are unforgiving about bomb use. Even if the anarchs have managed to keep the war between themselves and the prince, archons will rush to the scene once the bombs blow. Soon after, a Justicar will arrive to clean up the situation himself. When planting bombs, anarchs should employ mortals as fall guys to keep the real authorities from becoming involved.

Making Dynamite

This requires five successes per stick, and includes inserting the fuse. Since the nitro is relatively stable in its charcoal form, the difficulty is only five. However, if the dynamite is old and sweaty (crystals on the outside), the difficulty rises to eight or nine, depending on just how sweaty it is. The film *Sorcerer* (with Roy Scheider, directed by William Friedkin) is a good example of how scary working with sweaty dynamite can be — especially transporting it. A stick of dynamite has a Blast Power of three.

Blast Powder Bombs

The materials are relatively easy to get in quantity; they are sold for home-loading ammunition. The bomb-maker needs to define a container and method of setting it off. Most often, it is simply powder packed into a plastic milk carton or army water bottle with a fulminating fuse. The number of successes needed is only three. The average poundage is one to two. Black powder has a Blast Power of one per pound, while blasting powder has a two rating per pound.

An added attraction could be stuffing the carton with nails or wood splinters. This will add an extra three dice to the damage Pool, dropping one die for every yard away from the center of the explosion.

Both the Storyteller and the players are advised to research this area if the story involves bomb throwing. There is a lot of literature on the market about explosive materials, but it can be hard to find in conventional bookstores or libraries. Also, ordering them by mail, although the easiest way, may get the player on a list. Governments tend to compile information on those who are interested in violent means, even if the interest is purely academic.

Traps

Setting traps is a necessary art for the anarch, to keep out the prowling diabolist or Lupine. One can set an immense variety of traps at home to ensure that any intruders leave wounded, if they leave at all. Pits with pungi stakes (wooden, of course) are popular for those who live in caves, though these can be arranged in the backyard also.

Hiding such a trap requires a roll of Intelligence + Traps; the difficulty depends on the complexity or size of the trap. The pungi stakes require digging a pit and then hiding the pit, such as by scattering leaves over a net. This would be a seven

difficulty. The trapper can reduce the difficulty by one per hour spent, up to a maximum of his Traps Ability. The number of successes is opposed by an intruder's Perception + Scan or Alertness (difficulty 8). If the intruder is actively searching for traps, he can roll Perception + Traps (difficulty 6), opposed by the trapper's successes.

For weapons meant to fire when traps have been tripped, the character must roll Intelligence + the particular weapons skill (Crossbow for crossbows, Firearms for guns, etc.). The difficulty depends on the nature of the setup. A shotgun set to fire when a door is opened has a good chance of hitting anyone in the door due to its wide spray of pellets. In this case the Storyteller deems the difficulty to be five. But an axe that is set to swing down on someone's head is only aimed for one part of the intruder. The Storyteller deems this to be an eight difficulty. Against an opponent who is surprised (does not suspect a trap), however, the difficulty drops by three. The trap's Dice Pool is rolled when the trap has been triggered.

Example: Johann sets up a crossbow (wooden bolt and silver-tipped) with a tripwire in his backyard (the most likely attack entry, he figures). He hides the crossbow in a nearby shrub, but has to clear away some of the shrub to avoid blocking the bolt's path. He stretches clear monofilament across the lawn; one end is attached to the trigger of the crossbow, while the other end is tied to another shrub. The Storyteller deems that the difficulty of hiding this contraption is only six. Johann rolls his Intelligence + Traps and scores three successes. The Storyteller decides that the crossbow's attack difficulty is a seven, since it is lined up directly with the monofilament.

Later, Golvagh the Garou slips into the yard on all fours, in full-wolf form. He has sniffed out the vampire's lair and is closing in for the kill. He does not spend time looking for traps, but strides on in. He rolls Perception + Alertness and gets two successes (bad night!), and so does not notice the monofilament line as he trips it. Johann then rolls his Intelligence + Crossbow against a four (Golvagh is unsuspecting, so the difficulty is lowered by three). He gets six successes! Golvagh hears a loud "thung!" to his left and a silver bolt imbeds itself in his thigh. He runs howling from the yard.

Poisons

We recognize no other activity but the work of extermination, but we admit that the forms in which this activity will show itself will be extremely varied — poison, the knife, the rope, etc. In this struggle, revolution sanctifies everything alike.

— Bakunin and Nechaev, "Revolutionary Catechism"

Using chemical substances in the war against the elders is another favorite tactic of anarchs. **The Players Guide** gives a good list of chemicals that will affect the Kindred. A vampire needs the Secondary Knowledge Ability of Toxicology to create and work with poisons. Depending on what is being made, complementary Abilities can be Herbalism,



Alchemy, Brewing/Distilling or even Cooking (to hide the poison in a meal).

The list of poisons which will effectively harm a vampire is not long. Most poisons that require the actions of digestive fluids to metabolize them into deadly chemicals will not work on Kindred. At the most, they will suffer some Health Level damage, which Blood Points will heal. This can be distracting, but most anarchs who bother to use poisons want to kill.

The standard list, so popular among mystery writers, is worthless against vampires. Arsenic, strychnine, cyanide and others cause Health Level damage, but will not kill the undead. The kinds of poisons which can harm the Kindred are those which destroy the blood. Many poisons which harm red or white blood cells can cause the loss of Blood Points in a vampire, inducing frenzies and maybe torpor from blood starvation.

Most anarchs who employ poisons must create their own if they wish to kill other Licks for sure. This requires an extended action. Roll Intelligence + Toxicology (difficulty 9). The number of successes needed depends on the poison: just how "new" is it? How damaging is it and how much is needed for one dose? The Storyteller is the arbiter here. Complementary Abilities are Chemistry, Investigation and Alchemy. A botch during the creation process either means that the creator falls victim to his own substance, or that he is entirely unable to create a poison until he increases his Toxicology rating by one level.

Popular forms of deadly substances among anarchs are clear pastes which can be spread along a knife or sword blade, poisoning the blood if it succeeds in doing any damage. Injecting slow-acting poisons is another popular method, but requires the anarch to have access to the mortals on whom his foe plans to feed.

The prince may have some experience in avoiding dangerous substances. Recognizing poisons requires a Perception + Toxicology roll (difficulty depends on the poison; generally 6 if specifically searching, 9 otherwise).

Sometimes, poison can be hidden in food. This will not work on vampires unless they have the Merit of Eat Food and are trying to pass as human by eating. A clever anarch may discover that her enemy actually eats at times, and can then plan to serve him a deadly meal. The chance of noticing a poison depends on the poison, but the successes used to plant the poison (Intelligence + Cooking) oppose the roll to notice. Brewing/Distilling can supplement the poisoning of wine in the same way.

One odd form of poisoning which can work on vampiric vitæ is an outgrowth of biological warfare: viruses or dangerous microbes. Creating these odd and often uncontrollable (quickly mutating) poisons requires the Knowledge Abilities of Biology and Medicine (rolled with Intelligence). Complementary Abilities include Investigation and Toxicology. Bioweapon creation requires a well-equipped lab (Resources at least 4), and an extended action of no less than 30 successes.

New Poison: Frenzy Pox

Vector: Ingested

Sensory: Invisible to the eye, hidden in the blood.

Effects: This is a small microorganism which sends Kindred into spasmodic frenzies. It harmlessly resides in mortals' blood. When drunk by Kindred, however, it infects their systems, growing with every expenditure of Blood Points. Each Blood Point spent after infection is kept as a tally, and is added to the vampire's difficulty to resist a frenzy. The organism slowly incites the Beastly nature of the vampire until the vampire finally succumbs to a frenzy, which also kills the organism. When the difficulty of the frenzy exceeds 10, the frenzy is automatic.

Drinking the Blood: See above.

Antidote: A frenzy will kill the poisonous organism. Thaumaturgy Level Two, Blood Rage, can also rid the body of the organism.

History: This bizarre virus was developed by a very sick Cainite in South America who crossbred many different microorganisms. It is only dangerous to Kindred, but it may also affect ghouls who have the Flaw: The Beast Within. Even this poison's creator does not fully understand why this "bug" works as it does.

Alchemy

Alchemy allows an alchemist to create new poisons. The Storyteller should get his players to be inventive in coming

up with a poison's ingredients and effects. Alchemy transmutes items to their "pure" states. An example of alchemical thinking is the classical belief that bathing a diamond in goat's blood would weaken it, allowing it to be broken. The theory was that the diamond was one of the purest substances, and goat's blood one of the lowliest. The antipathy of the goat's blood acted adversely on the diamond. Likewise, sympathy with items of a purer nature can aid the transmutation into a higher state. The transformed object may still appear physically unchanged, but its mystical nature is entirely different.

Creating alchemical substances is almost always an extended action. The difficulty of the task depends on the complexity of the action, and the number of successes needed depends on the degree of transmutation. How much of this mage's science the Storyteller will allow depends on her preferences.

Alchemical Poison: "Blade Clot" or "Blood Sleep"

Vector: Intravenous

Sensory: An odorless, clear paste.

Effects: Used as a paste on knives or arrowheads, especially on the switchblades of today's anarchists. This poison attacks the blood, causing it to coagulate inside the body. This prevents the expenditure of Blood Points, and the blood does not reach the brain. The initial effects take place one turn after the poison contacts the blood (usually by a knife:



one Health Level of damage is enough). Five dice are rolled against the victim's Stamina + 3. Each turn thereafter, another roll is made, until 15 successes have been achieved. At that point, the vampire enters torpor due to the coagulation of the blood in his brain. Each success achieved also reduces the Blood Pool, effectively "freezing" that number of Blood Points so they cannot be used. If the roll ever botches, the poison proceeds no further, though the coagulated blood cannot be used or replaced except through the normal nightly expenditure of one Blood Point.

Antidote: The vitæ from a vampire of a lower generation than the victim will purge the poison. A number of Blood Points equal to the poison's number of successes is required. Also, the third level of the Thaumaturgy Discipline, Blood of Potency, can allow the victim to purge the poison without spending Blood Points. Another option is to spend all Blood Points, dispersing the poison; this must be done before the first onset of symptoms, for even one success will "freeze" a Blood Point, in which case not all the Blood Points can be spent.

Drinking the Blood: Full effects, beginning in one turn after drinking, as above. This poison will kill mortals, as each success inflicts one Health Level of damage.

History: Developed by an Italian Brujah rumored to be one of the Medicis. It was used to kill princes in Europe during the early days of the Masquerade, but it is very rare now. Making it requires a distillation process involving the blood of an elder in torpor. The trouble lies in finding an elder in torpor, and then getting the vitæ; needless to say, this is a rare poison.

Media

*The press — they never even cared
Why a youth leader walked into a speeding car.
In ten years or so we'll leak the truth
But by then it's only so much paper.*

— Dead Kennedys, "I Am the Owl"

Mass communication is increasingly becoming a favored weapon in the Anarch Movement. Anarchs everywhere are using the media to screw over their enemies. Neonates embraced within the last 20 years usually have a better understanding of the power of the media, especially television, than any previous vampire generation. The language of film is second nature to the youth of today.

The background Fame is useful here. The higher the Fame, the easier it is to release a film, video or book that threatens the prince or the Masquerade. Roll Manipulation + Fame (difficulty 6). The number of successes opposes anyone's attempt at a coverup.

Most often, it takes a roll of Manipulation + Influence (difficulty 8) to stop the presses, as well as an Ally, Retainer or Contact on the inside (such as a publishing executive) to

do it quietly.

Example: Leona has become somewhat famous from her appearances in hot Hollywood blockbusters, giving her a Fame of 3. Her latest film is about vampires, and actually has some scenes pulled from Leona's unlife. Justicar Petrodon wishes to stop the release of this film. First, Leona rolls her Manipulation + Fame (difficulty 6), scoring three successes. Petrodon then needs to roll his Manipulation + Influence to stop its release. Petrodon controls one of the big execs at the studio, so the Storyteller allows him a chance. He rolls: five successes. After comparing with Leona, he has two more than necessary. The studio exec, citing "questionable audience desirability for a horror film," pulls the release of the movie. Leona can still try for home video or television.

This can be attempted with every different medium, and each attempt is rolled separately. But, as in the example above, Petrodon had two extra successes. He gets to add these to Leona's difficulty number if she tries to get the same project into another medium, such as home video. Thus, Leona's difficulty would be eight. The maximum difficulty is a 10.

The Cinema

Film is considered the art form of the 20th century, although most of the art is created only in Europe. American films aim to make money, rarely to deliver an aesthetic experience. But a core of independent filmmakers in America are taking the world by storm, delivering important messages in a medium strangled by monetary consideration. In the Gothic-Punk world of *Vampire*, Hollywood is a hot battleground for the Kindred.

The Camarilla is strong in Hollywood, but its hold has been seriously threatened by the Anarch Movement and the formation of the Anarch Free States. The anarch Brujah have recently taken a strong interest in the movies. Nonetheless, the Ventrue clan has a large amount of control over the financial end of moviemaking, as shown by the blandness prevalent in Hollywood.

From their base in California, the Brujah control the creators and the unions of Hollywood. This way, they sometimes produce and distribute films that greatly anger the Justicars of the Camarilla. Regardless of the monetary control of the Ventrue, the anarchs have still been able to get these films distributed and released.

Television

The video airwaves are tightly controlled by the Camarilla, thanks to early vampiric infiltration of the networks. It is very hard to say how many of the thousands of stations being piped over cable are ultimately run by vampires. In many cases, however, the Kindred could gain no control, for the risk to the Masquerade was too great. Thus, many stations are well within the hands of their mortal owners.

There have been cases where a news broadcast reveals dangerous information about vampires, but when the few

viewers who caught the first report tune in to hear more, the incident is mysteriously dropped. Justicars and archons keep a tight watch over the national and local news broadcasts, and they work to cover up any leaks. Their Disciplines have put an end to many rumors initially broadcast over the airwaves.

Despite all this, anarchs who hope to deliver messages to the prince sometimes use television. If they plan a hit on a group of his Retainers, they often tape the incident and send him a copy. To anger him even more, they may send it to the local news for broadcast.

As the Rodney King beating showed, the power of a video camera to reveal oppression is incredible. Videophile anarchs roam the night with cameras to catch other Kindred doing things they are not supposed to. They can then bribe the unfortunate Lick caught on camera, or else send a copy to the prince.

Print

Books and magazines are the most prevalent form of information today. Books also last forever (or at least for a very long time). There have been many cases in the annals of literature where the secrets of the Masquerade were revealed, in a fictional context. For the most part, these were plots by the Camarilla to bolster humanity's belief in the absurdity of vampires. But there have been a few cases where some Cainite malcontents took a swipe at their enemies through print. These have been covered up over the years by the Camarilla, and most of these revealing books are well out of print and gone from the memory of mortals.

For the anarchs, however, print is still a popular forum for voicing their discontent. Some have assumed pseudonyms and published articles or columns in some of the more popular counterculture magazines. So far, the Camarilla has not noticed these magazines, as their audience consists mainly of rebellious mortals who would not likely be believed if they really discovered a vampiric secret anyway. But as more and more anarchs secretly write vampire fiction, the Justicars become more worried about the print market, and increasingly seek to clamp down on and control the release of fantastic fiction.

Newspapers are also employed by anarchs. Many intrepid mortal reporters seeking Pulitzers have found themselves approached by strange figures, hidden in shadow and speaking with deep voices. These figures give them clues to a vast conspiracy among city or government officials; when the story hits the headlines, the guilty parties scurry to find alibis. In this way, anarchs like to use mortal reporters, not as Retainers, but as sources with whom they can drop hints about shady dealings among other mortals, most often mortals in the employ of the prince. The intrepid gumshoe reporters of America's dailies are banes to nearly every prince. The princes are hesitant to use these mortals themselves, for fear of breaking the Masquerade, but the anarchs risk such all the time.

However, many of the oldest newspapers are tightly controlled by puppet-editors dancing to the strings of the Camarilla. Any references that risk the Masquerade get cut before press time, and the reporters are usually fired. In these cases, anarchs who need to get a story run have to rely on their Disciplines to halt the editors' scissors, often by Dominating them and getting the presses to run before their Kindred masters can undo the command.

There is a danger for both parties who attempt to manipulate the mortal institutions of information, whether cinema, television, print or newspapers. These places are prime breeding grounds for the vampire hunter. An incautious coverup of some news item may lead a reporter to investigate, suspecting government intervention only to find the astonishing truth of vampiric manipulation. This may rekindle a reporter's crusade to deliver the truth to the public — and endanger vampires everywhere.

Rituals

In the dark Gothic-Punk world of *Vampire*, the supernatural powers of the occult are at the beck and call of even the anarchs. While Thaumaturgy is rare among them, some have endeavored to learn its secrets in their search for new tactics to use against their enemies.

There are rare cases of anarchs who have achieved mastery over the ritual methods of magic, and they have handed down a legacy of ritual spells for their rebellious comrades to use. Many of these came from collaborations with the Ravnos, for the anarchs like illusions.

The Storyteller should create his own new rituals for the anarchs, but keep in mind that Thaumaturgy is not widely practiced by these young rebels. Even those who do use magic often rely on stealing their ritual knowledge from others. Creating a ritual is a very hard task, requiring a lot of power and creativity. The anarchs possess the latter in spades, but the former can take time to gain — time which they do not often have.

Counting Coup (Level One Ritual)

This ritual allows the caster to leave a "pre-recorded" message at the scene of her crime, for the eyes of the prince or his brood only. This is often done to tell the prince exactly who ruined his building or destroyed his theatre. It will only activate when the prince or his brood enters the site, and only they will perceive it. The caster rolls her Wits + Intimidation (difficulty 8). The designated viewer(s) must be Kindred, and casting the ritual takes 15 minutes and a piece of chalk.

One success allows a visual message, such as a symbol or icon that floats before the prince's face. Two successes add a brief auditory message, such as a laugh or statement of the Anarch Manifesto. Three successes allow moving pictures. Four successes allow the creation of multiple images and sounds. Five successes allow the images to be touched,

although they can cause no damage. After the message is delivered, all traces of the ritual disappear and no magical methods can be used to track the caster.

Example: Gibson and her gang have just trashed the Empire Theatre for the fun of it. It is the prince's favorite theatre, and they do not want to leave without dropping a calling card. Gibson decides to leave a ritual message that only the prince's men will hear. She casts her spell, rolling her Wits + Intimidation against an eight. She scores two successes. When the prince arrives to survey the damage to his precious theatre, he is suddenly surprised by a glowing anarchist's symbol floating before his face and a laugh he recognizes — "Gibson ... that anarch scum!"

Detect Authority (Level Two Ritual)

This is a testing ritual, usually performed on new neonate members to make sure they are not working for the prince. The caster cuts his palm, and does the same to the young neonate. They then clasp hands, mixing their blood while the caster stares into the eyes of the neonate, searching for any mystical sign of the prince's blood or power. He rolls Perception + Intimidation (difficulty of the neonate's Willpower). Any successes reveal if the neonate is Blood Bound or under the control of a vampire's Discipline. The anarchists will usually refuse to accept anyone who tests positive to this ritual, unless she has a damn good explanation.

The Framing (Level Three Ritual)

This ritual allows an anarchist to "frame" another for his own actions. It requires possession of some object belonging to that person, or even better, some of the victim's vitæ. The ritual is performed before enacting the deed for which the target will be blamed. The caster rolls Appearance + Subterfuge (difficulty 8). If successful, the spellcaster can then perform the deed, and anyone who witnesses him will mistake him for his spell's target. One success is visual only. Three successes enable the caster to sound like the target. Five successes and the ritual works upon all senses; even Auspex cannot detect that a spell has been cast. This ritual lasts only as long as it takes to enact the crime.

Example: James plans to break into the prince's favorite jewelry store, but knows it has been declared off limits to Kindred. So, he decides to "frame" another for his action — Gregor, a Malkavian. Earlier, James stole a jacket usually worn by Gregor, just in case he wanted to cast this ritual. He uses it now, to focus the ritual on Gregor. He rolls his Appearance + Subterfuge and gets three successes. Now, anyone who sees and hears him will think that he is Gregor.

Anti-Rituals

Most anarchists disdain knowledge of Thaumaturgy, seeing it as a blatant attempt by the fascist Tremere and their bourgeois allies to turn mysticism into a rigid, uncreative arsenal of destruction. Instead, these counter-Thaumaturgists have developed the anti-rituals. They designed these mysterious ceremonies to blunt the Tremere's might — by leaving them too boggled and befuddled to act. These anti-rituals have been collected in the secretly published **Grand Compendium of Discordian Regurgitals** by Omar Khayam Ravenhurst, thought by many to be both an anarchist and anti-anarch (and anti-anti-anarch). The following is an excerpt from that Stygian tome.

Miraculous Mojo

In 1968, students and workers in France rebelled and nearly toppled the government.

Although the age of miracles has long since passed, occasionally somebody somewhere snaps out of his tranquilized obedience and compulsive junk consumption, if only temporarily. Such a rare event, called a revolution, is considered a genuine and authentic miracle upon investigation and certification by the Legion of Dynamic Discord and our Bull Goose of Limbo.

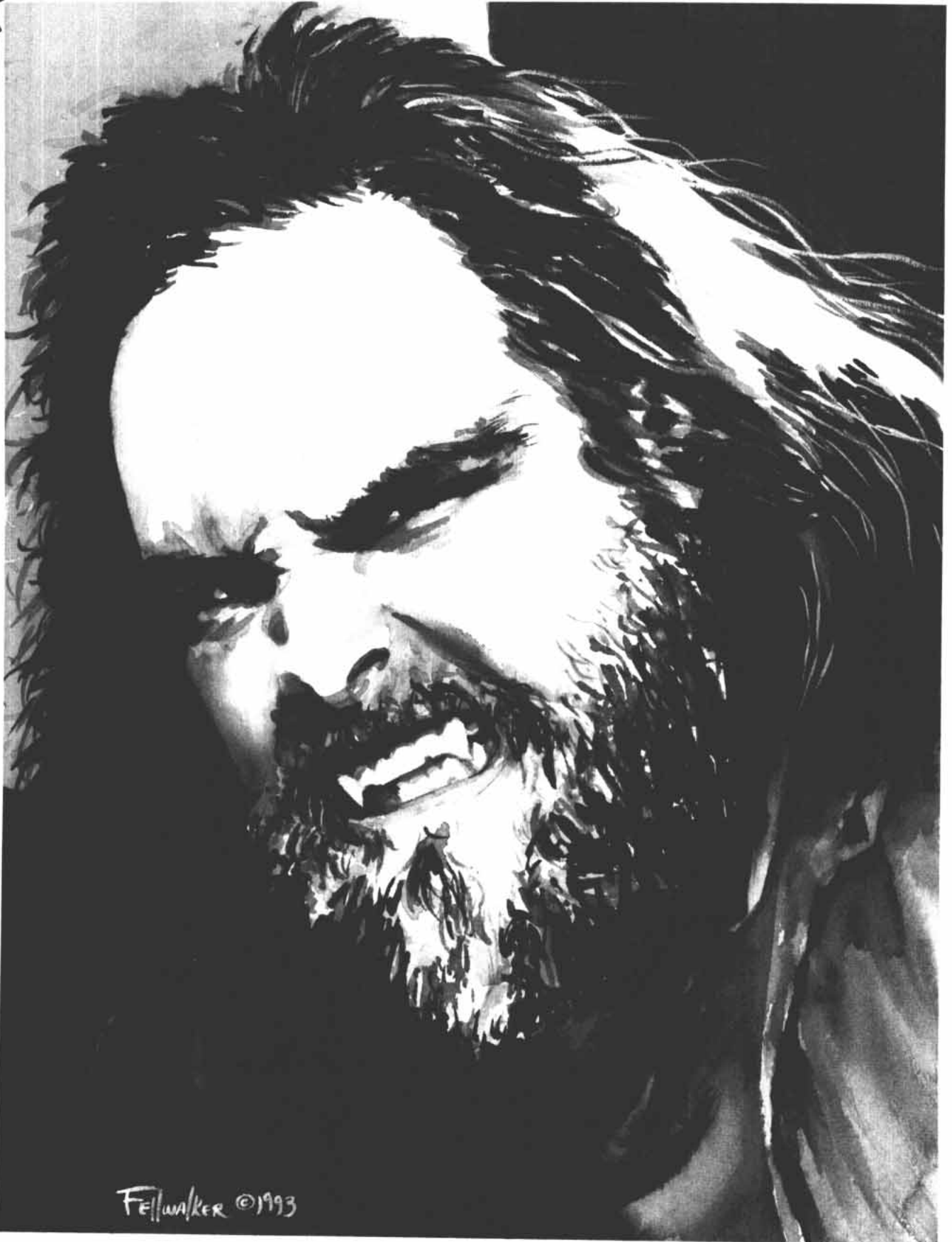
Our research has determined that the 1968 student/worker revolt was caused by a powerful magician in Fatima who accomplished this wonder by boiling bats' wings in holy water from Lourdes, and intoning a secret incantation we can only reveal here with one essential word omitted:

"Two, four, six, _____;

Organize to smash the state!"

After chanting that mantra 23 times, our mysterious wizard drank his bat soup and flew to Paris on a broomstick, whereupon he took possession of Daniel Cohn-Bendit in order to observe and critique (in neo-Marxian terms) the public results of his arcane work.

Unfortunately, the French Communist Party regards magic as a decadent bourgeois science, so (on behalf of workers and peasants everywhere) it aborted this miracle by taking it over and surrendering power back to French President DeGaulle.



Chapter Four: War!

*Lo! thy dread empire Chaos! is restored:
Light dies before the uncreating word
Thy hand, great Anarch! lets the curtain fall,
And universal darkness buries all.*

— Alexander Pope, "The Dunciad"

Streets of Fire

Tempers flare and eventually somebody pushes things too far — war erupts. The guerrilla fighting between anarchs and the prince is often deadly, but it is as nothing when they finally engage in open and prolonged conflict. No Kindred is safe then. In war, there are few neutrals. Those who have taken no side do their best to disappear, while the streets run red with rivers of blood, but their flight is often to no avail. The Anarch War is revolution for all.

The Tactical City

In the case of open war, the Storyteller needs to know his city. It is the Storyteller's job to play one of the factions in the war, whether it is the prince and his brood against the player anarchs, or the city's anarchs against the prince, with the characters defending the city from the rebel upstarts.

Vampire is a storytelling game, but to make it believable (and to add drama), the Storyteller needs to know the array of his forces. The first thing he needs to figure out is the general strategy: how does the prince, or anarch faction, respond to force from the other side? How does the side in question intend to squelch the opposition and put an end to the enemy for good? Who are its Allies and Retainers in the war? Where are they strongest and weakest in the city?

The tactics of a **Vampire** war can be complex, but always remember — do not let the tactics intrude on the drama of the story. They should complement it. Tactics can be part of the mood, but down-and-dirty roleplaying should be the core of the story.

Maps

Everyone is encouraged to get a copy of the map of the city in which the war will be waged. Colored markers can be used to delineate the territories and strongholds of the enemy. The prince's "office," where he has his audiences, is usually where he will gather his Allies, both mortal and Kindred. This should be shown on all the maps.

The Storyteller's personal map should be more detailed than the players'; only he knows the big picture. The players' maps should only represent the information they actually know, unless they are working for the prince and he has filled them in on many secrets. Even the prince, however, does not know everything that goes on in his city, especially the locations of the anarchs.

Using maps, both factions can make battle plans, pointing out where their Retainers will be positioned and where their routes of march will be. If it is a planned war, rather than just an eruption of open violence, then both sides may have walkie-talkies to relay battle results to their own HQs or to other groups on their side. The Electronics Ability may be necessary to fix the radios so they broadcast on a tight frequency that the enemy cannot scan.



The Army

Both sides will certainly have Retainers and Allies at their command. Most often, the war is actually begun by mortal Retainers, and won or lost without humanity being aware of what is really going on. In the past, anarchs have fought their wars under the cover of student demonstrations, union unrest and race riots.

The prince uses his most valuable and powerful tool: the police. The prince will use his control over them with impunity, worrying about the legality of it later. The Storyteller needs to have a handle on just how much influence the prince has over the police. The chief and precinct captains are the most valuable Retainers during war, because they control the mass of uniformed officers. Internal Security can do little in this situation — the fighting is usually over before they can step in.

The Storyteller needs to be aware of the prince's preparations for war. If the prince is the primary force in the conflict, as is often the case, then the Storyteller needs to plan out what he will do with the police and his other mortal pawns. Chicago '68 is a prime example of a prince making the first move against the anarchs. The police hit them hard and then rounded them up. The scars and repercussions of that incident alone have created many anarchs in cities far removed from Chicago.

War and Troupe Play

The players, on either side of the conflict, may have Retainers whom they wish to mobilize during a war, sending them across town to handle situations they are too busy to look into themselves. How does a Storyteller resolve these actions? He can choose from two different methods: the Warband and the Tactical.

The Warband

In the Warband method, players roleplay their characters' Retainers. This can be a refreshing change, revealing different perspectives of the war-torn city. If the anarch players send their ghouls to the Southside to harass the prince's police, let the players run the ghouls as they try to figure out the best way to keep the cops busy while not getting killed or arrested themselves. Players can have some reckless fun here, as they do not tend to worry so much about a secondary character's health. The Storyteller should not, however, let them treat their ghoul characters as kamikaze throwaways — he should not be afraid to enforce Courage or Self-Control rolls, modified, of course, by the Blood Bond.

If the players have no ghoul Retainers, another option is to roleplay their mortal Contacts or Allies. If the anarch players have convinced their bomb-throwing, anarcho-terrorist kine friends to blow up City Hall — then play it out!

Perhaps the kine do not know that they are puppets in a vampire war — but they find out real quick when the prince's brood show up to wipe them over the pavement.

The Storyteller should not be afraid to let these sideline chapters rack up a lot of casualties. If the Retainers or Allies wind up mauled or dead on a mission for the characters, the characters should roll Humanity to see if they suffer remorse for their callous misuse of others.

When running warband chapters, the Storyteller should remember that they are simply chapters, not the whole story. The action should always return to the primary characters. Warband chapters should be fast and quick, run at a break-neck pace — it's war out there! The warband should not get the chance to make elaborate plans or extended actions — they have a job to do, and must do it now.

The Tactical Method

The other option for running Retainers is the Tactical Method. This is for times when the Storyteller does not want to “cut away” from the main action to run warbands. This method involves creating simple “character sheets” for the groups that the players (and the prince) use against each other in the war.

Groups have much the same statistics that characters do: names, Natures, Demeanors, Virtues, Abilities and Backgrounds. Instead of the full range of Attributes, groups have Physical, Social and Mental stats. They also do not have Willpower or Humanity. Groups are ranked by who controls them and their war equipment. Each group involved in the war should be written up by the Storyteller. Actions can then be resolved between these groups with simple dice rolls, and the results introduced as background information.

Certain equipment can add to a group's attack Dice Pool. Pistols add one die, rifles add two, and shotguns and submachine guns add three. Knives add one die to a Melee Dice Pool, while swords add two. Brass knuckles add one to a Brawl Dice Pool.

The results of combat between groups still require Storyteller interpretation. The outcome is determined by a set number of successes that need to be achieved by one of the groups. Whichever group first achieves that many successes wins. It is up to the Storyteller to interpret how they win. The police will rarely shoot to kill; if they win, they will have successfully subdued and arrested the group. A terrorist organization, however, may be more ruthless. In this case, the Storyteller can decide that each success kills one member of the opposing group. This way, they can lose the fight and still cause casualties.

Example: The River City Police Force (Uniformed Officers). This represents the average group of uniformed police in the city. Number: 3-10 (raise stats if more than 10). Nature: Judge, Demeanor: Caretaker, Attributes: Physical 3, Social 3, Mental 2, Virtues: Conscience 2, Self-Control 3, Courage 3, Abilities: Brawl 3, Intimidation 3, Leadership 3, Streetwise 2, Drive 2, Firearms 3, Melee 2, Security 3,

Investigation 2, Law 2, Area Knowledge 3. Backgrounds: Allies 4, Contacts 3, Influence 3, Resources 2. Controller: Prince Ludwig. Equipment: .38 Revolvers, Shotguns, Radios, Police Cruisers.

Example: The Black Liberation League. Number: 7. Nature: Visionary, Demeanor: Bravo, Attributes: Physical 3, Social 2, Mental 2, Virtues: Conscience 2, Self-Control 2, Courage 5. Abilities: Brawl 3, Intimidation 4, Subterfuge 3, Streetwise 4, Firearms 3, Demolitions 3, Politics 1. Backgrounds: Contacts (Black Market) 1. Controller: Anarch Earle. Equipment: Uzis, Molotovs, C-4, and a beat-up old van.

Example of Tactical Resolution: Anarch Earle controls the Black Liberation League, a small band of militant radicals in the inner city. He manipulates them into bombing a judge's home, knowing that this will bring the police, distracting them from where Earle himself will really attack.

The Storyteller runs the actual story of Earle's own attack using roleplaying (Earle is a player character), but resolves the B.L.L.'s attack with the Tactical Method. The River City Police will try to stop the bombers.

The Storyteller decides that a total of five successes are required for one side to win. He rolls the River City Police's Physical + Firearms (plus one die for their pistols), opposed by the B.L.L.'s Physical + Firearms (plus three for their submachine guns). The difficulty for both sides is set at six. The police get five, while the B.L.L. get two, leaving the police with three successes. Next round: the police get five again, while the B.L.L. get three, leaving the police with two successes. This means that the River City Police have gotten the required total of five — they win.

Later that evening, Earle checks with his informant to see how his tactics worked. He discovers that the B.L.L. were taken in by the police after they torched the judge's lawn (at least they afforded Earle with a distraction).

This system can be used for any group's action, not just combat situations. The prince can have his police search for the anarchs' Retainers: Mental + Investigation (or Streetwise). The anarchs can have their terrorist groups scare the populace indoors: Social + Intimidation. The prince can have his police scare the anarchs' terrorists away: oppose the police's Social + Intimidation against the terrorists' Mental + Courage. These rules are designed to resolve any group background action quickly. It is the Storyteller's alternative to saying, “Well, the police are tough, so the students all give up and go home, leaving their signs on the campus lawn.” With this system, he can roll the police's Social + Leadership against the students' Mental + Self-Control to see if they are swayed by the authoritarian voices of reason.

Group situations outside of war can also be resolved with this system, giving groups extended actions. The Student Society for the Advancement of Anarchy has to make an extended action roll of Social + Subterfuge (or Intimidation) to convince the Student Council that they need more funding. The Housewives Against Gaming (H.A.G.) has to



make an extended roll of Social + Influence to ban roleplaying in the public schools (the prince fears one of the games violates the Masquerade).

The Blood Bond or vampiric Dominate and Presence can temporarily modify a group's stats. If the group is attacking because they have been commanded to by Dominate, then add to their Courage Dice Pool. If they are under the effect of Presence, add to their Mental Dice Pool to resist any attempt to make them betray their vampiric source of awe.

The Storyteller should never let this system intrude on roleplaying; it is used with background actions, not the primary story action. If the results clash with the story, then the Storyteller should feel free to change them or ignore them. The rules are meant to complement the game, not overcome it.

Declaration of War

*When the law break in
How you gonna go
Shot down on the pavement
Or waiting in Death Row?*

— The Clash, "The Guns of Brixton"

Somebody has to start the war. Will it be the prince or the anarchs? Whoever begins it has the first move and usually the element of surprise.

If the characters start the conflict, they have the advantage of gathering their forces first. This in itself can ruin the surprise, especially if they muster forces from all over the city. When the prince starts calling in police patrols to a particular precinct, anarchs generally get nervous. A combatant seeking to move his forces discreetly must roll Manipulation + (appropriate Background; either Allies or Retainers) (difficulty 8).

The number of successes adds to the difficulty the other side has of noticing the movement. Subterfuge can be used as a complementary Ability. The other side rolls Perception + Streetwise (or Contacts, if they have some in the right places) (difficulty 7). One success means the opponents notice one thing (such as a lot of activity on the police band). Three successes mean they notice an action of the prince's brood (they are all gathering in the prince's office). With five successes, they know war is imminent (someone on the prince's side talked).

If the anarchs are the ones gathering for war, the prince may discover it through any number of methods. If he has "moles" in the anarch underground, he may hear of the plans from them. Any number of toadies all over the city may come to him and tell of anarch activity. If the prince specifically checks for anarch activity, he can roll his Wits + Streetwise or City Secrets. If he has the proper Contacts (and most

Riot Weapons

Name	Caliber	Difficulty	Range	Damage	Rate	Clip	Conceal
Smith & Wesson No. 210 Shoulder Gas Gun ¹	37mm	5	150 yds	by gas	1	1	N
Federal Riot Gun ²	37mm	5	109 yds	by gas	1	1	N
MM1 Multi-Round Projector Launcher ³	37mm or 40mm	6	109 yds	by round	1	12	N
Schermuly Multipurpose Gun ⁴	37mm	5	164 yds	by gas	1	3	N
Arwen ⁴	37mm	5	120 yds	by gas	1	5	N
Stopper ⁵	37mm	7	120 yds	3	1	1	N
TRGG Portable Irritant Agent Projector ⁶	none	7	22 yds	none	1	15 - 20	N

¹Special Round: No. 14 Goliath: combo gas/stunning round: two damage dice to whomever it hits, Impact 7.

²Special Round: Federal SKAT: gas grenades which bounce and twirl around on the ground (Dexterity + Athletics to grab; difficulty 9).

³Resembles a Tommy gun in appearance. Can fire a wide array of ammunition: gas, rubber bullets, smoke canisters, buckshot, flechette rounds and incendiary or explosive rounds.

⁴A British riot gun.

⁵A South African weapon, firing riot bullets with great force.

⁶Used in Germany, it somewhat resembles a flamethrower, with two tanks on the user's back. It sprays tear gas (or any other riot gas) and weighs 45.2 pounds when full.

princes do), he can roll Wits + Leadership or Intimidation (however he chooses to handle his Contacts). This can be opposed if the anarchs move secretly — they roll their Wits + Subterfuge. If they score more successes than the prince, they succeed in keeping their war plans from him.

Riots

Riot — the unbeatable high

Riot — sends your nerves to the sky

Riot — playing right into their hands

Tomorrow you're homeless

Tonight it's a blast.

— Dead Kennedys, "Riot"

Riots in the streets of the Gothic-Punk world of Vampire most often mean that the Anarch Revolt is in full force. Humanity is quite capable of inciting its own riots without any aid from the anarchs, but the anarchs almost always use riots as excuses for their own brand of violence.

Inciting a Riot

Causing a small riot is not terribly hard, but creating a major civic disturbance usually requires laying some groundwork of unrest. One anarch method of preparing for war is creating tensions between the citizenry and the police. Domi-

nating the police enables the anarchs to stage racial incidents or instances of police brutality to innocent citizens.

The anarchs try to place Retainers among the discontented mortal populace, aiming at those who are in the best positions to incite riots when the proper time comes. Union leaders, charismatic and idealistic students, or ethnic community leaders in the slums are favorite targets for anarch control. When war has been declared, they will stir up the mortal populace to aid in the fight. The prince can also incite these riots, and all those mortals listed above may also come under his sway. Usually, the prince will incite a revolt among anarch-controlled groups as an excuse to attack them outright.

Inciting a riot requires the use of Retainers or Allies, and a roll of Charisma + Leadership (or Public Speaking) (difficulty 10). The difficulty is lowered for situations of unrest. If there have been racially motivated beatings, for instance, the difficulty to incite a race riot drops to seven or eight. Widespread cases of electoral fraud can cause the difficulty to drop as low as six. Three successes cause a riot in one area, involving one group of people. Five successes cause it to spread quickly to other groups and to the streets of the city. A botch means that the group turns against the inciter instead. Only one attempt can be made per group.

The vampiric Discipline of Presence can greatly aid this roll. Each rank reduces the difficulty by one and adds to the difficulty of stopping the riot in the same way, unless the vampire with Presence is the one calling the halt.

Stopping a riot is a lot harder than starting it. Sometimes it gets out of the hands of both sides, and then the vampires wind up fighting to maintain their own turf rather than trying to wrest it from each other. Europe has had many cases of vampire wars getting out of hand, with both sides suffering unexpected losses. Halting a riot is an extended action. Roll Charisma + Leadership (or Public Speaking) (difficulty 8). Ten successes are needed to pacify the mob, with one roll per hour. A maximum of three rolls may be made per group. Any botch means that the violence turns against the character — maybe an old-fashioned lynching is at hand.

If the other side is still using its Retainers to incite the riot, then the rolls are opposed. Presence will lower the difficulty by one per ranking. Dominate can stop individual rioters, but unless the vampire is of Level Seven ranking (Mob Rule), the riot will go on. A botch on the roll at any time means that the riot has gotten out of control and the character cannot again try to stop it.

The Riot Police

*And any fool knows a dog needs a home,
A shelter from pigs on the wing.
— Pink Floyd, "Pigs"*

Governments have invested huge amounts of money in weapons to control the governed, and police have a large and effective arsenal of equipment for dealing with civil disturbances. In the Gothic-Punk world of today, riots are increasingly common, though how much of this is caused by Kindred is a mystery. All over the world, humanity is fed up with the status quo and has taken to the streets to prove it; recent examples are Los Angeles, Panama and Brazil. Regardless of who causes these riots, the anarchists will use them to cover their own bloody insurrections.

The rioters will have to contend with the riot police and, sooner or later in their careers, every anarchist will have to learn about the weapons being brought to bear against them. Police generally choose from three types of weapons to disperse mobs and quell riots — tear gas, rubber or plastic bullets, and water cannons.

Tear gas is the most common gas used by the police against citizens. The canister of gas is fired from a specially designed gun and bursts on impact, quickly spreading the gas into the air. The gas spreads at a rate of three yards per turn. This can increase by up to six yards per turn in a high wind. The canister can sometimes be thrown back at the police, causing them problems if they are not wearing protection. This requires a Dexterity + Throwing roll (difficulty 6 for moving targets, or 4 to hit their general area). For this reason, the modern canisters are often fired in scattering pellets, preventing rioters from throwing them back. Sometimes a dye is spread with the gas, so rioters can be identified and rounded up later by the police.

Rubber bullets are used against more violent rioters, especially in Europe, Ireland and the Middle East. These are generally nonpenetrating, designed to knock down the tar-

get. They cause bruising and at close ranges can break bones or even kill. A particular type of stunning ammo is the "pancake round" — a projectile which flattens out as it speeds through the air and smacks the target within a wide radius. If the round hits, it does two damage dice to the target. The number of successes to hit does not affect the damage dice. The person who was hit must make a Dexterity + Athletics (or Acrobatics) roll to remain standing (difficulty equals the damage successes + 3). At extremely close range, this damage Dice Pool should be increased by two or three dice.

Water cannons are another means of riot dispersal; they are usually employed from the top of an armored vehicle. Their range is only about 30 meters, but they can knock down nearly anyone. They do no damage, but anyone in the path of the spray must make a resisted roll of Dexterity + Athletics (difficulty 7) to remain standing while being bombarded by the spray. The water cannon is assumed to have a constant five successes for this resisted action.

Few police in a full riot situation will wade into an angry mob unprotected. Riot gear is a necessary measure for the cop with a night shift in Anarch City. The most common form of protection is a bulletproof vest, with a helmet and sometimes a bulletproof plastic shield.

Bulletproof vests come in many different sizes, weights and types, for customers ranging from combat troops to spies.

Police Issue Kevlar Vest — A somewhat bulky vest, it can be hidden under a trenchcoat. It adds one die to soak rolls against normal attacks (hands, clubs), but three dice against bullets. The difficulties of all Dexterity rolls made by its wearer increase by two. For the optional hit location rules, this vest only covers the chest and shoulders.

Army Issue Flak Jacket — A bulky jacket, unable to be hidden under a coat. Acts as two soak dice against normal attacks, but four against bullets. Dexterity penalty three. Only covers the chest, shoulders and arms.

Kevlar Shirt — This is of interest to spies and undercover agents, since it is light and can be concealed under a sweater. It acts as two soak dice against bullets. No penalty to Dexterity. It only covers the chest and shoulders.

Combat/Riot Helmet — A hard helmet designed to protect the user against bullets. Acts as two soak dice against normal blows to the head, but five dice against bullets. Only covers the head. The police version has a plexiglass plate over the face, providing two dice against bullets. Difficulty for the wearer's Perception rolls increases by two.

When putting together a full suit, only the highest Dexterity penalty applies; they are not cumulative. Also, armor-piercing rounds will subtract four from the armor's protection; they go right through most police or army vests. They only subtract from armor protection, however, not Stamina or Fortitude.

Police Shield — A transparent shield made of a high-strength bulletproof plastic; it is most often seen with a SWAT emblem on it. The use of a shield requires the Melee or Shield Ability. A shield can be used against ranged

weapons like bullets and arrows (difficulty of the opponent's ranged weapon skill + 4). A shield can also be used as armor if the hit location rules are used. Any hit to the shieldbearing arm must go through the shield first, whether a successful parry was made or not.

Police riot shields add three soak dice against normal attacks and five against bullets. A character can also declare himself to be holding his shield over a particular location in order to give armor protection to that spot; this action negates his ability to parry. Example: Carrus, bearing a riot shield picked up off the street, declares he is holding it in front of his chest to protect that location from the wooden arrows of the hunters who have suddenly appeared amid the rioting. He cannot also use it to parry attacks.

New Secondary Ability: Shield Parry

This is an ancient Ability rarely found among neonate vampires. However, there are still some cadavers walking around who sported a shield when marching among the legions of Rome. Also, certain police will be trained in using them. When parrying, roll Dexterity + Shield just as in blocking hand-to-hand attacks (resisted versus the attacker's successes). Any successes mean that the shield's full armor rating is added to Stamina to soak damage. This is often used in conjunction with the Melee Skill.

Guerrilla War

The vampire's main assault tactic is guerrilla war — few excel in this as do the anarchs. The prince often has trouble understanding his anarch enemies' strategy due to their seemingly random and senseless actions. This is all on purpose, of course — move fast and never let them figure out what you are up to. This is how anarchs survive.

Scaring One's Enemies

The guerrilla war can be used not only to finish off enemies, but to strike fear into their hearts instead. If a Cainite is scared enough, he may retreat in fear for his final life. This is often a tactic for getting the prince's fair-weather allies to seek shelter during the storm of revolt, leaving the battlefield to the anarchs and the prince alone.

Many of these methods, such as leading witch-hunters to enemies, are as dangerous for the anarchs as they are for the targets. Feeding clues of vampiric activity to known hunters will make the streets too hot for many. Goading Lupines to raid the city during war is disruptive beyond belief, though anarchs usually have to wait until the werewolves have left





before continuing with their own plans. Discovering havens and leaving evidence of such knowledge behind will terrify many Cainites.

The Storyteller can determine the broad and general effects of a campaign of terror by using the anarch leader's Manipulation + Intimidation in an opposed roll against the victims' Wits + Courage. This is usually an extended and resisted action, much like arm wrestling, with a set number of successes to be achieved before one side wins. The more successes on the anarch's side, the more fearful the victims are, and thus less likely to act against the anarchs. The more successes the victims score, the less respect they have for the anarchs, and the more willing they are to aid the prince in exterminating the anarch menace. This should be played in storytelling mode, with the Storyteller allowing a roll when good tactics have been used.

Pushing fear tactics too far can cause a frenzy. A cornered and scared vampire, when finally confronted by his tormentors, must roll Self-Control (difficulty 5). If he fails, he loses control and freaks out in a mad rage against his enemies. A botch will induce the Röttschreck, with an accompanying Derangement of Paranoia.

Setting Up the Prince

An anarch may also try to frame the prince in an attempt to turn his allies against him. This is most often accomplished by the use of Dominate against the prince's Retainers, particularly the police force. Turning the police against the prince's own friends may breed suspicion and hatred, as others believe that he is behind the attacks. Anarchs especially like to turn the primogen against the prince in this way. However, if a member of the primogen realizes she has been manipulated by mere anarchs, she may become a more dangerous enemy than even the prince.

Framing the prince through the illusion of a reign of terror and oppression is most often used to turn neutrals over to the anarch side. Those clans most sympathetic in the first place, such as the Brujah, Gangrel or Malkavian, are the most likely targets for this tactic. The prince, however, can fight back by using the same activities against the anarch's Allies and Retainers.

Civil War

Using the above tactics, civil wars among the Camarilla clans can be instigated. This causes a three-way war within the city: anarch, prince and the enraged clans. Other factions, such as the Sabbat or the Setites, can get in on the action, igniting four- or five-way civil wars.

The Camarilla lost Detroit in a five-way war for control. It began with a typical anarch-prince dispute and grew into a full-fledged war between the anarchs, the prince, the primogen of the Camarilla, the Setites and the Sabbat. After the bloody violence was over, only the Sabbat remained, and all other Kindred were destroyed. The Sabbat was able to win

only through the sect's fierce loyalty. The other Kindred's Retainers had been Dominated so many times, by so many different vampires, that no one knew which side a given ghoul or mortal faction served.

Most wars, however, remain limited to the anarchs and prince. The main concern of both the prince and the clans during wartime is the protection of the Masquerade, and they will side against the anarchs if its sanctity is threatened. For this reason, the anarchs are also careful to protect the Masquerade during war. Many anarchs realize how hard it would be to rule a newly won city if the kine residents knew of their existence.

Hunting Elders

*A pool of blood
And floating body parts
Would make me grin.*

— Ice-T, "Pulse of the Rhyme"

War gives anarchs the chance to hunt down their enemies and kill them without fear of retaliation — all's fair in war. A major reason anarchs do not usually take a direct approach against their enemies is the worry that it may start a war. If that has already happened, they might as well gain as much from it as they can. So, they hit the streets, stalking the elders who have pissed them off.

Hunting for Havens

The oldest (and wisest) vampires stay indoors during a war, leaving the fighting to their progeny or their Retainers. For this reason, anarchs need to know the locations of the elders' havens. If no hideaways are known, they must be ferreted out (this is a favored peacetime activity for anarchs).

If the characters are anarchs, the hunt for havens is best done within the confines of the story. They should figure out on their own where "that damn Ventrue" is hiding. Knowing the territories that their enemies tend to haunt gives the first clue, but the rest is up to the players. The Storyteller can let the searchers use their skills while hunting. The searchers roll their Wits + City Secrets (difficulty 10). One success gives the characters the general area, such as a neighborhood (i.e.: Brooklyn Heights). Two successes allow the characters to pin the location down to a two-or-three-block area. With three successes, they know exactly where it is. Each extra success gives the location of that vampire's alternate havens.

In this way, wartime anarchs can systematically wipe out a large portion of the city's Kindred population. Killing them off, however, is not always desired. Sometimes the anarchs offer the cornered vampires a choice — aid them against the prince or cash in on existence now. This can add greatly to the anarchs' inside information, even leading them to the prince's secret haven for a battle royale in his very living

room. In fact, this final play is often desired by the more neutral Kindred, just to get the fighting over with.

Taking on Justicars and Archons

When war breaks out, chances are a Justicar will come to the city as fast as he can — after dispatching his archons. If the city has been boiling for a while, before the actual outbreak of war, there will probably be archons in the city already.

The archons should be left alone if the aim of the war is simply to get the prince off the backs of the anarchs, or if the prince caused the war himself. This way, the Justicar might be less strict, and may even rule against the prince if it is clear the anarchs were only working in self-defense. If the anarchs are seeking the total and final control of the city through war, then the destruction of the archons and their Justicar master is a necessity to ensure that their judgment can never take place, and to scare away more of their ilk.

Justicars usually make a ripple in the Kindred world wherever they go, so keeping an ear to the ground will often bring a clue to their whereabouts. During open war, they may even wander the streets, seeking a direct confrontation with the Autarkis. Finding their location, if they are not being obvious, requires a Wits + Streetwise roll (variable difficulty, depending on how intrusive the Law is). If they are hidden and not coming out, then they must be found as listed above. If they are trying to conceal their activities, the difficulty should be eight or nine. If their activities will inevitably cause gossip, such as shaking up the local Succubus Club, then the difficulty is five.

Once they have been found, they are not going to be easy to take down. Their generation and undead years are enough to ensure that they are good at what they do. For this reason, anarchs usually play dirty, by leading witch-hunters or Lupines to them.

Taking Out the Prince

*I hear the roar of a big machine
Two worlds and in between
Hot metal and methedrine
I hear empire down.*

— Sisters of Mercy, "Lucretia My Reflection"

This is the ultimate purpose of the war for most anarchs. The prince's destruction will bring a period of chaos, allowing the anarchs to consolidate a greater hold on the city.

Finding the prince during the war depends on how he acts. Does he take to the streets, seeking to destroy the anarchs with his own hands, or does he sit in his haven, pulling the strings of the war from there? He will most certainly not be where he is expected. Searching for the prince requires a roll of Wits + Streetwise. (Storyteller

determines difficulty; this depends on the prince's activities. If he combs the outskirts with his brood, then the difficulty is only 3. If he stays in his car (bulletproof, of course), randomly roaming to avoid discovery, then the difficulty is 9.)

When the prince is finally confronted, his brood must first be defeated. It is not easy simply to go one-on-one with the prince, unless he wants it that way. Using Retainers to distract his brood may help, and an anarch leader can throw her followers at the brood while going for the prince. Nonetheless, the prince is an elder, and accordingly tough. A young anarch's best weapons against the prince are her energy and raw determination, along with a dash of nihilism. The prince will most probably fight defensively, while the anarch will throw everything she has into the fray. May the best Lick win.

When the Dust Clears

Meet the new boss, same as the old boss.

— The Who, "Won't Get Fooled Again"

Eventually, things will die down, and the war may end with a whimper or a bang. Who stands to inherit the city depends on who is left standing. Wars usually end inconclusively, with nobody really sure who won until a few years have


passed and the power base is again stable. If the prince was killed, however, a long period of fighting for the throne may begin.

If anarchs are numerous and strong enough, as in California, they may seize the reins of power for themselves and institute their own form of government over the Camarilla's traditional monarchy. Their leader may elect himself prince and carry on business as usual, usually disgruntling his anarch followers in the process. Soon enough, another Anarch Movement will rise to take the place of the previous one.

Many factions in town will see such upheaval as their chance to take command. This is often the plan of the Tremere clan, if the city has long been ruled by the Ventrue. The Toreador may have their own prince to put upon the throne. Certainly, the Malkavians will also have their princely plots, and they may succeed without anyone knowing, so mad and convoluted are their actions. The Nosferatu traditionally do not involve themselves in politics, but if the situation is ripe, their leader may claim a chance for mastery of the domain. The Gangrel will not usually try to own a city unless it has significance to them (meaning it must have a large wilderness attraction), as in Australia. The non-anarch Brujah may try to elect their own prince. In a war where the anarchs shed most of the blood, however, few Brujah will oppose anarch claims.

The Sabbat and the Setites will also try to gain power in a war-torn city. East Coast cities have fallen to the Sabbat





one by one. So far, only Miami has been taken from their grasp. The Setites are encroaching on the territory of many South American clans in their efforts to control the fertile drug-growing grounds.

Consolidating Control

Once the city has been won, the new power must immediately move to consolidate its hold. This is usually done by ruthlessly destroying all who opposed the victors, or by ensuring that they will not turn against them again.

If the anarchs have won, they must force the Camarilla clans to recognize their new status as rulers of the city. The best way to do this is by Blood Bonding the old crew, something which may be anathema to true anarchs. California set up an Anarch Council, and this Council immediately forced all the top elders of the clans to Bond to individual members.

The clans may keep fighting, but if the anarchs are strong and mean enough, they usually submit eventually. How readily they do so depends on the nature of the new leadership.



Postscript: Pleading Your Case

A most fascinating trial it was. The rebellious whelp, Kaly, was put well in her place, and it was obvious to all that she had learned a harsh and unforgiving lesson. Her pleading swayed even me, who has witnessed many such cases throughout the years. I am confident that her Bondage to the prince will be all the measure we need take to prevent her and her coterie's reascension.

— Justicar Petrodon, November 1992

I demand that you throw all your power and might into this matter—you, who call yourself prince! Never forget, you rule this city by our will. That fool you let loose, Kaly, has been wreaking havoc with our plans! When will you learn that anarchs cannot be reformed? Only a fool would have fallen for her arguments ...

— Justicar Petrodon, December 1992

The Defeat

*Now it is autumn and the falling fruit
And the long journey towards oblivion ...*

— D.H. Lawrence, "The Ship of Death"

Sometimes — actually, most of the time — the prince wins the war. Often, the anarchs simply crawl back to the outskirts and lay low for a while. Sometimes, if it has been an especially vicious war, they are rounded up and brought before the prince for judgment. If their crimes were against the Masquerade, not just the prince, then a Justicar may judge them.

In the case of defeat, the anarchs' best bet is to flee the city. It does not matter where they go, as long as they get away from the enraged prince. Unfortunately, if they threatened the Masquerade too much, they will be tracked by archons.

Contacts with anarchs in other cities can usually help characters "disappear."

To avoid search parties in the aftermath of war, the anarch must roll Wits + Streetwise. Complementary Abilities are Subterfuge, Stealth and Area Knowledge. This is an extended, resisted roll against the prince's hunting packs; they also roll Wits + Streetwise, with complementary Abilities of Area Knowledge and Search. Each party rolls against a seven difficulty. The number of successes needed is 10 — the characters are either found, or hide beyond the prince's ability to discover them. This should be played out, with rolls made as the Storyteller deems appropriate, modified by cunning or stupid actions on the players' part.

If a Blood Hunt has been declared, getting out of town is the characters' only chance. Every night they stay around gives the hunting party an extra die to its Dice Pool. This represents the effect of more and more Licks joining the search for free blood.

As soon as the fugitives have been discovered, the Storyteller must go to story mode. The number of successes above those required equals the number of vampires who home in on the unlucky anarchs. The anarchs can either fight their pursuers or try to plead their way out of the rap. Pleading must be done before the prince but, during a Blood Hunt, the time for pleading has passed.

Pleading For Mercy

When dragged before the authorities for judgment, a character can still try several methods to get away with life and limbs.

Pleading with the Prince

The best way to get out alive is to swear allegiance to His Majesty. An anarch who allows herself to be Blood Bound (even though she may have no choice) can be trusted by the prince to cease interfering in his interests. An anarch whose crimes were light may be allowed to walk free with a solemn oath and a provisional drink from the prince's blood. Whether

or not this is allowed depends on the nature of her crimes. Anarch leaders are rarely let loose, and then only with the Bond to hold them in thrall.

Another way out is to strike a deal for a service which the prince could not normally get without extreme trouble. A character can sell out his friends, become a "mole" in the anarch underground, or perform a dangerous boon.

When selling out friends, the character had better be sure they never find out (good luck, Benedict), or that she never sees them again. She should leave town, stay with the prince, or kill them off. Depending on what the prince wants, the character may be able to get away with just giving him information. He may, however, want to stalk them instead, with the character leading the hunt. This should always be run as a story, for hunting one's friends down is obviously a source of high drama.

If no one knows the prince has nabbed the character, she can try to "escape" and become an agent for the prince. He will rarely allow this without Bonding her first. With this option, there is always the Sabbat. It can break bonds, though it charges a heavy price.

Being a "mole" in the Anarch Movement is not too hard, unless the character's friends suspect her. If she comes under suspicion, they may subject her to a grilling session — they are pretty good at extracting what they need. Generally, the player must roll Charisma + Subterfuge every week (or maybe



month) to keep the character's friends from suspecting her. Successes oppose theirs in a resisted action on their Perception + Subterfuge rolls (difficulty 7).

The prince always needs someone who can perform dangerous boons — the character might well be the sucker. The player may think it lucky if the prince has the character deliver something to another city (a chance to get out of the city, right?). The problem is, the Lupines can sniff this "item" and will come looking for it. The prince wants this done, however, and does not care how many Cainites it costs him along the way. The character is the perfect candidate for this kind of work. This is a good place for the Storyteller to concoct a truly dangerous or suspenseful story. Perhaps the prince wants some false information given to FBI Special Affairs — in person. Or the prince needs a patsy to pull the Inquisition off his trail, and the anarch captive is elected.

The last method is to whine one's way to freedom. By appearing to be profoundly miserable and penitent, a character may be able to convince the prince to let her walk. Good luck.

The Primogen and the Clans

If the character has any Allies on the primogen, now is the time to use them. They can step in to plead leniency for her, and recommend a punishment that is more amenable to the character (or themselves). This can cause some infighting among the council members, and how far an Ally will push it depends entirely on the character's worth.

A character can also beg a boon from a non-Ally, though the payback will be weighty indeed. However, the Tremere may bite. If they can find a use for her (and they certainly can, knowing them), they may step in to plead for the character's release. They will expect a boon in return, or maybe multiple boons. This can be a form of indentured servitude, but at least the character may get away from the prince.

Calling in Favors

Now is the time to call in all the favors anyone has ever owed the character. Perhaps fellow anarchs are also working to break her out, so do not give up hope just yet.

The character can appeal to vampire society, based on the fact that her deeds were done for the greater good (regardless of whether this is true or not). By giving a rousing plea for sympathy before the assembled clans, she may yet be able to walk free.

Punishment

After all the witnesses have been heard, and the defense has rested, the prince or the Justicar will pass sentencing. In

most cases of anarch violence, if a Blood Hunt has not been called, the anarch must drink the blood of the prince three times, and thus Bond to him. This is considered the end of the matter, as far as justice is concerned. Nobody doubts the supremacy of the Bond. If the Blood Bond is not a desired option, then banishment or exile is pronounced. The anarch is forced into the wild areas of the world where she must fend for herself away from other Kindred. She will almost surely die from Lupine attacks, though some (mostly Gangrel) have survived to tell of it. The archons in other cities of the Camarilla are notified to be aware in case the criminal enters their city. They have the right to judge her anew if she breaks the exile. This is harsh punishment, but those who survive become very tough. When they return, they usually have revenge on their minds.

The final and most extreme of punishments is Final Death. A stake is driven into the vampire's heart and she is left to roast in the sun, watched by the prince's loyal ghouls to ensure that she does not escape. Barring a valiant escape attempt, this is it — the end.

Age-old vampiric tradition dictates that a vampire condemned in this manner be allowed a last speech so she may go with dignity. This is a tradition handed down from the days when honor and dignity were important to both Kindred and kine. Many princes will disallow it, but most Justicars will enforce its rule. The condemned is usually given some time to compose herself before her last words.

Many of the condemned use this time to summon their brood, using the Presence Discipline, or to talk with them one last time via a Thaumaturgic ritual. Few, however, use this chat to say their goodbyes — it is mainly for plotting revenge. A Kindred can rest easier in her second grave knowing her progeny will do everything in their power to ensure the prince gets paid back in spades for this execution. This is why many princes forego the final speech, and why they prefer Blood Hunts instead. The tradition-minded Justicars, regardless of the foul misuse of this institution of dignity, demand that it be heeded (they often have ways to take advantage of what they hear).

Curses

Finally, instead of a rousing last speech by which to be remembered, there are curses one can utter to bring a foul reign of ill luck down upon the house of the prince. These curses are rare in the 20th century — few Kindred have kept such knowledge. Nonetheless, in expectation of harsh judgment, the anarchs have unearthed some of this obscure Thaumaturgy in preparation for their final spit in the prince's eye.

Curses must be spoken aloud, directed toward the target of their ill effects. Each curse uses different Traits. If the curse is a death curse, the caster can pour his lifeforce into it, "spitting out his last breath," in hatred of the target. For this, the curser spends multiple permanent Willpower points to

fuel the spell; each point acts as a success for the curse. He can spend as much Willpower as he wishes, but it must be done in one turn, and the points never come back. They can never be bought back or earned back — they are gone for good, as part of the lifeforce animating the dead corpse is spent in a moment of destructive hatred, and thus consumed in that moment.

Death Wrath (Level Four Ritual)

The caster's seething hate attacks the target in the form of the raging Beast, and the target will be plagued by frenzies. The curser rolls his Willpower (difficulty is the Willpower of the target). Each point of Willpower spent acts as a success. The number of successes achieved will add to the target's difficulty when resisting frenzies. This curse can only be canceled by a quest to control the Beast within (a story), the achievement of Golconda, or a Level Five ritual.

A Curse Upon Thy House (Level Five Ritual)

This affects not only the person upon whom it was cast, but his entire progeny and brood also. The caster rolls Manipulation + Intimidation (difficulty 8). One success is needed, but for every success thereafter, one other vampire is affected (beginning with the closest to the target). Each Willpower point spent likewise affects another vampire. They will all have the Dark Fate Flaw until the head of the house (the target) atones for the crime done to the curser. If the curser was an anarch, and the target was the prince, then the prince must somehow pay reparation to the anarch's memory. A "good deed" must be done to overcome the curse, or else all the brood are affected. If the target dies, then the next one who was affected by the curse takes on the responsibility of reparation.

Mark of the Beast (Level Five Ritual)

This is an ancient ritual, created when the world was young. The target goes through a painful transformation, at the end of which he arises with the Beast upon his face — his visage shifted to one horrible to gaze upon. He will resemble the Nosferatu; his Appearance will be reduced to zero. Nosferatu are immune to this curse. The caster rolls Willpower (difficulty of the target's Wits + Empathy [maximum 10]). The only chance for a cure is if the target falls in love: not infatuation or desire, but true love — love for which he would die the Final Death. If this love is returned, the target will change back into his true form. The Storyteller should roleplay this out in a story. Falling in love is also one of the things that can restore lost Humanitas to a vampire.

The War of Ages

No matter how many anarchs the prince catches and destroys, the fight will still go on. Vampires have been tearing at each other's throats since the beginning of recorded history, and only the Antediluvians know how long before then.

The anarch is the modern-day political manifestation of the rebellious spirit in the Kindred. The vampire rebel of olden times sought only to gain power for himself, or to reduce the power of his enemies. The spirit of individual liberty born into mortals, and sanctified through so many revolutions, has bred its way into the Kindred. The young neonates, raised in a mortal world of societal freedoms, are unwilling to exchange their carefree lifestyles for the ancient, feudal world of the Damned.

The Cainite is the being of two births: one mortal, the other vampire. The anarch is created, not born, tempered in the hot furnace of oppression and whetted on the blood of his elders. ¡Viva La Revolución!

Appendix One: Who's Who Among the Anarchs

My time has not yet come either; some are born posthumously.
— Nietzsche, "The Eternal Recurrence"

Juniper

It was a hot night in Oklahoma City, and there was nothing to do. As usual, Juniper was down by the Will Rogers Movie Theater with her friends. It was the only real theater in town, and you were trapped into seeing what was showing there. Otherwise, you had to go home and watch television.

Juniper and her friends were all hanging around, just talking. There were those guys again, real cowboy types, just off the ranch, but looking like they knew their way around town. Juniper walked on over and started to flirt with them, just to relieve the boredom. They took to her real quick, and kept telling her she had a way about her that was positively "entrancing." She liked that, so she got in their pickup truck, and they drove around.

Soon enough, they took her out to the "ranch." It was a big house, with stables all around. As the truck pulled up, a large man came out on the porch, sucking a bottle of Hawaiian Punch or something. He smiled at her with a grin she didn't like, and all the guys were hoopin' and hollerin'. They brought her inside and sat her down on a big chair and started feeding her beer after beer.

Never one to hold her alcohol, she got drunk pretty quick. Then the big man came over, sat down next to her, reached right over and started kissing her. She pulled away quick, and began hollering at them, telling them she wasn't that kind of girl. They looked at each other and laughed, and the big man just reached up and pulled her down again, with strength like she'd never felt before.

Then he did more than kiss her — he tore her throat open and began sucking the blood as it poured out. She began to scream, but couldn't — all the air went out the hole in her throat. All she could do was make horrible sucking sounds. But then something happened inside her. She began getting real angry, even as her blood was sucked away from her. Her body was getting weaker and weaker, but her mind was getting angrier and angrier. She knew that he had almost taken all her blood, and she would die, a victim of his sick games. In anger, she reached out with one last defiant gesture and bit into his shoulder. Suddenly, everything changed — his blood flooded into her mouth and she was instantly more awake than she had ever been. Strength suffused her limbs with every mouthful.



He screamed and pulled away, staring at her in astonishment and disbelief. She knew she had her chance, and leapt past him and the staring cowpokes. She ran out the door and into the night. They began to chase her, but quickly became confused and lost her trail. Her papa had shown her how to move in the woods while hunting. Eventually she stopped and rested. She couldn't believe what had happened, and she cried as she looked at her hands, grown pale and cold, looking all dead. But she didn't feel dead. No, she was alive now. That she knew.

She barely managed to survive her first days as a Kindred. Alone, she had only herself to depend on, and she drew upon an inner resolve she had never known was there before. She discovered others like her, and forced information from those who would not cooperate. She came to realize that her blood was more powerful than most of theirs, and she soon discovered why. Her attacker, the big man, was the Prince of Oklahoma City, and his blood ran through her veins, diluted by only one generation.

From that day forward, she fought against his attempts to control her, and joined a band of local anarchists. She has caused the prince a great amount of trouble since then, and once nearly killed him. Anarchs around the Midwest look to her for aid.

Sire: Buckston

Clan: Ventrué

Embrace: 1977

Apparent Age: 17

Image: Juniper is a very pretty young girl who knows how to turn on the charm, with a pouting lower lip and wide eyes. She generally wears a cowboy hat and boots, with either denim or leather everywhere else.

Roleplaying Hints: You are tired of being used, so you are going to do some pushing around yourself. You have the toughness to back it up too, despite your youth. You talk nice enough, unless someone tries to treat you like a little girl. Then you kick him in the balls.

Haven: Her trailer, guarded by her ghoul Retainers, who look like rodeo hands.

Influence: She has made a name for herself among the anarchists of the Midwest. She gets a lot of respect from them.

Salvador

Salvador is the author of "An Anarch Manifesto," a pamphlet on the Anarch Movement which is freely distributed to Kindred everywhere. In it, he tells the tale of his Embrace and his involvement in the revolt that created the Anarch Free States.

He now resides among his Retainers in Los Angeles' Hispanic community. He is involved in supplying equipment and riot training to many revolutionary groups in the United States and abroad. He has traveled frequently in Mexico to aid the anarchists against both the Sabbat and the Camarilla,



which has led both sides to accuse him of working for the other, and not the anarchists. Needless to say, he has become a well-known figure among the Kindred.

Real Name: Salvador Garcia

Sire: Ferdinand

Clan: Brujah

Embrace: 1892

Apparent Age: 23

Image: Salvador still has a certain ruddiness to his skin, even though it has paled considerably since his "death." His hair is oily black and he wears it down below his shoulders, occasionally tying it into two ponytails. His right cheek is somewhat swollen (a wound not healed upon his Embrace). He has a wide smile with shining teeth, and a hearty laugh that endears him to his friends.

Roleplaying Hints: You are full of a lust for unlife, and you know that you are exactly where you need to be — wherever you are at the time. Your English is not good, but you prefer it that way. There is no dishonesty in your stance or your nonverbals — everything is on the surface, unhidden. When you laugh, laugh loud and hard.

Haven: Various havens throughout Los Angeles and outside the city. For the most part, you live in the barrios with your ghoul Retainers.

Influence: He has a lot of say among the Chicano community and in city governmental regulations concerning the Hispanic neighborhoods. One of the prime movers behind the creation of the Anarch Free States, he has a lot of respect among the council members, though he has been accused of ignoring the interests of the Free States to concentrate on revolution elsewhere.

Notes: Salvador sometimes carries a bandolier of wooden stakes when he travels outside of Los Angeles, along with his .30-06 hunting rifle.

Toby

Toby was a crack computer wiz. He had a great setup at home. He used his college money to get it, lying to his parents about going to the local college. He could fake college admissions forms and waive fees with this setup, so he really saw no need to go off to school. What he most desperately wanted was to crack the government's defense computers. That would be a coup, enough to make him a legend in hacking history.

Toby was too good. It brought him to the attention of one in the city who was better than he: Oswald, of Clan Nosferatu. Oswald was always on the lookout for hackers he could recruit for his own uses. He contacted Toby through the computer and became his "patron," getting Toby to perform various illegal tasks for him. Toby was, of course, unaware of Oswald's true nature.

Toby was entirely too eager to use his skills for money, and especially for the praise he received from the mysterious, unseen "Mr. Oswald." He didn't care at all how illegal the acts



were or against whom they were aimed. Most of the time, though, he didn't realize just whose computer he was breaking into or what he was doing to it. The mysterious "Mr. Oswald" would tell him it was safer if he didn't know. How wrong this was.

Toby was at work in his basement when the Milesian Liberation Army broke in upstairs. He tried to squeeze out the basement window, but they had all exits covered. They shot Toby with a few quick bursts from a submachine gun and then left. He lay on the concrete basement floor, dying, wondering what had happened, when Oswald arrived.

Oswald bent over him and sucked out the rest of the blood, what little had not already run down the drain, and then fed Toby a drop of his own vitae. One drop — that was all it took to turn Toby into a monster.

The pain and horror of the transformation was nothing compared with Toby's new looks. He was a monster. He broke all the mirrors in his house, then moved his equipment into a warehouse near the open sewer ducts. He could not stand for any to see him now.

His new clan was good to him. Only they, of all the rest of the Kindred, could look at him as if his looks meant nothing. He was uglier than they were, and this comforted them. He began to feel that they visited simply to look at him and feel better about themselves.

Only one who came was honest with him. He called himself "Honest Abe," and he was a legend among the local Kindred. He was leader of the anarchs in town, and a true thorn in the side of the ancient prince. He was a Brujah, and not ugly at all, but he did not care about Toby's looks. Toby took an instant liking to him, and soon joined his cause — secretly. He knew that if he let anyone know, the rest of his clan would sell the information to someone important — like the prince. So he has worked secretly for the anarchs, as their prime hacker, ever since. He will do nearly anything for Honest Abe.

He has often broken into the government's computers for Abe, but even more often for Oswald and Nathan, the mysterious head of the city's Nosferatu. No one looks upon Nathan, and only the oldest of Nosferatu have ever seen him. When asked what he looks like, they simply shudder. This makes Toby feel better.

He has just started exploring virtual reality technology, searching desperately for a way out of his horrible world, if only for a little while.

Sire: Oswald

Clan: Nosferatu

Embrace: 1988

Apparent Age: 20

Image: He is a chubby person; fat hangs off him like multiple balloons growing from his flesh. He cannot wear a shirt, and will not get one tailored for fear of letting someone measure him. His face is a wasteland of acne scars and his



pimples ooze continually. He wipes his face with old rags, which he then throws into the sewers, as he is unable to clean them.

Roleplaying Hints: In body, you are a pitiful creature, but your mind is sharper than many others. You can see computer problems and solutions in an instant, and you use this to impress even computer pros like the mysterious Nathan. You talk proudly when bragging about your skill, desperate for a compliment. You heap scorn on those who do not recognize your amazing skills.

Haven: An abandoned warehouse near the Potomac River, in Washington D.C. He knows all the local sewers and has many auxiliary havens in case he is caught hacking.

Influence: He has rigged up some programs so good that they are 100 percent effective. The uses of these range from changing the city's records so his warehouse remains untouched, to having a local computer store deliver goods to a certain location, and charging it to a company which will never notice the billing.

Notes: He is very afraid of what would happen if Nathan discovered his anarch allegiance, so he is extra careful to keep it secret. He has also broken the code for the Arcanum's computers, and occasionally finds out information for Oswald, trading it for boons.

Daliah

Daliah was into strange things. She liked being a Blood Doll in downtown Miami. She liked it even more when she was gifted with eternal life by Gavriel. But she had done it all for fun. This was no longer fun. Gavriel was Sabbat, and she discovered that their games were not games, but real blood feasts and orgies of death. She also did not like what they did to anyone who disagreed with them. It was all too draconian for her.

Then she met Garret, of Clan Brujah. It was love at first lick for both of them, and she discovered the world of the Camarilla, finding it a thankful break from her sire's dark and brooding ways. But he did not care at all for her new friend, and Garret became a victim of the Sabbat's move on Miami. Daliah had seen death before, but never that of someone she loved. She was enraged.

The Camarilla clans had been largely forced out of their proper territories, but she discovered friends of Garret's who were not ready to give up what was still theirs. They were anarchs, and they knew how to fight the Sabbat with their own heartless tricks. She joined them, fueled by rage over her lost love. But she found that Gavriel's Blood Bond was stronger than any emotion of her own. He recaptured her and forced her to serve and protect him against her anarch friends.

When the anarchs finally found Gavriel, they had to get through her to get to him. She hated every minute of it, but had no choice but to defend him. Luckily, they understood and expected it. They ganged up on her and pinned her in a



net. She was unable to escape by the time Gavriel, and three anarchs, lay dead on the floor. But she was finally free of the Bond.

She and the other anarchs had only won a small battle, but one which paved the way for the Camarilla reclamation of the city from the Sabbat. But this did not stop the new Camarilla prince from cracking down on her and her friends as soon as she could. Daliah now spends her time fighting on two fronts, one against the Camarilla, and the other against her old sect, the Sabbat, which is still unwilling to give her or Miami up.

Sire: Gavriel

Clan: Tzimisce *Antitribu*

Embrace: 1982

Apparent Age: 26

Image: Long, raven-black hair, usually worn in multiple braids. Her eyes are surrounded by black face paint, heightening the vampiric look. Her skin is pale enough not to need any paint. She is tall and lanky, and walks ready to take an instant defensive stance. She sometimes tattoos her skin all over using *Vicissitude*, but eventually tires of these, and erases them by spending Blood Points.

Roleplaying Hints: You despise the Sabbat, which you blame for the death of your one true love. You know you will never love again. You treat other people, except your close anarch friends, like objects now, devoid of any emotional meaning to you. You sulk a lot.

Haven: A seedy house in downtown Miami. Sometimes she uses an alternate haven in the suburbs.

Influence: A fiery figure in local anarch politics, she continually tries to get others to come with her and attack the Sabbat. Sometimes they listen, sometimes they do not.

Ice Box

Vernon was a fat little kid, always being kidded about his size and appetite. Problem was, there was never enough to eat. The welfare check went to pay for his mother's liquor, with little left for food or clothes. Vernon's size came from his low metabolism, or something like that. He was fat whether he ate much or not.

Vernon envied the "boyz" in the neighborhood who had those tough shoes. They always had money, and Vernon didn't care if it was drug money. He started hanging around them, like some of the other kids, doing favors for them. In return, they gave out some money, which Vernon always spent on food. But he was a pretty tough kid, getting tougher the older he got. The others picked on him when he was little, but now that he had friends, he'd show anybody who tried anything the business end of his gun. He had a gun now, an automatic picked up on the street.

He had his first kill at 11. It was on the blacktop, behind the abandoned apartment building. A kid from some other neighborhood was giving him guff about his size. He told the

kid to shut up, but he just kept on. Vernon's friends started to laugh too, and that was it. Vernon pulled out his gun and wasted the kid. One shot.

All the other kids except Mohammed ran away. Mohammed thought what Vernon did was cool, and took to calling Vernon "Ice." The other kids added a fat joke onto it, and the name stuck. So he started calling himself Ice Box also.

When he was 12, he started running drugs, and made a lot of money. His mom died of liver failure, so he had to support his sister himself. It was no problem, though, with the money he was making. It was here that he met Luther. Luther was a strange kid, but he had a lot of respect and power. All the big guys deferred to him, and Vernon couldn't figure why. He and Luther became good friends, though, and Ice Box became known all over.

When he was 14, his lifestyle finally caught up with him. He and Luther were walking down the street one night. A car screeched up and a submachine gun stuck out of the window, spraying Ice Box and Luther across the yard. The car screeched off, and Ice Box lay on the lawn, bleeding his life away.

Luther bent over him, bleeding small amounts from wounds all over his body, but not seeming to notice it. He was looking real distressed, muttering and looking around, as if he were afraid of being seen as he watched Ice Box die. Finally, he said: "Man, I don't want'choo dying. You my friend, my brother. I'm gonna fix it so you don't go, not ever. You got it? Is it cool wit'choo?"

Ice Box could only stare at him. He couldn't move anymore. He thought it was real weird when Luther started chewing at his wrist and sucking his blood out, as if he were too impatient to wait for it to happen on its own. Then, Luther bit his own wrist and held it over Ice Box's mouth, saying "Hurry up, man. They might catch us. We gotta go."

Ice Box had never felt anything like this before, the urge to reach up and gulp that blood down. He had never felt hungrier. He found he could actually move his head, and reached up and drank Luther's dripping blood. It suffused him and he felt strength returning, all the pain going away. Luther kept telling him to look at his wounds, and think about bleeding there while thinking about them healing up. Ice Box did, and his blood started to pool out of the bullet holes, but all of a sudden the holes started disappearing, like they were never there at all.

Luther helped him up and they ran off to his place in the abandoned building. There Luther told him all about what he was now, and the kinds of things he could do. He was worried, though, because he wasn't supposed to make any vampires. So, he took Ice Box to another vampire, Earle, who called himself an anarch. Earle listened to what had happened, and decided to take Ice Box in and train him in protecting himself from the Man, who called himself prince of the city.

As soon as he was pretty straight on being an anarch, and who his enemies were, he stalked down the guys who had killed him, drank their blood, and told the rest of their gang

that he was their boss now. They didn't argue; they were used to violence. And besides, even though he was just a kid, he could kick all their butts. He got them things they couldn't get otherwise, so they fell right in with him.

Ice Box heads the gang now, which he uses to sell drugs to get money to help his old neighborhood. He often joins the other anarchs to thwart the prince and his police.

Sire: Luther

Clan: Brujah

Embrace: 1991

Apparent Age: 14

Image: Ice Box is still a fat kid, but he moves fast for his bulk. He wears a baseball cap with his name on it, rap T-shirts and expensive sneakers.

Roleplaying Hints: You still like to eat, even though you know it doesn't do any good these days. You still bear the scars of childhood ridicule. If anyone gives you guff, you will just as soon kill them and drink their blood as beat them up. You try to come up with your own rap songs, but you just can't cut it, though you won't admit it.

Haven: A house in the worst part of town, across the street from a crack house, which he uses to distract people from his own haven. His ghouls, part of his gang, guard the house by day.

Influence: He controls a small street gang, and has influence with the black market.

The Antagonist

Justicar Petrodon

In the 14th century, Count Petrodon of Spain almost died from the plague spreading across Europe. He survived because he was Embraced by a Nosferatu who needed his power. Petrodon was not particularly bothered by his new looks. He wore a mask before his subjects, claiming the plague had scarred his face and the sun was hurtful to his tender skin. Thus, none suspected his true nature. They came to his court only at night, to avoid giving him pain from the blistering Spanish sun.

Over the years, Petrodon rose through the ranks of the Camarilla, knowing full well the way of aristocracy. He fit in perfectly among the feudal lifestyle of the Camarilla. He was made an archon by Justicar Castillo, and he led a campaign of persecution against the Spanish anarchs, who were united across the country, rather than grouped into cities as they were everywhere else. One of the young anarchs he tried to convert back to Camarilla law, Salvador, escaped justice, and Petrodon has hunted him ever since.

The only Justicar to live mainly in the United States, he stays mainly in Seattle, organizing actions against anarchs over the whole coast. When he travels elsewhere, it is the expected duty of the prince, or a Nosferatu elder, to protect



him. Despite this, he has a group of archons who are his eyes and ears, and they will defend him with their lives (they are all Bound to him).

Sire: Cristo

Clan: Nosferatu

Embrace: 1348

Apparent Age: 40s

Image: Petrodon has an aristocratic face but for his barbed wire hair and beard — and his eyes. The whites of his eyes are actually black, and the pupils a pale yellow. Staring at them is like staring into deep pits of night, with two beastly pinpoints looking back. His once aquiline nose is now a bit too big, which would give him the impression of goofiness were it not for his eyes.

Roleplaying Tips: You believe you are a kind man, but when people get out of line, you must be strict. The problem is, you lose patience, and then tend to get mean with them. This gives others the impression of a false front of kindness — hiding a demon within. But this is not true; you do try (at least once) to be kind. But that temper keeps coming back. Your voice would be a model of fine diction but for the uncontrollable, adolescent cracking that occasionally comes out.

Haven: Usually a well-protected suite in the center of Seattle, though he has many more.

Influence: Petrodon's influence is unimaginable. He is one of the lawmakers of the Camarilla, accountable only to the Inner Circle and to his fellow Justicars.

Appendix Two: Anarch Slang

There are a lot of terms used only by anarchs, developed by their own particular subculture of rebellion and defiance.

Stealing year, liberating years		Little Red Riding Hood	Hapless victim of an anarch-caused Lupine attack. The Lupine is called "Grandma"
Go anarch	Euphemism for diablerie	Lugosi	Nickname for a vampire from Eastern Europe, especially a Tzimisce
Beastie Boy	To become an anarch by joining an anarch gang	Zombie	ABlood Bound Kindred
Flea Circus	A Gangrel anarch	White Zombie	A Kindred Blood Bound to the prince
The Face	Derogatory term for a Gangrel	Ketchup	Vitæ from lower-class suburbanites
Doing a Houdini, Pulling a Houdini, Been Houdinied	A Nosferatu anarch (rare)	Wine Cooler	Yuppie vitæ
	Exclamation for when an anarch gang discovers it has been used by the Tremere clan	Low-Cal Diet, Diet Cola	An extremely skinny mortal, sometimes a child
Lickstick	Prey that has the Merit of Potent Blood	Rotten Apple	Computer hacker, used favorably by anarchs
Havin' a Gas	Participating in a riot where tear gas is present	Bloodhound	A vampire in hunger frenzy
Waterloo	A riot the anarchs lost badly, where water cannons were used by the police	Tick	Term for a vampire spreading diseases through feeding
Machiavelli's Brats	Nickname for princes	Chopsticks	Vampire fangs
Judge Wapners	Nickname for Justicars	Mother's Milk	Used to refer to vitæ that creates or sustains ghouls
Bailiffs, Beetle Bailiffs	Nickname for archons	Arbor Day	Used to refer to a day when hunters were extremely successful in their work of staking Kindred
Baby	Unproven neonate, usually a candidate for membership in an anarch gang		
Cry Wolf	Code word for the act of luring Lupines into the city to attack anarch enemies		

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AUGUST

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