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LOS ANGELES *by night*

Unlife and Death in the Anarch Free States

By Noah Dudley



Look homeward, Angel, now, and melt with ruth.

— Milton, *Lycidas*

In a world of rules, where tradition governs even the undead, a new breed seeks to break these rules. They've thrown off the old ways with fire and stake and brought in new ones. Now the question is not "Can it be done?" but "Is it even worse?" Those who survive will find out.

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Word from the White Wolf Game Studio

Life is crashing right along for the White Wolf team this summer. Our fiction party at Dragon Con was (in this writer's humble opinion) a smashing success: both Michael Moorcock and his charming wife Linda left with smiles on their faces, the food was good, and the WW staff got to hobnob with some of the best in the business. Wow. We even wore shoes.

The joyous developmental avalanche of **Wraith** has finally come to a halt. We kinda like where all the pieces landed. The book (which is gorgeous, by the way) is coming with us to Gen Con. Watch for the chains, and be warned that subversive buttonwearers will be ridiculed with extreme prejudice.

Finally, it's just amazing how many Wolfers are ricocheting around the offices these days—six new people? Or is it seven? New sightings continue around the clock. Stay tuned.

Special Thanks to:

Wes "Billchucker" Harris, for finally getting that window office he always wanted.

Rebecca "Hidden Talent" Schaeffer, for showing us how to whip that ol' pea in there.

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Diane "Shady Character" Zamojski, for not getting a sunburn while cheering us on.

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Because of the mature themes involved, reader discretion is advised.

LOS ANGELES

by night

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Chapter One: The Big Orange

Los Angeles is a difficult city to define. According to the many authors who flocked here in the '30s to write for the movie companies, L.A. is a land of lotus-eaters, lacking both culture and aesthetics. According to television and the movies, it is a land of sex-crazed blonde bombshells and power-crazed young movie executives. According to the media, it is a vast wasteland of ghettos, where vicious gangs struggle with each other among the ruins of their riot-torn communities.

All of these views, warped as they are, have an element of truth in them, but they don't begin to truly define L.A. In the end, L.A. may turn out to be undefinable in the usual ways. This is because L.A. is much better thought of as a collection of interdependent communities than as a traditional city. Burbank has a definable identity, as does Santa Monica. To think of both of those two markedly different communities as both being part of the same city is absurd, yet this is also the case. The greater Los Angeles area comprises a huge mish-mash of communities, governments, religious and ethnic groupings, credos, philosophies and architectural styles.

The area's diversity usually dazzles newcomers, and is both L.A.'s strength and its weakness. Almost anyone coming here can find a community to be a part of, and L.A. has grown and profited from the hard work of its immigrants. On the other hand, reaching a consensus among the disparate groups populating L.A. is practically impossible. Ethnic and religious differences tear the city apart, and there doesn't seem to be much hope of finding a solution in the near future.

How to Use This Book

Obviously, the main purpose of this book is to provide Storytellers with everything they need to set their chronicles in the Anarch Free States. Although it mostly concerns itself with Los Angeles, it contains the information needed to successfully communicate the rush that is unlife in the Free States and give the players an area with a broad enough scope to build meaningful destinies for their characters. This applies to more than just vampires: the Free States draw creatures of all kinds and hold within their borders several packs of lupines and mages' chantries. Information about these other races is also included here.

But the Free States are more than just a geographical area. They represent an ideal and a mode of existence that influences the way Kindred live their unlives all around the world. The dream that is the Free States can inspire characters elsewhere to strive to recreate its good parts in their own cities, or to flee their oppressive environments for a better existence.

The Revolt that broke out in L.A. in 1944 is not over, and it did not stop in Los Angeles. All over the world, anarchs are striving to overthrow their princes and the elders who support them. As characters succeed in destroying the princes who oppress them, Storytellers are going to be faced with the

problem of dealing with cities whose political makeup has completely changed. By altering a few place names, this book can be a model for any city that has suddenly lost its prince, most of its elders and all of its internal structures.

Contents

The Free States are a complex mosaic of interlocking people, places and philosophies. To make the setting as easy to understand as possible, *L.A. by Night* is divided into six chapters. Chapter One provides an overview of the Free States, including the various cultural and political institutions which make them unique. Chapter Two provides a history of the Los Angeles area and gives the Storyteller some idea of how the Free States came to be. Chapter Three describes the political geography of the Free States. Chapter Four presents a number of the area's major Kindred. Chapter Five describes the gangs that dominate political life in the Free States. Chapter Six is a short story designed to introduce players to unlife in the Free States.

Theme

Eternal vigilance is the price of liberty.

— attributed to John Curran, 1790

Los Angeles and the rest of the Anarch Free States have indeed won their freedom. The Kindred can now exist without continually worrying about how the prince feels, and express themselves to each other without fear that they are actually talking to an agent of the primogen. But that freedom was won at a considerable price. Many Kindred died the Final Death in order to ensure that the Free States would be born, and the price is still being paid, both in the Free States and elsewhere.

It was not enough just to kill the prince and his coterie and to chase the primogen out of Los Angeles. There will always be those who feel that they are destined to tell others how to live their unlives and who wish to govern without the consent of the governed. The Free States are a magnet for these would-be demagogues, the most notorious of whom reside in the pages of this book, and for others who will spring from the events that the Storyteller will create. The Kindred of the Free States, and the characters in particular, are continually called upon to combat these threats to freedom. So the theme of unlife in Los Angeles comes in the form of a question: are the characters prepared to pay the price of liberty?

Mood

To the uninitiated, life in Los Angeles seems laid back, an easy stroll along a sunset-tinged beach; indeed, Angelenos are often referred to as "lotus-eaters." Those familiar with L.A., however, know that nothing could be further from the truth. Life in Los Angeles is a black Camaro roaring through a 35 MPH zone at 90, and that is the mood you must convey to your players. Nothing in Los Angeles stays the same for very long. The stars of tonight become flaming meteors by



morning. Fashions considered *de rigueur* last week will be *passé* tomorrow, and businesses appear and disappear seemingly overnight.

This is particularly true for the Kindred of L.A., where the vampire on top of the heap tonight may well be found staked to the garbage heap in the morning. Keep the pace fast and the mood frenzied. If the characters stop for a second, hit them with something new. Los Angeles is badly overcrowded, and there are always vampires out there who would be happy to kill them just for their *vitæ*. The characters are now living in anarchy, and no one is going to take care of them if they cannot take care of themselves.

Personal Touches

The same spirit of anarchy and continual change also makes it easy to adapt L.A. to fit the needs of any chronicle. This book describes the situation in L.A. as it stands tonight, but the only thing in L.A. that one can be sure of is that it will be different tomorrow. If a Storyteller wants a different political setup, she should feel free to change it. If she wants the Sabbat running L.A., then perhaps the 1965 siege succeeded, or, more interestingly, move up the timetable for the next siege and have this one succeed. On the other hand, the Camarilla may bring its Justicars and archons against the Free States tomorrow night, and force a new prince down the throats of the anarchs.

The gangs that rule the Free States are particularly amenable to change, since they continually scheme against one another over territory. The scheming often ends in open warfare between the gangs — the stakes are sharpened, *vitæ* flows freely and eventually boundary lines are redrawn.

It is very likely that the characters will want to find an outlying area that they can claim for themselves, in which case they must be prepared to a) take it away from whomever controls it now, and b) defend it against newcomers who will want to take it from them. This can make for a wonderful chronicle, as the characters attempt to ally with other Kindred in the area and build a lasting domain for themselves.

So make of this new experiment in freedom what you will. The future of L.A. is far from clear, and you and your players are going to be the ones to chart it.

City of the Angels

Los Angeles is unlike any other city in the world today. It has no prince and no primogen. Although members of every known clan reside within its borders, it is not ruled by the Camarilla, the Sabbat, or any other group. Although it is one of the most dangerous cities in the world, vampires from all over the globe flock to it. It is the center of a new culture for the Kindred, a new experiment in whether they can live together without a prince to keep them from one another's throats.

Los Angeles faces some huge challenges in this experiment. The promise of freedom from tyranny continually attracts new vampires to the region, and the strain on the local resources shows. With a population of 3,485,000 mortals, the actual City of Los Angeles can comfortably support approximately 35 vampires, while the greater Los Angeles Metropolitan area can support up to 140 or so. It is obvious that with a population of almost 250 blood-seeking vampires, the L. A. area represents a classic case of overcrowding.

This has caused a number of problems. With so many vampires roaming the night-shrouded streets of Los Angeles, accidents are bound to occur, and "unexplained phenomena" are rife. Nowhere is the Masquerade as fragile as in Los Angeles, and as far as anyone knows there is no overall authority to make sure that these problems get properly disposed of. Still, in spite of this lack, most of the local Kindred have displayed enormous responsibility in guarding against the destruction of the Masquerade.

From the Outside

Los Angeles is a giant Rorschach inkblot, on which the viewer can imprint whatever patterns fit his vision of the world. It is a financial giant and a failed economic experiment, a "nice place to raise the kids" and a cesspool of urban decay. How you see L.A. depends very much on what you look for. This is especially true among the Kindred, who differ radically from one another in their views of L.A. and the Free States.

Anarchs

The anarch community is of two minds about the Free States, just as it is about everything else. Most anarchs, particularly in the United States, see the Free States as the closest thing to a promised land they have. They see themselves as oppressed at every turn, and here is seemingly the answer to all their prayers: a domain with none of Machiavelli's Brats, no decrepit elders, in fact no Camarilla at all.

Those defeated by the system, who are on the run from the agents of their prince, see the Free States represent the ultimate haven, where they can finally stop constantly looking over their shoulders and jumping at every shadow. For those who still have the will to fight, the Free States stand as a powerful reminder that the rule of the elders is not inviolable. With sufficient determination and ingenuity, it is possible to overthrow princes, primogens and the whole rotten Camarilla structure.

Some Idealist Brujah, however, feel that Jeremy MacNeil and the Free States' anarchs betrayed their heritage. They originally viewed the Free States as an opportunity to rebuild the Golden Age that the Brujah once knew in Carthage, but as time went by and all they saw were continually feuding gangs at each other's throats, they became disenchanted. Some argue that this is MacNeil's failure for not having offered sufficient leadership, while others fear that some inherent flaw in the makeup of the Brujah has made them incapable of reaching their golden ideal.

The Camarilla

All of the things that make the Free States so important to the anarchs makes them anathema to the Camarilla. The Camarilla stands for stability; the Free States stand for anarchy. The Camarilla prefers hierarchy; the Free States promote equality. The Camarilla provides safety in exchange for servitude; the Free States offer freedom at considerable risk.

The Free States represent a significant danger to the Camarilla. Every night in which the Free States fail to collapse is further proof that life without princes is not only desirable, but possible. Just by succeeding and continuing the Free States thumb their noses at the Camarilla, which insists that the Kindred are incapable of ruling themselves without princes and primogens.

Kindred from all over the world look to the Free States and wonder whether it could happen in their city, and the anarchs of L.A. are doing everything in their power to help. Vampires such as Salvador and Smiling Jack travel continually, meeting with anarchs from other cities and spreading the word. This more than anything terrifies the Camarilla — the idea that the Revolt isn't over yet.

The Free States represent another concern for the Camarilla, based as it is on the belief that the long-term safety of the Kindred requires the maintenance of the Masquerade, which depends on Kindred following the lead of their elders can the Masquerade be safely maintained. The Camarilla fears that if the anarchs are allowed to run wild in the streets, they cannot help but destroy the Masquerade and bring down destruction on all of the Kindred.

One of the arguments Camarilla elders use to justify their concern about the Masquerade in the Free States is rise of superstitious behavior among the mortals. Belief in astrology, crystals, the Tarot and pyramid power is on the increase in the United States, and with it a renewed belief in the supernatural — and in vampires. The elders point out that much of this New Age nonsense comes out of the Free States, probably from mortals who have witnessed some fool of an anarch displaying his powers and misunderstood what they saw. The Brujah do not have a very good counter-argument to this.

Even with this concern and anger about the Free States, individual princes in the U.S. differ in their approach to them. The princes of the Mid- and Southwest, whose realms are most accessible to anarch agents, stand absolutely firm in their hatred of the Free States and in their resolve that something must be done about the problem. The princes of the East, who are further removed from the chaos of the Free States and who tend to be more powerful in the Camarilla, acknowledge the danger but are privately pleased that they exist. They see the Free States as an important safety valve, reasoning that if rebellious anarchs have somewhere to go when they get unhappy, they are less likely to stay in a prince's city and cause trouble.

This dichotomy has crippled Camarilla efforts to take a stand on the Free States, but the western princes have increased their pressure on the Camarilla to do something to at least stop the flow of agents provocateurs out of L.A. The issue was brought before the Camarilla again in 1984. At that time, the elders contented themselves with ordering the Nosferatu Justicar Petrodon to begin covert operations against the Free States as the first move towards a forceful takeover, although they cautioned him to be very careful.

Petrodon immediately began to gather minions together, and successfully insinuated agents into the Free States. He has also brought several archons to San Francisco, on the northern edge of the Free States, to guard against anarch incursions while he awaits the decision of the Inner Circle, which will not meet again until 1997.

That the Camarilla has waited this long to act against the Free States has not kept individual princes, particularly the western ones, from sending their own expeditions to try to disrupt life among the anarchs. The prince of Phoenix has been particularly active in this regard, and an interesting chronicle could be built around the efforts of a small band of Camarilla agents provocateurs to either achieve specific goals set by their prince, or just do as much general damage to the anarch cause as possible.

The Sabbat

Los Angeles is a source of enormous frustration for the Sabbat. About 20 years after the Revolt, the Sabbat, believing that L.A. was ripe for the plucking, laid siege to the city. The result was a disastrous failure, and even now, more than 25 years later, the Sabbat still can't understand how a handful of disorganized punks could defeat its highly trained, well-organized War Parties. Nothing like this had ever happened before, and those cardinals who survived the unholy wrath of the Regent still can't explain why it was so different in Los Angeles. If anything, it should have been easier there than elsewhere!

In any case, the Sabbat has maintained a wait-and-see attitude ever since. Like the Camarilla, it has numerous agents in the Free States, at least one of whom is very highly placed, and it is slowly (and much more carefully) preparing for another siege. This time it will prevail — possibly with the help of the characters!

The Lesser Clans

• **Assamites** — The Assamites are only interested in the Free States as a business opportunity, and even that has not proved to be very remunerative. In 1955 they accepted a contract from the Inner Circle on Jeremy MacNeil. Jeremy and Crispus Attucks defeated the assassin, a high-ranking member of the clan, at the last minute. Since then the Assamites have refused all contracts on Jeremy, in spite of highly lucrative offers from both the Camarilla and the Sabbat. The Assamites still consider other Free States Kindred fair game, however, and occasionally a vengeance-crazed prince has offered a price for the head of a particularly undesirable anarch who escaped there.



• **The Followers of Set** — The Setites have always been a major force in the Los Angeles area. Before the Revolt a priestess and a number of acolytes presided over a large and powerful Temple of Set in Malibu. This was the particular objective of the Lupines who attacked the Malibu Colony in 1944, and they completely destroyed the temple and its supporters. The chaos of the Free States proved too much for the Setites to resist, however, and they returned again in 1969, founding a temple in the Hollywood Hills. That one was also destroyed, but several other temples have subsequently sprung up, each competing with the others in trying to corrupt the Kindred of the Free States. The tentacles of corruption reach out deep into the community and even into City Hall. So far none of the undead leaders in Los Angeles suspect anything, but a brave and determined band of Kindred could do the Free States a huge favor by rooting out the Sand-Snakes.

• **Giovanni** — The Giovanni are very concerned with recent developments in the Free States, since revolution tends to interfere with clan business. From their stronghold in Las Vegas, they see the agents of the revolt moving east and have done their best to keep the anarchs out of their town, but there is little they could do if Jeremy turned his full attention on Las Vegas. The Giovanni would happily sponsor an expedition to find any exploitable weaknesses in the Free States.

• **Ravnos** — The Ravnos are very happy in the Free States. This is one area in the world where they don't need to be worried about persecution by princes, so they tend to spend more time in the Free States than in other areas of the country. This has led to some run-ins with the local Kindred, who object to the con games which are the Ravnos way of life, but on the whole the Ravnos have found acceptance here. They also spend a lot of time in Northern California, Oregon and Washington, where the anarchs still battle the Camarilla for control. Some small bands of Ravnos travel the back roads of the Pacific Northwest, reveling in their freedom and striking against the Camarilla when they can.

On the Inside

Cultural

Nice, neat communities of well-kept houses and apartments separated by garish strips malls, with occasional pockets of ghettos or high-rises seem to make up most of Los Angeles, but not so in the World of Darkness. The Gothic-Punk L.A. is the fashion center for every style imaginable, and neon and leather are the materials of the new fashion. If it's going to be worn, smoked, heard or seen by the rest of the world tomorrow, you can bet it's already on the streets of L.A. tonight.

Most of the vampires the characters meet will be punks, freaks, skinheads, techno-fetishists, modern primitives, hip hop fanatics and heavy-metal warriors. The colors of L.A. are the black of leather and the silver of studs and blades. Everyone wears shades all the time, and most people go

armed. While L.A. does have a strong "classical" cultural life, most of the local Kindred shun it in favor of the punk rock, rap and heavy metal that blares out of the clubs of West Hollywood and Downtown. It is in this garish milieu, lit by neon lights and throbbing to a heavy rock beat, that the undead thrive in L.A.

Politics

Kindred who have not been there see the Free States as a vast playground for vampires, where the undead roam as they will, sup where they please and answer to no one for their actions. This has never been true, and Kindred who come to the Free States acting on that assumption will probably not last long.

A more thorough discussion of the Free States' politics appears in Chapter Five, but here it is enough to point out that the vampires divided them into fairly large semi-autonomous regions. A gang of vampires, usually led by the oldest, smartest or strongest, rules each of these.

These regions are referred to by a number of different terms, such as "domain", "hood", "turf", etc., but this book uses the term proposed by Jeremy MacNeil, the leader of the Revolt and the most powerful Brujah in the Free States. Recalling his youth in 17th-century Great Britain, he sarcastically referred to them as "baronies" and to their leaders as "barons."

So who rules the Free States? Who watches over the mortal businesses and government? Who handles the problems that arise between individual vampires, or between the gangs? The simple, and not entirely accurate, answer is no one. Most Kindred, even those who should know better, think Jeremy MacNeil actually rules the city, even if he does not refer to himself as prince. Used to thinking of things in terms of the Camarilla model, they simply cannot comprehend a city that actually has no ruler.

The Gangs

Depending on how one defines a gang, the Free States have up to 13 of these coterie. Ranging in size from six to 25 vampires, most gangs revolve around a single, charismatic leader. The gangs typically control as large a territory as they can defend, often comprising more than one city or community. Only rarely will a gang permit any non-member vampires to reside in its territory. Some gangs do permit limited hunting there by outsiders who secure permission ahead of time.

Since a gang's size directly relates to the number of mortals in the barony, the larger the area under control, the larger the gang and the more clout it has. This simple equation, coupled with the severe overcrowding among the Kindred of the Free States, has led to an endless series of clashes between the various gangs. Gangs are ever-vigilant in the defense of their territory and when they find interlopers on their turf they tend to destroy first and not ask questions at all.

The Garou

The Lupines appear to have a major interest in the area and are found in far greater numbers than would be expected this close to a major city. They have cut off the Malibu area, to the northwest of Los Angeles, and at least one large pack is thought to be living in Angeles National Forest, to the north. Mysterious disappearances have even occurred in the Glendale area, which most Kindred assumed to be much too populated to support Lupines. With so many werewolves in such close proximity to so many vampires, the situation is extremely tense, and clashes between them are becoming more common.

The Garou arrived in the L.A. area long before the Kindred. When the first vampire arrived in Los Angeles in 1828, the Uktena had inhabited the area for several thousand years, guarding a caern they established at Topanga Canyon in the Santa Monica Mountains.

After the coming of the Europeans, the Uktena retained their identification with the indigenous population. As the power of the natives waned, so did the Uktena, though they can still be found in the Puente and San Jose Hills, east of Los Angeles. A large number of Hispanic and Indian families also reside there.

Over the years the activities of both the Kindred and the Wyrms have severely reduced the Lupines' numbers, but in recent times they have begun to grow again. The Glass Walker tribe is currently the most influential tribe in the area. Although it has only been here for 75 years, they have already stamped the city with their mark.

Don Leandro and his pack moved to L.A. in 1917. They sensed the potential of the city, and were as responsible as any of the Kindred for its explosive growth during the '20s, '30s and '40s. When the vampires stole the water rights to build the city, the Glass Walkers took control of the water elementals. They also own much of the agribusiness in Southern California, much to the disgust of other werewolves.

With their instinctive understanding of technology and industry, the Glass Walkers played a major role in making Los Angeles one of the Allied production centers during World War II. Most now live in Glendale, near the campus of Caltech, where some are very active in the high-end electrical engineering going on there.

There are, of course, other tribes in the area. In the early 1930s, a team of Black Fury Freebooters rediscovered the caern in Topanga Canyon. The caern had waned considerably in power, as had its Uktena guardians. The Freebooters called for back-up and a number of Black Furies responded. They have guarded the area ever since, battling the minions of the Wyrms and the mages who wish to tap the little remaining energy of the caern. One of the first targets of the Furies was the Temple of Set, which had corrupted both Garou and Kindred in the Malibu area.

A huge pack of Bone Gnawers and Uktena live in the depths of downtown Los Angeles, spreading out into South

Central L.A. There they share the misery of the downtrodden inhabitants of the area. A small, secret Hood organization tries to help the local humans, but the task is far beyond its ability.

As Los Angeles grew, it became clearer and clearer to the Garou that the Wyrms had a major interest in the city. The stink of corruption rode strongly on the winds that blew out of the L.A. basin. In response, a pack of the Get of Fenris moved into the Angeles National Forest, a huge wilderness preserve lying in the mountains north of Los Angeles. In 1956 they discovered what they believed to be a major Wyrms caern in the Hollywood Hills. They were preparing to move against it when the late Robert Allred, a Get Kinfolk who had become corrupted by the Wyrms, betrayed them and led them into an ambush.

Very few Get managed to escape back to Angeles Forest, but those who did swore they would devote the rest of their lives to avenging their slain brethren. A group of Shadow Lords, also attracted by the Wyrms' stink that Los Angeles emits so strongly, has joined them. Now they wait, sniffing the breeze to track down where the Wyrms hides.

The Garou are right. Los Angeles harbors the Wyrms in her bosom. Here lies the entrance to a large caern of the Wyrms, whose vileness, leeching up through the soil, is at least partially responsible for Los Angeles' long history of corruption and moral turpitude. The Black Spiral Dancers have long been aware of the caern, and large numbers have moved in around it.

The Pentex Corporation is, of course, also well-represented in Los Angeles. Rainbow Inc., a major plastics and rubber manufacturer and a wholly owned subsidiary of Pentex, has its international headquarters in the city of Vernon, just east of Los Angeles. Although technically part of a Kindred barony claimed by a gang called the "Crypt's Sons," Daniel Wagner, president of Rainbow Inc. and an agent of the Wyrms, actually controls the largely industrial city. Rainbow's headquarters includes both research and manufacturing facilities.

Through its control of city government, Rainbow is able to go about its business uninhibited by petty bureaucratic regulations. As usual for Pentex affiliates, most of the employees of Rainbow Inc. have no idea of the ultimate goal of their organization, although many are aware that a great deal of what they do would not be approved of by OSHA or the EPA. More than a few of the employees have begun the transformation into fomori.

Other Pentex corporations with branches in the L.A. area include Sunburst International (computers), Tellus Enterprises (video games), and Nastrom Enterprises (aerospace). Sunburst and Tellus both have their headquarters in Northern California, but use their offices in West Los Angeles to spread the corruption of the Wyrms. In the deserts east of L.A., Nastrom Enterprises has a huge manufacturing and test facility where Pentex conducts some of its larger-scale projects.

The relationship between the Kindred and the Garou in the L.A. area has never been particularly friendly, and it has gotten worse as the Garou become increasingly convinced that complete destruction is the only solution to the foulness that is Los Angeles. From the Kindred point of view, the Lupines in the L.A. area pose some particularly difficult problems. More than half of the greater Los Angeles area is composed of mountains, and the city is bounded on the north, east and south by wilderness. This land is almost completely undeveloped, and as a result, werewolves can move around and through the area with much greater ease than in most cities.

Over the past few decades the Kindred have set huge fires in the wilds, called "burn-offs," intended to suppress the Lupine population. By burning off thousands (and sometimes hundreds of thousands) of wilderness acres, they ensure that the Garou have fewer places to live near the cities, and if an occasional Lupine is caught by the fire and destroyed, all the better. The most recent burn-off occurred in October 1993 and was generally regarded by the Kindred as pretty successful.

Pentex has aggravated the tension between the two groups. Immediately after the last burn-off Nastrom Enterprises began "Project Dhole," in which it made contact with a group of earth elementals hostile to the Garou. Through them, Nastrom caused the enormous earthquake that devastated the area in mid-January of 1994. In doing so, it left evidence that the earthquake had actually been the work of a group of earth elementals associated with the Uktena.

This has not only angered the Kindred, several of whom died the Final Death when sunlight poured into their previously light-tight havens but has also strained relationships among the Garou. The Get of Fenris have accused the Uktena of moving without warning them, while the Uktena insist they had nothing to do with it.

Mages

The power of the Malibu caern also drew a number of mages to Los Angeles. A Verbena coven in existence for more than 75 years created a chantry deep in the Santa Monica Mountains, as close to the caern as it dares get. Aware of the presence of the Lupines, its members avoid them as much as they can. They know about the Technomancers who also dwell in the area, but so far have been unable to do anything about them.

As one would expect, the streets of Hollywood serve as a home to a number of Hollow Ones and other Orphans still exploring their strengths. These lost souls might be open to a partnership with a vampire if a good enough reason were offered.

The Technomancers have only recently recognized the importance of Los Angeles, and helped create the city of Irvine, to the south and east of L.A., out of a huge ranch. Now it is an enormous business park with acres of buildings surrounded by rolling lawns, a veritable cathedral of the



Technocracy. Behind its mirrored windows, the Big Brother Convention goes about its task of making the world ready for Ascension by reducing humanity to its lowest common denominator.

The Technomancers are far too concerned about the New World Order to take a hand in local politics, on either the mortal or Kindred level, and while they assume that there must be other mages in the area, they do not seem terribly concerned about them.

Mortal Los Angeles

Business

Many people have wondered how American business can compete against the Japanese corporations, which typically run on a 100- or 200-year plan. Little do they know that most businesses in the U.S. are controlled by creatures who not only have a 500-year plan, but who plan to be there to administer it!

In the typical Camarilla model, the prince or one of his lieutenants dominates a city's businesses. The prince has tied his own economic well-being to that of the city, and has ample reason for wanting its economic affairs orderly, predictable and profitable.

Of course, sometimes the best plans of even the most canny vampires go wrong, but on the whole most princes manage to maintain a healthy, stable environment for the businesses of their city — if not for the mortals.

Not so in the Free States. While individual businesses have operated under the administration of specific vampires (a vampire brought the movie industry to Hollywood and dominated it for its first 30 years), for more than 45 years no single entity has overseen L.A.'s business world.

New enterprises find it much easier to start up here, and old ones find it much easier to go out of business. Competition between similar businesses is far more cutthroat than it is elsewhere, and very little "protection" is available for those who see their customers stolen away by younger, more aggressive firms. As a result, the business environment in Los Angeles has been far less stable, and far more sensitive to sudden shifts in the national economy. When the nation as a whole is doing well, Los Angeles leads the pack. When the economy does poorly, Los Angeles slides into the pit first, and slides in deeper than do other areas of the country.

The presence of powerful gangs in the outlying areas means that this situation varies considerably across the Southland. The involvement of the local gangs in their local business affairs differs from barony to barony, depending on the nature of the gang and its baron. In some areas, such as West Los Angeles, the gangs have taken a direct hand in the local businesses. In others, such as Long Beach, the businesses have been left alone. A perspicacious analyst could probably chart the extent and nature of the individual gangs by the business environments in the various communities.

Government

The situation with the mortal governments within the Free States differs slightly. Shortly after the gangs formed, some of the more alert leaders realized they could do themselves good and their enemies harm by using the various city governments to their advantage. If the government of an opponent's city could be convinced to enforce an early curfew, for example, hunting would become significantly more difficult and hinder her ability to recruit new followers. This resulted in a continuing free-for-all in the numerous city halls that dot the Free States.

Some vampires are much more effective at this than others. Where Kindred influence is weak, municipal governments tend to react to the crises of the moment, in the typical mortal fashion. Other municipalities, controlled by a single strong entity, follow a more stable course — geared towards the needs of the Kindred rather than the kine. Still others, like the City of Los Angeles itself, have competing Kindred controlling various aspects of the government, and tend to veer sharply as one side wins a temporary victory over the other.

Until recently, the government of the City of Los Angeles itself was thought to be relatively free of Kindred influence. Jeremy did not seem to have much interest in involving himself in mortal affairs, and most assumed that no one else would dare to use the L.A. government for her own

purposes. The L.A. riots of 1992, however, showed that the Kindred had been badly mistaken.

The LAPD responded to the riots with uncharacteristic restraint, and when it finally did respond, it did so inadequately. The mobilization of the National Guard was slow and disorganized. It was clear to the anarch leaders that something was doing everything it could to keep the riots going for as long as possible. As soon as the riots were over, the anarchists moved to clean out City Hall: the Mayor and Chief of Police were both removed, and new ones put in place. Hopefully, it will now be more difficult for individual vampires to use the L.A. government against other Kindred.

Traveling to Los Angeles

The last freedom — freedom to flee.

— Berliner Illustrirte

The differences of opinion within the Camarilla concerning the Free States find their most obvious expression in how difficult a prince will make it for an anarch to escape there. The farther east a city is, the more likely a prince is to encourage troublemakers to "go west, young vampire." The farther, and consequently the greater the danger from the Free States, the more likely a prince is to hinder anarchists. This creates severe hazards for Kindred trying to make their way across the country to safety.



Crispus Attucks, who well remembers his experiences with the Underground Railroad during the Civil War, has made it his crusade to help anarchs escape. To that end he spends a lot of time in the Mid- and Southwest, where the princes are less inclined to allow free passage.

Road Travel

The most dangerous way of getting into the Free States is by road. The princes of Tucson, Phoenix, Reno and Boise are all very concerned about the burgeoning population of the Free States and do everything they can to stop it. "Special agents" of the Highway Patrol often stop and search trucks passing through Arizona, Nevada and Idaho for "illegal goods." Suspiciously human-shaped boxes are removed and opened, and their contents "confiscated."

Agents stop selected cars driving at night and anyone traveling by foot after dark. Obviously these agents can't be everywhere, but they have been remarkably successful at stopping the passage of Kindred through their territories and into the Free States. Crispus Attucks, on the other hand, has killed a number of agents.

Rail Travel

Railroads, though significantly safer than road travel, can still be fairly hazardous. Scheduling a passenger trip to travel only at night can be extremely difficult, so most Kindred choose to travel in the freight cars. This leaves them vulnerable to "baggage inspectors" in the big southwestern cities, who make random checks for Kindred trying to slip into the Free States.

Air Travel

Flying is by far the safest way to travel to the Free States. All of the large eastern cities have convenient evening flights to Los Angeles that bypass the southwestern cities. Most of these flights, and all international flights, come into Los Angeles International Airport (LAX). The airport is technically in Crypt's Sons territory, but Jeremy has made it very clear that it is strictly neutral ground, and he tolerates no killing there. Once a vampire has left the airport itself, however, she is fair game, and a number of hopeful immigrants to the Free States have met their end within sight of what they thought was their gateway to freedom.

Los Angeles also has three smaller, regional airports which get direct flights from major cities around the country. Burbank, Ontario and Orange County (John Wayne Airport) are all much safer places to land than LAX, although there are fewer night flights into these airports, and baggage handling is somewhat more primitive.

San Diego International Airport (also known as Lindbergh Field) is also served by many international and most domestic carriers, but it is not used very much by the Kindred, since L.A. is the destination of choice among most anarchs headed to the Free States.

Sea Travel

Only rarely do Kindred arrive in Los Angeles by sea any more, although it can (for a price) be made simple, safe and convenient. For \$10,000 FOB, David Geduld (see Chapter Four) will arrange all of the details of the trip from any port in the Continental U. S. (slightly less for West Coast cities and Hawaii and Alaska), and see to safe unloading at the Port of Los Angeles. Due to the expense and additional time involved, this means of transportation is rarely used, except by older Kindred who have not been able to accustom themselves to airplanes.

Getting Around Los Angeles

"Freedom of movement is the prime symbolic attribute of the Angel City."

—Reyner Banham, *Los Angeles: The Architecture of Four Ecologies*

Los Angeles' love for the automobile defines the city more than anything else. As far back as 1930, L.A. had more cars per person than anywhere else in the world, and things haven't changed much since then. Los Angeles grew up and developed around the automobile. Kindred from the East express amazement at the huge amount of land encompassed by the metropolitan area, but to Angelenos there is nothing surprising about this. As long as everything you need is within 20 minutes travel, what difference does it make whether you spend that 20 minutes walking a few blocks or driving 10 miles?

The freeways make it possible for Los Angeles to maintain some cohesion in spite of its vast size. It has one of the best freeway systems in the world, and while Angelenos grumble about the congestion and smog, the fact is that Los Angeles could not exist without it. L.A.'s congestion problem is serious but rarely bothers the Kindred, who usually don't take to the highway until after the rush hour ends. A vampire can leave Hollywood or Downtown at 10 p.m. and be in the heart of the San Fernando Valley in less than 30 minutes. This lets the Kindred enjoy large hunting areas, and allows the city to support far more vampires than usual.

What this means, however, is that life (and unlife) in Los Angeles is impossible without a car. The distances involved in even the simplest trip make the regular use of taxis economically unfeasible; for the same reason, public transportation in Los Angeles has been until recently an ongoing joke. The car is (at the moment) the only way to survive in L.A., and the Angelenos place great stock in their automobiles.

What kind of car one drives is a major part of one's status in L.A., and this is as true for Kindred as it is for kine. Generally the more expensive a car the better, but the anarchs of Hollywood tend to sneer at Jaguars and Mercedes and prefer either Harleys or tricked-out Mustangs and Chevys from the '60s. Beautifully painted small pickups are the rage in East L.A., and vampires of South Central Los Angeles tend

to be found in Camaros and Firebirds. Newcomers to L.A. would be well advised to equip themselves with an appropriate car as soon as possible.

While it is true that public transportation in Los Angeles has been an running joke, that is in the process of changing. Believe it or not, L.A. has a functional subway system. At the moment it consists of roughly three miles of tunnels under downtown L.A., and can be ridden end to end in about seven minutes. However, the system is being extended quickly, and by the end of the century should provide Angelenos with safe, convenient transportation throughout the L.A. area.

Obviously, the Kindred enthusiastically endorse this system. The Nosferatu are especially pleased to have a method of transportation that is completely underground. The tunnels, many of them currently incomplete and wandering off to nowhere, offer the Storyteller a number of interesting locales for adventures. After all, the trains only run every 10 minutes, and they *do not* run at all at night.

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To Live and Die in L.A.

The Boyz 'N' the Hood (excellent view of life in the L.A. ghettos)

Chinatown (for its view of the early Los Angeles water wars)

Grand Canyon (life in L.A. as seen by Hollywood)

L.A. Story (farcical look at Los Angeles, great views of the city)

The Lost Boys (surfer dudes in Long Beach and environs)

The Player (behind the scenes at the dream factories)

Down and Out in Beverly Hills

Hollywood Wives

Born in East L.A.

Blade Runner

Barton Fink

Valley Girl

Xanadu

Roller Boogie

Television

L.A. Law (life in the glass boxes; watch for the influence of the Wyrms)

Enos (the real L.A. law)

South Central

Beverly Hills 90210

Melrose Place

The Beverly Hillbillies

CHiPs



Chapter Two: History

Indians now known as the Gabrielinos originally settled the area that later became Los Angeles. Their name comes from Mission San Gabriel Archangel, which was built near their villages when the Spaniards came and which was largely responsible for wiping them out. Technologically undeveloped, the Gabrielinos had no agriculture, a crude calendar and only a little pottery. They were also a very peaceful people who lived by hunting, gathering and trading with their more sophisticated brethren to the north and east.

Arrival of the White Men

Juan Rodriguez Cabrillo broke their splendid isolation when he sailed into San Pedro Bay in 1542. Cabrillo later went on to explore Northern California in the late 1500s. By the end of the 1600s, enthusiastic Jesuit priests had founded missions along the southern part of the coast.

While Spain was colonizing the western hemisphere, Spanish agents in St. Petersburg, Russia, sent a message to the king. The Russians were planning to establish colonies in North America! The information turned out to be wrong — except for a small Russian excursion into Alaska in 1741 — but it forced the acquisitive Spanish to pay more attention to the far reaches of their empire.

A man named Andres Burriel collected 50 years' worth of explorers' diaries, reports, church documents, etc., both for and against colonization. From this he composed and presented *Noticia del California*, which threatened the Spanish with eternal damnation if they did not colonize the coast of California.

The Spanish took Burriel's work to heart. Already in the midst of colonizing the northern half of the West Coast when the *Noticia* was published in 1757, they stepped up their efforts. The militant Jesuits who had run the missions were expelled and replaced with the gentler Franciscans, most notably Father Junipero Serra.

The Jesuits had not taken their expulsion well, and ransacked the missions before leaving. The Franciscans wanted to build more missions, but the existing, now-impooverished ones did not have much to offer in the way of monetary support. In Mexico, Inspector General Jose de Galvez, the new military governor Gaspar de Portola, Father Serra, army engineer Miguel Costanso and naval captain Vicente Vila met and formulated a plan. Father Serra convinced his compatriots that they could succeed.

From January 1769 to November 1777, the group made various forays up and down the California coast in an attempt to establish settlements. It was not an easy task. At one point, Governor Portola advised the leaders in Spain that they ought to punish the Russians by letting them have the damn place!

Once again, the dogged Father Serra intervened. Although by now tired and sick, he was apparently eloquent on behalf of those who had struggled so hard and given up their lives to make the new colony a reality. A plan was forged that ultimately led to the founding of Los Angeles. It was simple, really — all they had to do was create a new overland route to California.

Juan Bautista de Anza, a 37-year-old border captain, was tapped to head up the task. He and 34 soldiers crossed the desert and climbed through the San Jacinto Mountains, arriving at Mission San Gabriel in March 22, 1774. A second expedition, comprising 205 men, women, and children and over 1,000 animals, began its journey in October 1775 and arrived at the mission on January 4, 1776. As the new settlement grew, semi-nomadic Indians realized the value of regular sustenance and migrated to the area.

The new governor of California, Felipe de Neve, created northern and southern farming *pueblos* (pwayb-lows) with land for housing, gardens and farming, and a central plaza, not unlike cities in Spain. He paid male settlers a small salary and granted them an allowance toward their families' rations. Fourteen families — 68 people in all — founded San Jose on November 29, 1777.

Eleven families totaling 44 people, less than half the number Neve had hoped for, agreed to found the southern pueblo. It was quite a collection: two family heads who claimed Spanish heritage, two Africans, one mestizo (a mix of Indian and European), one mulatto (a mix of African and European), one chino (a mix of Indian and African) and four American Indians. Their wives were either Indian or mulatto. This group traveled north to San Gabriel where, on September 4, 1781, they founded El Pueblo de Nuestra Senora la Reina de Los Angeles de Porciuncula, the City of Our Lady Queen of the Angels of Porciuncula — Los Angeles.

In traditional Spanish fashion, the area around the pueblo of Los Angeles that was not controlled by the mission was broken up into huge tracts of land and divided among about 20 *hidalgos* or landowners. They planted grain, vineyards and orchards, making use of the local Indian population as slave labor. Unconcerned with events outside of their borders (the transition from a Spanish to a Mexican government in 1822 went almost unnoticed in Los Angeles), the Angelenos lived a simple, uncomplicated life.

The Coming of Christopher

All that changed on Christmas Day of 1828. The American brig *Danube*, sailing from Boston to points unknown, was wrecked in San Pedro Bay during a terrible storm. The locals fought valiantly to rescue as many of the crew and passengers as they could, and to salvage as much of the cargo as possible. Part of that cargo was a long, coffin-shaped box which the owner seemed particularly anxious to recover.

In typical *hacienda* fashion, local landowners took in the 28 survivors. The box's owner, a Yankee named Jack Turpin, was given shelter on the *rancho* owned by Don Sebastian Juan Dominguez and his family. Unfortunately for the good Don, the box held the body of Christopher Houghton, a 200-year-old vampire with the face of an angel, the cunning of a Toreador elder, and the psyche of a 13-year old.

Christopher had been cast out of Massachusetts for what amounted to artistic differences, blown horribly out of pro-

portion by the over-refined sensibilities of the Toreadors. He had fled Boston with their laughter ringing in his ears, searching for a place where a true artist could be appreciated. Disgusted with both the Old World and the New, he had planned to force the *Danube* to take him to distant Cathay, where he was sure he would receive the respect he felt he deserved.

Upon arising from his sleep and finding his plans frustrated once again, Christopher completely lost it. He killed Turpin, the one ghoul retainer who had followed him into exile, and slaughtered the entire Dominguez family with the exception of Don Sebastian, who fled and hid in a chicken coop. When Christopher eventually recovered from his frenzy, he hunted down Don Sebastian, explained the situation and made him his ghoul. Christopher stayed on the *rancho*, feeding on the local Indians and making his plans.

He finally decided that he was going to turn this sleepy little village into a new Carthage and show those East Coast decadents the way a city should be run. Scores of vampires would look to him for artistic leadership and call him master.

The first thing he needed was a secure base, since local missionaries had already begun to look upon the *rancho* with considerable suspicion. In 1834, by carefully wielding the not inconsiderable power of Don Sebastian, Christopher convinced Governor Figueroa to go ahead with the long-planned and long-delayed "secularization" of the missions. Their lands were seized and their assets sold, and by 1844 the entire mission system had been dismantled.

For the first time in his 200-year unlife, Christopher found himself without any parental figure, without anyone to tell him what to do or threaten his safety. Predictably, he went wild. For the next 35 years, Christopher indulged himself in every debauchery which he had seen practiced in the vice dens of Europe, but which his straitlaced master had never allowed.

Don Sebastian's once-pristine *rancho* became an abattoir, ruled by a golden-haired, wild-eyed demon drunk with his freedom and power. He lived there with just Don Sebastian as his retainer until 1853, when he discovered and Embraced Joaquin Murietta. From that point on Joaquin was always at his side, transferring his fanatical hatred of mankind in general to Christopher's enemies.

The United States' acquisition of California in 1847 was an almost accidental by-product of the Mexican-American War. Although he had very little involvement in the war, he welcomed this development since it brought new settlers into the region. While the discovery of gold in northern California in 1848 at first caused a huge drop in the population of Los Angeles, settlers flocking to the city quickly replaced those who went seeking gold.

Kindred scholars have noted that communities often take on the complexion of the Kindred who dwell there, and that is certainly the case for Los Angeles. From 1845 until 1870, Los Angeles had the reputation of being one of the most debauched towns in America. Statistics indicate that by

1855 the remaining Indians in Los Angeles suffered severely from communicable diseases, most notably syphilis, compliments of the white population.

Robbing Native Americans of their land was not limited to the East and Midwest. In 1836, the Californians forced what was left of the original village of Yangna into a segregated area of what is now downtown Los Angeles. In 1845, the police commission recommended that the native Americans be “relocated” on the heights above the Los Angeles River to a village called Pueblito, or “little town.” In 1847 the village was razed and the natives reduced to working as servants. Those who were not indentured were captured and auctioned off as slaves.

The new settlers became known as *los diablos* (“the devils”), and included some of the worst human garbage in the Southwest. Christopher’s “new Carthage” attracted disappointed prospectors, thieves, murderers and degenerates of every kind. Homicides averaged one per day, and murdered Indians were not included in that number. Los Angeles probably had more gambling dens, saloons and brothels per capita than anywhere else in the country. What very little law there was came in the form of lynch gangs, who tended to string up the most convenient (and often racially undesirable) suspect.

Christopher’s Dream

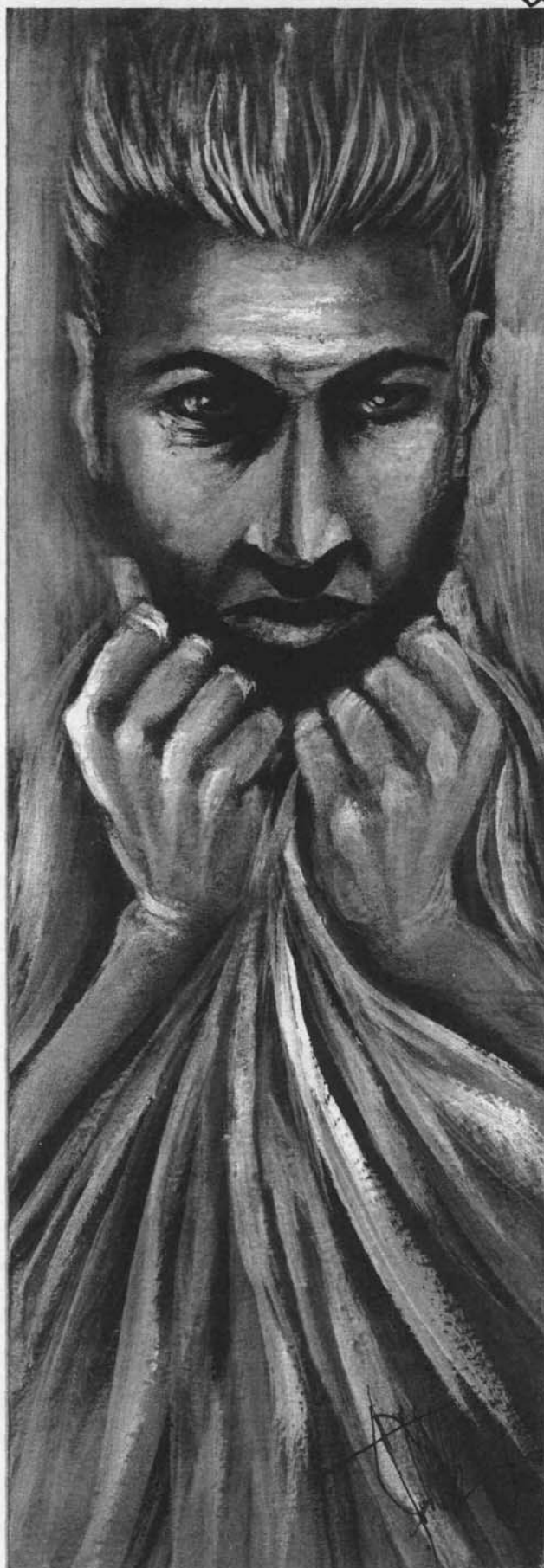
Things suddenly changed for Christopher — and Los Angeles — in 1870. One night the realization struck that he was wasting his unlife and dissipating his precious resources. He had lost his dream of the new Carthage in an orgy of blood. He needed to build a city that would attract the kind of vampires to make his city a Mecca for artists of every kind.

Unaware that he was being manipulated powers infinitely more powerful than himself, Christopher began to change; with him, so did Los Angeles. The last lynching occurred in 1871, while book stores, libraries and dancing academies began appearing.

If Los Angeles was going to become everything Christopher wanted, it needed more people to support those new vampires. Just 5,000 people lived there, and only the city’s huge mortality rate had allowed Joaquin and Christopher to hide their depredations.

Christopher also resolved that until he was completely ready, no one would know who the true master of Los Angeles was. His humiliation at the hands of the Boston Toreador 40 years earlier still burned in him, and he refused to put himself in that situation again. Don Sebastian, who still maintained considerable power in California, would become his “front man” and govern the city as his regent. On December 25, 1870, 42 years to the day after he landed, Christopher granted Don Sebastian immortality and crowned him Prince of Los Angeles.

Through Don Sebastian and an increasing network of flunkies, Christopher began the process of turning a small town with a mediocre future into the Los Angeles that we





know today. They successfully lobbied for federal funds, beating out San Diego, to build a deep-water harbor in San Pedro Bay. By using a combination of bribery, threats and Domination, they convinced Southern Pacific Railroad to put a line through to Los Angeles in 1876, and in 1885 the Santa Fe Railway also connected to Los Angeles.

As a result of Christopher's manipulation of the "Big Four" (the men who ran California's railways), the Santa Fe and the Southern Pacific started a rate war. Rates dropped so low that people couldn't afford not to come: in 1869 the fare from Chicago to California had been \$130, in 1887 (for a few hours) it dropped to \$1. A huge advertising campaign, mostly funded by Southern Pacific, convinced people that California was the Promised Land.

Christopher's plan worked. In 1880, Los Angeles had a population of 11,000 people. By 1900, the population was 100,000, and by 1912 it was 300,000. When the city itself filled up, speculators and developers laid out huge new communities, some of which even came into existence.

Built in a semi-arid wasteland, the biggest problem the new city faced was water. By 1900 L.A.'s underground water supplies would no longer serve. If his city was going to keep growing, Christopher had to find a new source of water.

He sent agents into the Owens Valley, north of L.A., to covertly option and then purchase a checkerboard of properties. He then created a false water shortage, actually dumping huge amounts of water into the sewers, and frightened the citizens of L.A. into voting for a Water Bond act. With the money thus raised, the Owens Valley Aqueduct was built, which siphoned the water into the San Fernando Valley.

The resulting desiccation of Owens Valley did not concern Christopher, however. With water that now belonged to Los Angeles streaming through the San Fernando Valley, the independent cities of the Valley had a choice: become part of Los Angeles and enjoy the water supply, or remain independent and wither away. They joined up.

The Kindred Arrive

As Los Angeles grew, a steady stream of Kindred began to flow into the city. Originally these were refugees from the better-established Kindred community in San Francisco, as the Ventrue there continued to pressure the Brujah and other anarchs. In Don Sebastian they found a stern but fair prince, one who did not care what anyone had done elsewhere, as long as all obeyed his rules while they were in his domain.

As elder Kindred made their way to Los Angeles, the Camarilla began to make itself felt, and Don Sebastian was acknowledged as prince. In fact, Don Sebastian at first ran a pretty *laissez-faire* city and was far more interested in the trappings of principedom than in the actual governing, but as time passed his attitude became more imperious.

In 1927 an eighth-generation Tremere named Alonzo de Portola tried to drum up support for a run at Don Sebastian's throne. For a while it looked like he might be successful, since

a number of the younger Kindred were getting tired of Don Sebastian.

One night, however, Alonzo and his entire coterie simply disappeared, and no one has heard from them since. This effectively ended any question as to who was the Prince of Los Angeles. Since the elders had no idea how Don Sebastian had managed to accomplish this, they enthusiastically supported him.

All this time Christopher had been searching for his *métier*, the art form that would allow him to give expression to the creative fires burning within him. He experimented with water color, sculpture, poetry, wood carving and the violin but none of these seemed to suit him. (In fact, one of his carvings later turned up in a UCLA exhibit as a particularly crude example of aboriginal art.)

In 1909, however, Christopher found his muse. He saw his first motion picture, and it entranced him. This would be his gift to the world. Through this new medium, the full brilliance of Christopher's artistic genius would become clear to the entire Camarilla.

By Dominating the directors who came to the West Coast to do location shooting, Christopher "convinced" a number of them to stay and set up studios in Hollywood. By funneling money to their fledgling operations, he set up a studio system that broke away from the bosses in New York then running the movie business. Through Domination and blackmail he "attracted" acting talent to Los Angeles, and kept it there.

Always afraid of losing control of his environment, Christopher set up the studio system: the talent stayed strictly under the control of the studio bosses, who were in turn controlled by Christopher. For the first 30 years of the industry, he managed every facet of motion picture production, from choosing the actors to approving the scripts and final edits. If you ever wondered why so little really imaginative work has gone on in Hollywood, it is partly because the movie business in Los Angeles was created and controlled by a 13-year-old poseur.

All of his life, Christopher would get schoolboy crushes on the important men around him, desperate for a father figure to take care of him. His admiration of Joaquin Murieta caused him to "convert" that killer and arrange for the death of an unknown *bandido* in his place. His later crush on Clark Gable made that bit player to become a star practically overnight, and there were many other such infatuations along the way.

All of these infantile romances proved hard on Don Sebastian, who was Blood Bound to Christopher and loved him fanatically. Most of the crushes he could shrug off, since they were usually mortals, who would eventually die or grow old, or were new vampires who could be conveniently disposed of.

The Beginning of the Revolt

...if there be fuel prepared, it is hard to tell whence the spark shall come that shall set it on fire.

— Francis Bacon, "Of Seditious and Troubles"

In 1943, however, a vampire appeared whom Don Sebastian could not ignore. Ventrue pressure had forced Jeremy MacNeil out of his New England home, and the immortal rebel gradually made his way across the country to Los Angeles. He already had quite a reputation as a champion of the underdog, and no prince would allow him to remain in her city for very long.

This heroic, charismatic vampire fascinated Christopher. Not only did he find MacNeil attractive, he also felt a common bond with the Brujah and identified with MacNeil's persecution. Christopher refused to let Don Sebastian throw Jeremy out of Los Angeles, and spent a great deal of time listening from the shadows as Jeremy spoke to the growing number of unhappy Kindred. Out of his long-standing fear of rejection, Christopher never made himself known to the anarch leader.

Even before Jeremy's arrival, Los Angeles had become a haven for dispossessed Kindred from all over the United States. The expansion of Ventrue influence on the East Coast and the increasing presence of the Sabbat in such cities as New York and Miami forced more and more Kindred, particularly anarchs, to move west. As they left in search of freer, safer havens and discovered that anarchs were not welcome in any of the larger eastern or midwestern cities, they kept moving west until they reached the Pacific.

Some anarchs opted to move to San Francisco, but the prince there made it very clear that he would not inherit other princes' problems. Don Sebastian, on the other hand, was so impressed with his own importance that he had no qualms about accepting the refugees, reasoning that more Kindred in his city meant more power for him. Los Angeles recaptured its reputation as the most decadent city in America, but this time the reputation was among the Kindred. Under Don Sebastian's guidance, the city became a magnet for the most debauched and perverse vampires in North America.

The Toreador flocked to L.A., particularly those who, like Christopher, had been rejected by their more refined brethren elsewhere. In Los Angeles they found others with an equal lack of talent, who never put pressure on them to actually produce anything, but valued them merely for their ability to look aesthetic. With no focus and no artistic endeavors to interest them, they became enamored with the pleasures of the flesh, and spent their time trying to find new ways to enliven the hunt.

Although Don Sebastian proved too egotistical to understand that these poseurs endangered the Masquerade, other members of the primogen did, and made every effort to hide the more flagrant cases. After all, some of the best known faces in America were being chased down the streets in the nude by packs of snarling vampires, also nude. This sort

of thing tends to make the papers, and several of the elders were forced to spend a lot of time and money covering up for the blunders of their less sensitive brethren.

All of this amused Don Sebastian, who was further flattered by the extravagant and empty compliments the newcomers heaped upon him. However, the increasing gap between the decadence of the Toreador and the streetwise anarchs began to grate more and more on those who felt that they were being unfairly oppressed.

The situation did not improve in June of 1943 when several of Don Sebastian's ghouls drove into the beach community of Venice and publicly beat up several anarchs who had recently escaped from the Mexican Sabbat. The Los Angeles police, ever vigilant in defense of white people, immediately arrested the victims. The local anarchs responded by attacking some of Don Sebastian's thugs the next night, and in retaliation Don Sebastian had the incident blown up in the papers.

Over the following few nights thousands of military personnel swarmed through the streets of downtown Los Angeles, breaking windows and beating up Hispanics. The police, either through choice or because they had been so ordered by their dominated superiors, did absolutely nothing other than occasionally arrest a Hispanic victim when the rioters had finished with him. The "Zoot-Suit Riots," as they came to be known, lasted for five nights, and added considerably to anarch resentment of L.A.'s leadership.

By 1944 it became clear to Don Sebastian that Christopher had not only become enamored with Jeremy, but with the anarch cause as well. Along with many others of the local Kindred, Christopher embraced Jeremy's vision of a world without princes or overlords of any kind. The revelations of Nazi atrocities, just then becoming known, underscored Jeremy's message of the danger in concentrating too much power in the hands of one group.

At last, Don Sebastian could stand it no more. The primogen was putting increasing pressure on him to do something about the anarch situation, and Christopher increasingly ignored him in favor of his newfound love. Don Sebastian began to fear that Christopher would throw him over and put Jeremy on the throne of Los Angeles. Don Sebastian could not bring himself to kill his rival, since Christopher would have slaughtered him for that, but he did the next best thing.

One night, when Christopher was in Sacramento, Dominating the state legislature, Don Sebastian had Jeremy seized and savagely beaten. He had Jeremy brought before him and ordered him to leave the city, threatening him with further violence if he did not obey.

Jeremy limped away and found Salvador Garcia, who had recently come to Los Angeles to assist in the growing anarch rebellion. Salvador was eager to use this incident as a rallying point, but Jeremy counseled patience. He didn't believe the anarchs were ready to take a stand against the

Camarilla, and he hoped to bring the L.A. primogen into their camp.

Sadly for it, the primogen failed to understand the gravity of the situation. With one exception, its members enthusiastically endorsed Don Sebastian's actions as a lesson to remind the anarchs of their place. In a vain effort to keep tensions to a minimum, the primogen did not publicly endorse the beating, but failing to take action against Don Sebastian had the same effect.

The anarchs were furious. Many of them wanted to go to war immediately, but Salvador, Jeremy and a number of other anarch leaders restrained them. Instead, they made plans, formed hit squads and sharpened their stakes. This planning, combined with the carelessness of the elders, explains more than anything else why L.A.'s anarchs succeeded where no others had before.

A call went out to anarchs in neighboring cities. Scouts sought out the havens of the elders and located them with surprising ease.

For the next few weeks, Los Angeles sat frozen as the anarchs made their preparations and the elders rejoiced in finally having crushed the rebellion. The only break occurred when a crazed Malkavian tried to attack one of Don Sebastian's childer, but he was subdued before he could do any real harm.

The Glorious Revolution

Revolution is not a dinner party, nor an essay, nor a painting, nor a piece of embroidery; it cannot be advanced softly, gradually, carefully considerably, respectfully, politely, plainly and modestly.

— Mao Tse-Tung, 1966

On December 21, 1944, Jeremy let slip the dogs of revolution. A few hours before dawn, small groups of heavily armed Kindred made their way towards designated targets to ambush and destroy elders returning to their havens.

Not all met with success: some elders defeated their attackers, while others mysteriously never returned. A majority of L.A.'s elders, however, died the Final Death that night, and those who did not, fled Los Angeles. Some have turned up in other, Camarilla-held cities, but others have not been heard of since.

Of course, killing or chasing away the elders did not ensure the Camarilla's defeat. Many of the vampires of West Los Angeles and Downtown supported the Camarilla and took to the streets to defend it. The battle raged throughout the rest of that night and all of the next.

Although individual Camarilla supporters tended to be more powerful than their opponents, they were badly outnumbered as well as disheartened by the deaths of so many of their leaders. The anarchs, on the other hand, fought with a fury pent up for years — in some cases, centuries. They felt they had nothing to lose and everything to gain.

The legends of the Revolt include many tales of extreme valor on both sides, but the best-known is of the battle



between Don Sebastian and Salvador Garcia in the Don's *rancho*. There the brave Salvador, hard-pressed by a vampire significantly more powerful than himself, managed to defeat his enemy in a vicious combat *mano a mano*.

The actual events differ somewhat from the popular version. Salvador commanded the party sent to destroy the hated Don, but when the group reached the perimeter of the area, all it found was a more-dazed-than-normal Malkavian murmuring something about a golden-headed demon. Puzzled, Salvador left his band behind and entered the *rancho* alone. The slaughter there was terrible, even by Kindred standards. Dozens of Kindred and their ghoul retainers lay sprawled about, with their limbs askew and their throats torn out. The attackers hadn't even taken time to sup, and gore stuck to everything.

The number of destroyed Kindred clearly indicated that Don Sebastian had expected an attack, which would have proven disastrous to Salvador's expedition. Obviously, what Don Sebastian had not expected was an attack from someone more powerful than himself. Salvador searched the premises until he came to the bathroom where Don Sebastian had made his last stand. The attacker(s) had apparently saved their fury for the Don for his corpse was mutilated almost beyond recognition. As a final insult, the attacker(s) had ripped his head off and stuffed it in a wastepaper basket.

Salvador was in an impossible position. He had no idea who had slaughtered Don Sebastian and his coterie. If a gang of anarchs had acted independently, then it did not matter that he had not taken part in the attack. If, on the other hand, this was the result of some internal feud among the elders, then the Revolt had lost a major symbol of its triumph. The anarch victory would forever carry the taint of elder manipulation.

Salvador, ever the realist, chose political expediency over the truth. He smeared himself with Don Sebastian's blood, set the *rancho* on fire, and returned to his group with a tale of a horrific battle between himself and the hated Don.

Only Salvador, Jeremy and the Malkavian knew what really happened at the *rancho* that night. Salvador and Jeremy agreed that a tale of the destruction of the Prince of Los Angeles' at the hands of an anarch freedom fighter would dishearten any in the Camarilla who hoped to subdue the Revolt. The Malkavian has since disappeared.

The second curious event of that night occurred at the other end of Los Angeles, near Malibu. Three cars headed north along the coast, full of armed Kindred intent on ambushing and slaying the many powerful vampires who lived there in awesome decadence.

Just before they got there, a rough-looking woman flagged down the cars, approached the first car and said, "Turn back. We have done your work for you. Gaia has reclaimed her own, and there are no vampires in the hills tonight — nor will there ever be again. Go, and do not return."

The vampires were about to object when the woman dropped to all fours, turned into a wolf and trotted off into the underbrush. Hearing growls from all around them, the Kindred decided to look into this situation later, and got out of there as quickly as they could.

Subsequent (and very cautious) investigation proved that the Lupine had told the truth. The werewolves had attacked Malibu that night, and not a single vampire had survived. They had also rooted out the Temple of Set, then unknown to the anarchs, destroying it and its adherents.

How the Lupines had found out that the Revolt would occur that night, how they managed to successfully destroy so many vampires, and why they did not also slaughter the anarch warriors, all remain unknown. What is known is that the Kindred are not welcome in Malibu and the Santa Monica Mountains, and particularly not in the Topanga Canyon area. The common street wisdom is that whatever the Lupine are guarding up there, they are welcome to it.

The Founding of the Free States

...we shall pay any price, bear any burden, meet any hardship, support any friend, oppose any foe to assure the survival and the success of liberty.

— John Fitzgerald Kennedy, Inaugural Address

By the end of the second night, it was clear that the anarchs ruled Los Angeles. All of the elders had been killed, driven away or forced into hiding. Just before dawn on

December 22, 1944, Jeremy MacNeil declared the founding of the Anarch Free States. Gangs of anarch warriors lurched through the darkened streets of L.A., screaming their triumph to the night sky. They celebrated for weeks afterwards as they continued to hunt down the remaining supporters of the Camarilla.

But the Revolt did not stop in L.A. The same forces that had swollen the ranks of the anarchs in Los Angeles also existed in San Diego, Fresno and San Francisco. While the discontent in those cities did not equal L.A.'s, the mutterings of revolution were everywhere.

All princes prop up one another and can more or less be counted on to come to the aid of a fellow prince in case of a revolt. With the destruction of Don Sebastian, his coterie and most of his supporters — the strongest bastion of the Camarilla on the West Coast — anarchs in those cities took heart. They began to have hope that what had been accomplished in L.A. could happen elsewhere.

And it did. As soon as they felt that L.A. was secure, leading anarchs headed for San Diego. Their first priority was to see that Maria, the city's prince, didn't launch a counter-attack on Los Angeles, but they also hoped to inspire anarchs there to join the Revolt. Two weeks later Maria's servants found her staked and beheaded in her coffin, and the anarchs swept through the city, declaring their loyalty to the cause of freedom and their membership in the Free States. This scenario repeated in Fresno and in San Jose.



The anarchs tried to do the same in San Francisco, but here they met determined, intelligent resistance. The prince and his troops completely closed down the city and allowed no movement at all. The anarchists reported to Jeremy that the prince was not only ready for them, he appeared to enjoy the support of the majority of local Kindred. Jeremy recalled his agents, figuring that the Free States could not afford to enter into a sustained conflict at this point and assuming that San Francisco would fall in its own good time. The anarchists also headed east, but here too they met determined resistance and retreated.

By the end of February 1945, the Anarch Free States stretched from the Mexican border to San Jose, and from the Pacific Ocean to within 50 miles of the Nevada state line. But the leaders of the Revolt had little time for celebration. Los Angeles, suddenly deprived of the force that had controlled it all these years, fell into chaos. The city government put in place by Don Sebastian had no direction, and no one among the anarchists felt competent to take up the reins.

The Revolutionary Council, as the leaders of the Revolt came to be called, had an even bigger worry — how would the Camarilla react? Would it send in the Justicars and archons to reestablish its hegemony? The Council did its best to prepare for such an attack, but knew that its efforts would be insufficient to halt a serious Camarilla effort to force Los Angeles back to the fold by force. To their surprise, such an attack never occurred.

To understand the reaction of the Camarilla to the Revolt, one must understand the psychological impact of the events of that night in late December. The Camarilla is based on the idea that elders not only know better than their younger kin but also have the power to enforce their will upon them.

Up until the Revolt, most Kindred, elder and neonate alike, believed that the Camarilla was eternal. The Kindred might disagree about whether the Camarilla was ultimately desirable, but all agreed that nothing could break the power that the elders wielded over the younger vampires.

The Revolt changed all of that. Suddenly the elders realized that their much-vaunted power could not always control an angry mob of lesser Kindred. They became aware, many for the first time, that they could die in spite of everything, and this had a chilling effect. Neither were the lessons of Los Angeles were not lost on anarchists in the other cities of America. Small revolts sprung up everywhere.

If their domination of the younger vampires was not absolute, how could princes maintain order? How could the Camarilla, or even the Masquerade, be maintained? The elders faced a bitter choice — they could make an example of Los Angeles or they could tend to their own problems at home. The debate raged for months, until the meeting of the Inner Circle in June 1945, held in the ruins of a recently liberated Venice.

No one has confirmed exactly what happened at that meeting, but the anarchists say it went something like this: the

Status Perfectus

Being a Declaration of Principles for the Self-Governance of the Kindred of the Free States.

We, the Kindred of the Free States, do hereby declare that we and our progeny, and all Kindred who choose freedom over oppression and liberty over tyranny, of all clans and generations, have as an inherent part of their being the spiritual substance called *Libertas*, or Free Will. We further declare that, as we have freed ourselves from the bonds of mortality, so must we free ourselves from the forces that would rob us of our *Libertas*. Not only must we continue to struggle on our own behalf, but on behalf of our brothers and sisters who continue to be robbed of their *Libertas* by oppression, ignorance and fear.

The Anarch Free States are the political expression of this struggle. In choosing to free ourselves from political tyranny, we have also chosen to embrace our own *Libertas* and that of our brother and sister Kindred everywhere.

For these reasons we, the Kindred of the Anarch Free States, meeting this day in solemn convocation, do hereby pledge ourselves to the following principles:

1. We declare ourselves to be free and independent, owing allegiance to no creature and no organization.
2. We declare our ability to rule ourselves, with no prince, no primogen and no other ruler other than that we choose for ourselves.
3. We declare our kinship with oppressed Kindred everywhere, and offer a home to all Kindred of all generations and clans who will agree to live in harmony with us.
4. We further accept our responsibility to our oppressed brothers and sisters everywhere, and pledge to assist them at all times and in all places in their own struggle for the freedom that we declare to be the birthright of all Kindred, from now until the end of time.
5. We recognize our responsibility to maintain the Masquerade, and pledge to protect and defend it.
6. We establish this Status Perfectus and recognize its duty to all Kindred.

Tremere and the Nosferatu proposed that the Camarilla march into Los Angeles and lay waste to it. The Ventrue, Toreador and Malkavian representatives all recommended that the princes spend their efforts on insuring the stability of the Camarilla in the other cities of the world. The Brujah and Gangrel both suggested that the Camarilla leave Los Angeles alone to pursue its own destiny, but the others shouted them down.

The Circle finally announced that the princes should crack down on any sign of anarch activity in their cities, and all Justicars made it their first priority to root out and destroy of the anarch movement. They also decided to place agents inside Los Angeles to watch and wait for the Revolt to collapse on its own. They heatedly denied rumors that they

were afraid to fight the anarchs or that their masters had been involved in the uprising.

Another tactic the Inner Circle considered was economic retaliation against Los Angeles. How long could the Free States continue if their business relations with the rest of the country dried up? When the Revolutionary Council threatened to open up financial relations with the Japanese Gaki, though, the Inner Circle immediately abandoned plans for an economic embargo.

In this instance, the Inner Circle fell prey to its own fears and racism. Since the West was then at war with Japan, anti-Japanese hysteria was still very strong even in the Inner Circle. At the time, the anarch threat was hollow since they didn't even know of any Gaki in the Free States (although there were some). Since that time, Japan's growth as an economic power made this threat a real one and has kept the Camarilla in check.

In any case, whatever the reason, Los Angeles got a much-needed breathing space. But even without the threat of Camarilla retaliation, Los Angeles was still in chaos. Many of the anarchs did not fully understand what it was they had fought for, and looked to Jeremy or Salvador to take over the role of prince — the farthest thing from their minds. Therefore, the Revolutionary Council met and produced the document called the *Status Perfectus*, or "Perfect State." In it, they laid out the rules by which the Free States were not to be governed but were to govern themselves.

The Rise of the Gangs

The *Status Perfectus* was a blueprint for a way of life hitherto unknown to the Kindred. The document quickly circulated among anarch communities, and has continued to serve as a goal for anarch struggles everywhere.

Aware that there would still be a tendency to look to the Revolutionary Council for answers to all of L.A.'s problems, that body dissolved itself on the publication of the *Status*, leaving Los Angeles with no nominal leadership at all. This goes a long way towards explaining the weakness of the city government as well as the chaotic nature of the business environment during the past 45 years.

What happened after the dissolution of the Revolutionary Council has sparked enormous interest among Kindred sociologists. One of the first things that the anarchs of the new Free States discovered about not having a prince was that there was no longer anyone to lay out hunting grounds, or to protect one Kindred's domain from another.

This resulted in a wild free-for-all, in which individual vampires staked out huge territories for themselves and forbade other Kindred to hunt in them. One particularly audacious Kindred claimed the entire San Fernando Valley as his private *demesnes*! Well, the anarchs knew just how to handle that sort of thing. The "Prince of the Valley" ended his reign in small pieces along the dry bed of the Los Angeles River.

As time went by, it became clear that the only way to safely claim a hunting ground was to form a coterie of trusted Kindred and claim the area for the group. The area had to be large enough to support the coterie yet remain small enough to be defended. These "gangs," as they became known in Los Angeles, soon became the dominant political model in the Free States.

One of the things that has interested students of the Revolt is the complete breakdown of the clan system that so dominates the Camarilla. It is not uncommon for a small gang to include a Ventrue, a couple of Toreador, and three or four Brujah. Since most of the Kindred of Los Angeles are those who have either rejected their clan or been rejected by it, the gang serves all of the functions traditionally fulfilled by clan membership.

While such coterie also exist in Camarilla-controlled areas, the conflicting loyalties of coterie and clan always affect such groups. In Los Angeles such ethical dilemmas rarely trouble gang members — they have made their choice already. This has made it much more difficult for Camarilla agents to organize resistance in the Free States, since appeals to clan loyalties usually fall on deaf ears.

As soon as the Anarch Free States came into existence, even more Kindred of all kinds poured into Southern California. While most were anarchs from various clans, many were Caitiff looking for a place to belong and something in which to believe. The founding mothers and fathers of the Free States hoped these freedom-seekers would discover a society of vampires living harmoniously together, with each caring equally for himself and his brethren.

Instead they found an increasingly overpopulated urban area, mainly controlled by Brujah gangs that did not want newcomers invading their turf. Many of these newcomers perished at the hands of their "brethren," but others joined together to form their own coterie and stake out their own territory.

As competition for the available kine heated up, clashes between the gangs increased in frequency and intensity. Finally, in 1956, Jeremy felt forced to step in and call a meeting of the gangs. Under his guarantee of safety, the gang lords came together and drew up a map of L.A. to designate the boundaries of each gang's hunting grounds, which became known as "baronies."

Jeremy reserved the San Fernando Valley and the bulk of central Los Angeles for himself, declaring it a gang-free territory where any vampire could make her haven without permission from anyone. This was as much territory as Jeremy felt he and his coterie could defend, though some say that even this may have been overreaching. The gangs carved the rest of Los Angeles up like a medieval kingdom. This agreement did not entirely eliminate the gang wars, and many baronies have changed hands many times since, but it created a certain amount of stability.

The gang lords also agreed to the establishment of a safety zone, which cynics have labeled the anarch Elysium.



For an area with as many conflicts as L.A., Kindred needed a place where they could go and blow off steam. Jeremy suggested the Hollywood Bowl or a new cultural complex Downtown, which he offered to build, but he was shouted down (he and Louis Fortier, the Baron of West L.A., built it anyway, for their own amusement).

The gang members did not want to spend their time listening to long-haired geeks in tuxedos. They wanted to have fun. After considerable discussion, they settled on a location then unique to Los Angeles and that best reflected the new type of Kindred in the Free States. A cartoon studio in Burbank had just opened up a new type of amusement park in Anaheim the previous year, which, being open at night, had become very popular with the young Kindred. With the cooperation of the then-Baron of Anaheim, they chose this site as their safety zone, and it has remained so ever since.

The Siege of L.A.

The tree of liberty must refreshed from time to time with the blood of patriots and tyrants.

— Thomas Jefferson, 1787

Sabbat agents had infiltrated Los Angeles long before the Revolt, and their reports of Don Sebastian's overthrow thrilled the sect's Regent. The anarchs, without knowing what they did or why they did it, had just brought down one of the strongest cities in the Camarilla! Now it would be

child's play to bring in the War Parties and lead the City of the Angels to the glory of the Sabbat way.

At first it looked as though things would work out that way. Gang wars ravaged the newly formed Free States, and the Revolutionary Council seemed powerless to stop them. Strangely enough, however, before the Sabbat could move in, Los Angeles appeared to get itself under control.

The Sabbat waited and prepared for a siege. Finally, in 1965, it decided that waiting any longer served no purpose. Its spies reported that the city had no internal structure in place to defend itself, and that the gangs hated each other too much to combine forces to resist a takeover. The scouts went in to prepare the way for the War Parties.

They discovered a city that was deeply divided along racial and socio-economic lines. As in many American cities, a vast majority of the African-American population had been forced into a relatively small area by the overt racism of housing restrictions and the covert racism of economic deprivation.

In the City of the Angels this area was (and still is) south of Downtown, and included Watts, Lynwood, South Gate and Compton. The L.A. police singled out the residents of these areas for exceptional brutality, and tensions were running extremely high. It took very little Sabbat effort to fan the flames to the point of explosion.

And explode it did. On August 11, a particularly warm night in a particularly hot summer, the California Highway

Patrol stopped two black men just outside of Watts. A small crowd gathered, and a fight broke out. The CHP arrested the two men and a few others, just for good measure, and took off. That was all that was needed.

This is just what the Sabbat had been waiting for. With the help of its agents, chaos reigned in the streets of south central L.A. Rioters set businesses ablaze, and sniper shots drove back the firemen who came to fight the flames. Looting was rampant, and the police traveled only in convoys. No one would notice a few additional charred bodies. The War Parties roared into town. Most had designated targets, but some came just to keep the chaos rolling.

At first events went perfectly. The War Parties slew Jacqueline Fairmonte, a former member of the Revolutionary Council, outside her haven near Venice Beach, but the rest of the leaders of the Revolt had apparently gotten wind of the attack and escaped. By the end of the second night of the Watts Riots, the cardinal in charge of the siege reported that all went as planned. In fact, the War Parties had met very little resistance, apparently having scared off the poor little anarchs.

The suddenness and viciousness of the attack had indeed stunned L.A.'s anarchs into diving for cover. Hiding in the darkness, they listened and watched as the Sabbat forces roared through the streets and the fires consumed the heart of Los Angeles.

Gradually, however, morale began to improve. Brujah runners spread the word among the frightened anarchs, and the gangs met at rallying places. Nosferatu scouts reported on the position and strength of the enemy. The anarchs felt a call, as though from the heart of the city, rallying them to the defense of the freedom they had fought so hard to win. And quietly, like shadows at dusk, the anarchs began to gather.

As the third night fell, a psychic tremor shook the Sabbat forces in Los Angeles. Suddenly it seemed like the portals of Hell had opened: huge gangs of snarling Kindred poured out of the Hollywood Hills, storming out of sewers, tunnels and abandoned warehouses. Led by Salvador, Crispus and especially Jeremy (who wielded a two-handed greatsword), the anarchs carried the attack back to the warriors of the Sabbat.

The fighting became more intense than that of the Revolt. The Sabbat forces included some of the sect's finest warriors, many of whom had survived countless other sieges. Against them were the anarch gangs of Los Angeles, who had fought each other for years and had consequently honed their urban guerrilla tactics. Vampires who nights before had been at each other's throats combined forces to drive out the invader.

The battle raged for four nights as Los Angeles burned around the combatants. From the surrounding countryside, Camarilla archons began to gather. They hovered around the edge of the battle, waiting for the two sides to exhaust themselves before moving in.

The Sabbat realized that even if its forces won, it had no hope of holding the city, so the cardinal ordered a retreat. To the ragged cheers of the defenders, the remains of the War Parties slunk out of L.A., promising to return someday and utterly destroy the city.

Amazingly enough, the Camarilla did not move against the anarchs. Within nights the archons had drifted away, having picked off whatever Sabbat stragglers they could. Most observers believe they retreated from the large numbers of anarchs pouring into the city to support their brethren, while others whisper about Camarilla plots in Los Angeles.

Once having secured the city, the anarchs assessed the damage. While no one knows how many of the Sabbat died, the anarchs believe that of the 150 Kindred who took part in the defense of L.A., less than half returned to their havens at dawn of the fourth day. Among the mortals, 34 people had been killed, and more than 1,000 wounded. A corridor of Los Angeles real estate — still known as Charcoal Alley — had burned to the ground, and property damage was estimated at \$40 million dollars.

Jeremy hoped that the horror of the attack would bring the vampires of L.A. together, but it was not to be. Almost as soon as the Sabbat left, the bickering started again and things in L.A. went back to normal.

The Return of Set

No one, mortal or immortal, has succeeded in explaining why Los Angeles has always been a haven for the morally corrupt. Ever since its founding, those who enjoy perversity far beyond the norm have flocked to the City of the Angels. This is as true for Kindred as it is for mortals.

Some believe that it has to do with the climate, which is said to breed indolence and sloth. Others blame Los Angeles' location since it is the most westerly stop for those forced from their homes due to their deviant behavior. Whatever the reason, Los Angeles has a well-deserved reputation for debauchery.

This reputation made Los Angeles irresistible to the Followers of Set. Though werewolves had razed the original Temple of Set in 944, in 1969 Dawn Cavanaugh, a priestess of Set who had been away from the Malibu temple when it was destroyed, returned and founded a new temple in the Hollywood Hills, not far from Griffith Park. Located in a bomb shelter under an abandoned mansion deep in the Hills, the temple began to weave its tendrils deep into Los Angeles society. It proved particularly successful with the film community, whose members flocked to the wildly licentious parties for which the beautiful Dawn became famous.

Eventually, Dawn's success became her undoing. A coterie of young vampires encountered an acolyte of the temple named Nicholas, who was anxious to destroy Dawn and found his own temple. Using information provided by Nicholas, the vampires tracked down both Dawn and the temple. They informed Jeremy, who immediately summoned his allies and attacked.

Somehow Dawn got wind of the attack and managed to escape to Chicago, but Jeremy's forces destroyed most of the acolytes, Nicholas apparently included. Jeremy has never been able to discover how Dawn found out about the attack, but he suspects the Serpent had corrupted one of the young vampires who informed him.

Unfortunately, the temple's destruction did not mean the end of Setite influence in the area. The Followers of Set returned again and now have two temples in L.A., one in Beverly Hills and another in the Encino hills overlooking the San Fernando Valley. There are even rumors that Dawn has returned from Chicago to take vengeance on her former acolyte, on Jeremy and, most of all, on the coterie that first uncovered her plots.

The Sons of the Crypt

One of the heroes of the Sabbat siege of L.A. was an African-American vampire named Mohammed al-Muthlim (Mohammed of the Darkness), who was previously unknown among the L.A. Kindred. His valiant efforts on behalf of the city quickly earned him a reputation among the younger Kindred, and a coterie developed around this charismatic figure.

Mohammed, for reasons known only to himself, slept in a crypt in an Inglewood cemetery. His followers therefore began to call themselves "The Sons of the Crypt", or the "Crypt's Sons;" over time, this name has often been shortened even further.

The Crypt's Sons rapidly took over the area surrounding their headquarters, and continued to expand their influence. Now the gang controls the communities of Inglewood, Watts, South Gate, Downey, Florence, Huntington Park, Bell, Cudahy, Bell Gardens, Maywood, Commerce, Lynwood, Compton, Vernon and Lennox.

At first the Crypt's Sons was a Kindred gang just like others in Los Angeles, mostly concerned with protecting its turf against poachers and other gangs. Mohammed, however, had much bigger plans. Without violating the Masquerade, he began to attract mortals into his coterie. These new members were typically young black males, dispossessed by the system: they wanted something bigger to give their loyalty to, and Mohammed gave them exactly what they were looking for.

Using his Kindred followers as a base, he built one of the largest, most efficient and most dangerous gangs in the world. The gang is divided into neighborhoods, and some groups even war with one another, but all members ultimately answer to Mohammed and his lieutenants. The gang is heavily into gunrunning and the drug trade, and has tentacles in most major cities in the United States.

The growth of the Crypt's Sons has caused considerable concern, not only among the Kindred, but in the mortal population of Los Angeles as well. One man, the Reverend John Davis, saw many of his congregation abandoning the

church to join the Crypt's Sons, or living in fear of its depredations. The scope and organization of the gang suggested that some larger force was behind it, and he became determined to find out what it was.

By talking to the kids on the street, doing research and engaging in extremely dangerous surveillance, Davis traced the gang back to Mohammed al-Muthlim. When Davis witnessed an attack by a Crypt's Sons lieutenant on a neighborhood child, he understood the true nature of the gang.

Since no one would believe a minister who went around yelling about vampires taking over Los Angeles, Davis decided to take another tack. He called a secret meeting of those mortal gangs the Crypt's Sons had battled in rising to power. He asked the gangs to form a group to combat the Crypt's Sons, or at least protect their own neighborhoods.

While some of the gangs rejected the idea, enough stayed and listened to form a "home protection group." Originally calling itself "The Avengers," this group eventually adopted the name its enemies scornfully used for it — "Vitæ," or "Blood."

The war between the Crypt's Sons and the Blood has continued unabated. Sadly, John Davis became one of the earliest casualties, found in his study with his throat torn out. His followers swore to continue the war against the vampires, and they have done so.

The Reverend Leon Cutler, the son of one of John Davis' original followers, now leads the group in Los Angeles. While most of its members engage in normal gang activity, its leaders have studied everything they could find about vampires and have developed interesting tactics to combat them. In the process they have become a major stumbling block to Mohammed al-Muthlim's dreams of conquering Los Angeles and spreading his influence around the world.

Mortal Gangs

While Mohammed al-Muthlim and the Reverend Leon Cutler are the true heads of their gangs, the very nature of their forces means the leader cannot oversee every aspect. These are not focused armies but widely disparate groups who do not acknowledge any one leader. For example, while a Crypt's Son from Los Angeles could seek assistance from the gang in Cleveland, he would have more luck if he had friends or relatives there.

This decentralized leadership has resulted in numerous groups seizing control of parts of the gangs. The Ventrue and Giovanni clans, as well as werewolves and others, all have their local allies in the larger gangs. For instance, the Ventrue have taken over a number of different Blood gangs and can rival Cutler for influence, though neither side seems aware of the other's presence. Even in Los Angeles itself the gangs have different agendas based on what part of the city they come from. In other cities this phenomenon has become even more pronounced.

As long as the Blood confines its attentions to the Crypt's Sons (so far that has taken all of its energy), the rest of the Kindred in L.A. allow it to continue operating. In fact, Salvador has very quietly gone about assisting the group in whatever ways he can, mostly by making large donations to the Reverend Cutler's church. He has also taken the dangerous step of Dominating one of the Reverend's lieutenants, whom he uses to pass information to the Blood.

The Rodney King Riots

Mohammed has not taken the opposition of the Blood with good grace. For years he has tried to crush his rivals, but they always elude his grasp, and he could not bring a large force onto the streets to hunt them down without exciting the interest of the local police. Mohammed had long ago Dominated the Chief of Police into leaving his gang's operations alone, but he couldn't control all the rank and file.

Mohammed's luck changed in the spring of 1992, with the trial of the police officers accused of beating Rodney King. King, an African-American, had been stopped for a traffic violation and viciously beaten by four white officers. The scene had been captured on videotape and had shocked news audiences across the city and country. When the jury somehow managed to find all of the accused innocent, the community erupted. Once again, businesses burned, rioters looted stores and snipers shot at police.

This was what the Crypt's Sons had been waiting for. They moved into the streets of L.A., attacking Cutler's followers wherever they could. This battle differed from the previous Kindred conflicts that had rocked L.A. For one thing, it went on around the clock. By day the Blood would hunt for the closely guarded havens of Mohammed al-Muthlim and his lieutenants, while by night the Crypt's Sons would turn the hunt back onto the Blood.

Another difference between this battle and others was the reaction of the civil authorities. In the Watts Riots the police response, although inadequate, had been immediate. In the '92 riots the police stayed away from the fighting for the first night under orders from their heavily Dominated superiors, which allowed the Crypt's Sons to do as they pleased. By the next night, Jeremy had managed to clear away some of the bureaucratic haze caused by Mohammed's Domination, and had restored some kind of order, but the battle continued for the next few nights and even spread into other cities.

The fight did not go as either side hoped. While both groups suffered numerous casualties, neither could destroy the other's inner circle, and the balance of power in

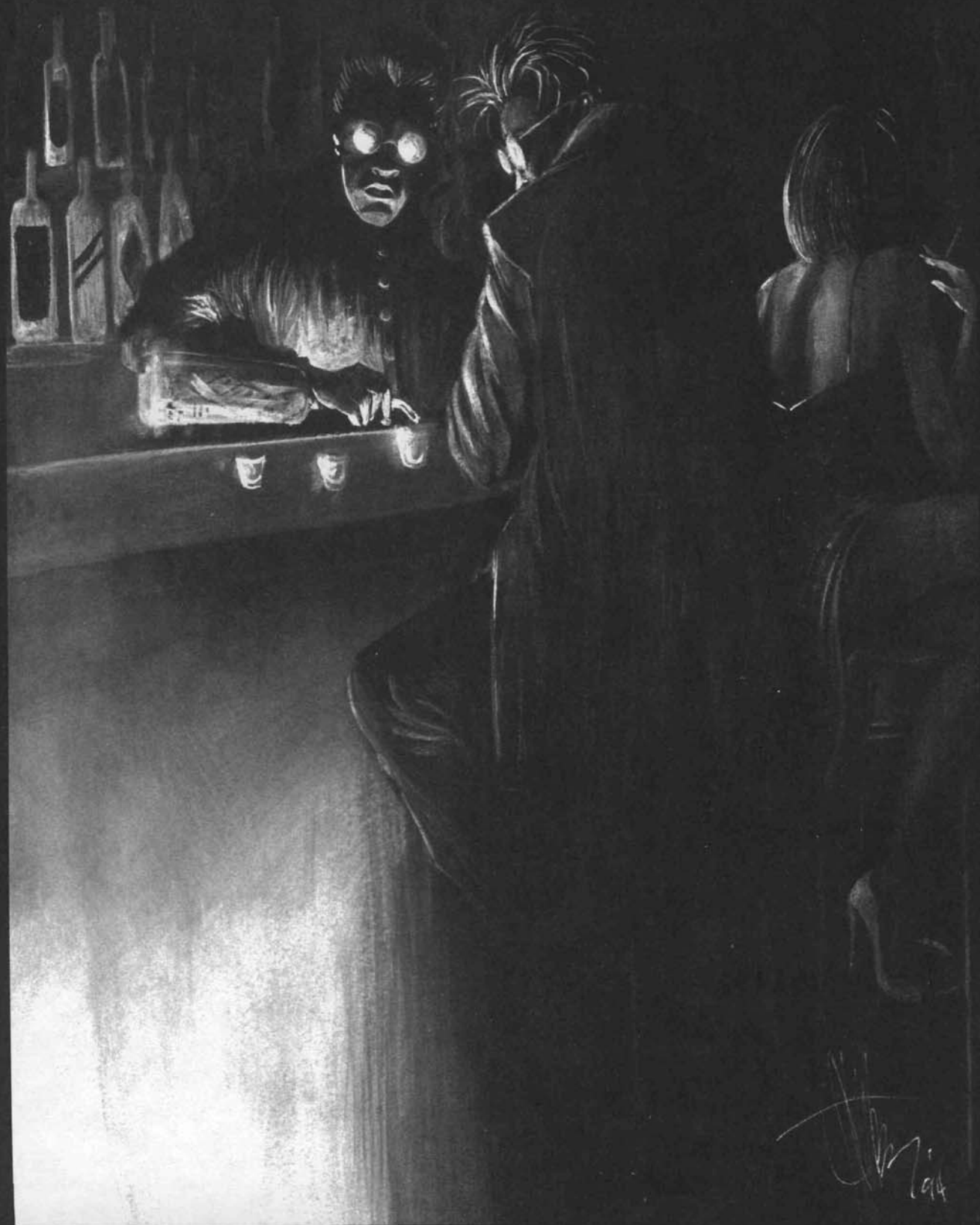




south central Los Angeles remained unchanged. The two sides currently maintain an uneasy truce while they rebuild their much-depleted war machines.

However, the gang war did make clear the danger of simply ignoring mortal institutions. It was one thing for vampires to influence human political machinery only when they had to, but this was no longer the case. Neither Jeremy nor Salvador wanted to mix mortal and vampire politics, but something had to be done to make sure the kine authorities were not again used by Kindred against Kindred.

They quickly got rid of the old police chief, and brought in a new one who could be counted on to keep his nose out of Kindred business. The old mayor, an easy target for Domination, was replaced by someone who didn't appear to have any interest in, or awareness of, politics of any kind. Jeremy and his cohorts are keeping a close eye on the new mayor, who so far seems to be totally free from any Domination, although spies have reported several visits from a golden-haired boy ...



Chapter Three: Geography

Los Angeles is unique in many respects. While one of the largest metropolitan areas in the world, more than half is made up of mountains. These carve the L.A. area into large but disconnected patches of flat, inhabitable land. This has produced a scattering of small communities, each with its own unique identity, which only gradually formed official ties with each other. It is a city of suburbs, all of whom measure themselves by how far away from downtown they are, rather than how close to it. Inhabitants identify themselves as coming from Torrance or La Habra rather than from Los Angeles.

The Kindred also see the Free States as unique. The presence of the gangs has made the issue of turf far more important here than in areas where the prince determines such issues. Mirroring their mortal neighbors, the Kindred of the Free States identify themselves by what barony they live or hunt in.

In Kindred terms the Free States can be divided into six areas: Los Angeles proper (or the "Barony of the Angels"); the northwest baronies, which consist of Simi Valley, Santa Clarita, the San Fernando Valley and West Los Angeles, as well as the Lupines' territory; the central baronies, which comprise those of the Crypt's Sons, El Hermandad's, Whittier, Covina and the Wilds; the northeastern baronies, containing Pasadena, Glendale and Burbank; the southern (or coastal) baronies, which consist of Torrance, Long Beach, Huntington Beach, Anaheim and Santa Ana; and the outlying baronies of San Diego, Fresno and San Jose.

Barony of the Angels

Population: 3,500,000 mortals, 59 vampires

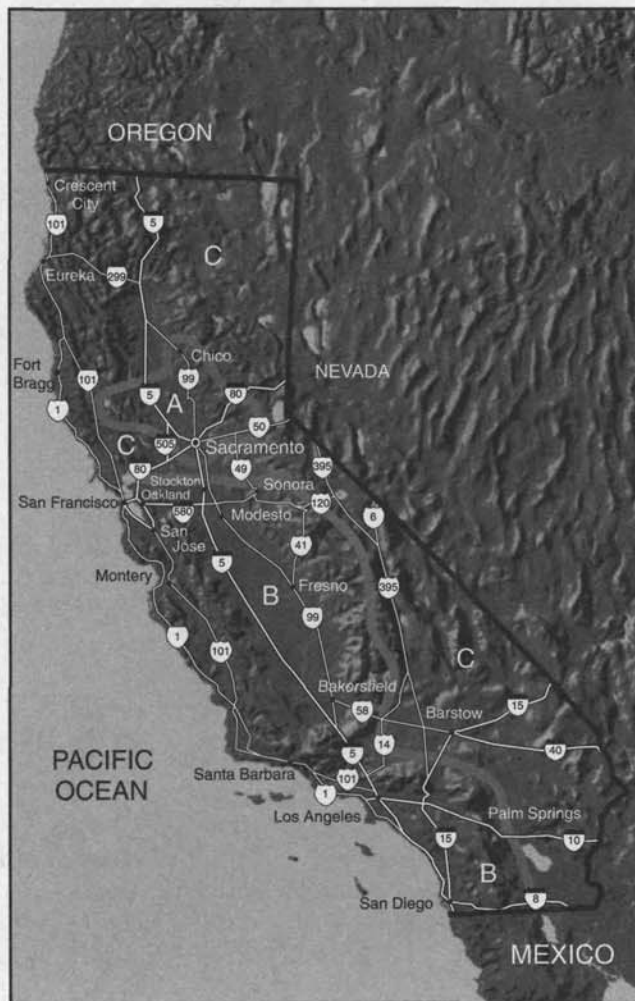
The City of Los Angeles itself is divided into several areas, as far as the vampires are concerned. There is south central Los Angeles, which is controlled by Mohammed al-Muthlim and his Crypt's Sons, while El Hermandad controls East L. A. Louis Fortier oversees West Los Angeles from his estate in Beverly Hills. Very few vampires live in the eastern San Fernando Valley, but many travel there at night to feed.

But Downtown, Hollywood and the Hollywood Hills are what most Kindred think of when they think of Los Angeles. With almost 60 vampires living in 55 square miles, this area has one of the greatest concentrations in the United States.

This barony is different from most. Under the agreements signed by the gang lords in 1956, no single gang rules this area. While vampires may form into coterie for companionship and self-protection, Jeremy sees to it that no one group becomes powerful enough to lay claim to any part of this area. He has made the whole barony open hunting ground for any Kindred who want to feed here, as long as they are careful and clean up after themselves.

Since Jeremy and his coterie have sworn to defend this area, the residents don't have to concern themselves as much with protecting their turf. As a result, the vampires who live in

CALIFORNIA



Heavy gray lines indicate borders of controlled areas

A = Camarilla Control
B = Anarch Control
C = Contested Areas



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Map by Brian J. Blume

the "Barony of the Angels," as they jokingly refer to it, tend to be those who find gang life unattractive or who are too weak to qualify for, or survive long in, a gang. The intellectuals, fashion-plates and politicians are to be found here, as well as the rejects and the crazies.

The other type of Kindred found here is the newcomer. A Taste of L.A., the one landmark in Los Angeles known to Kindred the world over, sits on the eastern edge of the barony. Anarchs new to L.A. head there as soon as they hit town, knowing that they will get a friendly welcome and a chance to orient themselves.

The most important Kindred in the barony live in the Hollywood Hills, overlooking either the chaotic streets of Hollywood the quiet, orderly streets of the San Fernando Valley on the other side. Full of small pockets of humanity, the Hills make a perfect haven for Kindred.

Most kine here would not find it odd that their neighbors only go out at night; they are themselves engaged in activities far stranger than a little bloodsucking. Toreador elders hunted here before the Revolt, and some of their huge, gloomy mansions still stand. In fact, some of the Toreador still exist, hiding out in the deep recesses of the Hills.

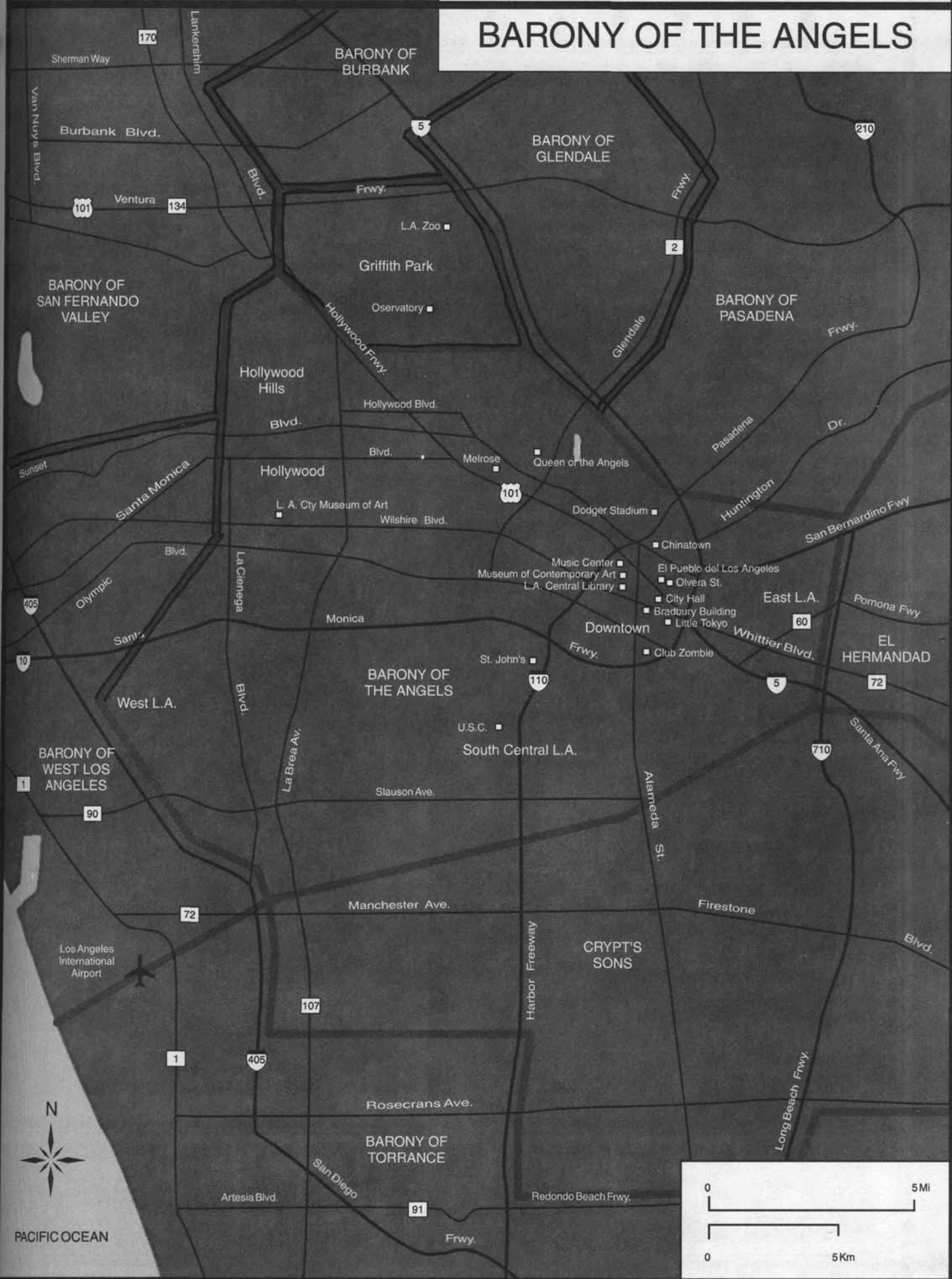
On the flats below the Hills lies Hollywood, where the bulk of the L.A. vampires make their havens. Harvey Wilcox, a prohibitionist from Kansas who came to L.A. in 1883 and started buying land in the Cahuenga Valley, actually developed Hollywood as a religious community. Mrs. Wilcox christened the place in 1887 after hearing the name from a woman on the East Coast. At night, Hollywood presents a picture that would totally bewilder the Wilcoxes, and the Gabrielino Indians who used to wander through these same flatlands.

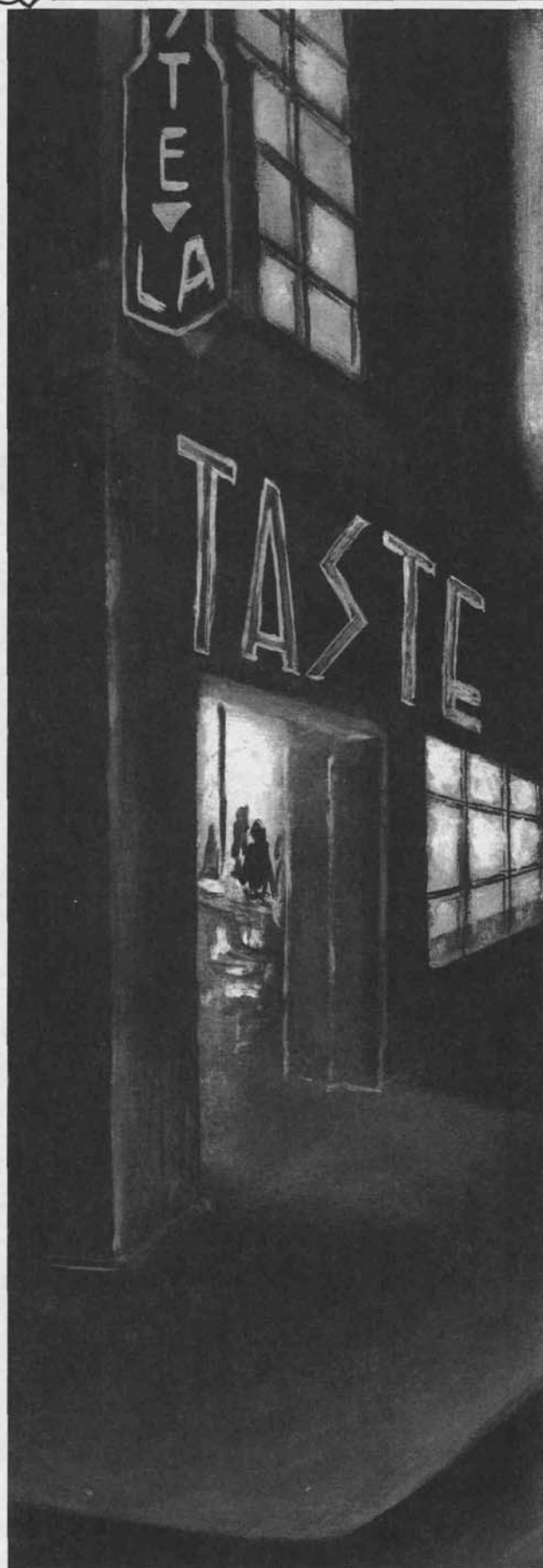
East-west streets such as Hollywood Boulevard, the Sunset Strip, Santa Monica Boulevard and Melrose Avenue slash through the darkness. Their garishly lit sidewalks are crowded with punks, junkies, dealers, muggers, pimps, hookers, as well as tourists and honest citizens out for a night on the town. Along the boulevards lie restaurants, nightclubs, tourist traps, leather stores and endless rows of boutiques. Between the streets lie huge pools of darkness, where the muggers prey, the deals go down and the Kindred feed.

One of the most famous sites in Hollywood is The Barn, where *The Squaw Man*, one of the first films made in Hollywood, was filmed in 1913. Probably the most visible landmark is the Hollywood sign (which originally read "HOLLYWOODLAND", the name of a development being built below the sign) with 50-foot-high letters set on the side of Mt. Lee.

Well-known movie and television companies located here include the Nestor Film Company (Hollywood's first studio), Paramount, Raleigh, Charlie Chaplin Studios, and ABC (built on the old Vitagraph site). The world-famous Brown Derby restaurant was originally located on the north-west corner of Hollywood and Vine Street. Both the Hollywood Wax Museum and the Max Factor Museum are located found here.

BARONY OF THE ANGELS





L.A. Nightlife

While Los Angeles has an extremely active nightlife, Kindred have trouble taking full advantage of it. Most gangs have their own spots where vampires gather and cut loose, and they do not appreciate outsiders intruding uninvited. The only exception to this is the area protected by Jeremy MacNeil: some locations here cater to vampires from all over.

A Taste of L.A.

Most large cities have Kindred nightclubs (The Vampire Club in San Francisco and the Succubus Club in Chicago, for example). Kindred need a place where they can go and relax and "be themselves" without always being concerned about maintaining the Masquerade.

The Kindred of Los Angeles have also adopted this tradition, but as with most others they have embraced, they have put an interesting twist on it. In an old, seemingly abandoned warehouse not far from L.A.'s skid row, Crispus Attucks and Salvador Garcia created A Taste of L.A. (1920 N. Main St.), which operates as a combination "coffeehouse" and "YMCA" for Kindred from all over the world.

Although Salvador actually owns A Taste of L.A. and spends a lot of time there when he is in the area, he is an absentee owner who prefers to let his ghoulish managers, Murray and Alexis Goldfarb, run the place for him. Old-time revolutionaries, Murray and Alexis date back to the 1960s when they got involved in the student activist movement in Berkeley. They were part of the group that filtered down to Santa Barbara in the late '60s and helped burn the hated Bank of America in Isla Vista.

Their favorite haunt was a coffeehouse called Borsodi's in the heart of the student section of this beautiful beachside community. While working at the coffeehouse, they met all kinds of strangers and displaced people, including a passionate young man who wore sunglasses even at night and spoke of the glories of anarchy.

The blood of the young Brujah actually inflamed the Goldfarbs' natural political inclinations and by the time they reached L.A. they were devoted to the anarch cause. They and convinced Salvador that they could run a club for him, modeled after their beloved Borsodi's. But, like everything else in L.A., the club took on the city's own flavor and style, and soon Murray and Alexis found themselves managing the "in" place for the hungry Kindred of Los Angeles.

The Taste, as it is known to the anarchs, stays open every night of the year, from sundown until just before dawn. Unlike many Kindred clubs, which model themselves after mortal night clubs, the Taste resembles a European cafe. Here a tired vampire can sit for hours over a quiet cup of A-positive and talk to other Kindred.

The lights stay low, and the tables are widely spaced around the wooden floor to allow for private conversations. The club features a long bar and a small stage for performers. Some fairly well-known Kindred bands have appeared there,

singing everything from folk to heavy metal. These include Baby Chorus, the now-defunct Vital Signs and Topaz Jet.

As in Elysium, violence is absolutely prohibited inside the Taste, as is hunting within a four block radius of it. Those who disobey these rules are simply not permitted to return. This peaceful atmosphere allows Kindred from hostile gangs to sit down and peacefully work things out, which the Goldfarbs strongly encourage.

The Taste serves two other functions in the Free States. The first, and probably most important, is as a sort of travelers aid station for newly arrived Kindred. The Goldfarbs always greet newcomers warmly, help them get oriented to life in the Free States, and offer them a place to stay until they can find a haven of their own.

The Goldfarbs converted the Taste's back room into a light-tight safe room, which can "sleep" six vampires comfortably and up to 12 in a pinch. Newcomers may stay for up to two weeks, and even longer if they are having difficulty establishing themselves. The Goldfarbs have helped many of the Kindred now in the Free States, and they are among the most loved vampires in Los Angeles. Anyone who harmed them would have to face numerous Kindred looking for revenge.

The Taste's second function is as a recruiting center. Members of all of the major gangs come to the club to look over the "newbies" and try to bring the most promising ones back to their baronies. The Goldfarbs are much less enthusiastic about this aspect of the Taste, but they have not done anything about it.

Club Zombie

A mortal couple, Joseph Charles and Carl Regen, started this recent addition to the Kindred nightlife scene in L.A. They converted an abandoned downtown factory (1101 Sunset Blvd.) which they later claimed was a coffin manufacturer, but it actually made pipe fittings.

Possessing a somewhat macabre sense of humor, Joseph and Carl decorated the club as a mortuary taken over by the "inmates," with skeletons and open coffins everywhere. All of the personnel wore dead-white makeup and funereal garb, many with tastefully applied scars. The partners brought in popular local rock groups, such as the macabre Dave Vanian and the Phantoms, and the club was a smash from the very beginning. Even the vampires came flocking for the cheesy decor.

One night a mysterious man, who introduced himself as "Monsieur Fortier," appeared in the partners' office and offered to buy them out. They refused until he explained what he was offering — eternal life as his ghouls in exchange for ownership of the club. Joseph and Carl would continue to manage the club and would receive a large share of the profits. The new owner would ask only that a few small changes be made ...

Club Zombie has continued to prosper under its new ownership. A VIP lounge called the Sepulcher has been

added in what was originally a basement. The doorman of the club, who is dressed like a mortician, carefully scans each customer and stamps the hands of those who are permitted to go downstairs. Another guards the stairs and checks for hand stamps before allowing anyone past. Entrance to the Sepulcher is permitted on a basis that totally confuses those who are refused: movie and recording stars have been abruptly turned away, while incredibly sleazy gutter-rats have been allowed in.

The Sepulcher is decorated very elegantly in black marble and brass. All of the downstairs staff are heavily Dominated and carefully monitored by Joseph and Carl, who now do all of their business at night. Vitæ is served in various flavors (including human). There is a large dance floor and an excellent sound system, with live music piped in from the band above or recorded selections from an extensive CD collection. There are a number of open tables and booths, and several curtained alcoves for Kindred who prefer privacy. In fact, however, these alcoves are all bugged, and the recordings are handed over to Louis Fortier, who visits the club weekly.

As in most Kindred clubs, the rules in the Sepulcher are simple: no mortals, no fighting, and no live feeding on the premises. Those who break the rules are reported to Louis Fortier, who handles the matter personally.

The Raves

While the more sophisticated Kindred prefer to spend their time at either the Taste or Club Zombie, most of the street vampires prefer their entertainment a little earthier. For them there are the Raves: essentially huge parties, usually held in enormous warehouses or airplane hangars. Typically the news circulates by word of mouth of a Rave in some out-of-the-way location. Those who show up there receive a clue, sometimes very abstract, which will lead them to another location and another clue. A trail can consist of as many as 10 clues which the Kindred must follow in order to find the actual location of the Rave. At each clue location, watchers are stationed to weed out undesirables such as Sabbat, police or geeks, and send them on false trails.

Once the partygoers finally arrive at the actual location of the Rave, they are likely to find scores of Kindred dancing to rap or industrial rock blasting at brain-melting levels through banks of enormous speakers. Sometimes the entertainment is "live," but usually it is recorded music played by a Kindred DJ. Kine are usually provided, and it is considered bad form to allow any to leave. Also, unless so mentioned in the clues, it is not considered proper to supply mortals for oneself. This is not BYOM.

It is very rare (and unwise) for anyone putting on a Rave to try to exclude Kindred of one gang or another, so these events can often become very dangerous as individual gang members decide to settle their differences on the dance floor. As long as the fighting doesn't interfere with the dancing, other Kindred just try to stay out of the way; sometimes,

though, the Raves can degenerate into large and deadly gang brawls. On the other hand, since Kindred from all over the Free States attend, Raves are a wonderful opportunity to meet with potential allies and to engage in a little political skulduggery.

Putting on a Rave can be a difficult, expensive and even dangerous process, but doing so successfully confers quite a bit of recognition on the vampire who organizes it. Most of the barons of the medium-sized and large gangs try to hold at least one a year, to show how powerful they are and how little they fear their rivals.

Other Locations

In addition to its night life, the Barony of the Angels also contains numerous sites of importance both to the mortal and immortal population of L.A.

- **El Pueblo de Los Angeles Historic Monument:** On this 44-acre site, historic buildings from early Los Angeles have been restored to show what the city looked like in the 1800s.

- **Olvera Street:** One of the oldest streets in Los Angeles, Olvera Street was brought back to life in the '30s as a Mexican marketplace. There are numerous sidewalk shops built in the adobe walls, as well as stalls and street vendors selling handicrafts from Mexico. But the best things about Olvera Street (for kine, anyhow) are the restaurants! The smell of Mexican food, especially handmade tortillas, is intoxicating. Numerous festivals are held on Olvera Street, with Las Posadas celebrated at Christmastime. *Posada* is Spanish for "inn," and this festival recalls Joseph and Mary's search for shelter.

- **City Hall:** Completed in 1928, this building with its pyramid-shaped top dominated the skyline of Los Angeles for many years. The headquarters both for the mayor and the city council, its voluminous basement served as a haven for Christopher from 1931 to 1940, and Don Sebastian actually maintained an office there until the Revolt. Later, the Revolutionary Council met there for a while, and since the Council's dissolution Jeremy continues to use this location for meetings with leaders from other cities in the Free States.

- **Los Angeles Central Library:** At one time Los Angeles boasted an excellent public library system, but recent budget cuts have drastically reduced its availability to the public. The Central Library building, however, is still an extraordinary research center for the public, kine and Kindred alike. In 1986 the Library was badly damaged by a fire, the result of a Hollywood coterie's efforts to dislodge a Nosferatu who was said to live in its basement. The 1926 Library building has since been extensively restored, and has just recently reopened.

- **Bradbury Building:** Originally built in 1893 by Louis Bradbury, who made his fortune in Mexican silver, this building has been restored to its original luster, including the wrought-iron railings and two cage-type elevators. Although

it still serves as an office building, it is also used regularly for filming period pieces, and for special events. It is a great favorite with some of the older Kindred, who nostalgically wander through its open atrium, dreaming of yesterday.

- **The Church of Our Lady Queen of the Angels:** The "Plaza Church" is the oldest house of religious worship in the city, built in 1822 by Franciscan fathers and Indian converts. It was the first, and until 1876 the only, Catholic church in the city. It is one of the few religious structures in Los Angeles that can actually cause severe discomfort for the Kindred.

- **St. John's Church:** This Episcopal church, a replica of an 11th-century church in Toscanella, Italy, has a modern touch: the Martin Luther King Jr. window was dedicated in 1977.

- **St. Sophia Cathedral:** West of downtown, this Greek Orthodox church contains stained-glass windows, large-scale murals, gilded woodwork and crystal chandeliers. This is another location left alone by the Kindred.

- **Evergreen Cemetery:** This is the oldest cemetery in the city. Remains of Los Angeles mortal "nobility," including the Workmans, Hollenbecks, Lankershims, Van Nuys, Coulters and Bixbys rest more or less quietly here.

- **Site of Hebrew Benevolent Society:** The oldest Jewish cemetery in Los Angeles, built in 1854.

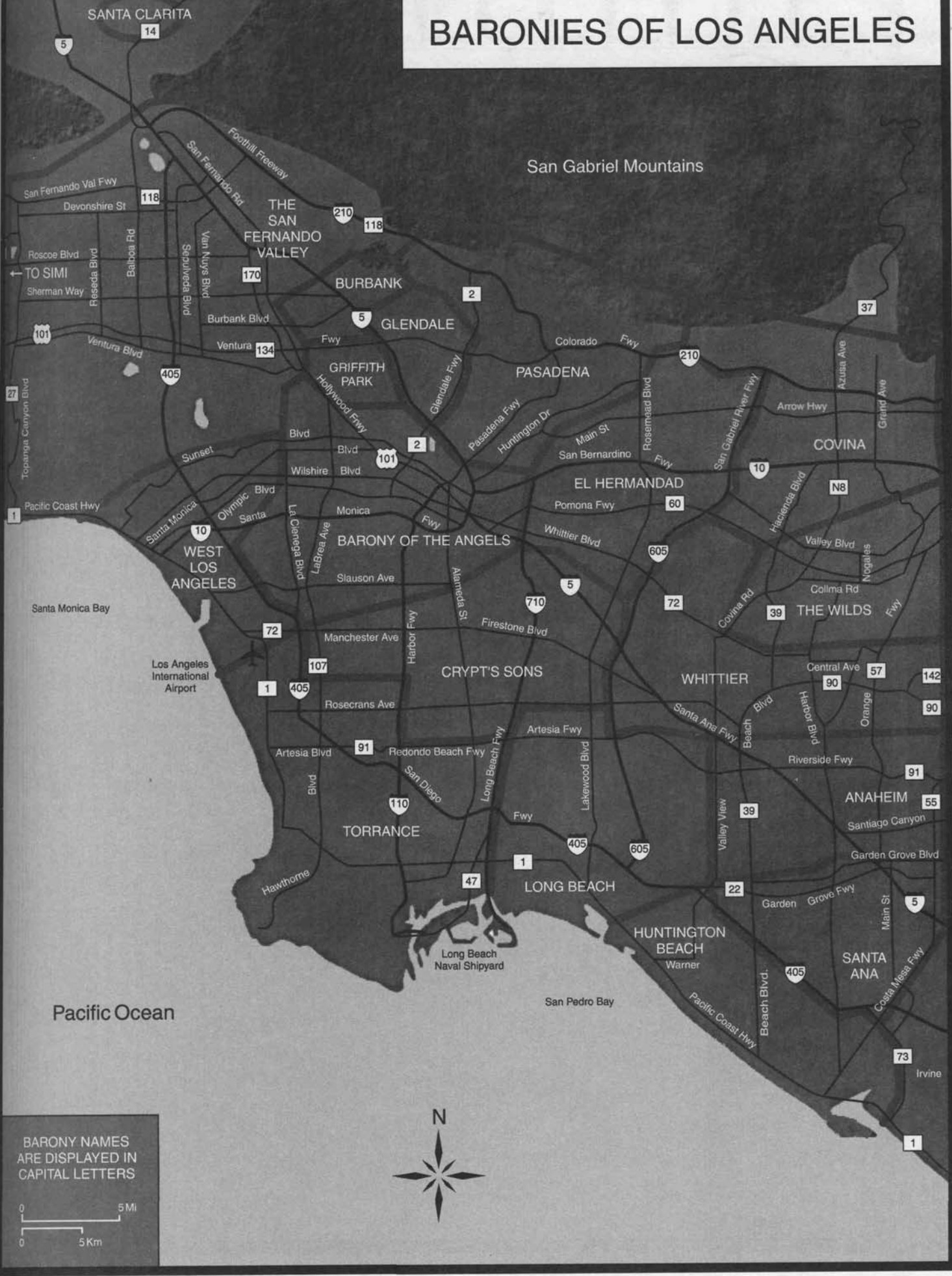
- **Dodger Stadium:** Built in a predominantly Hispanic area once called Chavez Ravine, this cantilevered stadium seats 56,000, hosts the L.A. Dodgers from April to October, and is also used for large rock concerts. Its construction was a source of great controversy in Los Angeles, requiring the forcible relocation of many poor families who had lived there.

- **Chinatown:** With the depletion of gold in Northern California and the completion of the railroad, Chinese laborers began to move south to Los Angeles. By 1870 there were approximately 200 Chinese settlers; however, most of them were restricted to living in rundown areas northeast of the city center, and inadvertently created "Chinatown." In 1871, a white deputy was accidentally shot and killed during a dispute between two Chinese tong leaders. For the next five hours, a mob rampaged through Chinatown, causing the "Chinese Massacre," a shameful event in the city's history during which 19 innocent Chinese men and boys were killed.

Chinese immigration was banned in the late 1800s and not permitted again until 1943. Today, approximately one-fifth of the Chinese people in the U.S. live in Los Angeles County. Home to numerous Chinese shops and restaurants, Chinatown is THE place for *dim sum* in the city. In addition, the Chinese New Year is celebrated in early February with a parade that includes fireworks and the colorful many-people-long dragon.

- **Little Tokyo:** In 1884, a Japanese sailor opened a restaurant here, and a community grew up around it. By 1900, more than 1,000 Japanese had settled around this area and opened small shops. After the 1906 San Francisco earthquake, more came south. By 1910, L.A. had the second-largest Japanese population outside of Japan, exceeded only by San

BARONIES OF LOS ANGELES



BARONY NAMES
ARE DISPLAYED IN
CAPITAL LETTERS

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Francisco. During the '20s, Japanese farmers grew 90 percent of the produce consumed in the city. The City Market, a wholesale produce exchange, was founded in 1909 by groups of Japanese and Chinese growers and the Flower Mart was established in 1914.

The "Issei" were first-generation Japanese while "Nisei" is the term used for second-generation Japanese-Americans. Their hard work was little appreciated by white businessmen who were not prepared to deal with a new group of hard-working, clever competitors. During the union struggles in the '20s and '30s, Japanese workers were alienated by the larger community and withdrew further into their own groups, which only increased antagonism and suspicion.

After the bombing of Pearl Harbor in 1941, panic spread across the country, not only among the mortal population, but among the Kindred as well. American Kindred believed that the Japanese warlords included a number of powerful Gaki who had already placed several vampire agents in California, with more to come. The American vampires, panicked by their own superstitious fear of the unknown, imagined hordes of blood-frenzied Gaki invading the West Coast and destroying the Kindred way of life.

Pushed hard by a terrified Don Sebastian and unconcerned about the rights of mortals, the powerful Ventrue and Tremere leaders in Washington supported a mortal relocation plan. On February 19, 1942, 112,000 Japanese and Japanese-Americans were rounded up and "relocated" to what were essentially prisoner-of-war camps. At least two-thirds of these people were actually American citizens. The most infamous holding camp was Manzanar, located in the Owens Valley, became "home" to 10,000 innocent Issei and Nisei. Stone gates remain there today as a reminder of this shameful incarceration.

The 21-story New Otani Hotel, with its elegant A Thousand Cranes restaurant, offers traditional Japanese hospitality to the many travelers from Asia to Los Angeles. There are four shopping centers in the area, including Japanese Village Plaza, Weller Court, Yaohan Plaza, and Honda Plaza. *Oshogatsui*, the Japanese New Year, is celebrated in early January and Nisei Week is held in August.

Despite these amenities, Kindred strictly avoid Little Tokyo, since it is widely whispered a supernatural entity of enormous power still resides there and survives by consuming Kindred. In fact, a powerful Gaki of the Genji bloodline does live there, along with a small group of Koga ninja who serve her. No one knows how she got to Los Angeles or why she has chosen to remain there, but the dearth of appropriate victims has kept her from creating more Gaki.

• **The Music Center:** Accessible directly by freeway, this three-theater complex includes the Dorothy Chandler Pavilion, the Ahmanson Theater, and the Mark Taper Forum (not to be confused with the Great Western Forum, a sports complex southwest of downtown). Whether it be in opera, plays or concerts, all the big names perform here.

Placido Domingo serves as guest conductor for the opera, and occasionally fills in as lead tenor. Recently, "The Phantom of the Opera" (a great favorite with the city's Kindred) completed the longest run of any musical in Los Angeles history.

When they had it built, Jeremy MacNeil and Louis Fortier hoped that it would become an Elysium for the Kindred of the Free States. Unfortunately, most of the Kindred showed no interest in the classical arts at all. Jeremy and Louis continued with their plans for their own pleasure, and Los Angeles finally got the world-class concert hall it so desperately needed.

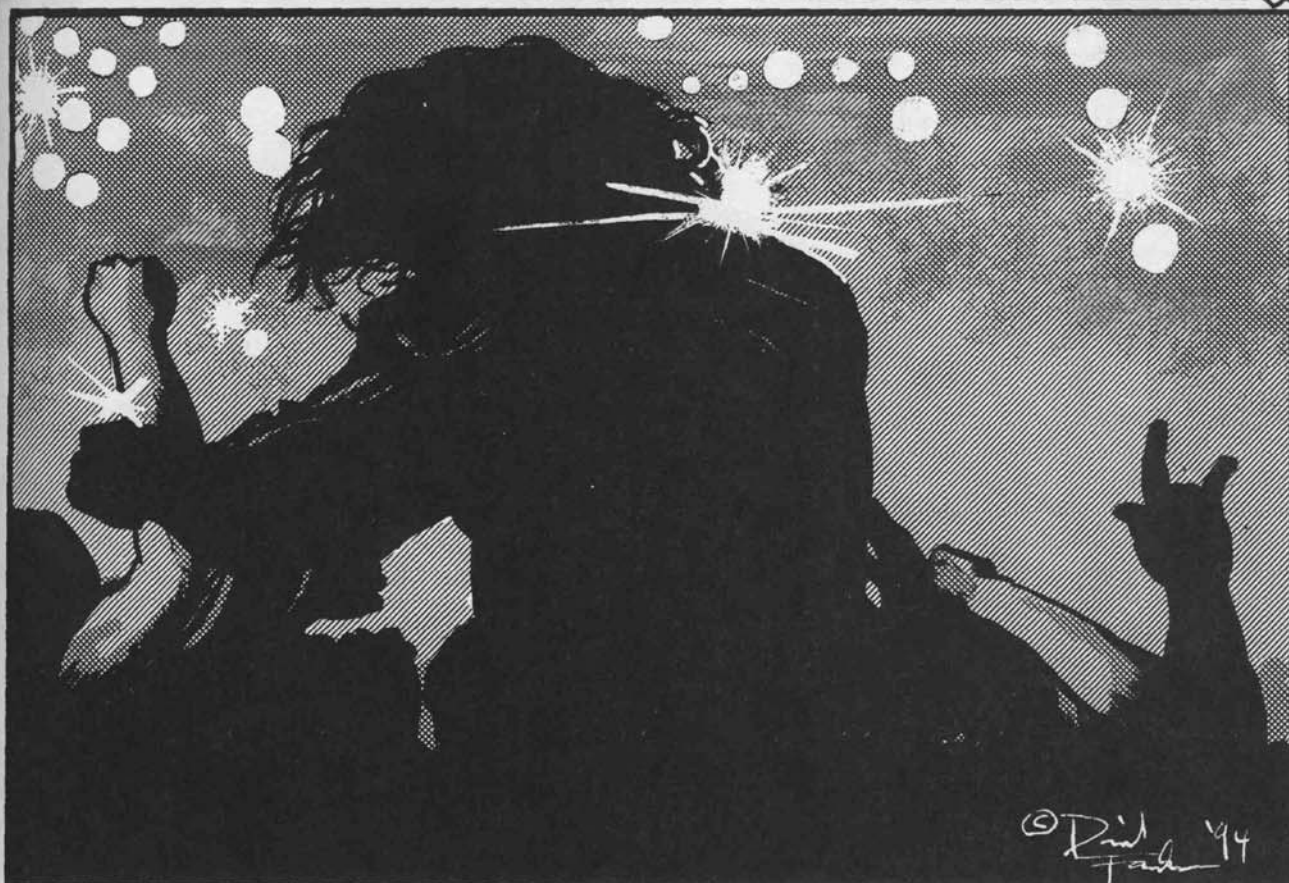
• **Wilshire Boulevard Temple:** Often mistaken for a cathedral, this synagogue is dominated by a 135-foot dome inlaid with mosaics. Murals featuring Biblical and post-Biblical themes cover the walls. It also has a gallery whose exhibits explain the history and customs of various Jewish celebrations. The temple does not appear to have any negative effect on the Kindred, even those who have been repelled by Jewish holy places.

• **Los Angeles County Museum of Art (LACMA):** Located in the complex that also houses the La Brea Tar Pits and George C. Page Museum (q.v.), LACMA is home to an international collection of art from prehistoric to modern. Permanent exhibits in the Ahmanson Building include: Far Eastern art; American and European paintings, furniture and furnishings; sculpture and decorative art, including Egyptian, Greek, Roman and Assyrian; glass ranging in period from Rome to the 19th Century; pre-Columbian art; Indian and Southeast Asian art; and the magnificent Gilbert silver and mosaic collection. In addition, there is a large textile and costume exhibit.

The Robert O. Anderson Gallery offers 20th-century painting and sculpture, as well as special exhibits on loan. The Pavilion for Japanese Art, an interesting building with an interior circular ramp, was built for the famous Shin'enkan paintings and also contains a large *netsuke* collection. The pavilion's white window panels are designed to permit only natural light, as in traditional Japanese homes, and an interior tiered fountain controls the humidity.

The Museum has become something of a gathering place for the few Toreador who make Los Angeles their home. Because of the Lupines, they are unable to get to the J. Paul Getty Museum in Malibu (the other major art gallery in the Los Angeles) and that leaves them LACMA, as they call it. They gather here at least once a month.

• **Museum of Contemporary Art (MOCA):** Offering equal time to modern art from 1940 to the present, MOCA offers paintings, sculptures, environmental pieces and mixed media, as well as performing arts programs reflecting the participative "multimedia" art of today. The building, designed by Arata Isozaki, is considered by some to be itself a work of modern art. MOCA has an auxiliary facility, with the somewhat precious title of "Temporary Contemporary," located in Little Tokyo.



• **George C. Page Museum of La Brea Discoveries:**

This modern museum exhibits reconstructed fossils of various Ice Age animals found in the tar pits between the L.A. County Museum of Art and the Pavilion for Japanese Art (q.v.). The Rancho La Brea Tar Pits (which is a bit redundant, since *la Brea* means “the tar” in Spanish) have proven to be a rich source of information about the Ice Age. The deposits of thick tar date from pre-historic times, and over the years thousands of animals have become trapped in the sticky sludge and died there, their bones preserved. The liquid asphalt has slowly given up its captives, and continuing excavation can be viewed at several locations, including an observation pit. La Brea still bubbles up relics from the ancient past, and who knows what may eventually surface from the unplumbed depths?

• **Melrose Avenue:** The real fashion center of the Gothic-Punk world, Melrose is where the fashion-conscious vampire does his shopping. Let the “nouveau-reek” waste their money and time on Rodeo Drive at Gucci and Guess?. The elite know that the best clothes are to be found in Aardvark’s Odd Ark, and at Wet Leather. Jewelry is not purchased at Tiffany’s, or at Van Cleef and Arpels. It is bought at Maya, on Melrose. Cafes, trendy boutiques and sex shops are all crowded in together. Most of the stores are open late, to accommodate those who prefer to do their shopping after dark. The area is also popular with the local mortals, so discriminating Kindred can also enjoy a tasty snack after a hard night’s shopping.

Griffith Park

This area covers approximately 4100 acres of scrub and hills at the east end of the Santa Monica Mountains. It is listed separately because, while not a part of any barony, it is an important locale in Los Angeles.

Probably the largest city park in the world, Griffith Park has had a fascinating past. Mayor Horace Bell accepted this gift of land for the city from Col. Griffith J. Griffith in 1896 with a somewhat jaundiced eye, suspecting that the gift was really an elaborate tax evasion. Then, in 1903, Griffith was involved in a sensational trial: accusing his wife of conspiring with the Pope to have him poisoned, he pulled a revolver on her and shot her in the eye. He spent two years in San Quentin, and upon his return to freedom offered the city \$100,000 to build an observatory. This gift, however, was refused. When Griffith died in 1919, he left the city \$700,000 for an observatory and a Greek theater. As he was no longer there to embarrass the city fathers, the bequest was accepted.

This rustic area is home to the Los Angeles Zoo, the Griffith Park Observatory and Planetarium, the Greek Theater, Travel Town (an outdoor museum of railroad engines and cars) and a huge carousel, as well as recreational facilities, picnic areas, golf courses, horse trails and wilderness areas. During the day it is thronged with families, horseback riders and golfers, but after the gates close at 10 p.m., it’s a different story. For a while mortal gangs roamed its premises, but that came to a sudden and mysterious end. Several vampires have disappeared in the area as well.

Most of the Kindred believe that a pack of werewolves have moved into the area, and the burn-off in October 1993 was in part retaliation for what were believed to be Lupine attacks on vampires. This belief suits the Black Spiral Dancers just fine, because it helps take attention away from the fact that deep inside the park is a cave connecting to a Wyrn caern far underground. This is a Level Two caern of considerable power, but its depth means that the corruption spreads as it moves upwards, so that it affects a large area, but less strongly than it otherwise would. This is the source of the city's foulness, and helps explain why Los Angeles has always been a haven for the weak and corrupt. Occasionally creatures of the Wyrn find their way up out of the caverns. Currently, three Skull Pigs are wandering through Griffith Park, feasting on the bones in the nearby Forest Lawn cemetery and killing occasional humans (and vampires) to supplement their diet.

- **Los Angeles Zoo:** Covering 113 acres, the Zoo displays more than 2,000 animals from five continents in natural settings. There are wildlife shows and people are allowed to bring picnics. It is a favorite dining spot for Vegetaries who prefer something a little exotic. Also in Griffith Park are the remains of the original L.A. Zoo, which was abandoned when the new one was built. Its caves and cages were a popular spot for Rants, until the attendance grew too large. The Kindred now leave it alone.

- **Griffith Park Observatory and Planetarium:** Located on Mt. Hollywood, this is a good place to see panoramic views of Los Angeles. On clear evenings, the twin refracting telescopes can be used to view the heavens and the sky is reproduced in the indoors planetarium. There is also a Hall of Science with an exhibition depicting man's interaction with space. The highlight of the observatory for most visitors is the Laserium, in which lasers and music are combined into mind-boggling shows.

- **Gene Autry Western Heritage Museum:** This museum uses paintings, artifacts, and audiovisual shows to the history of settlement across the United States.

The Northwest Baronies

These are by the far the most isolated baronies in the greater Los Angeles area. They tend to be small, often consisting of just one or two vampires, and rarely have much to do with one another or with Kindred politics in general.

Simi Valley

Population: 100,000 mortals, 3 vampires

This fairly isolated valley, which lies north and west of Los Angeles, is currently dominated by a small Sabbat pack that roared into town on their bikes. They slaughtered the Gangrel couple that was living here, and are temporarily

feeding off the populace. Any group that removed this threat to the security of the Free States would receive the gratitude of the local Kindred community.

Santa Clarita

Population: 110,000 mortals, 2 vampires

This area, far to the north of Los Angeles, is "held" by a young vampire couple named Walter and Millie Gaspars. Caitiff in the most complete sense of the word, they think they are the only vampires in existence, and would be thrilled to discover that they are part of a larger community. The Gaspars are both Farmers, in the Kindred meaning of the term, although recently Walter has been looking longingly at some of the local children..

- **Six Flags/Magic Mountain:** Far to the north of Anaheim and Orange County is a 260-acre entry in Southern California's amusement park competition, containing over 100 rides with such spine-chilling names as Ninja, Freefall, Viper and Psyclone. This is where the diehard thrill-seekers go. There is also an animal farm, Bugs Bunny World and an amphitheater.

The San Fernando Valley

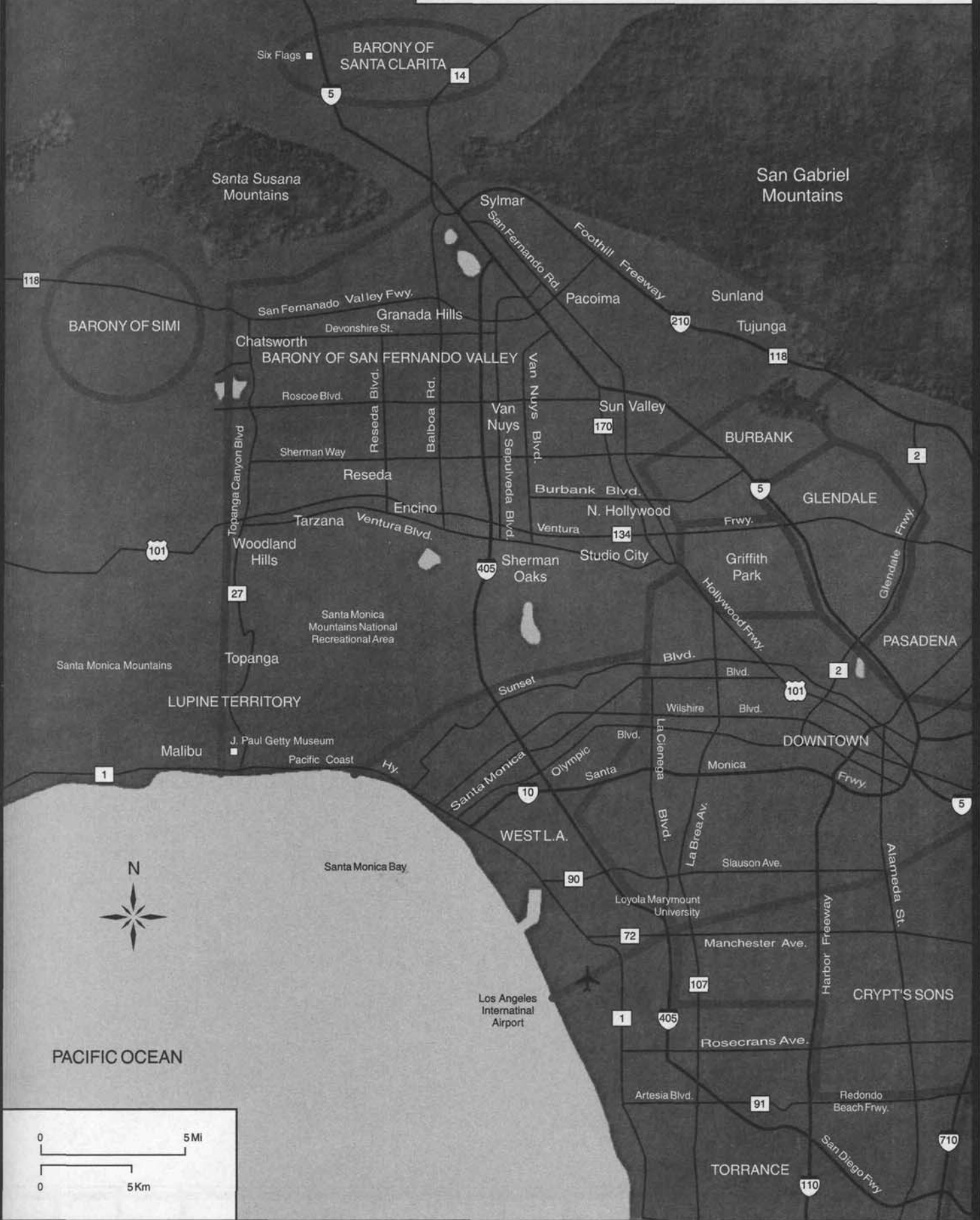
Population: 1,000,000 mortals, 5 vampires

This region stretches from the Santa Monica mountains east to the San Gabriel Mountains and contains the communities of Studio City, Sunland Tujunga, Sun Valley, Lakeview Terrace, Granada Hills, Chatsworth, Van Nuys, Encino, Sherman Oaks, North Hollywood, Sylmar, Pacoima, Arleta, Tarzana, Reseda and Woodland Hills. It is most famous for its gift to American culture, the Valley Girl.

"The Valley," as it is always referred to in L.A., had until recently been thought of as the last bastion of middle-class culture and morality in Los Angeles, but this is no longer the case. The neighborhoods in the Valley now range from low-income, almost totally Spanish-speaking communities like Pacoima to the impossibly rich in Encino. Encino in particular was a favorite place for movie stars to buy "ranches" and live in relative peace in the '40s and '50s. Mickey Rooney, Broderick Crawford, Al Jolson, Ruby Keeler, Don Ameche, Walter Brennan, Mary Astor, Roy Rogers and Dale Evans (before they moved to the high desert), Spencer Tracy, John Wayne and W.C. Fields all had homes in this lovely area.

Very few Kindred make their homes in the Valley, since the area is still quite suburban. A house that is completely blacked out by day and only shows signs of occupation at night would be bound to excite comment. However, access is easy since five freeways cross it at various points, and the vampires of Hollywood and Downtown do much of their feeding here. This has allowed the central Los Angeles area to support many more vampires than its population would suggest.

THE NORTHWEST BARONIES



Lupine Territory

Malibu, Topanga Canyon and the surrounding Santa Monica Mountains have been completely devoid of Kindred ever since the first night of the revolt. No elder vampire would be foolish enough to go up there, and the young ones who do don't come back. The werewolves guard the area, and particularly the Canyon, with a ferocity that surprises even those who know how deeply the Lupines hate the Kindred. The reason for this is a caern lying deep in the middle of Topanga Canyon. The caern, although minor, is one of the last in this part of the country and the Black Furies therefore defend it viciously. Those mortals who are attuned to the emanations from the caern have long been attracted to the area, and the Canyon is well known as a gathering place for artisans, psychics and nature lovers of all kinds.

Malibu was originally part of a large land grant, owned by Mary Rindge. She was a tough, ornery old woman who fought a 27-year court battle to hang onto her property in the face of L.A.'s desire to build a road from the coast inland to the Valley. Ultimately she lost her case in the Supreme Court and, knowing what would happen, she began to sell parcels of her land. One of these — the very exclusive beachfront area — became the Malibu Colony or, more simply, "The Colony." Much like Fire Island in New York, this is where writers, artists and movie people fled to escape the pressures of business in Hollywood and Beverly Hills. As such, it also became a major gathering place for the Los Angeles Toreador in the days before the Revolt. Known for spontaneous intimate gatherings of 100 or so, this was certainly the place to be. Tales of the endless debauches enjoyed by the chosen few who ruled Los Angeles helped to fuel the flames of resentment that eventually broke out in the Revolt.

Since there have been no Kindred in the Malibu area since that time the level of decadence has dropped considerably. It is still the home of many actors and other wealthy "artsy" types, but the crazed excesses of the late '30s and early '40s which so amused the Toreador are mostly things of the past. Among the Lupines, quite a few of the younger Glass Walkers have left the family estates in Pasadena, and moved here, both to prove their independence and to be near the movie stars they admire.

- **J. Paul Getty Museum:** Built on the estate of the famous billionaire, the museum overlooks the beautiful California coast. This world-renowned landmark is a re-creation of an ancient Roman villa which holds a magnificent collection of Greek and Roman antiquities and illuminated manuscripts, as well as rooms of 18th and 19th century art and furniture. Its inaccessibility is enormously frustrating to the Kindred of L.A., particularly the Toreador, who would love to explore the antiquities of the museum but are kept away by fear of the Lupines.

- **Santa Monica Mountains National Recreation Area:** This area is full of Indian sites and has been used for cabins and retreats, movie locations, and ranches. It includes state

beaches, county parks, canyon preserves, and many scenic corridors. There are at least 24 different park areas, as well as the famous Paramount Ranch. 150,000 acres of rugged mountains, steep canyons, woodlands and beach are included in this area, providing plentiful opportunities for hikers and campers (and werewolves).

The recreation area has been the subject of much litigation and preservation/ conservation problems. The Santa Monica Mountain Conservancy (with the covert help of the local Lupines) is battling developers to save some of the rustic acreage.

West Los Angeles

Population: 330,000 mortals, four vampires

Although the Kindred of the Free States call the areas controlled by specific gangs "baronies," and the leaders of those gangs "barons," this is really a misnomer. The "barons" of L.A. bear very little resemblance to their medieval counterparts... except in West L.A. Louis Fortier, a 9th generation Ventruer, runs his territory as if he were still in medieval France. If he is shown proper respect, he can be very easy to get along with; in fact he is far more accommodating to other Kindred "hunting on his lands" than many of the other "barons". On the other hand, he can be absolutely ruthless to Kindred who he feels have been disrespectful or ungrateful.

From his mansion in the hills of Bel Air, Louis controls Beverly Hills, Santa Monica, Pacific Palisades, Marina del Rey and Venice, some of the most valuable real estate in the world. The other three Kindred who live in the barony are all Louis' Blood Bound mistresses, and each is a remarkable woman, as well as a striking beauty. Louis also maintains a small army of ghouls, who act as both retainers and scouts.

It is very rare for anything to go on in West Los Angeles without Louis' knowledge. He is also far more involved in the economics and politics of his area than most barons. His ongoing control of the businesses in West Los Angeles may explain the relative economic stability of that region, in contrast with the insanity of the rest of the L.A. area.

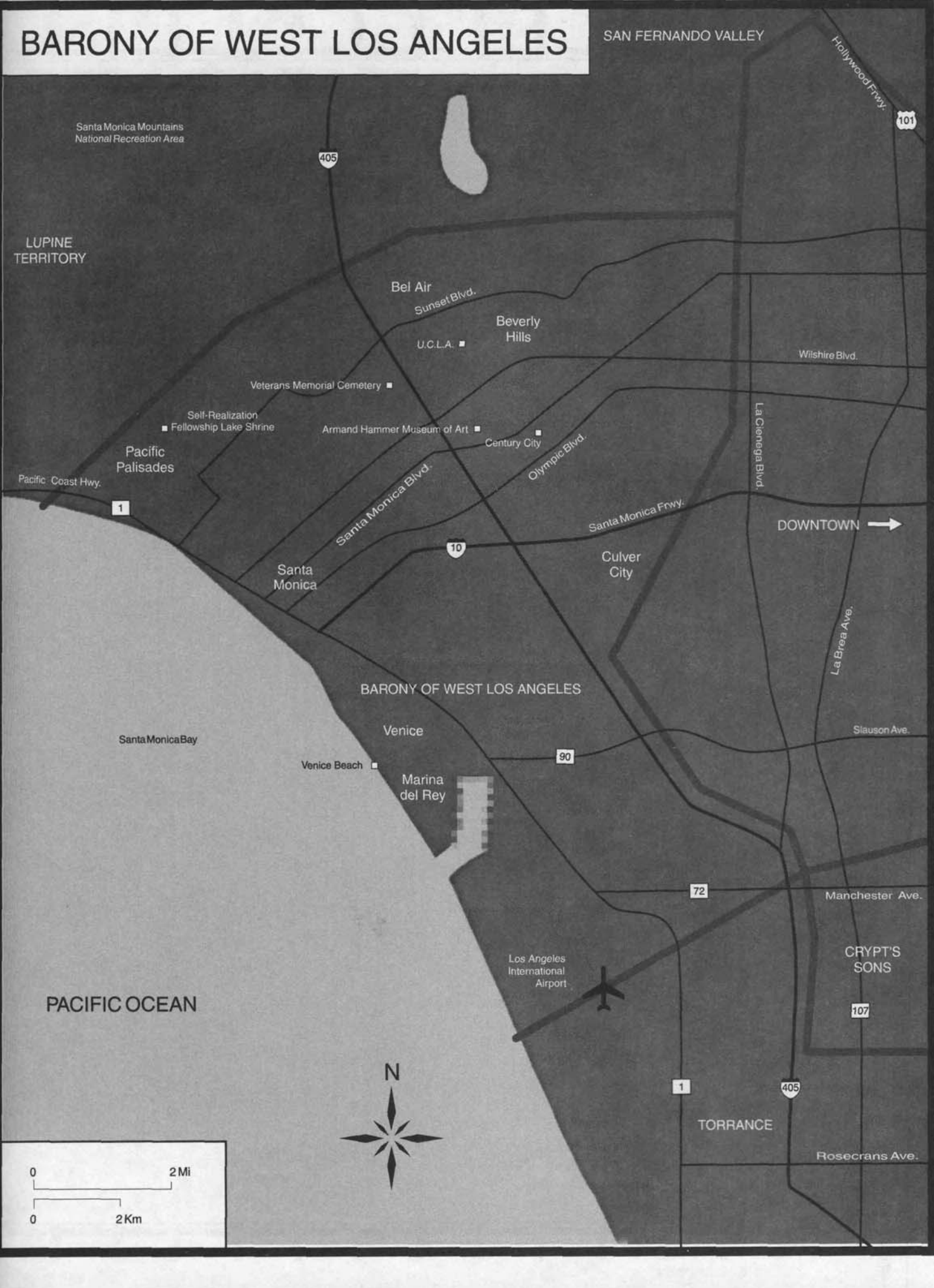
Many of the local landmarks are the communities themselves and of course, the famous California coast:

- **The Coast:** One of California's main attractions is its long stretch of coastline. Southern Californians enjoy a world-wide reputation for spending hours at the beach, surfing and pursuing other apparently idyllic activities. At regular intervals along the coast there are small communities with famous names like Venice and Malibu, consisting of little houses and apartments built right on the sand.

- **Santa Monica:** This popular ocean resort also offers Palisades Park, a cliffside spot high above the Pacific Coast Highway and perfect for strolling, picnicking, photography and painting. Santa Monica currently has the highest vagrant population in the city, making it a favorite hunting ground for the L.A. Kindred.

BARONY OF WEST LOS ANGELES

SAN FERNANDO VALLEY



LUPINE TERRITORY

Santa Monica Mountains
National Recreation Area

Hollywood Fwy.
101

405

Bel Air
Sunset Blvd.

Beverly Hills

U.C.L.A.

Wilshire Blvd.

Veterans Memorial Cemetery

Self-Realization
Fellowship Lake Shrine

Armand Hammer Museum of Art

Century City

Olympic Blvd.

Pacific Palisades

Pacific Coast Hwy.

1

Santa Monica Blvd.

10

Santa Monica Fwy.

DOWNTOWN →

Culver City

Santa Monica

La Brea Ave.

BARONY OF WEST LOS ANGELES

Santa Monica Bay

Venice

Venice Beach

Marina del Rey

90

Slauson Ave.

72

Manchester Ave.

CRYPT'S SONS

107

Los Angeles
International
Airport

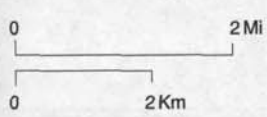
1

405

TORRANCE

Rosecrans Ave.

N



• **Venice:** Originally founded by Abbot Kinney, a native of New Jersey who had to move west for his health, the city was designed around a 15-mile network of canals based on those in Venice, Italy. Unfortunately, in 1930 many of the canals were filled in, but some remain as a memorial to Mr. Kinney's artistic vision. Further down the economic scale (and southward from Santa Monica), Venice Beach is a laid-back community of aging hippies, unemployed actors and beach bums, famous for its bikini-clad bikers and rollerskaters.

• **Marina del Rey:** Definitely an upscale beach community, "the Marina" sports colorful Cape Cod-style buildings along the harbor that house trendy shops and restaurants, including subsidiaries of famous Italian eateries in San Francisco.

• **Beverly Hills:** This world-famous city, which is separate administratively from the City of Los Angeles which surrounds it, is a favorite place for some of the wealthiest people in the world to make their homes. North and south of Sunset Boulevard, which winds through Beverly Hills, are huge mansions and estates. Farther south, on streets such as Beverly, Camden and the infamous Rodeo Drive, are the wildly expensive boutiques where the rich come to spend their money. (For an idea of what a shopping trip in Beverly Hills can be like, see the recent film *Pretty Woman*)

Before the Revolt, quite a few vampires made their homes in Beverly Hills and surrounding areas, but since then Louis Fortier has permitted no *Kindred* to take up permanent residence here.

• **Armand Hammer Museum of Art and Cultural Center:** Located in Westwood, the village community that grew up around UCLA, the museum is heavily funded by the wealthy industrialist whose name it bears. It often hosts exhibits of valuable antiquities in addition to its excellent collection of paintings by such masters as Rembrandt, Van Gogh and Monet. It also houses a Da Vinci manuscript with over 360 drawings, as well as (unknown to the curators) several stone tablets containing untranslated fragments from the Book of Nod.

• **Veterans Memorial Cemetery:** While L.A. is the home of the famous Forest Lawn cemetery, a much more understated and moving tribute to the dead is located along the San Diego Freeway in West Los Angeles. Acres and acres of identical white headstones mark the final resting place of men and women who have died in the service of their country. It is a silent and eerie place, even in the daylight, possibly because of the presence of several restless spirits ...

• **University of California at Los Angeles (UCLA):** One of the best-known universities in the world, on a beautiful campus spread across 420 acres, UCLA enrolls more than 34,000 students a year. Notable areas on campus include: Schoenberg Hall, and Royce Hall where concerts and theatrical productions are open to the public; Edwin W. Pauley Pavilion, a major sports complex which housed some of the 1984 Olympic events; Franklin D. Murphy Sculpture Garden which includes robust bronzes by Henry Moore; Mildred E. Mathias Botanical Garden, eight acres of native,



subtropical and exotic plants — a place young women are always cautioned not to walk in alone: Wight Art Gallery, which hosts major art exhibits all year; and Anderson School of Business, not much in the way of architecture, but ranked as one of the top business schools in the country.

During the third week of November each year, the city is gripped by college football fever as the UCLA Bruins and the USC Trojans play their annual game. More than just another round in the Pac-10 Conference, this game takes on monumental proportions, in the minds of the students who raid each other's campus in attempts to vandalize the school statuary. Even the Kindred are gripped by this fever, and several Final Deaths have been attributed to the interschool rivalry.

- **Self-Realization Fellowship Lake Shrine:** Located in the ritzy neighborhood of Pacific Palisades, the Shrine consists of a 10-acre site with a lake and a "wall-less temple" housing the Gandhi World Peace Memorial. There is also a bird refuge, a sunken garden and various scale-model buildings representing the five major religions of the world.

- **Century City:** Just west of Beverly Hills, this is a combination of high-rise office buildings and a massive shopping complex, all occupying several city blocks, and was built by optimistic developers as the mini-city of the future. Law offices abound, as well as doctors' offices in the high-rises and in the expensive Century City Hospital complex on the south side of the area. ABC built a huge entertainment complex, which includes several large movie theaters and the (legitimate) Schubert Theater. The Century Plaza Hotel is home to travelers from all over the world. The themed street names, Century Park East and West, Constellation Avenue and Avenue of the Stars, give you an idea of what to expect. The Century City Shopping Plaza has movie theaters, major department stores, trendy boutiques, bistro-type restaurants, and a huge parking complex that is often used for movie car chases (the second parking-lot shootout in *Into the Night* was filmed here). Bordered on the north and south by major streets, Century City is close to Westwood, Beverly Hills and West Hollywood, and is also very popular with the Kindred.

- **Los Angeles Mormon Temple** (Church of Jesus Christ of the Latter-Day Saints): Perched at the top of a 257-foot tower, the 15-foot-tall golden statue of the angel Moroni appears to call the faithful to enter one of the largest Mormon temples in the world. The sanctuary itself is closed to non-Mormons, but tours are given of the rest of the facility, and the vast genealogical library is open to everyone.

- **Culver City:** Culver City is home to a number of movie studios, but this isn't a new phenomenon. Some of the first movie makers attracted to the area by Christopher built their studios here. Ince's Studio was built in 1919. Other film companies that have settled into this part of West Los Angeles over the years include Selznick, DeMille, Culver City Studios, RKO Studios, Hal Roach Studios, United Artists, Desilu, Laird, M-G-M, Lorimar, and Sony. The Culver Hotel was once owned by John Wayne and Red

Skelton, and provided housing to the "little people" during the filming of *The Wizard of Oz*. Culver City was also the location for the burning of Atlanta sequence in *Gone with the Wind*.

The Central Baronies

These tend to be the larger baronies, controlled by the larger gangs. The Crypt's Sons and El Hermandad are both based here, and this area has the largest number of clashes between gang members.

The Crypt's Sons

Population: 1,500,000 mortals, 25 vampires

Without question, the most powerful Kindred gang in the Free States is the Crypt's Sons. The mortal gangs are very active in this area too, and the police are at their most hair-trigger when patrolling here. Most of the barony is economically depressed, and a vast majority of its citizens are black. This was the site of the 1965 and 1992 riots, and there are still many burned-out businesses whose owners have no intention of rebuilding. The barony is on the whole ugly, dreary, and very, very tense.

It is also a very dangerous area for Kindred to hunt if they are not members of the Crypt's Sons. Mohammed al-Muthlim, the leader of the gang, has stated flatly that any Kindred who feeds here without his permission will die the Final Death in as hideous a manner as he can devise. The few corpses that have been recovered suggest that Mohammed has a vivid imagination.

- **Downey:** Downey's major contribution to American culture occurred on August 18, 1953, when Ray Kroc opened the first McDonald's Family Restaurant here.

- **Hollywood Park:** Located in Inglewood, this is one of the oldest race tracks on the West Coast. Like many of the other tracks in L.A., Hollywood Park offers night racing.

- **The Great Western Forum:** This Roman-inspired sports and entertainment complex is the home of the Los Angeles Lakers (basketball), the Kings (hockey), the Strings (tennis), and many concerts and boxing events.

- **University of Southern California (USC):** A private institution across from Exposition Park (q.v.), this is one of the oldest private universities in the West. Built on 150 acres, USC is home to almost 30,000 students a year. Widney Alumni House was the first building on campus and is the second-oldest school structure in California. The McDonalds Swim Stadium housed the 1984 Olympics swimming and diving events. Near the center of campus, in Founders Park, is a 400-pound boulder quarried before 1200 B.C. from ancient Troy. Naturally, the school teams are named "the Trojans." Arnold Schoenberg Institute houses the complete

archives and library of the great 20th-century composer. The Bing Theater offers theatrical productions year-round.

Exposition Park

Across Exposition Boulevard from USC, this spot was originally called "Agricultural Park," and was developed for annual horse races. Under the grandstand was the longest bar in the city, where nothing but beer was served. Thanks to the efforts of the overly zealous William Bowen, gambling was outlawed and horse racing ceased. But Bowen also convinced the government to improve the once-tawdry park, which is now a civic, cultural and recreational center. The park includes a seven acre sunken rose garden, which is a popular site for private outdoor weddings. The following points of interest are also found inside the park:

- **California Afro-American Museum:** Built at the insistence of Mohammed al-Muthlim, this excellent museum houses a permanent fine arts and history collection including paintings, photos, films and artifacts detailing African-American life.

- **California Museum of Science and Industry:** This wonderful place offers hands-on exhibits about all aspects of science including math, computers, medicine and space. It includes an Aerospace Hall which has an IMAX Theater.

- **Natural History Museum of Los Angeles County:** Detailed habitats from around the world include: taxidermy wonders displayed in glass-covered dioramas; a large dinosaur / prehistoric fossil display; a mineral collection; a cut gemstone collection; and the skeletal remains of "Megamouth," supposedly the world's rarest shark. There are also history galleries showing life in California and the Southwest from 1540 to 1940, as well as pre-Columbian archaeology. Most who grew up in Los Angeles have vivid memories of looking at the stuffed woolly mammoth in the "Dawn of Man" room.

- **Los Angeles Memorial Sports Arena:** This indoor sports and entertainment facility is home to the Los Angeles Clippers and the USC Trojans basketball teams. Other events often held here include concerts, a circus, ice shows and trade expositions.

- **Los Angeles Memorial Coliseum:** This famous outdoor sports oval hosts the Los Angeles Raiders and the USC Trojans football teams. Built for the 1932 Olympics, it was the site of many track and field events of the 1984 Olympics, as well as the opening and closing ceremonies.

El Hermandad

Population: 810,000 mortals, 12 vampires

This barony, embraces the communities of East Los Angeles, Montebello, Pico Rivera, Monterey Park, South El Monte, Alhambra, San Gabriel, Rosemead, El Monte, Arcadia and Temple City. It is usually known by the name of the gang that controls it, El Hermandad, or "the Brotherhood." El Hermandad is struggling mightily against Mohammed al-Muthlim's Crypt's Sons from South Central L.A.

The area is made up of some of the poorest sections of Los Angeles, and is mostly populated by immigrants (legal and illegal) from Mexico and Central and South America. Billboards are written in Spanish, and any given citizen on the street is likely to speak English very poorly or not at all. A number of vicious mortal gangs can be found here, against which the Los Angeles police department are powerless. The gang conflicts in the area are so bad that recently the Mexican Mafia had to step in, threatening the "home boys" with violence if they continued to shoot up their own *barrios*. Though this has reduced the danger somewhat Kindred who travel in this area should expect trouble.

The vampires who reside here are all loyal to Salvador, who is widely regarded as the baron of the area. Since Salvador isn't here most of the time, day-to-day running of the gang is left to his lieutenant, Jesus Ramirez.

- **Santa Anita:** This is one of the most famous Thoroughbred horse racing tracks in the U.S. Built in Arcadia in 1934, it was where such racing advances as the magnetically-controlled starting gate and the photo finish were first introduced.

- **Los Angeles State and County Arboretum:** Located in Arcadia, this park includes approximately 130 acres of botanical life arranged by continent. It also boasts a horticultural research center, a reference library and a bird sanctuary. Other attractions are the Queen Anne Cottage and coach barn, the Hugo Reid Adobe, the Santa Fe Railroad depot and a walk through a subtropical jungle. Although (or perhaps because) the Arboretum is not open after dark, it is a favorite place for the Kindred to gather and serves as unofficial Elysium in the middle of horrible urban decay.

- **Mission San Gabriel Arcangel:** Founded September 8, 1771, this was the first mission built in the Los Angeles area. It is currently undergoing restoration after sustaining major damage in the 1987 earthquake.

Covina

Population: 410,000 mortals, six vampires

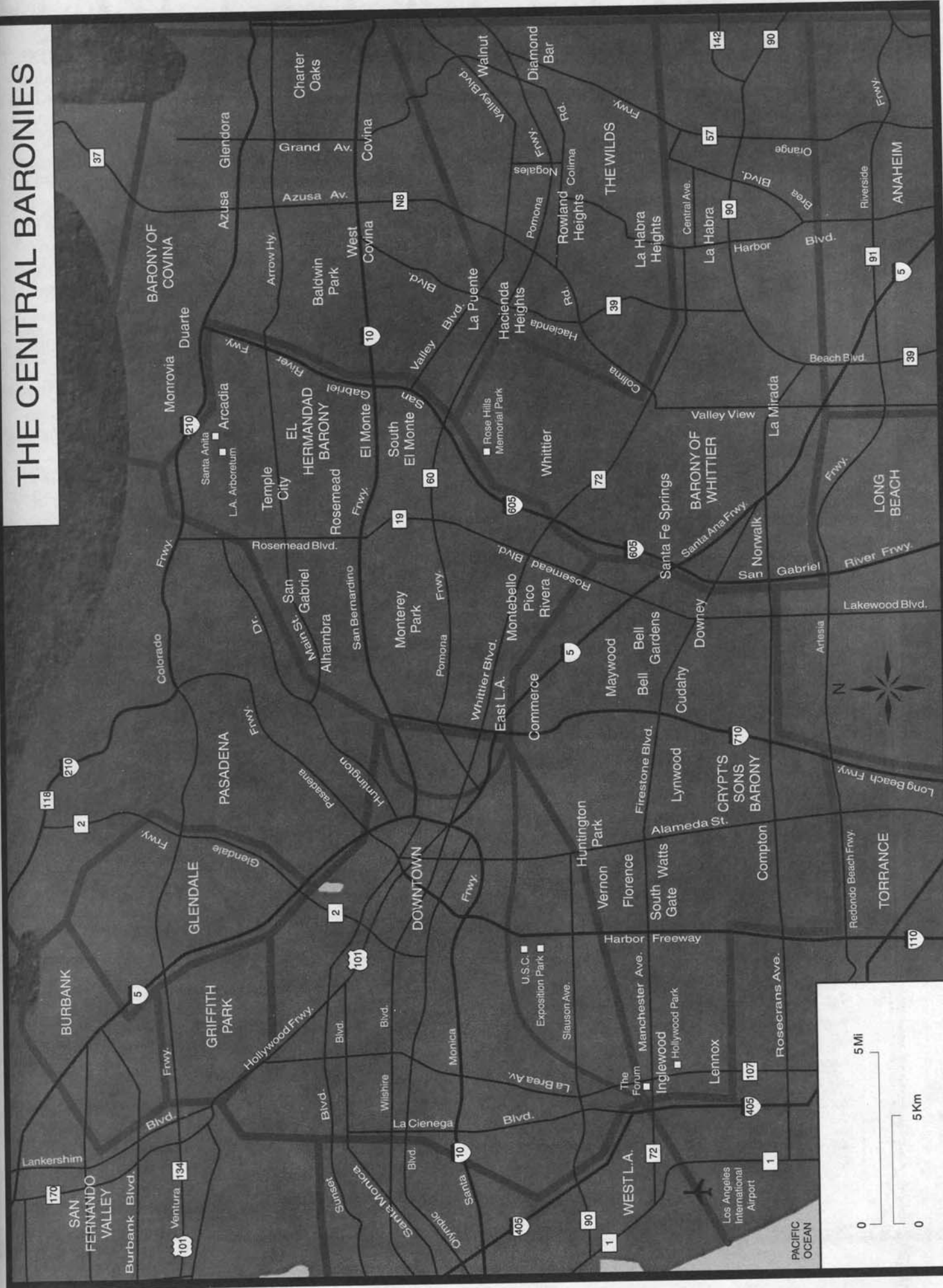
This area, made up of Covina, West Covina, La Puente, Baldwin Park, Duarte, Azusa, Monrovia, Glendora and Charter Oaks, is a good example of a barony without a baron. The area contains only six vampires who act independently, but usually support one another when called upon. Some of them have ties to members of El Hermandad, and would probably side with that gang in the event of a war with the Crypt's Sons.

Whittier

Population: 400,000 mortals, seven vampires

The Barony of Whittier comprises the communities of Whittier, Norwalk, La Habra, La Mirada and Santa Fe Springs. Like their brothers in Covina, the somewhat more upscale Kindred here would support El Hermandad if they had to, but they would strongly prefer to be left alone. They are led by Gloria Martinez.

THE CENTRAL BARONIES



• **Whittier:** Founded as a colony of Quakers in 1886, Whittier has the questionable distinction of being the birthplace of Richard M. Nixon. Whittier College is now the home of the Nixon Papers.

• **Rose Hills Memorial Park:** Located in Whittier, this is one of the largest cemeteries in the world, with a 3.5-acre Pageant of Roses Garden and a Japanese garden with a tea house as well as lakes and many arched bridges, to soothe the silent inhabitants.

The Wilds

Population: 180,000 mortals, three vampires

This sparsely populated area, technically is not a barony at all, since it holds no gangs as such, and certainly no baron. It is mostly wilderness, but contains the communities of Hacienda Heights, La Habra Heights, Rowland Heights, Diamond Bar and Walnut. Various small groups have laid claim to the area in the past, but all have disappeared after a few months — until recently. For the past several years three powerful Gangrel have been roaming here. They appear to have no ambitions other than keeping other Kindred from hunting on their land, so they are left alone.

• **Hsi Lai Buddhist Temple:** Located in Hacienda Heights, this building includes a main shrine and meditation hall, and several auxiliary buildings and rooms. The main shrine contains three gilded Buddhas and golden chandeliers, as well as hundreds of small Buddhas in niches along its walls.

The Northeast Baronies

The three territories that make up this area are baronies in name only. One of them has only one vampire, while the other two contain only a few kindred, who are either related or know one another very well.

Pasadena

Population: 240,000 mortals, four vampires

This area is a good example of a baron (and a baroness) almost without a barony. It is small, consisting of Pasadena, Altadena, Sierra Madre, South Pasadena, La Canada Flintridge, Highland Park and San Marino; as far as anyone knows, it contains only Edward and Vera Vignes and their servant, Henry Waters. Two of the very few Ventrue elders to have escaped the wrath of the Revolt, the Vignes have maintained their situation by appearing to be steadfastly apolitical. Strangely enough for a **Vampire** chronicle, that is exactly what they are. As long as they are left alone to hunt in Pasadena, they are relatively harmless. It is only if they are pestered that they will display the awesome power of enraged Ventrue elders. Fortunately, this has not happened in a long time. Henry Waters is a mysterious young man who appears

to be completely Blood Bound to the Vignes, and acts as their eyes and ears throughout the northeastern part of the Los Angeles area.

Living deep in the Pasadena hills, unknown to the Vignes (but not to Henry Waters) is an ancient Nosferatu named Alonzo Guillen, who knows just about everything. There are also a large number of Glass Walker Garou living in the Pasadena area. Their elder, Don Alonzo, knows the Vignes socially. He is not aware of their true nature, nor they his.

• **Highland Park:** This was the first area to be annexed to the original Los Angeles city boundaries, due to a perceived need for "law and order." The area was the site of several notorious roadhouses, the arroyo here was favored by bandits preying on travelers.

• **Rose Bowl:** Home to the "Granddaddy of 'em all," the annual football game played on New Year's Day between the leaders of the Pac-10 and Big 10, this 100,000-seat arena also hosts a huge monthly swap meet.

• **The Rose Parade:** One of the oldest annual parades in the country, this event is held on New Year's Day and boasts equestrian units, marching bands and floats whose decorations must be made entirely out of plants and flowers.

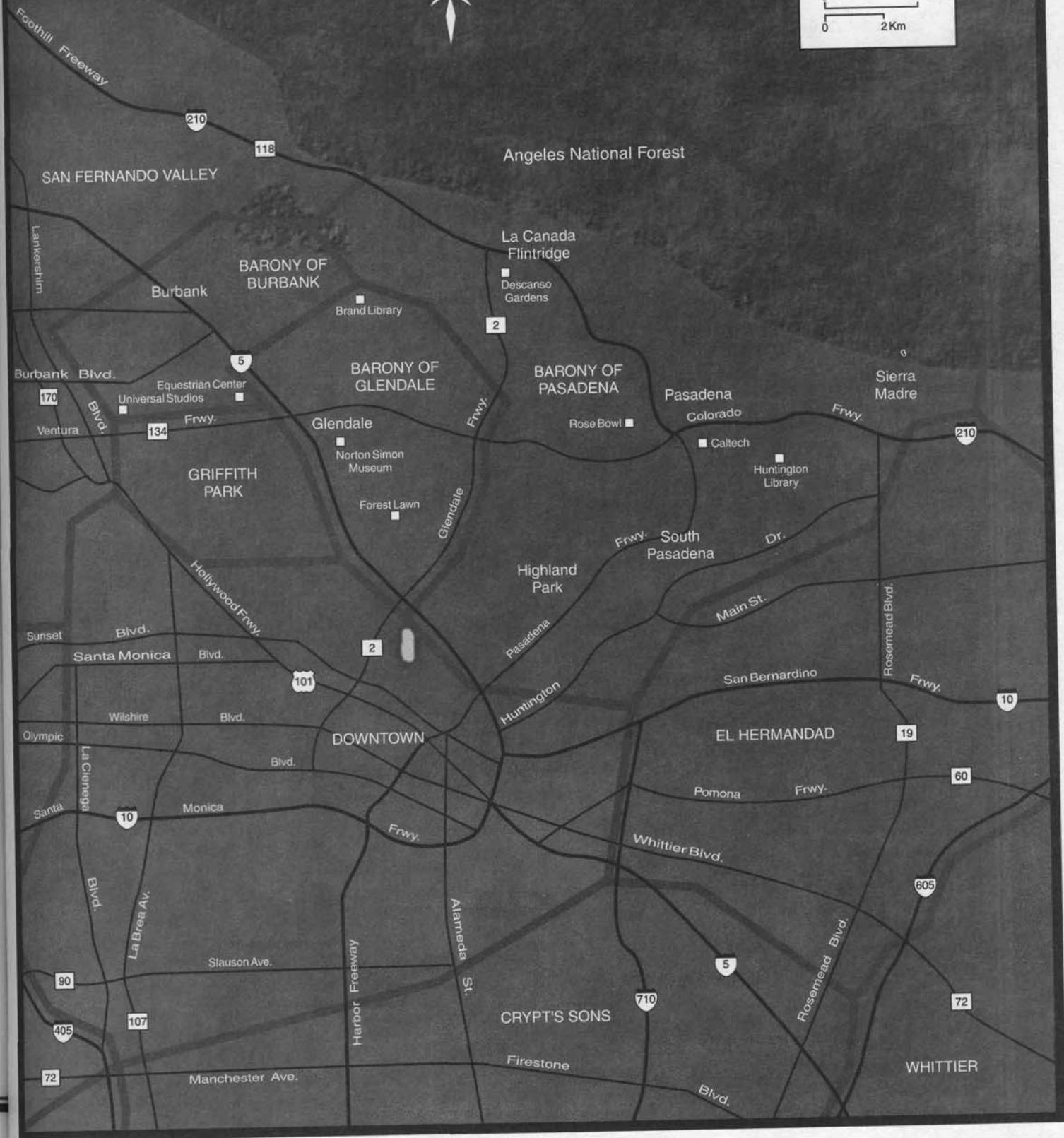
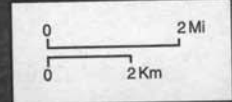
• **California Institute of Technology (Caltech):** This internationally-famous institution has been home to some of the great scientific minds of the past century. Of Particular interest are the miles and miles of tunnels in which some frighteningly realistic live action games have been run by the clever students. The campus has also become a favorite hunting ground for some of the younger, more adventurous Kindred who are willing to risk a run-in with Henry Waters or the Vignes. The Institute is heavily influenced by the Glass Walker Garou who live in the area, and who do much of their research in the highly sophisticated laboratories with which they have endowed the it. The Jet Propulsion Laboratory (JPL) is also administered by Caltech and the Glass Walkers.

• **Huntington Library, Art Collections and Botanical Gardens:** This beautiful place, built on the 200-acre Huntington estate in San Marino, houses one of the world's great collections of rare books and manuscripts, including a Gutenberg Bible, the Ellesmere Chaucer and Ben Franklin's handwritten autobiography. The art gallery contains 18th-century British and European paintings, rare tapestries, porcelains, miniatures, sculpture and furniture. The botanical gardens cover 130 acres and display 14,000 plant varieties. This is one of Jeremy's favorite haunts, and he will often hold meetings here rather than at City Hall.

• **Descanso Gardens:** This beautiful botanical center in La Canada Flintridge is home to 100,000 camellias from around the world, as well as roses, lilacs, orchids and other exotic flora. Lectures and classes are held in the George Van de Kamp Hall, and the lovely Japanese garden includes a teahouse.

• **Angeles National Forest:** This preserve covers more than 650,000 acres in the rugged San Gabriel Mountains.

THE NORTHEAST BARONIES



Terrain varies from desert to high mountain ridges and heavily-timbered areas that get snow in the winter. Mount "Baldy," technically Mount San Antonio, reaches 10,064 feet. There are more than 80 campgrounds, picnic areas and hiking trails; the forest also contains Crystal Lake and five major skiing areas. While no one has seen any Lupines in the area it is most certainly NOT recommended for Kindred. Several groups of Ravnos have gone into the forest and not returned.

Glendale

Population: 200,000 mortals, two vampires

Identical twin sisters, Edith and Enid Blount live in a rotting mansion in the foothills of Glendale. Social acquaintances of the Vignes, they have dominated Glendale and its mortal politics since the disappearance of their father in 1927. Unlike many barons, the Blount sisters permit limited hunting in their barony "as long as everyone is nice about it," and the Glendale Galleria is a major draw for young Kindred on the hunt. On the other hand, a number of Kindred have disappeared in the area recently, and the local gossip has it that there is something besides the Blounts living in the hills.

- **Glendale Galleria:** The idea of a shopping mall originated in California (of course!) and the Glendale Galleria is a superb example often simply called "The Galleria," the mall contains 250 stores enclosed in a huge indoor complex.

- **Norton Simon Museum:** A well-known museum of art from the early Renaissance through the mid-20th Century, this distinctive building sports a large rose on its side on New Years Day and can be seen during telecasts of the Rose Parade.

- **Brand Library and Art Galleries:** In the foothills of Glendale lies this 1904 Moorish-style mansion built by Leslie Brand, a very flamboyant character in the history of Los Angeles it features an art gallery, art and music library, studio and performance facilities and a Japanese teahouse.

- **Forest Lawn Memorial Park:** It stands to reason that in an area renowned for its theatricality, not even Death escapes a little glitz. The largest company to benefit from mortals' inevitable demise is Forest Lawn, with three thriving sites in Southern California: Glendale, Hollywood Hills and Covina.

The mortuary in Glendale is enclosed in a sedate 300-acre park that includes: Carrara marble replicas of the world's most famous statues; a sanctuary with immense stained-glass windows; and a Memorial Terrace, complete with a stained-glass rendition of "The Last Supper" that is shown daily every half-hour. But wait — there's more! Displayed in the Hall of the Crucifixion-Resurrection, is Jan Styka's 45x195-foot "Crucifixion," reputed to be one of the world's largest religious oil paintings. As if that weren't enough, his "Resurrection" (a mere 51x70 feet) accompanies it. Both are shown daily on the hour and monetary donations are accepted, of course.

The Glendale site also houses a Biblical coin collection, a gem collection, American bronze statuary, stained glass from the 11th to 15th centuries and a Michelangelo exhibit. Oh yes, and dead bodies. Lots of dead bodies.

Burbank

Population: 93,000 mortals, one vampire

This barony includes three of the busiest movie studios in the world: Universal, Warner Brothers and Walt Disney. Other than that, it is mostly a bedroom community for folks working in the studios and downtown. It attracts a lot of visiting Kindred, though few want to stay here. It is "ruled" by a Malkavian known as Bela, who hangs around the haunts of his former glories. Bela, who was once a "Count" but has been demoted to "Baron," is both beloved and laughed at by the rest of the Kindred in Los Angeles.

- **Los Angeles Equestrian Center:** Vegetaries can find no better hunting than here, where the horses of the wealthy are cosseted and shown off.

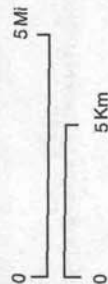
- **Forest Lawn Memorial Park-Hollywood Hills:** This 340-acre cemetery contains (more) Carrara marble statuary, a 15-acre Court of Liberty with a 60-foot marble-and-bronze copy of the Washington Monument, a replica of the Liberty Bell and a 30x165-foot mosaic entitled "The Birth of Liberty." There is also a Museum of Mexican History, an outdoor plaza with replicas of Mexican sculpture and a reproduction of Boston's Old North Church. Also, more dead bodies.

- **Universal City:** Originally a chicken ranch, which Carl Laemmle purchased in 1915 and converted to a movie studio, this is the only "city" devoted entirely to movie and television production. Located south of the Media District in Burbank, this is a very busy studio agglomeration of shops and restaurants, that features a tram tour of Universal Studios' back lot, augmented by attractions such as those based on *King Kong* and *Battlestar Galactica*. There is also an Entertainment Center, where live shows are performed several times a day by daring stuntpeople who recreate such notable action settings as *Conan*, *Star Trek*, and *Miami Vice*. "Citywalk", which is a fantasy recreation of the streets of New York, comprises expensive stores and trendy restaurants. Is currently the place for the Valley Girl set to see and be seen and is typically thronged with Kindred and kine alike. Also in the complex is the Universal Amphitheater, where major concerts are held during the summer.

The Southern Baronies

The Southern Baronies support a population of vampires unlike any other in the world. The groups who claim this very large chunk of Southern California are almost all young, laid-back surfers. It seems a strange place for the next large gang war to break out, but that seems to be what is about to happen as the Kindred of Torrance prepare to try to take over the Barony of Long Beach.

DOWNTOWN



Long Beach

Population: 730,000 mortals, 12 vampires

Not really a gang, these 12 vampires are mostly free-ranging surfer dudes who now do their surfing by night. *The Lost Boys* could have been about this group. They control Long Beach, Lakewood, Cerritos, Hawaiian Gardens, Artesia, Paramount, Los Amigos and Bellflower. They are loyal to their "main man", Steve Booth, show up for the Rants when the surfing isn't good, and actively discourage trespassers. Steve is vaguely aware that David Geduld in Torrance is planning something but has no idea what it is, and in his typical laid-back fashion, isn't going to worry about it until it's directly in his face.

• **Long Beach:** California's fifth-largest city, Long Beach was originally part of a 300,000-acre grant to Don Manuel de Nieto from the King of Spain in 1784. Like the rest of the Spanish land grants, it was eventually carved up into smaller areas. William Willmore, an Englishman, bought 4,000 acres in 1880 with plans to start an "American Colony" like the one he'd seen in Pasadena. The first lots were sold in 1882 for \$100 apiece, but only 12 homes were built and in 1884 Willmore abandoned his plan. A more adventurous businessman named A.T. Pomeroy bought Willmore's option and advertised his new venture, Long Beach, as a seaside resort. With the addition of a hotel, a railway station, and water supply, he was ready for Don Sebastian's land boom of 1887. Long Beach is now one of the busiest shipping centers along the Pacific Coast, as well as site for onshore and offshore oil drilling. In late April every year, the streets of Long Beach are closed off for the Toyota Grand Prix.

• **The Long Beach Convention and Entertainment Center:** This major entertainment complex includes three separate theatrical venues. In addition, the *Queen Mary ocean liner* is housed here (at least for now). There is an open-air mall modeled after an old English village. A restored Looff carousel is one of the main attractions at Shoreline Village, an outdoor shopping and restaurant area with a nautical theme.

• **Los Alamitos Race Course:** This race track offers Thoroughbred, quarter horse and harness racing. Most importantly for the Kindred, it also has night racing.

Barony of Torrance

Population: 760,000 mortals, 13 vampires

This barony is made up of the mostly wealthy communities of Torrance, Rancho Palos Verdes, Palos Verdes Estates, Lomita, Redondo Beach, Hermosa Beach, Manhattan Beach, Lawndale, Gardena, Hawthorne and Carson. The kindred here are very similar to their Long Beach brethren in that they are also surfers however, they are slightly more upscale and quite a bit more politically aware, thanks to their leader, David Geduld. David has claimed Los Angeles Harbor for himself and is working on Long Beach Harbor, recognizing its enormous economic potential. He has been planning this expansion for several years and the Torrance Kindred are psyched up for war with the Long Beach. There have already been several clashes between the

two groups and it seems likely that a major war will start there very soon.

• **Redondo Beach:** This beach community south of Santa Monica hosts the annual International Surf Festival each August. King Harbor contains restaurants, hotels and shops; boating and biking, racquetball courts and a marina.

• **Palos Verdes Peninsula:** Rising above the Pacific Ocean, this peninsula is the site of lovely, high-priced communities. Along the beach below are many coves, three of which are accessible to the public; Malaga Cove, Bluff Cove and Lunada Bay. They are not the safest place for mortals to sleep at night, however, since they are also favorite night-surfing spots for the Torrance Kindred.

Huntington Beach

Population: 303,000 mortals, five vampires

Another group of righteous surfer dudes, these Kindred would probably have joined in with Steve Booth and boys a long time ago, but they are cut off from their long beach brethren in by the US Naval Weapons Station at Seal Beach. As a result they pretty much party by themselves in Huntington Beach, Seal Beach and Westminster. They have no leader, and are hoping to stay out of the upcoming war between the Long Beach and Torrance gangs.

Anaheim

Population: 484,000 mortals, eight vampires

At the moment the Barony of Anaheim, which is made up of the communities of Anaheim, Buena Park, Placentia and Fullerton, is playing host to a very vicious little gang war. One group of four vampires led by, Allison Maller, is fighting another group of four, led by Tom Weaver. Although both the principals have survived nicely, the death rate among their followers is quite high and both sides are constantly looking for new members. The local theme parks are supposed to be strictly off-limits, but in fact both sides do a lot of recruiting there.

• **Disneyland:** What more can we say about "The Happiest Place on Earth™"? Opened in 1955, Disneyland (or "the Park," as the Kindred refer to it) a unique kind of entertainment that has been the model for the rest, and has drawn hundreds of millions people through its gates. Consisting of eight "lands," whose rides share similar themes (fantasy, science fiction, Wild West, etc.), Disneyland is the ultimate "family" experience. Nothing in the Park is ugly, scary or dangerous, and even the most raucous gang members tend to be well-behaved when they are inside the gates. The Park is open 365 days a year and rarely (if ever) closes, except for natural disasters like earthquakes and floods.

The existence of the Park as Elysium is so important to the Kindred of the Free States that there is no need for peacekeepers. Any vampire who starts a fight or just gets too rowdy here will quickly find herself hustled out by other Kindred, even those belonging to rival gangs, who don't want the peace disturbed. This makes the Park an ideal place for political machinations and clandestine meetings.

The Kindred would be far less enthusiastic about gathering within Disneyland if they understood its real purpose. Disneyland is actually a construct of the Technomancers' New World Order, an early effort to expand the ability of the Convention to manipulate reality through the perceptions of the masses. Broadening those perceptions by placing people in fantasy worlds broadens the ability of the Technocracy to manipulate other realities. With the advent of "virtual reality" technology, this function for Disneyland has become less important, and the park is now used for simple mind-control experiments and garnering specimens for the labs of the Progenitors. The Technomancers would be delighted to discover that vampires were regularly found in their construct.

• **Knotts Berry Farm:** Located in Buena Park owned by the politically conservative Knotts family (of jam and jelly fame), this Old West theme park prides itself on displaying family values and life in the "good old days." Having aligned itself with the "Peanuts™" characters, in hopes of competing with for it's far more successful neighbor down the road, Knott's is open every day except Christmas.

Santa Ana

Population: 420,000 mortals, seven vampires

The Kindred of Santa Ana control the communities of Santa Ana, Fountain Valley, Garden Grove, Orange and Tustin. There would long ago have been pulled into the destructive war in Anaheim if it weren't for their leader, a mysterious woman who calls herself "Amethyst." She absolutely controls the other five vampires and of molding them into an effective combat group, for a purpose only she knows. In fact, she is using Tom Weaver (who is secretly Blood Bound to her) to try to take over the Anaheim area.

• Crystal Cathedral of the Reformed Church in America:

This staggering monument to fund-raising, located in Garden Grove, is home to the televangelist Reverend Robert Schuller and his huge congregation. There is no evidence that the building causes any discomfort for the Kindred.

The Outlying Baronies

Most Kindred equate the Anarch Free States with the greater Los Angeles area, which makes sense since over 85% of the Kindred in the Free States live there. There are, however, three other outlying baronies San Diego, Fresno and San Jose. They were all brought into the Free States after the Revolt in L.A. and are the subject of much interest by both the Camarilla and Sabbat, who reason that their smaller size and their distance from the main body of anarchs makes them easier prey. So far they have managed to retain their freedom, but only at the cost of ceaseless vigilance.

San Diego

Population: 2,500,000 mortals, 25 vampires

The Barony of San Diego, which roughly corresponds to San Diego County, is controlled by Tara and her 15 gang members, even though another 10 vampires also live in the area. Tara has gradually been withdrawing from the L.A. anarch scene, and assuming more and more personal control over her barony, and has become almost indistinguishable from Maria, the prince who preceded her. This has made the



anarch community very uncomfortable and there have been occasional calls at recent Rants for her "overthrow."

Although San Diego contains a major harbor and Naval Air Station, most Angelenos consider it little more than a nearby vacation spot. There is no denying that, with its practically perfect climate and its beautiful beaches, San Diego fulfills that role admirably.

- **San Diego Zoo:** One of the largest in the world, with over 4,000 animals on display, this is also a major center for efforts to save and restore endangered species. It is a huge place, with walk-through aviaries and an excellent children's area. Like its L.A. counterpart, it is very popular with those San Diego Vegetaries who prefer imported food.

- **San Diego Wild Animal Park:** Run by the same group which operates the San Diego Zoo, this wildlife sanctuary in Escondido is home to many exotic and endangered species. Since the animals are allowed to roam free, visitors travel through the park on a monorail and can see the various species interacting in fairly accurate re-creations of their natural habitats. Like the Zoo, it is quite popular with the local Kindred, particularly the Vegetaries who still enjoy the thrill of the hunt.

- **Sea World:** One of the best collections of aquatic animals on the West Coast, Sea World is a very popular tourist attraction. It is not of much interest to the Kindred, very few of whom care for fish.

Fresno

Population: 354,000 mortals, five vampires

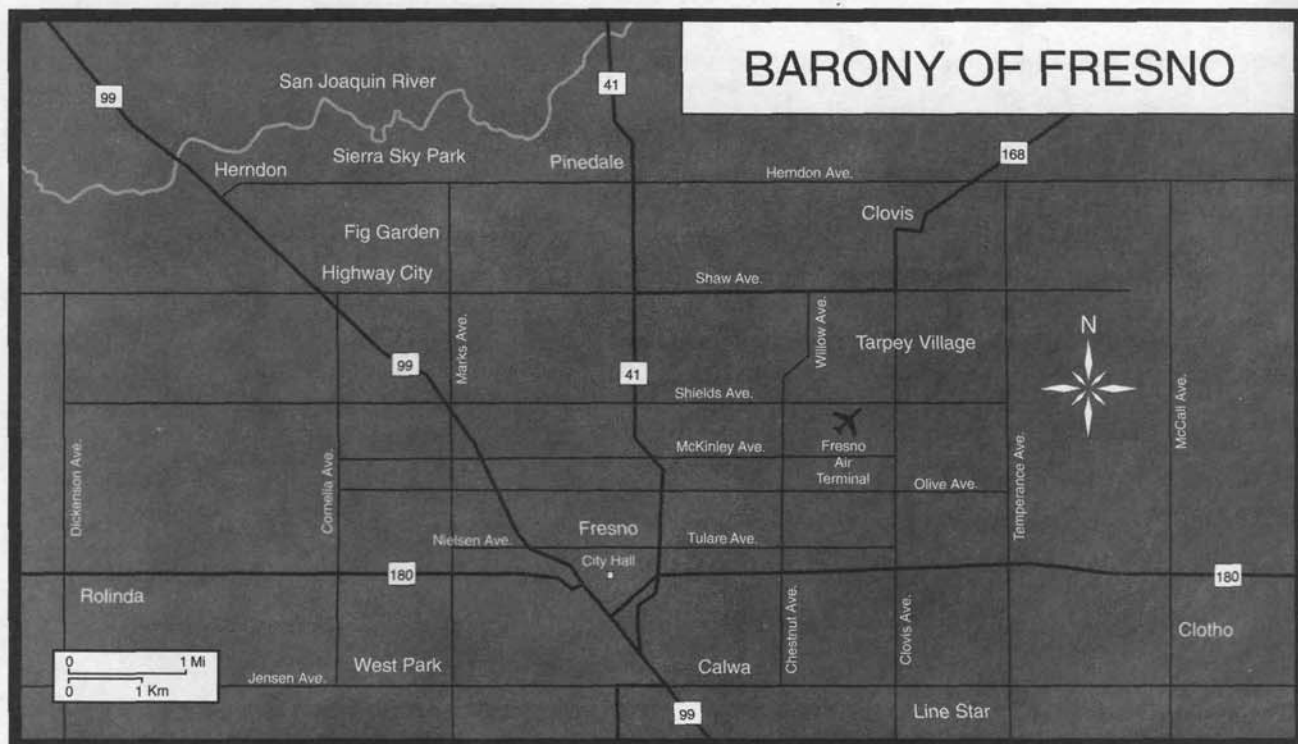
Calling Fresno a "barony" is perhaps overstating it a bit. Three Brujah and two Gangrel roam the city and surrounding farmlands, but they are all solitary creatures and have little to do with each other, much less anyone else. Nonetheless, they consider themselves part of the Free States, and strongly resist efforts by anyone else to claim their territory. So far no one has succeeded in doing so.

San Jose

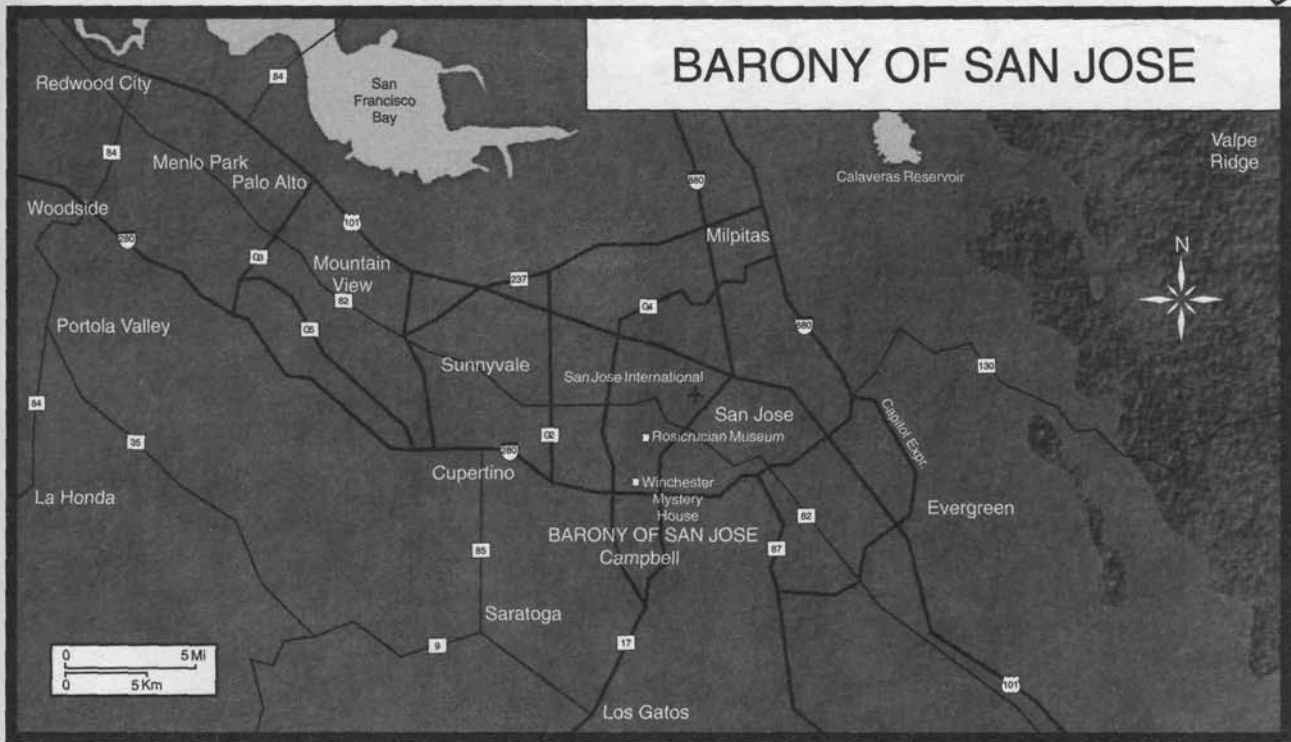
Population: 782,000 mortals, 10 vampires

If the Free States were really the medieval kingdom on which their political divisions are based, San Jose would be the Marcher Barony. Less than 50 miles from San Francisco, the 10 Kindred who live there form the northern defense of the Free States. Eschewing a baron, these vampires have formed a large coterie, and take seriously their responsibilities as guardians. So far they have fought off two attempts by the Prince of San Francisco to reclaim the area by force, by force, and are maintaining an uneasy truce with their more powerful northern neighbor.

The San Jose area contains two places of interest to the Kindred:



BARONY OF SAN JOSE



• **Winchester Mystery House:** This was built by the heiress to the Winchester arms fortune, who was (somewhat unfairly) haunted by the spirits of those murdered by the well-known rifle. To fool and entrap the spirits she built an incredible maze of a mansion, with 160 rooms, 2,000 doors, 13 bathrooms, 10,000 windows, 47 fireplaces and 40 staircases, as well as blind passageways, hidden closets and stairs going nowhere. Several Kindred have

attempted to make havens in the vast structure but, mysteriously, none have survived past the first night.

• **Rosicrucian Egyptian Museum and Planetarium:** This museum displays numerous Egyptian, Babylonian and Assyrian artifacts, including sculptures, jewelry and objects from daily life. It also has several mummies. Buried in the collection are several foci that, if discovered, would be of great interest to mages.



Chapter Four: The Damned

It is impossible to describe all of the vampires in the Anarch Free States. The Kindred population is continually in flux and, as of tonight, there are well over 150 vampires in the greater Los Angeles region alone! Instead, this chapter describes the leading vampires in the Free States, both in terms of their personalities and their plans for the future. They are organized alphabetically within their clans. We have also included some typical gang members; the Storyteller can easily create templates for others by judiciously adjusting the statistics given here.

Generic Gang Member

While vampires such as Ariane, who is presented later, represent "typical" Kindred from the streets of the Free States, this template is meant for those inevitable times when the characters run up against a "generic" gang. Be careful not to treat gang members as monsters to be destroyed by the characters. They have their own feelings, concerns and motivations, and should be presented as such.

The typical gang member in the Free States, although generally loyal to her baron, is not an automaton. She is following him for her own reasons. She usually has a very good idea of what is going on in her barony, and is fairly aware of the situation elsewhere in the Free States. Compared to the average street anarchist in other cities, she is much more politically active, and very likely to have her say in the Rants.

Clan: Brujah or Caitiff

Sire: Any

Nature: Rebel

Demeanor: Bravo

Generation: 11th to 13th

Embrace: Within the last 50 years

Apparent Age: Late teens to early 20s

Physical: Strength 4, Dexterity 3, Stamina 3

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 2, Brawl 3, Dodge 1, Intimidation 3, Streetwise 3

Skills: Drive 2, Firearms 3, Melee 4, Security 2, Stealth 3

Knowledges: Area Knowledge 3, Investigation 1, Law 1, Politics 2

Disciplines: Celerity 2, Potence 2, Presence 1

Backgrounds: Contacts 2, Mentor 1

Virtues: Conscience 2, Self-Control 4, Courage 4

Humanity: 6

Willpower: 5

Image: Jeans, T-shirt, jacket. Hair style varies by gang, from shaved head to dreadlocks.

Roleplaying Hints: You are a tough survivor. You live in the Free States so no one can tell you what to do or with whom, and you're going to make sure that it stays that way.

Haven: Anywhere.

Influence: By herself, very little. As a group, she rules the Free States.

Brujah

Ariane

Jane grew up on the wrong side of Chicago, and began running with a fast crowd when she was only 14. Once she had put on the requisite punk make-up and taunting attire, she could easily pass for 18. Jane and her friends would do anything for kicks, and quickly took to venturing into the city's darker and more dangerous haunts. She fell in love with the wild pulse at the Succubus Club, and there came under the spell of a young punk anarch who turned her on to a new habit.

"Girls just wanna have fun," as the song goes, and Jane, or "Ariane," as she now styled herself, moved restlessly across the western states, looking for that pulse-pounding excitement she had come to crave in Chicago. When she got to Hollywood, she knew she was home. She met others like herself and vividly shared her experiences with them.

Ariane is one of the street punks with whom the players will be interacting. Unlike many of her other Free States brethren, she has very little political awareness and is really only interested in loud music, wild dancing and blood. Her statistics can be modified any number of ways, to create "typical" vampires for the characters to encounter.



Sire: Cal

Nature: Loner

Demeanor: Rebel

Generation: 13th

Embrace: 1992 (born 1978)

Apparent Age: Early teens

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 3, Manipulation 4, Appearance 3

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 2, Brawl 2, Dodge 2, Intimidation 2, Streetwise 4

Skills: Drive 1, Firearms 2, Melee 2, Security 2, Stealth 2

Knowledges: Bureaucracy 1, Computer 1, Politics 1

Disciplines: Celerity 4, Potence 1, Presence 2

Backgrounds: Contacts 2, Resources 1, Status 1

Virtues: Conscience 3, Self-Control 4, Courage 3

Humanity: 7

Willpower: 3

Image: Thin to the point of emaciation, Ariane has short hair dyed blue-black, very pale skin and red or black fingernails, depending on her mood. She typically wears black T-shirts, ripped black jeans, Doc Martens, and a leather jacket.

Roleplaying Hints: You just want to have fun and play all night. Being undead is cool because now you'll be able to party forever, and never get old. The Free States are cool because no one tells you where to hunt or tries to shut down the fun.

Haven: In a forgotten storeroom at Hollywood High School.

Influence: By herself, none.

Crispus Attucks

The 10th-generation Brujah Crispus Attucks was born a slave in the 1730s. His father was African, his mother Indian. His family was loyal to their owner. However, Crispus disliked being owned and sought freedom. With the free movement enjoyed by his family, he managed to run away and became a sailor, taking the name of Michael



Johnson. However, it was on land he gained his fame. A popular man, he became a voice for America's freedom whenever he was in Boston.

During the enforcement of England's Stamp Act, Crispus led a mob against British soldiers, who shot him down in the encounter now known as the Boston Massacre. Marguerite Foccart, a witness to the event, knew Crispus was dying. She felt it was a shame that such a charismatic speaker and advocate of individual freedom should die when the rebels needed his presence so badly, so she chose to Embrace him.

Crispus adapted to his fate rather well. His face soon faded from the memory of those who had witnessed the Massacre, and he operated rather openly in several skirmishes against the Redcoats. His nighttime activities, particularly leading other freed-slaves-turned-militia, made him the most directly involved Brujah of the Revolutionary War.

Afterwards, Crispus, like so many other Brujah, chose to remain in America. He was part of the Underground Railroad delivering slaves to freedom. Like many anarchs, he fought the Ventrue and Toreador ruling the southern plantations. After the Civil War, he fought for civil rights and against the Sabbat on the southern East Coast. When the anarchy uprising began in L.A. in 1944, both Crispus and Marguerite traveled westward to help. With their aid, Jeremy MacNeil overthrew the Prince of Los Angeles.

Crispus is primarily a fighter, not a deep thinker. His major Disciplines are physical, although he has a flair for inspiring a crowd. For now, he is content to remain in the Free States, acting as "muscle" for Jeremy. From time to time, however, the wanderlust takes him. He often travels to the Midwest or even overseas. While he realizes the problems the Free States suffer, he also believes they remain the Kindred's best hope for a better world.

Sire: Marguerite Foccart

Nature: Survivor

Demeanor: Caregiver

Generation: 10th

Embrace: 1770 (born 1733)

Apparent Age: Late 30s

Physical: Strength 5, Dexterity 5, Stamina 5

Social: Charisma 4, Manipulation 2, Appearance 3

Mental: Perception 4, Intelligence 3, Wits 2

Talents: Acting 2, Athletics 4, Brawl 5, Dodge 3, Empathy 4, Intimidation 4, Leadership 3, Streetwise 3, Subterfuge 3

Skills: Drive 2, Firearms 3, Melee 3, Music 2, Security 3, Stealth 2

Knowledges: Law 3, Linguistics 3, Medicine 1, Politics 2

Disciplines: Auspex 3, Celerity 4, Dominate 2, Fortitude 3, Potence 3, Presence 3, Quietus 2

Backgrounds: Allies 2, Contacts 3, Influence 1, Status 3

Virtues: Conscience 3, Self-Control 4, Courage 4

Humanity: 9

Willpower: 8

Image: Crispus stands about 6'4", and is slightly overweight. He wears his hair short, and usually dresses conservatively.

Roleplaying Hints: You are proud of your size and strength, and willing to use it to make your point. You are extremely stubborn, and once you have made up your mind, it stays made up. No one (except possibly Jeremy) can tell you what to do, and fortunately you are smart enough to make a major difference on your own.

Haven: When he is in L.A., Crispus typically stays in Jeremy's mansion in the Hollywood Hills.

Influence: Crispus has considerable influence with the "movers and shakers" of L.A., who know his strengths, but the rank and file tend to just think of him as "one of MacNeil's boys."

Steve Booth

Steve was a typical Southern California beach bum who drifted through the work week, just waiting for the weekend when he could grab his board and head for the beach to participate in his one great passion — surfing. Nothing else mattered as long as he could catch the waves, and he did that from sunup to sundown, regardless of season or weather. He was King of the Beach from Point Dume to Point Conception, with all the chicks he wanted and all the beer he could drink. He had a whole gang of "buds" he liked to surf with, but his favorite challenge was "shootin'" through a pier.

His favorite place for this was a decrepit, abandoned stretch of rotting wood. He was drawn again and again to this spot, especially as the sun was settling down the horizon. Someone had apparently left the pier lights up, and Steve



never questioned why they went on at night while no repairs were made to the pilings. Nothing felt better than the charge he got as he navigated through the jagged wooden sentinels, coming close to a grisly end but never quite succumbing. Nothing, that is, until that night in December ...

The waves in Southern California are more treacherous in winter, but that never stopped Steve. One cool December night, during a particularly vicious storm, Steve and his buddies went to the beach, against the advice of everyone — especially the news media, which broadcast dire warnings about strong surf and even stronger undertow. A call to Nirvana for real surfers!

Steve suited up and paddled out, almost exhausted by a struggle against the crashing surf. He could barely see, but the waves were sweet! High and rolling, they beckoned him to mount them like a silvery lover. He rose up on his board and headed down the corridor of death. He had never felt a thrill like this, never known such passion rushing through his body. Just before he reached the shore, a flash of light caused him to turn his head slightly, breaking his fevered concentration. That was all it took. The angry waves tossed him off the board and sent him crashing into a particularly sharp-edged piling.

The searing agony was the last thing Steve could remember until he awakened on the beach, a dull languor drifting through his veins. He opened his eyes to see a beautiful pale-faced woman above him, her long dark hair hanging over both of them like a curtain. Oddly, it didn't seem strange to him that her full lips were covered with blood. She brushed his blond hair from his forehead with a icy hand, smiled at him, and slowly lowered herself onto his neck for more ...

Marguerite Foccart Embraced Steve for a number of reasons, not least of which was his personal beauty. More important, however, was how easily he handled the adulation of the group of followers who seemed drawn to him.

Reasoning that L.A. was in need of natural leaders like Steve, she tried to help him gain some authority in the area. Unfortunately however, Marguerite had miscalculated with Steve. While extremely charismatic and a natural leader, Steve had all the political savvy of a doorknob. He couldn't understand why everybody "can't just get along and surf, you know?"

Marguerite eventually gave up on her unpromising pupil, but over the last few years, Steve has actually begun to turn into the kind of leader that she had in mind. The vampires of Long Beach and its environs, most of whom are also surfer types, have flocked to Steve and are completely loyal to him. He in turn is gradually, though somewhat reluctantly, accepting responsibility for his followers. He is aware that there are some seriously groady guys out there who want to do major harm to him and his, and that he needs to get ready for what is coming down.

Sire: Marguerite Foccart

Nature: Cavalier

Demeanor: Thrill-seeker

Generation: 10th

Embrace: 1965 (born 1942)

Apparent Age: Early 20s

Physical: Strength 4, Dexterity 5, Stamina 3

Social: Charisma 4, Manipulation 3, Appearance 5

Mental: Perception 2, Intelligence 3, Wits 4

Talents: Alertness 3, Athletics 5, Brawl 3, Dodge 4, Leadership 4, Streetwise 4

Skills: Drive 3, Melee 3, Music 2, Repair 3, Security 1, Stealth 1

Knowledges: Medicine 1, Science 1

Disciplines: Auspex 1, Celerity 3, Fortitude 1, Potence 2, Presence 3, Protean 2

Backgrounds: Contacts 3, Fame 1, Herd 2, Influence 1, Retainers 2, Status 1

Virtues: Conscience 3, Self-Control 3, Courage 4

Humanity: 6

Willpower: 7

Image: A modern-day Adonis in cut-offs.

Roleplaying Hints: You like people, and people love you. You tend to think the best of everyone until you are proven wrong, and then your anger is fierce.

Haven: Steve and his two main buds (Retainers) live in a condo on the beach, just east of the harbor.

Influence: Within the area controlled by his gang, Steve's influence is absolute. Nothing happens there without Steve knowing about it. Outside of the Long Beach area, Steve's influence is pretty weak, since he has very little interest in the overall L.A. political scene.

Salvador Garcia

Salvador was born in the late 19th century to a small family of poor farmers in Andalusia, Spain. When he grew older he joined the *Anarquista* movement, and then the *Mano Negra*, which was agitating in the countryside. At one point, Salvador and his brother Pablo were captured by the police and savagely beaten. Pablo was killed, and Salvador was almost dead when he was rescued by a mysterious figure in the *revolucion* named Ferdinand. Salvador was too far gone to be healed, but Ferdinand gave him the option of continuing the struggle against oppression for the rest of eternity and Salvador gladly took it.

From that time on Salvador has continued to fight, now driven by the twin passions of revenge for his brother's death and his hatred of oppression. He and Ferdinand carried on the struggle in Spain, not only against the government, but also against the Ventrue and the rest of the Camarilla. During the Spanish Civil War, when the Brujah were fighting against the Ventrue-controlled forces of Franco, Ferdinand was destroyed in a successful attack on the Prince of Barcelona. With his death, the anarch movement in Spain collapsed. Salvador fled to the United States, and ultimately to Los Angeles.

At first, Salvador was happy in Los Angeles. The hunting was easy, and the warm nights reminded him of his lost homeland. But gradually it became clearer that, in leaving Franco's Spain for California, he had only traded one set of shackles for another. With other anarchs such as Jeremy MacNeil, Jacqueline Fairmonte, Crispus Attucks and Marguerite Foccart, he began to plot the rebellion. Salvador took an active hand in the Revolt and is widely regarded as one of its major heroes, since he is believed to have killed the Prince in single combat.

After the Revolt, Salvador was on the short-lived Revolutionary Council and was the main author of the Status Perfectus. He later went on to write "An Anarch Manifesto," which is still widely read.

Salvador now resides among his retainers in East Los Angeles, and is the *de facto* leader of El Hermandad. He supplies equipment and riot training to many revolutionary groups in the United States and abroad. He has traveled frequently in Mexico to aid the anarchs against the Sabbat and the Camarilla, which has led both sects to accuse him of working for the other. Needless to say, he has become a well-known figure among the Kindred.

Sire: Ferdinand

Nature: Visionary

Demeanor: Caregiver

Generation: Ninth

Embrace: 1892 (born 1869)

Apparent Age: Early 20s

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 5, Manipulation 5, Appearance 4

Mental: Perception 4, Intelligence 5, Wits 4

Talents: Acting 2, Athletics 2, Brawl 2, Dodge 5, Empathy 5, Intimidation 4, Leadership 5, Streetwise 5

Skills: Drive 1, Firearms 5, Melee 1, Security 3, Stealth 4, Survival 3

Knowledges: Bureaucracy 3, Law 3, Linguistics 2, Politics 5

Disciplines: Celerity 3, Dominate 1, Fortitude 1, Obfuscate 2, Potence 2, Presence 5, Protean 3

Backgrounds: Allies 5, Contacts 5, Influence 4, Retainers 3, Status 3

Virtues: Conscience 3, Self-Control 4, Courage 5

Humanity: 7

Willpower: 10

Image: Salvador still has a certain ruddiness to his skin, even though it has paled considerably since his "death." He wears his oily black hair 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: Salvador has various havens throughout Los Angeles and outside the city. For the most part, he lives in the barrios with his ghoulish retainers. Of late, he has been spending a lot of time in South and Central America.

Influence: Salvador has a lot of say in the Chicano community and in city government, particularly in its administration of Hispanic neighborhoods. One of the prime movers behind the creation of the Free States, he has a lot of respect among the members of the former Revolutionary Council. Others have accused him of ignoring the interests of the Free States to concentrate on revolution elsewhere.

Notes: Salvador sometimes carries a bandoleer of wooden stakes when he travels outside Los Angeles, along with his .30-06 hunting rifle. He always travels with companions and can find safety almost anywhere in the world.



Walter and Millie Gaspars

Walter and Millie were a loving couple living a normal life in a little ranch in Newhall. One night a passing Brujah moved in and drained them both for a considerable period of time. After a while, however, the young Brujah became quite enamored of their simple, loving life. Wishing to build the family he had never had, he gave them both the gift of immortality; the next night, after a nice family sit-down, the Gaspars staked their "benefactor" to a bare patch in their garden. They sat together, holding hands in their darkened basement, as the creature who had destroyed the life they loved so well burned in the morning sun.

Since then the Gaspars have been Farmers in the Kindred sense of the term, and are attempting to live as normal a life as possible. Everything they know about vampires they have learned from the movies, and they have no idea that there are actually other real vampires in the world.

Walter Gaspars

Sire: Thrasher

Nature: Conformist

Demeanor: Caregiver

Generation: 12th

Embrace: 1990 (born 1956)

Apparent Age: Mid-30s

Physical: Strength 2, Dexterity 2, Stamina 3

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 2

Talents: Alertness 2, Brawl 1, Subterfuge 1

Skills: Animal Ken 3, Drive 2, Repair 3, Survival 2

Knowledges: Computer 2, Finance 1, Law 1, Science 2

Disciplines: Animalism 1, Potence 2

Backgrounds: Resources 2

Virtues: Conscience 4, Self-Control 4, Courage 2



Humanity: 8

Willpower: 4

Image: Walter stands about 5' 6", with light brown, curly hair and blue eyes. He wears blue jeans and flannel shirts.

Roleplaying Hints: You have finally gotten used to your nocturnal existence, and are actually beginning to kind of enjoy it. You are shy and find it difficult to talk to strangers, so the isolation from your neighbors hasn't bothered you much. In conversations, you let Millie do the talking.

Haven: In the basement of their small ranch in Newhall.

Influence: None.

Millie Gaspars

Sire: Thrasher

Nature: Caregiver

Demeanor: Conformist

Generation: 12th

Embrace: 1990 (born 1958)

Apparent Age: Early 30s

Physical: Strength 1, Dexterity 2, Stamina 3

Social: Charisma 3, Manipulation 2, Appearance 3

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Alertness 2, Empathy 3

Skills: Animal Ken 3, Drive 2, Etiquette 2, Firearms 2, Repair 2

Knowledges: Bureaucracy 1, Computer 2, Finance 1, Law 1, Medicine 2, Occult 1, Science 1

Disciplines: Animalism 1, Potence 1, Presence 1

Backgrounds: Resources 2

Virtues: Conscience 5, Self-Control 2, Courage 2

Humanity: 8

Willpower: 6

Image: Millie is an attractive, smallish woman with short blonde hair and blue eyes.

Roleplaying Hints: When you first became a vampire you were terrified of what it might mean, but over the past decade you have begun to gain an understanding of your new powers, and it has made you a stronger, more self-confident woman. You still love Walter, but you are interested in meeting others of your kind, if any exist.

Haven: In the basement of their small ranch in Newhall.

Influence: None

Jeremy MacNeil

Born in the Scottish highlands in 1631, at a time when his clan had sided with Charles I, Jeremy rapidly rose in prestige among his clansmen as a shrewd fighter. During one such skirmish, he caught the attention of a seventh-generation Brujah who felt the young Scot would be a worthy addition to the Kindred clan.

Clan MacNeil would not accept Jeremy after his Embrace fearing him as a spawn of the devil, but he still fought for their cause by night. He also came to fight for the Irish, whom the English oppressed more than they had the Scots. He soon came to realize the English would not relinquish their "rights" to Ireland, and that the war for freedom would be a long and bloody one. Sickened by the bloodshed, he traveled to America, only to find conflict stirring in the Colonies. Taking a stand, he helped them in their fight for independence.

Jeremy, like many Brujah, was forced westward to Los Angeles by Ventrue expansion. When Don Sebastian ordered his lackeys to attack the Scotsman, Jeremy became the focus of the anarch outcry that led to the creation of the Free States.

Jeremy is one of the most influential Brujah active in the U.S. and the most prominent on the West Coast. It is impossible to understand the chaos that is Los Angeles without understanding him. Jeremy comes from a strong tradition of personal freedom, and of not imposing leadership from above. A strict anarchist, he fervently believes that when people are left to themselves, the strong will survive at the expense of the weak. Eventually, he believes, a cohesive society of these survivors will emerge, with each person acknowledging the equality of his brethren because it has been proved in the flame.

Given that attitude, it is hardly surprising that Jeremy actually has little interest in governing, although he cannot deny the mantle of power that has descended on him. He is far more interested in toppling the stultifying social system of the Camarilla in favor of a free and open society where a person's value is determined by her worth, rather than her age. This has been a serious problem for Los Angeles, because not only does Jeremy resist governing, he strongly opposes any attempts by others to do so. As much as possible, he attempts to get the Kindred to work out their problems without violence, to try to achieve the brotherhood which he believes them capable of. If this fails, however, he is perfectly willing to stand back and let the best vampire win.



Sire: James

Nature: Rebel

Demeanor: Leader

Generation: Eighth

Embrace: 1657 (born 1631)

Apparent Age: Mid-20s

Physical: Strength 5, Dexterity 4, Stamina 5

Social: Charisma 5, Manipulation 5, Appearance 4

Mental: Perception 4, Intelligence 3, Wits 5

Talents: Acting 2, Alertness 4, Athletics 2, Brawl 5, Dodge 3, Leadership 5, Subterfuge 3

Skills: Etiquette 2, Firearms 4, Melee 5, Stealth 4, Survival 4

Knowledges: Law 3, Linguistics 3, Occult 2, Politics 4

Disciplines: Animalism 1, Auspex 4, Celerity 3, Chimerstry 3, Dominate 3, Fortitude 2, Potence 4, Presence 5

Backgrounds: Allies 4, Contacts 4, Influence 2, Resources 4, Retainers 3, Status 5

Virtues: Conscience 3, Self-Control 3, Courage 5

Humanity: 7

Willpower: 9

Image: Jeremy is a tall, well-built man with pale skin, long brown hair and green eyes. He typically dresses in the height of fashion.

Roleplaying Hints: You are completely sure of yourself and totally in control of every situation. You have no doubts about your physical ability to deal with any threat that comes along, and are willing to use force if necessary to accomplish your aims. You speak quietly, but with great authority. Many anarchists would be surprised to discover your harsh political philosophy, but you have stayed true to it for centuries.

Haven: Jeremy maintains a huge, very heavily guarded estate off Mulholland Drive in the Hollywood Hills. He also has

a haven under City Hall, ironically close to where Christopher used to have his haven.

Influence: As much as anyone can, Jeremy controls L.A. The anarchs, who see him as the "father of the Revolt", worship him as the future liberator of Kindred everywhere, but will argue with him just like anyone else. Still, when he speaks at a Rant, that is often the last word on the subject.

Allison Maller

Allison was originally just one of the thousands of runaways who throng the streets of Hollywood every night. She had fled her home in Northern California at the age of 14 to escape an abusive father and alcoholic mother. By the time she was 15 she was a professional hooker, working along Sunset and Western. One night, straying far afield, she dropped into A Taste of L.A. A powerful Brujah named Caska, on the run and new to L.A., saw her and invited her out into the alley behind the bar for some "fun." Unfortunately, Caska had been a fugitive too long and was running too close to the edge. At the smell of Allison's warm blood pounding through her veins, he frenzied. The last sight Allison saw as a mortal was Caska's huge fangs, glistening with her blood.

When she woke up she saw a small dark man crouched over her. Caska was lying in a heap nearby. Salvador had arrived too late to stop the attack, but he didn't believe Allison should die because some pinhead had forgotten the rules and lost control. He offered her the chance to live forever, and she grabbed at it. Allison settled into her life at the Taste very comfortably, even making friends with Caska. No one acted more surprised than she when he turned up one morning, staked to a dumpster in the alley behind the Taste.

At first Salvador kept Allison close and tried to instill his revolutionary fervor in her, but she was a practical girl with ambitions of her own. She used her position at the Taste to recruit a small gang of newcomers, and then looked around for an area to move in on. The Baron of Anaheim had recently lost several retainers in a raid on Long Beach, and so was vulnerable. Allison



attacked, in one night slaughtering the baron and most of his remaining gang, only to discover that Tom Weaver and his boys were moving in at the same time. Since then she and Tom have been fully occupied with attempting to destroy each other. Salvador grieves for his lost initiate but, true to his own philosophy, he has made no effort to change her ways.

Sire: Salvador

Nature: Director

Demeanor: Rebel

Generation: 10th

Embrace: 1985 (born 1970)

Apparent Age: Mid-teens

Physical: Strength 2, Dexterity 4, Stamina 3

Social: Charisma 3, Manipulation 4, Appearance 3

Mental: Perception 2, Intelligence 2, Wits 2

Talents: Acting 3, Brawl 2, Intimidation 1, Leadership 3, Streetwise 4, Subterfuge 4

Skills: Drive 1, Firearms 2, Melee 2, Stealth 3

Knowledges: Law 1, Politics 2

Disciplines: Celerity 2, Potence 1, Presence 2

Backgrounds: Mentor 3, Retainer 2, Status 2

Virtues: Conscience 2, Self-Control 4, Courage 4

Humanity: 4

Willpower: 7

Image: Allison has medium-length curly hair, which she keeps badly dyed, sometimes red and sometimes blonde. She is about 5'3", and tends towards the short dresses and leather jackets she wore during her professional career.

Roleplaying Hints: You are tough. No one can tell you what to do. Since no one is going to give you anything, you know that you will have to take it for yourself. Most of your power comes from playing people off one another, and you can get other vampires to do almost anything for you.

Haven: Allison has recently moved her haven to a well-guarded warehouse in the industrial section of Anaheim.

Influence: Allison is pretty well-liked of by the local Kindred. The anarchs initially approved of her move on Anaheim since it showed that she was one tough vampire. As the war grinds on, however, the rest of the Kindred are beginning to get tired of it and would like to see the situation resolved, one way or another.

Gloria Martinez

Gloria was a smart gang girl, desperate to leave behind the misery of the barrio in which she had been raised. One night, as she was walking home, a car pulled up and the ugliest man she had ever seen stuck his head out and beckoned to her. At first she wanted to run away, but there was something about his eyes that she found impossible to resist. She got into the car with him, and drove away.

One week later Gloria tracked Salvador to his sequestered hideaway. There she confronted the vampire, and told him that she had figured out what was going on. Gloria offered him a



choice: he could either make her a vampire or kill her then and there. Impressed by her bravado, Salvador agreed to initiate her into the unlife. She rapidly became accustomed to her new powers, and Salvador showed her how to use them to protect and defend her community rather than escape from it. With his help, she managed to gain control of the Kindred gang that had ruled Whittier for several years.

In her conscious mind Gloria is an anarch and loyal to Salvador, but she keeps a very tight rein on her barony and tries to keep out of squabbles with others. In fact, Gloria is a tool of the ancient vampire Petrodon, the Nosferatu Justicar of the Camarilla. He has been fighting the anarch movement in general, and Salvador in particular, since the 19th century. Knowing that the Camarilla will eventually wish to move against the Free States, Petrodon keeps Gloria as a fifth column when the inevitable battle begins.

Sire: Salvador

Nature: Architect

Demeanor: Judge

Generation: 10th

Embrace: 1972 (born 1951)

Apparent Age: 21

Physical: Strength 3, Dexterity 3, Stamina 4

Social: Charisma 4, Manipulation 4, Appearance 5

Mental: Perception 3, Intelligence 4, Wits 3

Talents: Alertness 3, Brawl 4, Dodge 4, Intimidation 4, Leadership 4, Streetwise 4, Subterfuge 2

Skills: Drive 2, Firearms 2, Melee 3, Security 3, Stealth 3

Knowledges: Law 1, Linguistics 1 (English), Politics 2

Disciplines: Celerity 3, Fortitude 1, Potence 3, Presence 3

Backgrounds: Allies 2, Contacts 2, Influence 1, Mentor 3, Status 2

Virtues: Conscience 3, Self-Control 4, Courage 4

Humanity: 7

Willpower: 8

Image: Gloria is a beautiful woman of medium height, with long black hair and brown eyes. Her life as a vampire has not yet lightened her dark complexion, and it is very common for men to walk into lamp poles as she passes by. She usually wears jeans, blouses and a leather jacket.

Roleplaying Hints: You consider everything carefully, judging it in terms of its impact on you and yours. Anything which isn't going to affect you doesn't much interest you. While aware of your power over men, you find it to be an annoying distraction and one which you do not care to make use of.

Haven: Under a poolhall in Whittier.

Influence: Gloria has considerable influence at the Rants, since she has been known to exact vengeance on those who did not pay attention while she was speaking.

Notes: Gloria is merely the most influential of several agents Justicar Petrodon has planted throughout the Free States.

Smiling Jack

No one knows much about the 10th-generation Brujah known as "Smiling Jack." Some believe he may have been a Caribbean pirate of the 17th century. No one knows the circumstances of his Embrace, or has stepped forward claiming to be his sire. Smiling Jack refuses to answer any questions about his origins.

Although Jack encourages people to think that he was a pirate captain, he actually never rose above the level of second mate. His wild temper caused fellow sailors to distrust him, and he was never able to muster enough support to become captain. He was, however, valued for the strength of his arm and for his loyalty to his shipmates. By the time he was 40 (a very old age for a pirate), he had amassed a sufficient fortune to buy himself a pardon and retire to Barbados.

Jack tried to settle down, but after the egalitarian ways of the pirate life, the oppressive laws of the local grandes just grated on him. He soon found himself on the run for having beaten a little snot-nosed Don who tried to force him off the road. One of the local Brujah fighting against Ventrue expansion into the Caribbean found Jack dead drunk in a waterfront tavern, and offered him an eternity of fighting against the Dons. Never one to turn down a chance to fight, Jack accepted.

Jack has been an active member of the Brujah since then, fighting in a number of bloody skirmishes against the Spanish in the Caribbean. He also contested the Ventrue "powers that be," with some success. He soon gained a formidable reputation as an anarch. Moving northwards, he was a continual thorn in the side of princes throughout the United States.

During the last bloody stages of the Revolt that threw out Don Sebastian, Smiling Jack was actively leading the violent anarch forces. He now uses the Free States as a base of operations to strike out at princes throughout America.

MacNeil dislikes Smiling Jack's presence, and fears he may bring down the wrath of princes against the Free States. However, Jack has an even greater reputation



among the anarchs than MacNeil, who not pressed the matter due to his strong dislike of giving commands to the anarchs.

Despite his centuries of activity, Smiling Jack remains an Iconoclast. There is nothing he likes better than to create anarchy among vampires everywhere. His lust for blood and violence is such that even most of the Brujah distrust him. It is only his standing with the younger Brujah Iconoclasts, and a certain personal magnetism, that keeps him from meeting with an unfortunate "accident."

Sire: Mama Lion

Nature: Bravo

Demeanor: Rebel

Generation: 10th

Embrace: 1654 (born 1611)

Apparent Age: Early 40s

Physical: Strength 5, Dexterity 4, Stamina 5

Social: Charisma 5, Manipulation 4, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 4

Talents: Athletics 4, Brawl 5, Dodge 2, Intimidation 5, Leadership 3, Streetwise 3

Skills: Firearms 3, Melee 5, Stealth 3, Survival 4

Knowledges: Law 1, Linguistics 4, Occult 3

Disciplines: Auspex 2, Celerity 4, Fortitude 4, Potence 5, Presence 3, Thaumaturgy 2 (Lure of Flames 1)

Backgrounds: Allies 3, Contacts 5, Resources 3, Status 3

Virtues: Conscience 3, Self-Control 1, Courage 5

Humanity: 4

Willpower: 7

Image: Jack stands about 5'10" tall. He wears his black hair and beard long, and has never really accepted modern notions of personal hygiene. He typically wears biker clothes: jeans, T-shirt, a leather jacket and leather boots. He travels around the US on a huge motorcycle.

Roleplaying Hints: You do everything in a big, loud way: laugh, roar, break things. If the damn Ventrue don't like it, that's their tough luck.

Haven: Jack never stays in one place very long, so he finds his havens where he can. When he is in Los Angeles, he stays in the cellar of a bar near the harbor.

Influence: Jack has enormous influence among the young anarchs, who admire his bold style and his careless contempt for the Camarilla. He doesn't take his young followers very seriously, but is willing to use them in his attacks on the Camarilla. He may well have sired more Caitiff than any other individual.

Tara

In December of 1944, when the call went out for anarchs to assist in the Revolt, it was hoped that a few Kindred from the neighboring cities would show up to help. It was quite a pleasant surprise when Tara, a well-known anarch from Texas, showed up with 13 Brujah fighters, many of them veterans of the American Civil War. Their support was a major factor in the defeat of Don Sebastian's forces.

When the anarchs needed a strike team to go to San Diego, Tara immediately volunteered, and with the help of the local anarchs. She found Maria, the Prince of San Diego, already destroyed. Tara immediately declared San Diego a member of the Anarch Free States and, in the first land grab in the brief history of the States, claimed the area as her own. The Revolutionary Council was too busy to argue with her, and since then Tara has strengthened her grip on the Barony of San Diego. Many anarchs believe she plans to completely break away from the Free States and declare herself Prince of San Diego, which would probably precipitate a war with the rest of the Free States.

For once, the rumors on L.A.'s streets are completely accurate. Tara intends to break off from the Free States as soon as she can and either try to keep the city independent or, if necessary, bring it back into the Camarilla in exchange for being confirmed as prince. Only two things are stopping her from moving immediately. One is the fact that she only controls about half of the Kindred in the San Diego area, and she doesn't know which way the rest will go when it comes time to make a choice. The other thing is a personal fear of Jeremy, who would undoubtedly only stop to pick up his claymore before heading down to San Diego for her head.

If she had any reason to believe that Jeremy was out of the way for even a short while, she would make her move. Jeremy has his suspicions about Tara but he isn't sure, and he doesn't believe he has the support of the anarchs for an apparently unprovoked assault on San Diego. This situation could make for an excellent chronicle, no matter which side the characters take.



Sire: Justin Davies

Nature: Director

Demeanor: Caregiver

Generation: 9th

Embrace: 1822 (born 1794)

Apparent Age: Late 20s

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 5, Manipulation 3, Appearance 3

Mental: Perception 2, Intelligence 3, Wits 4

Talents: Brawl 4, Dodge 3, Intimidation 3, Leadership 4, Streetwise 3, Subterfuge 3

Skills: Animal Ken 3, Drive 3, Firearms 3, Melee 3, Stealth 3

Knowledges: Finance 2, Law 2, Politics 3

Disciplines: Auspex 3, Celerity 2, Dominate 4, Obfuscate 2, Potence 3, Presence 3

Backgrounds: Allies 2, Contacts 3, Herd 3, Resources 3, Retainers 3, Status 4

Virtues: Conscience 2, Self-Control 3, Courage 4

Humanity: 5

Willpower: 4

Image: Tara is an average-looking woman who stands approximately 5' 6". She has blonde hair and brown eyes, and is slightly overweight.

Roleplaying Hints: You have never had anything to call your own, and San Diego is it. It is yours, and behind a sunny, bright and cheerful countenance is a deadly seriousness. To know you is to love you, to oppose you is to die.

Haven: Under San Diego City Hall.

Influence: In San Diego, absolute. In L.A., she is respected and feared.

Tom Weaver

Like most of the Kindred in L.A., Tom comes from somewhere else. Raised on a small farm in Louisiana, Tom got out of there as early as he could. He drifted down to New Orleans, where his huge body, good looks and happy grin soon got him a job as a "doorman" at one of the better bars downtown. It also earned him the attention of the local Brujah, who were preparing to overthrow the prince.

This rebellion went no further than the planning stages, but during that time Tom had become a vampire. His own sire was something of a rabble rouser, and Tom learned well from him. When no action was forthcoming, however, Tom headed west to the one place he knew he could find action — Los Angeles.

During his first few nights at the Taste, Tom met a mysterious woman who called herself "Amethyst," and became enamored. He assisted Amethyst (who remained a mystery to him) in deposing the Baron of Santa Ana and taking over. During the process he became Blood Bound to her, and now serves her every whim, a situation which fits in just fine with his desire to be taken care of. Tom is currently "leading" a gang of Amethyst's retainers in a war against Allison Maller for control of the Anaheim area.

In spite of everything he has seen, Tom has a hard time imagining that people can really be evil. He is continually surprised when he is attacked or betrayed. No one else knows that he is Blood Bound to Amethyst. Even if he wasn't, though, he would still adore her, since she cares for him, strokes his ego and tells him what to do.

Sire: Jake Almerson

Nature: Child

Demeanor: Bon Vivant

Generation: 11th

Embrace: 1953 (born 1930)



Apparent Age: Early 20s
Physical: Strength 5, Dexterity 3, Stamina 4
Social: Charisma 3, Manipulation 1, Appearance 4
Mental: Perception 3, Intelligence 2, Wits 1
Talents: Athletics 4, Brawl 5, Dodge 2, Intimidation 3
Skills: Drive 3, Firearms 4, Melee 3, Stealth 3
Knowledges: Investigation 2, Law 1, Occult 2
Disciplines: Animalism 1, Auspex 1, Celerity 2, Potence 3, Presence 1
Backgrounds: Mentor 1, Retainers 4
Virtues: Conscience 3, Self-Control 3, Courage 4
Humanity: 7
Willpower: 5

Image: Tom is a big, handsome, friendly galoot. He stands 6' 4" tall and is very well built. He has curly, light brown hair, blue eyes and tanned skin. He tends towards jeans, work shirts and cowboy boots, and usually has a big smile on his face.

Roleplaying Hints: You really have rarely met a man you didn't like. Most folks are just trying to get by, and you do what you can to help. Amethyst is a goddess to you, and you are leading her gang to take over Anaheim because she's asked you to. Once in combat, though, you show no mercy.

Haven: Under an old, rarely used Odd Fellows Hall in Anaheim.

Influence: Tom is well-liked among the L.A. Kindred, but he is somewhat looked down on for his trusting nature.

Brujah Idealists

The Anarch Free States are unique. Never in the history of the Camarilla has a city managed not only to destroy its prince and its primogen, but also to continue functioning thereafter without any visible form of traditional government. This has fascinated Brujah around the world, and no one more so than the European Idealists, who see in Los Angeles a crucible in which their ideas and dreams for the future of all Kindred will be put to the ultimate test.

Four Kindred scholars have come to Los Angeles to study the Free States up close. Jeremy is aware of their presence. When they arrived in the Free States, they went to Jeremy and asked his permission to observe the situation in L.A. He laughed, and gave them their first lesson in anarchy by summarily throwing them out of his house.

Since then, the scholars have taken up residence in Laurel Canyon, which is isolated enough to be safe and yet is close to both Hollywood and the San Fernando Valley. Relics of an earlier time, they are relatively safe in the Canyon, but they do not hesitate to slake their thirst by foraying into different parts of the city at the same time as they perform their research.

This research has been astonishingly thorough, and the scholars are very well-informed about current goings-on in the Free States. Characters who are looking for information would do well to cultivate these Kindred, but should be aware that they have no interest in anyone who does not meet their intellectual standards.

Professor Gregory Habersohn

Prof. Habersohn was a noted Swedish sociologist who had done some pioneering work in how primitive societies form and govern themselves. His theories caught the attention of Sir Ralph Hamilton, who thought that the Professor would make an excellent addition to the Brujah community. After his initial shock, Prof. Habersohn eagerly seized the opportunity to continue his work indefinitely, and accompanied Sir Ralph to Los Angeles to study the situation there for himself. True to his academic training, he has not expressed any opinion about the subject of his study, although he is surprised to find himself growing increasingly sympathetic to the anarch movement. In spite of his European background and advanced age, Prof. Habersohn has been surprisingly well accepted by the local anarchs, who find him to be an interested and sympathetic listener.

Sire: Sir Ralph Hamilton

Nature: Rebel

Demeanor: Student

Generation: 10th

Embrace: 1902 (born 1841)

Apparent Age: Early 60s

Physical: Strength 2, Dexterity 2, Stamina 4

Social: Charisma 2, Manipulation 3, Appearance 2

Mental: Perception 4, Intelligence 5, Wits 4

Talents: Alertness 2, Brawl 1, Dodge 2, Empathy 3, Streetwise 2

Skills: Drive 1, Etiquette 2, Music 4

Knowledges: Bureaucracy 2, Computer 2, Finance 2, History 3, Linguistics 4, Sociology 5, Politics 3

Disciplines: Auspex 5, Celerity 1, Dominate 2, Potence 1, Presence 3, Thaumaturgy 2 (Movement of the Mind 2, Weather Control 1)

Backgrounds: Contacts 2, Fame 1, Mentor 2, Resources 2, Status 2





Virtues: Conscience 4, Self-Control 3, Courage 2

Humanity: 8

Willpower: 5

Image: The perfect picture of an elderly professor: bald, with a fringe of white hair and a large mustache. He even smokes a pipe!

Roleplaying Hints: Be thoughtful and sympathetic when someone else is talking. When it is your turn, speak slowly and deliberately. Don't be judgmental or critical, but remember everything that is said.

Haven: In the house in Laurel Canyon.

Influence: A small influence among the anarchists.

Sir Ralph Hamilton

Sir Ralph is a representative of the London Brujah, and is the leader of the group by virtue of his generation and Status among the Idealists. He is personally opposed to the anarch movement since he sees it as driving a wedge between the Brujah and the rest of the Camarilla, which could ultimately lead to the destruction of the entire clan. While he will not take any action without the consent of the whole group of scholars, he is looking for weak points in the anarch society that can be exploited to help bring down this challenge to order. He is particularly hostile to Louis Fortier, who he feels betrayed his class.

Sire: Lord Randall

Nature: Director

Demeanor: Autocrat

Generation: Ninth

Embrace: 1834 (Born 1802)

Apparent Age: 32

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 4, Manipulation 4, Appearance 4

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Acting 3, Alertness 3, Athletics 2, Brawl 2, Intimidation 4, Leadership 3, Streetwise 1, Subterfuge 4

Skills: Debate 4, Drive 3, Etiquette 5, Melee 4, Stealth 3
Knowledges: Bureaucracy 3, Finance 4, Law 3, Linguistics 3, Politics 3

Disciplines: Auspex 3, Celerity 2, Dominate 5, Potence 4, Presence 5, Serpents 3

Backgrounds: Contacts 2, Resources 4, Retainers 2, Status 3

Virtues: Conscience 3, Self-Control 4, Courage 3

Humanity: 3

Willpower: 4

Image: Sir Ralph is tall, thin and aristocratic looking, with blonde hair which he brushes straight back. He has blue eyes and pale skin. He dresses conservatively, in the most current European styles.

Roleplaying Hints: Look directly at the person you are speaking to. Try to give the impression that you are judging them, and that they have come up short.

Haven: In the house in Laurel Canyon.

Influence: Practically none in the Free States, but considerable in London.

Notes: In his younger nights, Sir Ralph had some contact with the Followers of Set, but believes that a thing of the past. Should a Setite reveal his connection, Sir Ralph would be in deep trouble.

Dr. Takuya Shiraiwa

Takuya became a hard-line Communist while a young man in Tokyo. This was not a healthy thing to be in 1939 Japan, so he was very relieved when he was offered an opportunity to study medicine at the University of Moscow. There he came to the attention of Leonid Barofsky, a well-known Brujah who had taken part in the Glorious Revolution. Barofsky was taken with the evident sincerity and aggressiveness of the young medical student, and offered him a chance to continue working for the Revolution forever. Takuya



accepted, and continued to study at night while serving the Party.

He fought against Yeltsin's rise to power, and schemed with the other Brujah in the 1991 coup. One night, he returned to his haven to find bits of Barofsky strewn everywhere. Takuya fled west to Sweden, where he met up with Prof. Habersohn, who put him in touch with Sir Ralph. Takuya is on this expedition because the European Idealists have a high opinion of his intellectual abilities and understanding of the political process.

Sire: Leonid Barofsky

Nature: Architect

Demeanor: Loner

Generation: 10th

Embrace: 1942 (born 1919)

Apparent Age: Early 20s

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma 2, Manipulation 3, Appearance 3

Mental: Perception 3, Intelligence 4, Wits 3

Talents: Alertness 2, Brawl 2, Streetwise 2

Skills: Drive 2, Etiquette 2, Melee 3

Knowledges: Computer 2, History 4, Linguistics 4, Medicine 3, Politics 5, Science 3

Disciplines: Auspex 3, Celerity 3, Obfuscate 1, Presence 4, Potence 1, Protean 3

Backgrounds: Resources 2, Status 1

Virtues: Conscience 3, Self-Control 4, Courage 4

Humanity: 5

Willpower: 5

Image: Takuya is of average height and weight. He has black hair which he wears short. He usually dresses in jeans and work shirts.

Roleplaying Hints: You see everything in terms of its effect on the oppressed masses, your passion for whom has only heightened in unlife. Even after the fall of the Soviet Union, you remain true to



your Stalinist ideals. Needless to say, you are guardedly favorable toward the anarchs, feeling that a true people's government could still arise from the chaos. Your support for the Revolt, however, is purely theoretical. You wouldn't harm another Kindred unless your existence depended on it.

Haven: In the house in Laurel Canyon.

Influence: Takuya is considered a bit dogmatic by most of the anarchs, but his heart is obviously in the right place.

Notes: Takuya has some idea of what happened to the Soviet Union, but not much. He does know the Nosferatu keep an especially close eye on him.

Countess Andrea Visconti

Countess Andrea was originally brought along on the expedition as a favor to her husband, Count Luigi Visconti, a powerful Brujah from Milan. Very little was expected of her but, surprisingly, she has turned out to be a very valuable member. Her beauty and flamboyance have made a good impression on the anarchs, and she has gotten the team into a lot of places where they otherwise would have been refused. In turn, Countess Andrea has fully accepted the anarch philosophy and has become its advocate on the team. Although Sir Ralph dismisses her as intellectually inferior, she is a ferocious debater who can hold her own in the frequent arguments that rock the Laurel Canyon house.

Sire: Count Luigi Visconti

Nature: Deviant

Demeanor: Gallant

Generation: Ninth

Embrace: 1878 (born 1852)

Apparent Age: 26

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Charisma 4, Manipulation 2, Appearance 4

Mental: Perception 2, Intelligence 3, Wits 4

Talents: Acting 4, Athletics 2, Dodge 1, Intimidation 2, Streetwise 1, Subterfuge 2

Skills: Debate 3, Etiquette 4, Firearms 3, Music 4

Knowledges: Linguistics 3, Occult 2, Philosophy 4

Disciplines: Auspex 2, Celerity 2, Dominate 2, Presence 4

Backgrounds: Mentor 3, Resources 5, Status 2

Virtues: Conscience 1, Self-Control 2, Courage 4

Humanity: 5

Willpower: 7

Image: Andrea is a great beauty, with long, curly black hair and lustrous brown eyes, which she skillfully accentuates with makeup. She is about 5' 4" tall, with an excellent figure.

Roleplaying Hints: Speak loudly and vivaciously. You wear your emotions very close to the surface, so you can change very quickly from happy to enraged, or vice versa. You are very quick to take offense, and very quick to forgive.

Haven: In the house in Laurel Canyon.

Influence: Increasing among the anarchs. Also has some pull in the Camarilla through her husband.

Caitiff

Amethyst

Wherever the Camarilla holds sway, there is conflict among the Kindred. Princes set clan against clan and coterie against coterie, always scheming to maintain their hold on their power and caring little for the innocent pawns who are destroyed in the process. Clarice Washington was such a pawn. She had been born in the slums of Baltimore in 1911, and by the time she was 15 she was working the streets.

One night, as she was walking home, she was savagely attacked. This was not unusual, but what was unusual was that the guy seemed more interested in her neck than in her purse. She awoke several hours later, alone in an alley, with a burning hunger that she was able to satisfy with a bum sleeping nearby. Despite having no one to help her with the transition, Clarice managed to adapt to her new situation. She had always been smart, ambitious and tough, and she set out to find out how she could use what she now had.

Clarice managed to hook up with the local Kindred and, by carefully being in the right place at the right time, managed to come to the attention of the prince. Once she had been introduced, Clarice knew how to take it from there and soon became his consort. She kept this job for many years, secretly using her position as the prince's favorite to feather her own nest. In this way she also made a lot of

enemies, so it wasn't too surprising when a group of anarchs grabbed her as part of a plan to pressure the prince into agreeing to their demands. The scheme went perfectly, with only one hitch. When he was offered Clarice in exchange for his cooperation, the prince just laughed, and suggested that since the anarchs had gone to such pains to capture her, they might just as well keep her.

Clarice changed that night. She swore that she would never again put her trust in princes. Clarice was on her own now, and her main focus was going to be Clarice. To exact her vengeance, she joined the anarchs; with her help, they managed to make their way into the haven of the prince and slay him. They had hoped the prince's destruction would serve as the catalyst for a successful revolt, but unfortunately it did not come to pass. The Primogen came down very hard on the anarchs in the city, and Clarice was forced to flee.

Now calling herself Amethyst, she first fled to Denver and settled there for a while. When word of the Revolt reached her, she traveled to Los Angeles, figuring it would be a place where a clever girl could make a name for herself. She arrived in L.A. in 1945 and settled in Santa Ana. That area already had a baron, so she bided her time and gathered her followers. In 1960 she made her move, and over a two-month period was able to eliminate both the baron and his gang, and take over for herself.

Amethyst has been Baron of Santa Ana ever since, but that really isn't enough for her. She sees no reason why she shouldn't be the next Prince of Los Angeles, and has her eyes on the Barony of Anaheim as the first step in her long-range. If she ruled both Anaheim and Santa Ana, she would control more land than any other baron in L.A., as well as having one of the larger gangs. This much power in the hands of one person would make the rest of the anarchs very nervous, so she is using Tom Weaver, whom she has Blood Bound, to do her dirty work for her.

Amethyst is a fairly typical example of an anarch gang leader. She is smart, tough and pretty much just out for herself. She does seem to care for the members of her gang, but beyond that she is mostly interested in watching for her opportunity to seize control of L.A. One peculiarity is that when she creates a new vampire (which she only does outside of the L.A. area) she treats as she was, leaving it on its own to see if it survives, although she watches it carefully to see how it does.



Nature: Conniver

Demeanor: Bravo

Generation: 10th

Embrace: 1928 (born 1911)

Apparent Age: Late teens

Physical: Strength 3, Dexterity 4, Stamina 4

Social: Charisma 4, Manipulation 4, Appearance 4

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Acting 3, Alertness 3, Brawl 3, Dodge 2, Intimidation 4, Leadership 4, Streetwise 4, Subterfuge 4

Skills: Drive 1, Etiquette 3, Firearms 3, Melee 4, Security 2, Stealth 3, Survival 2

Knowledges: Law 1, Occult 1, Politics 2

Disciplines: Auspex 1, Celerity 3, Dominate 4, Fortitude 1, Presence 3

Backgrounds: Contacts 2, Herd 2, Retainers 2, Status 3

Virtues: Conscience 1, Self-Control 3, Courage 3

Humanity: 4

Willpower: 7

Image: Amethyst is a beautiful, sexy African-American woman who stands about 5' 8" tall. She has a voluptuous figure, which she accentuates by wearing tight jeans or short dresses. Her hair had been straightened before she died and never regained its natural kinkiness, so she generally keeps it tied back.

Roleplaying Hints: Wherever you are, whoever you're with, you're the toughest person in the room. You may appear to be agreeable, or even enticing if it serves your purpose, but inside you are as cold as steel. You will do anything and make any sacrifice to get what you want. You have a particular hatred of princes, and might go out of your way to hurt one if you got the opportunity.

Haven: In a long-abandoned carpet store in a rundown part of Santa Ana.

Influence: Amethyst is highly respected by the Free States' Kindred for her toughness and her unwillingness to let anything get in her way. She is considered to be a dangerous person to cross, and when she gets up to speak at a Rant, the place quiets down immediately.

Rose

Meredith Brannon was gorgeous. She had been a spectacularly beautiful baby, and her mother, not one to miss an opportunity, entered her exquisite blonde daughter in a Miss Galaxy Baby Division competition. The rest was beauty contest history.

Meredith's childhood was an endless round of lessons: dance, deportment, acting, modeling, exercise and elocution. Her mother dragged her from one modeling agency to another and entered in innumerable contests, leaving almost no time for school and certainly none for socializing with her few friends. It wasn't much of a life for a teenager: no pizza, no lying in the sun, no parties — and no boyfriends.



Sometime around her 15th birthday, Meredith began to realize that the severe stomach cramps she got just before a contest had nothing to do with stage fright — it was an intense desire to kill her mother and be free. So she began to plot, mostly as a way to relieve the terrible pain.

One night in New Orleans, after winning the regional Miss Teen USA pageant, Meredith and her mother were invited to a party sponsored by a major clothes manufacturer. There was some talk about Meredith being signed as the national spokesmodel for this prestigious line. Meredith was ecstatic at the prospect of traveling, especially without her mother. But Mrs. Brannon had her sights set on nothing less than an international crown for her daughter. They had a terrible fight in the hotel suite, and Meredith threatened physical violence if her mother didn't permit her to attend the party. Mrs. Brannon's momentary stunned silence was all the strong-minded girl needed to walk out of the suite, already in her party clothes.

The party was in a hotel just a long block away from the pageant site. It was a warm summer night. A storm was threatening, so the sky was charged with lightning and the air filled with the sharp tang of ionized air. The sultry heat matched Meredith's mood as she walked down the sidewalk. She could see the towers of the hotel at the end of the block. It felt good to be out on her own, even if it was only for a few minutes. Meredith never knew who took her, or why they chose to bring her into the unlife. All she knew was the raging hunger, and she knew just where she wanted to slake it.

With the death of her mother, Meredith fled New Orleans and headed straight for Los Angeles, where she assumed that a girl with her looks could make a name for herself. Throughout her trip she constantly felt that there was someone watching her, although she never saw anyone. Acting on a tip she got from an anarchist she met along the way, Meredith headed for the Taste, where Tom Weaver found

her. He brought her to Amethyst, who acted very surprised to see her, and renamed her "Rose."

Rose has been part of Amethyst's gang in Santa Ana ever since. Her beauty and ability to manipulate people have made her a valuable asset to Amethyst. She discovered Zipper on one of her most recent assignments, and they have worked together ever since.

Sire: Amethyst

Nature: Conformist

Demeanor: Bon Vivant

Generation: 11th

Embrace: 1982 (born 1967)

Apparent Age: Mid-teens

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma 4, Manipulation 4, Appearance 5

Mental: Perception 3, Intelligence 2, Wits 2

Talents: Acting 4, Athletics 2, Empathy 3, Subterfuge 3

Skills: Drive 1, Etiquette 3, Music 2

Knowledges: Bureaucracy 2, Linguistics 1, Politics 1

Disciplines: Celerity 1, Dominate 2, Presence 2

Backgrounds: Contacts 3, Fame 1, Mentor 3, Resources 1

Virtues: Conscience 2, Self-Control 4, Courage 3

Humanity: 4

Willpower: 6

Image: Rose is one of the most beautiful vampires in the Free States. She has long, curly auburn hair, a flawless pale complexion and bright green eyes. She has a willowy figure, but usually she does not make any particular efforts to accentuate her looks.

Roleplaying Hints: You are a loyal friend and follower, but ruthless in getting your own way. Murder comes easily to you, as do the frenzies. In social situations, however, you are completely in control.

Haven: In the basement of a drugstore in Santa Ana, near Amethyst.

Influence: Very little, except with other members of Amethyst's gang.

Marc Perleman (Zipper)

Marc Perleman wasn't much of a social success until he discovered that he had an affinity and understanding of computers that went far beyond anything he could learn in school. He'd never been much good at Latin or French, but programming — well, that was a different matter! Soon he felt that he was one with the computer. This opened up a new world of lines and nets through which he discovered he could slip effortlessly.

He was particularly fascinated with the phone company, and began to explore the intricate systems. Before long Marc, who went by the handle "Zipper," was at the "gates" of the Pentagon itself! His hacking activities went far beyond surfing the edges of cyberspace. A disciple of anarchy on all levels, he adopted the first commandment of hackers: "Information wants to be free."



Unfortunately, major information corporations and the federal government didn't quite see eye-to-eye with this young revolutionary of the Net, and he was charged with espionage. A manhunt began in earnest after he managed to crack an encryption code for financial transactions involving Swiss bank accounts set up by the CIA. Now all they had to do was catch him. But he was hard to find: no one knew exactly where he lived, and he mastered the art of disguise in both real and cyberspace.

Every aspect of life in the '90s has been touched by the need for information, and unlife in the Masquerade is no exception. It dawned on Amethyst that a first-rate hacker who was also Kindred would provide unique information-gathering capabilities. Getting someone like Zipper into the anarch camp shouldn't present too much of a problem. He was already there philosophically, and now he had gone underground. Underground was just where Amethyst wanted him. Through her contacts with the night people, Amethyst was able to discover who and where the infamous Zipper was.

Zipper, like all good hackers, trusted no one. But he had a weakness: he loved to brag about sticking it to the government. Amethyst, no stranger to social, knew that someone like Zipper wouldn't be able to resist a willing audience. She enlisted the services of Rose, whose powers of seduction would be more than a lonely computer nerd could resist. Rose understood her instructions: bring him back happy ... and immortal.

Rose's entry into Zipper's life changed him in more ways than one. Yes, Rose seduced him; yes, she took him across into the unlife; and yes, she brought him to Amethyst — but more important to him was that she listened to him. They talked for hours that night and many that followed, comparing their very disparate lives, and the terrible loneliness that they had both experienced. Zipper has fallen hard for Rose, though she is content to view him as something of a little

brother. For now they are very close, but Zipper is beginning to feel the first tinges of jealousy.

Meanwhile, he has gone to work for Amethyst, worming his way into the computers of many local corporations and government agencies, and bringing his treasures back to her. Zipper recently hacked into the system at Sunburst International, a Pentex subsidiary that builds personal computers; although he hasn't yet made any sense out of the strange files he has found there, he's working on it.

Sire: Rose

Nature: Child

Demeanor: Loner

Generation: 12th

Embrace: 1991 (Born 1973)

Apparent Age: Late teens

Physical: Strength 2, Dexterity 2, Stamina 1

Social: Charisma 2, Manipulation 1, Appearance 2

Mental: Perception 4, Intelligence 5, Wits 4

Talents: Acting 2, Alertness 3, Subterfuge 4

Skills: Drive 2, Repair 5, Security 5

Knowledges: Computer 5, Finance 1, Law 2, Politics 1, Science 4

Disciplines: Celerity 1, Obfuscate 2

Backgrounds: Contacts 3, Fame 1, Mentor 1, Resources 1

Virtues: Conscience 2, Self-Control 3, Courage 2

Humanity: 7

Willpower: 5

Image: Zipper is tall and thin, with long brown hair. He has no distinguishing features except his eyes, which have a strange intensity about them.

Roleplaying Hints: You find most people very boring, and expect to not be understood by them. You don't talk much, unless it's about your beloved computers — then you can talk for hours. When you are on the boards, you are dashing, clever and gallant.

Haven: In a small computer room rigged up next to Rose's drugstore haven.

Influence: Very little, directly. A lot through the computers.

Malkavians

Bela

One of the more pitiful vampires in the Free States, the Malkavian known as Bela has become a figure of ridicule and scorn to his Kindred. He believes with all his heart and soul that he is Count Dracula and the true lord of the undead and cannot understand how his "children" (the other vampires) can refuse his leadership.

In his few moments of clarity, Bela believes he was a Bela Lugosi impersonator and an ardent fan of the great horror actor. A few Kindred, mostly Malkavians, who have taken the Transylvanian Count as portrayed by Lugosi as the model of what a vampire should be, and dress themselves in evening clothes with long capes, and speak with a thick Hungarian accent.

It was one of these "Counts" who appeared next to Bela's bedside and bowed before "the Prince of Darkness," offering him eternal life. Bela, whose sanity had always hovered on the brink of madness, was driven over the edge by the revelation and accepted the gift of unlife.

Since then, Bela has acted on the assumption that he is Count Dracula, King of the Vampires. He is only dimly aware of where he is and often roams the old *Dracula* set that is part of the Universal Studios Tour, remembering "the old days". He knows that there are other vampires, but assumes that they are all his progeny, created in his long-forgotten youth. Like most noblemen, he is friendly if approached with respect.



Bela is mostly a figure of fun to the Kindred, but his very existence illustrates one of the better aspects of the Free States. In any other city the prince would have slain him as a threat to the Masquerade. In Los Angeles, he is left alone, bothering no one.. If he can be convinced to follow a particular course of action, he could be a valuable ally.

Sire: Count Rigatoni

Nature: Deviant

Demeanor: Autocrat

Generation: 11th

Embrace: 1956 (born 1882)

Apparent Age: About 50

Physical: Strength 3, Dexterity 2, Stamina 2

Social: Charisma 4, Manipulation 4, Appearance 3

Mental: Perception 4, Intelligence 3, Wits 2

Talents: Acting 4, Alertness 2, Brawl 2, Empathy 4, Intimidation 5, Subterfuge 3

Skills: Animal Ken 3, Drive 2, Etiquette 4, Music 3, Stealth 5

Knowledges: Linguistics 2 (English, German), Occult 4

Disciplines: Animalism 2, Auspex 1, Dominate 3, Obfuscate 1, Presence 2, Protean 4

Backgrounds: Resources 1, Retainer 1

Virtues: Conscience 4, Self-Control 3, Courage 6

Humanity: 5

Willpower: 6

Image: As a side effect of his madness, Bela has returned to the way the actor looked in 1931. Go see *Dracula*.

Roleplaying Hints: You see yourself as the King of Vampires, a role which you take very seriously. You logically expect other vampires who appear before you to show appropriate respect, and are surprised and insulted when they don't. You are usually aware that you are in Los Angeles, although you are somewhat hazy about how you got here. Something about a ship and a storm ...

Haven: In a prop coffin in a forgotten sub-basement of Universal Studios.

Influence: None, except to the extent to which he chooses to become involved.

Notes: Bela has developed all of the Disciplines popularly associated with the movie-style Dracula. It is pretty safe to just play him as the Count.

Nosferatu

Alonzo Guillen

Alonzo was the black-sheep brother of Doña Eulalia Guillen, a noble lady whose work in the missions rewarded her husband, Juan Marine, with a huge land grant of 14,000 acres in 1835. Alonzo was born horribly disfigured and had become a Nosferatu while living in his native Spain. The only person who had shown him any kindness during his wretched childhood was the kind-hearted Eulalia, whom he so loved that he sought her from beyond the grave. Making the treacherous journey to California, he was shocked to find that his beloved sister had become totally enmeshed in her service to the Catholic Church.

Alonzo attempted to make his presence known to her, but she was repelled by what he had become. Desperate to regain her love, he killed her, planning to bring her into the unlife. Alas, she refused the blood even as she died. Driven mad by what he had done, Alonzo went on a rampage, killing his brother-in-law and everyone on the rancho. Sobbing, he sought refuge at the far edges of the estate, and a distant cousin claimed the land several years later, in 1840. A succession of owners followed, each carving up the huge estate into what eventually became Pasadena, South Pasadena and Altadena.

Alonzo has continued to live in the hills above Pasadena. His guilt over the murder of his sister and brother-in-law, along with his long-standing sensitivity about his disfigurement, have combined to keep him away from his fellow Kindred. His natural inquisitiveness, however, has caused him to seek out all the information he can, and there is very little that goes on in this part of Los Angeles that escapes his watchful eye. Recently, Alonzo has made contact with Henry Waters, who strangely enough, was not repelled by the hideous vampire. Grateful for the acceptance he thought was impossible, Alonzo is trying to help Henry overcome his Blood Bond to Edward Vignes.

While Alonzo is aware of (and somewhat amused by) the depredations of the Blount sisters, he does not know about Christopher, although he strongly suspects the long-standing presence of an elder vampire in the area. Alonzo is aware of pretty much everything that is going on in the Free States, although his knowledge gets correspondingly less detailed the farther a place is from the Los Angeles area.

Alonzo is that rare Nosferatu who has managed to overcome his natural diffidence and distrust of other Kindred and make contact with a fellow vampire. This has somewhat softened his feelings towards the rest of the Kindred, but it would still represent a substantial challenge to meet Alonzo and try to obtain information from him.

Sire: Don Armando de Madrid

Nature: Caregiver

Demeanor: Curmudgeon

Generation: Ninth

Embrace: 1832 (born: 1803)

Apparent Age: Impossible to tell

Physical: Strength 3, Dexterity 4, Stamina 4

Social: Charisma 1, Manipulation 2, Appearance 0

Mental: Perception 5, Intelligence 4, Wits 3

Talents: Alertness 5, Dodge 4

Skills: Melee 3, Security 3, Stealth 4, Survival 4

Knowledges: Investigation 3, Politics 4

Disciplines: Animalism 3, Fortitude 1, Obfuscate 4, Potence 3

Backgrounds: None

Virtues: Conscience 5, Self-Control 3, Courage 2

Humanity: 5

Willpower: 8

Image: Alonzo was an ugly child before he was chosen by the Nosferatu, and he has become absolutely hideous over the years. Emaciated, with a practically skeletal face and huge fangs, he represents every child's picture of the boogie man.

Roleplaying Hints: You are unpleasant and distrustful of others, but that is because of centuries of hatred and rejection. You yearn to be accepted but are basically unwilling to take the risk. Henry Waters' acceptance has meant everything to you, and you would do anything you can for him.

Haven: A cave in the Pasadena hills.

Influence: Great, but only very indirectly.



Toreador

Edith and Enid Blount

Edith and Enid were the twin, spinster daughters of a minor Hollywood executive in the 1920s. One night their father, Edward Blount, was invited to a party thrown by one of the bigwigs from the studio. Like too many of the parties of that era, this one turned out to be a Toreador "ball vampyre," and Edward provided both the entertainment and the meal for the evening. A popular game at the time was to turn the prospective victim into a vampire, let him "come to," and then release him to be hunted down. This provided better sport (and better dining) than the usual vagrant hunting. Edward was "birthed" by a visiting 10th-generation Toreador, and sent off into the hills.

Strangely enough, Edward managed to evade his pursuers and made his way home. There, maddened by his experiences of the night and starving for blood, he frenzied. When one of the less decadent Kindred finally caught up with him, Edward was sobbing over his dying daughters, their blood smeared all over his evening clothes. Somewhat abashed, the Toreador chose to "return" Edward's daughters to him by bringing them into Kindred society.

Edward did all right as a member of the Kindred and turned his new contacts among them to his social advantage. His daughters, however, never fully recovered from the trauma of their deaths under their father's fangs. They became very reclusive, only rarely leaving the house in order to hunt. One night in 1927, several years after that fateful evening, Edward Blount disappeared.

The Blount sisters survived the Revolt by simply being too uninteresting to kill. They had no particular relationship with Don Sebastian, and happily swore to stay out of local anarch politics, which they have continued to do. They still live together in the family home in Glendale. The Blounts have worn black constantly since the disappearance of their father, and are generally thought of as being two sweet old ladies. They explain the black veins that show up so strongly in their auras as simply the result of defending their community from an occasional interloper.

The facts are somewhat different. In the vampire world of grays and shadows, the Blount sisters are pure black. Having slaughtered their father, the sisters have become homicidal maniacs and delight in all forms of abuse and torture. The wild area behind their somewhat decrepit home is filled with the shallow graves of their victims, and their cellar has been converted into a hideously effective abattoir. The Blounts prey on Kindred and kine alike, although they prefer vampires because of their stamina under the knife. The ongoing disappearances of Kindred in that area have begun to concern Jeremy, and the Glendale Police are also beginning to wonder about the large number of humans who have vanished.

Sire: Edward Blount

Clan: Toreador

Nature: Deviant

Demeanor: Loner

Generation: 10th

Embrace: 1924 (Born 1881)

Apparent Age: Early 50s

Physical: Strength 2, Dexterity 2, Stamina 1

Social: Charisma 4, Manipulation 5, Appearance 1

Mental: Perception 3, Intelligence 4, Wits 3

Talents: Acting 4, Alertness 3, Empathy 2, Subterfuge 4

Skills: Etiquette 4, Melee 2, Music 2, Security 4, Stealth 3

Knowledges: Linguistics 1, Medicine 2, Occult 3, Politics 2

Enid's Disciplines: Auspex 2, Celerity 1, Potence 1, Vicissitude 2

Edith's Disciplines: Auspex 2, Dominate 1, Presence 1, Vicissitude 2

Backgrounds: Allies 1, Resources 3, Retainers 1

Virtues: Conscience 1, Self-Control 4, Courage 3

Humanity: 0

Willpower: 9



Notes: The sisters have turned the Blount mansion into a house of horror, with traps everywhere. Their preferred method is to invite a lone vampire into their home, offering her aid or succor. They will lead their victim to whatever new trap they have thought up (a pit with stakes, the 4-ton weight, etc.) and then begin their fun. The two compete against each other for inventiveness and performance, and both can become enraptured by an especially innovative torture.

Image: The Blount sisters are identical twins, both looking like well-preserved women in their 50s. The hair of one is silver, and the other is more bluish in tone, but since both heads of hair are wigs and the sisters often trade off, this isn't likely to help much in telling them apart. In fact, the sisters are aware of the impossibility of distinguishing them (Perception + Alertness, difficulty 8), and use this to their advantage in their little "games."

Roleplaying Hints: Ever since your father "did it" to you, you have been filled with an undying hatred for everyone in the whole world, except your sister. The only pleasure you get is from the screams of your victims, and doesn't a girl deserve a little pleasure now and again?

Haven: The sisters typically sleep in the basement of the house, but they also have a shed in the hills behind their home. Here they conduct their more lively "experiments," and they can retreat here if things get too unpleasant at the house.

Influence: The sisters have no influence at all in the Free States, although they are social acquaintances of the Vignes, who have no idea about their "little hobby."

Victor Girard

Victor Girard, born Kleinberger, was quite a salesman. He began by selling Persian rugs as a young boy. He would knock on a person's front door and, as the door opened, would do several things at once: unroll the carpet, wedge his leg firmly in the doorway and begin to shake. His sales pitch, one P.T. Barnum would be proud of, involved gasping about illness and the priceless Persian carpet. His skill at sales grew, but not his ability to manage his money — by the time he was in his early 20s, he was bankrupt following a series of quick-buck land schemes. But that didn't stop him. He wangled land deals despite his shortage of cash, and in February 1923 the township of Girard was opened to the public. His fortunes began to look up, as he helped open the Mulholland Highway in 1924 and the Girard County Club in 1925. But in 1929, it all fell apart. By 1932 there were only 75 families living in Girard and Victor Kleinberger Girard disappeared.

By this time, it had become clear to Don Sebastian that he needed some help in caring for the business climate of Los Angeles. Victor Girard turned out to be just what he needed, and for the next 12 years, Victor watched over the growing industrial base of Los Angeles. He was in part responsible, along with Don Alonzo of the Glass Walkers, for making L.A. the "arsenal of democracy" it became during World War



II. During the Revolt, the anarchs identified Victor as one of the first Kindred who needed to be dealt with, but somehow they were never able to catch him. He hid in Girard (which has since been renamed Woodland Hills) for several years, biding his time.

In 1952 he cautiously revealed himself to Jeremy by telephone and offered to go to work for the Free States. He pointed out that the Free States desperately needed someone to watch over the press, and that he was well-qualified to do it. Without the "guidance" of Don Sebastian's agents, several of the local newspapers were beginning to become a little suspicious, and there was no one around to protect the Masquerade. Jeremy reluctantly agreed. Since then Victor has been the Free States liaison with the many newspapers and radio and television stations that report on the Southland.

This, of course, is not enough for Victor. He lusts after the power he had as Don Sebastian's right hand. He knows that he will never have enough backing among the anarchs to become a prince himself, or even a baron, but he does have an idea. Victor figures that if things become bad enough in the Free States, with too much chaos and too many wars, one of two things will happen. Either Jeremy will have no choice but to declare himself prince, in which case Victor will once again be sitting on the right hand of the throne, or the whole stupid Free States structure will crumble and the Camarilla will return, in which case Victor has a pretty good chance of winding up on top again. To this end he uses his contacts in the press to set the various communities against each other. And the scary thing is, it's working.

Sire: Don Sebastian

Nature: Conniver

Demeanor: Bon Vivant

Generation: Eighth

Embrace: 1932 (born 1900)

Apparent Age: Mid-30s

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Charisma 4, Manipulation 5, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Acting 2, Alertness 3, Empathy 3, Intimidation 2, Streetwise 4, Subterfuge 4

Skills: Drive 2, Etiquette 3, Firearms 2, Security 2, Stealth 2

Knowledges: Bureaucracy 4, Computer 3, Finance 4, Law 3, Politics 4

Disciplines: Auspex 3, Celerity 1, Dominate 3, Fortitude 2, Obfuscate 1, Presence 3

Backgrounds: Allies 2, Contacts 5, Resources 4, Retainers 2

Virtues: Conscience 2, Self-Control 4, Courage 2

Humanity: 4

Willpower: 6

Image: Victor looks just like your favorite uncle. He is a large, balding, roly-poly man who wears a goatee and a big smile. He dresses like a businessman of the '50s, and still wears a hat when he goes outside.

Roleplaying Hints: You are a big, cuddly teddy bear. Laugh a lot in a big, deep voice, and watch for every possible opportunity to screw the characters. You do love the art of the sale.

Haven: In a secluded house in Woodland Hills.

Influence: Victor has receded so far into the background that at the moment his presence is rarely noticed, but he is extremely influential. Jeremy keeps an extremely close eye on him, afraid that he may run to the Camarilla at any time, so Victor has carefully avoided any contact with the sect.

Christopher Houghton

Christopher started life in the slums of London in the late 17th century. When he was 10-years-old, his startling good looks caught the attention of John White, a local artist who rescued him from the gutter. White cleaned him up, taught him manners and some rudimentary art, and used him for various purposes, modeling among them.

Christopher, who had learned never to let an opportunity pass him by, drained the older man's resources and then used him to launch himself into the art world of London. At a party to which he insisted White take him, Christopher met Sir Matthew Ludlow, a Toreador elder recently awakened from torpor, and one of the Toreador hostages in London. The old vampire was absolutely captivated by the beautiful and charming lad and began courting the boy immediately.

Knowing a good thing when he saw it, Christopher dumped his mentor and went off with Sir Matthew. John White's suicide a month later caused Christopher one of the few, passing pangs of regret he ever felt in his brief life. Shortly after that, on Christopher's 13th birthday Sir Matthew, unable to control himself any longer, gave Christopher the



“gift” of unlfe. Christopher continued as a hanger-on in the art world, seeking to attach himself to the latest, most daring art craze of the moment. Without ever creating a single piece of art himself, he became fairly well-known in the “right” circles.

With the defeat of Bonnie Prince Charlie, Sir Matthew decided that he would be safer away from London. He decided to move to Boston, and of course brought Christopher with him. They remained there throughout the American Revolution

Finally, in the late 1820s, tiring of Christopher's endless leeching off of the art world without ever creating anything of his own, Sir Matthew challenged him to create a piece of art, in any medium, which he could show to the other Toreadors of the city. Christopher was delighted. This was just what he needed to inspire the artistic muse he knew he carried inside him. He went to work and spent nine months painting his masterwork, “The Gates of Heaven.” Finally, in September, it was ready for showing.

Almost the entire Toreador clan of New England came out, more out of respect for Sir Matthew than out of any affection for Christopher, who was generally disregarded. With enormous flourish, Christopher removed the cover. After a stunned silence, the laughter began. The work was a mess, instantly branding its creator as a poseur of the worst sort. Sir Matthew, whose position in the Toreador community had been devastated by his get's disaster, forbade Christopher to ever darken his door again. Enraged, Christopher fled from Boston, vowing to find a place where true art could be appreciated.

There are a number of things to understand about Christopher. He is extremely clever, but is continually tempted by the needs of the moment. He has all of the planning ability of a 300-year-old vampire, but suffers from a complete inability

ity to delay gratification. Even after all these years he still feels the need to prove himself as an artist, but he has given up on movies as an art form. He is now considering multimedia, God help us. In spite of his enormous powers, Christopher is still paranoid about Sir Matthew coming after him for revenge, and he goes to fantastic lengths to avoid being discovered.

Christopher is offered as a gift to the Storyteller. In his physical beauty, his paranoia, his wish to be loved and his need to prove himself to the world, Christopher is a perfect reflection of Los Angeles, and *vice versa*. Because he flits from interest to interest with all of the dogged determination of a butterfly, he can be used to instigate all manner of confusing plots, which will filter down to bedevil the characters.

Sire: Sir Matthew Lubbock

Nature: Child

Demeanor: Visionary

Generation: Fifth

Embrace: 1682 (Born 1669)

Apparent Age: 13

Physical: Strength 4, Dexterity 6, Stamina 5

Social: Charisma 8, Manipulation 6, Appearance 6

Mental: Perception 6, Intelligence 5, Wits 5

Talents: Acting 7, Alertness 6, Brawl 7, Intimidation 5, Subterfuge 5

Skills: Etiquette 4, Painting 2, Sculpture 1, Stealth 4

Knowledges: Bureaucracy 3, Finance 2, Politics 4, Art History 2, Movie History 4

Disciplines: Auspex 6, Celerity 5, Dominate 7, Fortitude 3, Potence 4, Protean 5, Presence 8

Backgrounds: Influence 5, Resources 5, Retainers 1

Virtues: Conscience 1, Self-Control 1, Courage 4

Humanity: 3

Willpower: 9

Notes: Christopher's extra level of Auspex allows him to constantly follow the actions of any one individual. His two extra levels of Dominate allow him to Dominate that person or to Dominate more than one person at a time. His extra level of Presence let him create feelings of inadequacy in those around him, momentarily stun them into inaction or cause vampires to frenzy.

Image: Christopher looks like a cross between a 13-year-old boy and an angel. He is about 5' 6", with pale skin, blue eyes and a cloud of golden hair.

Roleplaying Hints: You are well aware of the depths of your powers, but you can't escape the fear that others will scorn you and laugh at you. You continually prepare new, hare-brained schemes to prove your worth, and you remain in hiding until that glorious day (which will never come) when you can burst forth in all your glory. If you are confronted, you will shy away, but if you are challenged or mocked, you will kill without mercy.

You are still looking for someone who will respect and care for you, so you still occasionally get crushes (possibly on

an exceptionally charismatic character). If you do, you will go to any lengths to assist the object of your affections, although always in secret. You have all of the curiosity of a 13-year-old boy, and you love to spy on the other Kindred of the Free States. You sometimes have the feeling that you are being manipulated by a force far more powerful than yourself. Sometimes you get ideas and have no idea where they come from, but you always act on them anyway.

Haven: Christopher has many havens around L.A. His current favorite is in the basement of a burned-out mansion in the Hollywood Hills.

Influence: While unknown to the Kindred, Christopher's influence within the Free States is beyond measure.

Joaquin Murietta

Joaquin Murietta may be the most prolific mass murderer in California history. Like many of the *bandidos* who roamed the Southwest, Joaquin has a number of legends about him, which for the purpose of this book we will assume to be true. According to the legend, Joaquin was born in Mexico in 1830. As a youth he fell in love with a beautiful girl whose father didn't approve of their relationship. The lovers got married despite the father's warning, fled north to Los Angeles, and settled down in a small adobe house. Soon after they had moved in, Joaquin came home one night to find that his wife had been gang-raped and murdered. His rage knew no bounds, and he hunted down and slew most of the culprits. The brutal experience caused something to snap and Joaquin took up a major life of crime. He and his gang are "credited" with the murders of over 120 people, including a number of lawmen, and came to be regarded as a serious threat to the security of the California territory.

A large posse finally gathered to hunt him down, but no one among them had ever actually seen Joaquin. Joaquin's best friend presented himself to the posse and offered to lead



them to the notorious killer. They accepted and were led to where the bandit gang was camped. Joaquin's friend pointed out a fleeing *desperado* as the notorious bandit, and the posse shot and killed the man whose severed head they brought back to prove that they had defeated the evil Murietta. The head was pickled and put in a jar, and circulated around California for years, ending up in a San Francisco saloon later destroyed in the Great Earthquake. Just before he died, however, Joaquin's friend hinted that there was more to the story of the bandit's death, although he was never specific.

What happened, of course, is that as the net began to close around Joaquin, Christopher appeared and offered him an alternative. Joaquin eagerly grasped at an eternity of bloodshed, and was Embraced. With the help of his friends, Joaquin arranged the death of some nameless bandit in his place, and took his station at Christopher's left hand.

Joaquin is a cold-blooded killing machine, as deadly as an Assamite assassin. He is completely loyal and Blood Bound to Christopher, who uses him as his eyes, ears and dagger in the outside world. Over the past century he has traveled the world, perfecting the art of death. The Storyteller is urged to use Joaquin sparingly, as he can prove deadly to characters who cross him.

Sire: Christopher Houghton

Nature: Deviant

Demeanor: Loner

Generation: Sixth

Embrace: 1853 (born 1830)

Apparent Age: Mid-20s

Physical: Strength 5, Dexterity 6, Stamina 4

Social: Charisma 1, Manipulation 3, Appearance 3

Mental: Perception 4, Intelligence 2, Wits 5

Talents: Alertness 5, Athletics 4, Brawl 6, Dodge 4, Intimidation 6, Streetwise 4, Subterfuge 3

Skills: Drive 1, Firearms 6, Melee 5, Security 3, Stealth 5, Survival 4

Knowledges: Law 1, Linguistics 3, Occult 4

Disciplines: Auspex 3, Celerity 6, Fortitude 2, Obfuscate 3, Potence 2, Presence 2, Quietude 3, Serpents 2

Backgrounds: Contacts 2, Mentor 5, Resources 2

Virtues: Conscience 0, Self-Control 3, Courage 5

Humanity: 1

Willpower: 9

Image: Joaquin is a small man, about 5'8". He is thin, with long black hair that he keeps tied back. He has a mustache but no beard, and wears a beautiful smile, usually reserved for when he is about to kill somebody. He is usually dressed in jeans, work shirt and denim jacket, but he can be found in whatever clothing is appropriate for his assignment.

Roleplaying Hints: You have a good, if psychotic, sense of humor. You are a happy, charming guy, who would kill without blinking.

Haven: Wherever Christopher is.

Influence: None, except indirectly through Christopher.

Venture

Louis Fortier

Louis Charles Fortier de la Belliere had the misfortune to be born the second son to the Comte de la Belliere in 1726. His older brother would inherit the title, unless something occurred to cut his healthy life short, so Louis was left with two legal alternatives: the army or the Church. At a fairly early age Louis decided that life without women wasn't life at all, so he chose the army.

He joined a regiment that appealed to him, based on the high percentage of noblemen's sons already ensconced as officers, and the stunning custom-made uniforms they sported. But the King had other ideas for his pampered toy soldiers: they would go off to the New World, subdue the native tribes and return with wealth beyond reason to stuff into the Royal treasury.

Louis made several forays back and forth between France and what is now eastern Canada, displaying a natural ability as a leader. He was 28 when the French and Indian War broke out in 1754, a tall, handsome man with green eyes that could turn icy when his temper rose. He planned to make one last trip to Canada, then retire from the army and begin his own trading company. His older brother was still very much alive, married and blessed with three sons, so the title was a long way off.

It was a beautiful summer's evening when Louis and a small contingent of his men chanced upon an almost-deserted Indian camp. The warriors were gone, and only the children, the women and an old shaman remained. The Indians offered their hospitality to the Frenchmen, who were reluctant at first but warmed to the kindness being shown them. It was standard Indian fare for the most part, but they had become accustomed to the strange eating habits of the "savages."



At some point, the old shaman began beating a drum and chanting a dissonant but nonetheless hypnotic song. One by one Louis' men drifted off to sleep, apparently unable to keep their eyes open or sit upright, while the shaman kept chanting. Then from the other side of the campfire, a young woman appeared, who was exquisitely beautiful even by French standards. It did not seem strange to Louis that the woman seemed to step towards him through the smoke of the campfire. She was dressed in white doeskin and her long black hair shone in the moonlight.

Louis was, above all things, French to the core and he appreciated beauty wherever he found it. The lovely woman danced around the dazzled soldier and then beckoned him to follow her into the woods. As if in a trance, he got up and went with her to a small copse of trees beyond the camp. There she stepped out of her dress and stood before him, her skin almost translucent, and he was powerless to resist.

When Louis came to his senses, it was still night, the young woman was gone and he was naked. He looked at his torso in the moonlight and was at first amused by what he thought was Indian paint. A raw bolt of shock ran through him as he staggered back to the camp. The Indians were gone, but his men were not. They lay on the ground, their throats ripped out and bloodstains across their bodies. He touched the "paint" on his chest, and found that it too was blood. He wiped his hand across his mouth, only to find his face smeared with the vital essence. The Hunger struck him with the force of a cannonball at close range. He was alone and naked in the woods of Canada with a ravening need he barely understood...

Louis could never go back to France, and he realized it would be useless trying to explain what had happened. People disappeared in the Canadian woods all the time, and he would be assumed to have been the victim of an Indian attack. Louis made his way to New York and happily joined the community of the undead there, eventually becoming a respected elder. When the Sabbat moved in on the city, Louis escaped to the West Coast. He first settled in San Francisco, and then in 1912 moved on to Los Angeles, where he quickly became part of the primogen.

Although Don Sebastian apparently was very fond of him, Louis was never completely comfortable with the prince, having been raised with a strong sense of *noblesse oblige*. Don Sebastian's careless attitude towards his fiefdom galled the French nobleman, who unsuccessfully tried to convince Don Sebastian to show more concern for the Kindred under his care. When Jeremy MacNeil appealed to the primogen after being savagely beaten by Don Sebastian's goons, Louis was the only one who spoke up for the wounded anarch. When the primogen chose not to take a stand on the issue, Louis broke with them and joined the anarchs. He fought with Jeremy and Crispus during the Revolt, and led the ill-fated expedition to Malibu. In gratitude for his assistance, the anarchs have pretty much left him alone to rule West Los Angeles as he pleases.

Louis is the quintessential nobleman, protective of his vassals and gracious to his enemies. His first concern is protecting his domain, and then protecting the interests of the Free States. He has a great deal of respect for Jeremy, recognizing a born leader when he sees one, and is anxious to help him further the goals of the anarchs to whom he has pledged his existence. The declared equality between all Kindred on which the Free States rest offends his noble sensibilities, but he is excited by the possibilities of this "experiment in democracy." He is one of the few vampires in the Free States who has any interest in the economic well-being of his barony, and under his very tight control the Westside has prospered far better than anywhere else in the Los Angeles area.

Louis lives in almost sybaritic luxury, surrounded by the most beautiful objects and people that money can buy. Despite his unlife, Louis never lost his appreciation of beautiful women. He has surrounded himself with three of the most attractive, and deadly, women in the Free States. Louis rarely leaves the confines of his magnificent Beverly Hills home, but his mistresses are often seen at Free States gatherings and are women to be reckoned with in their own right. No one knows how many ghouls serve Louis, but it is believed to be the largest "army" of ghouls in the Free States. All of the ghouls are young, strong and beautiful, and require little blood to stay that way. Even so, Louis sometimes has difficulty meeting their demands, even with the help of his mistresses, and has occasionally created a vampire to satisfy his ghouls' hunger.

Sire: Night Star

Nature: Traditionalist

Demeanor: Judge

Generation: 9th

Embrace: 1754 (Born 1726)

Apparent Age: Late 20s

Physical: Strength 5, Dexterity 4, Stamina 5

Social: Charisma 4, Manipulation 4, Appearance 4

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Alertness 4, Athletics 3, Dodge 4, Intimidation 5, Leadership 4

Skills: Animal Ken 3, Drive 4, Etiquette 4, Firearms 4, Melee 4, Music 2, Survival 3

Knowledges: Finance 3, Law 2, Linguistics 3, Politics 3

Disciplines: Auspex 2, Celerity 1, Dominate 4, Fortitude 4, Potence 2, Presence 5

Backgrounds: Allies 2, Herd 2, Influence 2, Resources 5, Retainers 5, Status 3

Virtues: Conscience 4, Self-Control 4, Courage 4

Humanity: 5

Willpower: 9

Image: Louis is tall, slender and very graceful. He has long black hair, a high forehead and green eyes. When going to important meetings, such as Rants, he dresses in the height of fashion, but when at home he tends to wear flowing robes.

Roleplaying Hints: You have the self-confidence and arrogance of the nobility. You have a strong sense of the obligations of the nobility, and will stand for quite a bit of

foolishness, but absolutely no disrespect. You are thoughtful and yet condescending.

Haven: In an enormous and heavily guarded mansion in Beverly Hills.

Influence: Louis has tremendous influence with the anarch leadership, and with those who remember his support of the anarchs against Don Sebastian. The younger anarchs, though, distrust his wealth and the fact that he is a Ventrue, and dislike his snobbery.

Catherine du Bois

Convent-bred Mlle du Bois runs a very special out-call service for a select clientele who appreciate, and pay well for, unique experiences. Her stable of stunning debauched beauties of both sexes provides entertainment on a level of excitement that only the very wealthy and very bizarre can appreciate. Catherine's delicate, innocent appearance belies the depraved character of a woman thrust into the unlife at a time when her appetites were at their height and her morals undeveloped.

Catherine "keeps the home fires burning" for Louis, maintaining the security of the barony and watching after the ghouls. She often acts as hostess when Louis has guests. She has an insatiable appetite for new physical experiences, which even death has been unable to quell. This Achilles' heel makes her a security risk, but so far Louis does not seem to be concerned.

Sire: Louis Fortier

Nature: Deviant

Demeanor: Bon Vivant

Generation: 10th

Embrace: 1910 (born 1883)

Apparent Age: Late 20s

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma 4, Manipulation 4, Appearance 5

Mental: Perception 3, Intelligence 3, Wits 3



Talents: Acting 2, Alertness 2, Brawl 3, Empathy 3, Subterfuge 3

Skills: Drive 2, Etiquette 4, Music 2

Knowledges: Bureaucracy 2, Finance 2, Law 1, Linguistics 1 (English)

Disciplines: Dominate 3, Fortitude 2, Obfuscate 2, Potence 1, Presence 3

Backgrounds: Allies 3, Contacts 4, Fame 1, Influence 2, Mentor 3, Resources 3, Retainers 4

Virtues: Conscience 2, Self-Control 2, Courage 4

Humanity: 5

Willpower: 7

Image: Catherine is a striking beauty, with shoulder-length, honey-blond hair, green eyes and a perfect complexion. She always dresses very fashionably, and very seductively.

Roleplaying Hints: No matter what happens, you are calm and collected. You are VERY sexy, in a highly sophisticated fashion, and are very happy to use this to further Louis' plans.

Haven: In Louis' Beverly Hills mansion.

Influence: Considerable, both as Louis' mistress and as a social creature in her own right.

Elena Gutierrez

Elena, the daughter of a diplomat, was a Spanish exchange student studying interior design when she was invited to a private party in Beverly Hills. Her long dark hair and luminous skin reminded Louis of the Indian woman who had been his sire, and he set about bringing Elena over to the unlife.

Before long Elena was set up in business, using her artistic eye to decorate the homes of some of the most famous people in Los Angeles, who didn't find it strange that she would only visit at night.

Elena often acts as Louis' agent in the outside world, both with the mortal and immortal communities. When she speaks at a Rant, which she only does when she has to, it is understood that she is speaking with Louis' voice. Louis has a great deal of respect for Elena's intelligence, and usually allows her to act in whatever way she feels is best.

Sire: Louis Fortier

Nature: Architect

Demeanor: Caregiver

Generation: 10th

Embrace: 1975 (born 1955)

Apparent Age: About 20

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 3, Appearance 4

Mental: Perception 4, Intelligence 4, Wits 3

Talents: Alertness 2, Streetwise 2, Subterfuge 3

Skills: Drive 2, Etiquette 3, Firearms 2, Music 2, Stealth 2

Knowledges: Bureaucracy 2, Computer 2, Finance 3, Law 1, Linguistics 1 (English), Politics 3

Disciplines: Auspex 3, Dominate 3, Fortitude 1, Presence 3

Backgrounds: Contacts 2, Fame 1, Mentor 3, Resources 3

Virtues: Conscience 2, Self-Control 2, Courage 4

Humanity: 7

Willpower: 6

Image: Elena is short, dark and attractive more because of the vivaciousness of her manner than because of the perfection of her features. She has long dark hair and dancing brown eyes.

Roleplaying Hints: In spite of your relatively recent death, you are a strong believer in the goodness of your fellow creatures. Address everyone enthusiastically, and show great excitement about whatever project you are involved in. You are not stupid, however, and will carefully examine every decision in light of Louis' interests.

Haven: In Louis' Beverly Hills mansion.

Influence: Considerable, both as Louis' mistress and as a political creature in her own right.

Mariel St. John

Mariel was already a fairly well-known vampire in Los Angeles when her book about the French and Indian Wars was published. Struck by the depth of knowledge and passion she brought to a subject that was so important to him, Louis made arrangements to meet Mariel. He was immediately impressed by her direct attitude and her intense focus on her work, so rather than perform an elaborate dance, he came right to the point. He offered her support and a magnificent place to live, neither of which would interfere with her studies.

This may not have been Louis' best move, because Mariel is actually an agent of the Sabbat and had been inserted into L.A. several years ago, in the hopes that she would be able to arrange a liaison like this. So far she has bided her time, reporting on Louis' activities to Mohammed al-Muthlim as often as she can, but on the whole waiting until she can make a major (and safe) strike against the anarchy cause.

Clan: Ventrue *antitribu*

Sire: Phillipe Navital

Nature: Conniver

Demeanor: Visionary

Generation: Ninth

Embrace: 1930 (Born 1903)

Apparent Age: Late 20s

Physical: Strength 3, Dexterity 4, Stamina 4

Social: Charisma 2, Manipulation 4, Appearance 3

Mental: Perception 3, Intelligence 4, Wits 2

Talents: Acting 3, Alertness 2, Brawl 3, Dodge 1, Leadership 1, Subterfuge 3

Skills: Drive 2, Etiquette 3, Firearms 2, Melee 4, Research 3, Writing 3

Knowledges: Bureaucracy 1, History 3, Linguistics 2

Disciplines: Auspex 1, Dominate 3, Fortitude 3, Obfuscate 2, Presence 3

Backgrounds: Fame 1, Mentor 3, Resources 3
Virtues: Conscience 2, Self-Control 2, Courage 4
Path of Enlightenment: Path of Cathari 5
Willpower: 7

Image: Mariel is not striking, but is quietly attractive in a farm-girl sort of way. She has short blonde hair, big blue eyes and red cheeks. Her eyesight was not good before her death, so she continues to wear glasses.

Roleplaying Hints: You are very quiet and reserved, although passionate about your research. You find the anarchy cause ridiculous, and are happy to use your research skills to help your sect overthrow the Free States.

Haven: In Louis' Beverly Hills mansion.

Influence: Practically none.

David Geduld

When the Camarilla looked around for agents to stir up trouble in Los Angeles and report on the situation there, they naturally thought of David Geduld. Originally a partner in the Chicago law firm of Ballard, Anderson & Baitman, David had been embraced to assist the Ventrue in dealing with the endless details of their control of the Chicago business scene. He had proved enormously proficient at navigating the legal waters, and surprisingly adept at winning the trust of the leaders in Chicago's business and law communities. His loyalty to the Camarilla was unquestioned, so he was sent off to Los Angeles in 1963 to see what he could do.

David proved to be a successful agent from the very first. Posing as a rogue Ventrue who had been caught with his hand in the cookie jar and forced to flee the vengeance of his prince, David slipped easily into the chaos of life in the Free States. He gathered a small coterie and settled down in Palos Verdes Estates. From there he ranged across L.A., getting a feel for the area and reporting back to his masters in the Camarilla. What he saw amazed him. Here was a city with no prince and no primogen that actually seemed to be working! All of his assumptions about the inevitability of the Camarilla were called into question.

His reports to Chicago grew less frequent, and when the Sabbat laid siege to the city in 1965, David found himself fighting shoulder to shoulder with leather-clad Brujah rebels whom he would have crossed the street to avoid two years before. Since then David has completely switched over to the anarchy cause. His heroism during the rebellion drew a number of anarchs, allowing him to form a gang and take over the Torrance area, which he now controls completely.

David is that rarest of Kindred, a Ventrue who has found acceptance among the anarchs. This acceptance, however, is by no means complete. Most of the older anarchs, including Jeremy and Crispus, don't like or trust him because of his Ventrue background, and this has hindered his advancement. Also, although David has become a true anarchy, he is still a Ventrue and is actively scheming to take over the Barony of Long Beach. This is not because of any animosity towards Steve Booth, whom he rather admires. It is just that his Ventrue training has taught him that it is natural for the strong to expand



their influence at the expense of the weak, and that is the way things should be. If he doesn't get killed first, David will be a major factor in L.A. politics.

Sire: Lawrence Ballard

Nature: Architect

Demeanor: Conniver

Generation: 10th

Embrace: 1952 (born 1923)

Apparent Age: Late 20s

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 5, Appearance 3

Mental: Perception 4, Intelligence 4, Wits 4

Talents: Athletics 2, Leadership 3, Subterfuge 4

Skills: Drive 2, Etiquette 3, Firearms 2, Melee 2

Knowledges: Bureaucracy 4, Computer 2, Finance 4, Law 5, Politics 3

Disciplines: Auspex 2, Celerity 2, Dominate 3, Fortitude 2, Potence 1, Presence 3

Backgrounds: Allies 2, Resources 4, Retainers 3, Status 2

Virtues: Conscience 1, Self-Control 4, Courage 3

Humanity: 4

Willpower: 6

Image: David is around 5'10", with curly brown hair which he wears short. He is of moderate build, but in good shape. He always dresses appropriately for wherever he is, and is always well groomed.

Roleplaying Hints: You are extremely affable and fun to be around, but there is always the slight edge of tension about you. You are torn between sympathy for the egalitarian society that is growing around you, and your natural desire to take advantage of these rubes.

Haven: A well-guarded compound in Palos Verdes Estates.

Influence: In spite of Jeremy's distrust of him, David is seen as an up-and-coming force in the Free States. He is looked up to by many of the younger Kindred, and is accorded respect at the Rants.

Jesus Ramirez

Very little is known about Jesus Ramirez, although most people assume that he is one of Salvador's get. He appears to be absolutely loyal to Salvador, who in fact, leaves him in charge of his barony during his frequent travels to other regions. Jesus is actually not Salvador's progeny at all, but comes from Nicaragua, where he was created by a Spanish Ventrue named Don Cristian de Leon Negro to act as his eternal servant. Jesus was Blood Bound to his master and, although he never gave up the struggle to maintain his own identity, he was unable to overcome the effects of the Bond. When Don Cristian was killed in 1978 by the Brujah-led Sandinistas, Jesus was afraid that he would be tarred with the same brush as his master and fled north to the Free States.

When Jesus arrived in L.A., he became involved in the large Nicaraguan community there. Salvador saw in him the makings of a leader, and took him under his wing. Since then, Jesus has always been found at Salvador's side, fighting for freedom at every turn.

As the *de facto* leader of El Hermandad, Jesus wields considerable power in the L.A. Kindred community. He is widely respected as a clear and level-headed thinker. He is Salvador's closest friend, and often acts to calm down his highly emotional comrade. Characters wishing to make contact with Salvador would do well to befriend Jesus.

Sire: Don Cristian de Leon Negro

Nature: Judge

Demeanor: Fanatic

Generation: 10th

Embrace: 1843 (born 1802)

Apparent Age: Early 40s

Physical: Strength 4, Dexterity 3, Stamina 5



Social: Charisma 3, Manipulation 4, Appearance 3

Mental: Perception 4, Intelligence 4, Wits 5

Talents: Alertness 4, Brawl 4, Dodge 4, Empathy 3, Leadership 3, Streetwise 4, Subterfuge 2

Skills: Drive 2, Firearms 2, Melee 4, Repair 3, Stealth 3

Knowledges: Linguistics 3, Politics 3

Disciplines: Auspex 4, Celerity 2, Dominate 4, Fortitude 2, Potence 2, Presence 3, Protean 3

Backgrounds: Allies 2, Contacts 4, Influence 1, Mentor 3, Resources 2, Retainers 2, Status 2

Virtues: Conscience 4, Self-Control 4, Courage 4

Humanity: 6

Willpower: 9

Image: Jesus is a small, portly man with short dark hair and a small mustache. He dresses conservatively, usually in such a way as to allow him to carry a concealed pistol.

Roleplaying Hints: You are the arbiter. When all others are losing their heads, you are the voice of cool reason. Speak softly and calmly. However, when you come to a conclusion, you can become very stubborn.

Haven: In the basement of a small house in East L.A.

Influence: Next to Salvador, Jesus is the most influential vampire in East L.A.

Edward and Vera Vignes

The word "Bostonian" conjures up a time of Edwardian elegance when manners and breeding counted for a great deal, and the way your coat was cut could be an entree into the "proper circles." That way of life is long gone, much to the distress of Edward and Vera Vignes, Ventrue from another time and place who are living in almost anachronistic exile in Los Angeles.

This charming couple were present at the fateful opening that sounded Christopher's death knell in the Toreador community of Boston, and are indeed the only people in L.A. who might recognize Christopher for who he really is. Edward, whose profession is "gentleman," and Vera, a slender, almost fragile relic of bygone times, had the later misfortune to back the wrong faction in a war among the Boston Kindred. As a result, they were forced to pack up what few treasured belongings they could in their hasty retreat to the wilds of the West Coast.

In Pasadena they found a lovely old house not unlike their Bostonian brownstone, and they set about re-creating the world of the late 1800s, complete with their faithful butler and general factotum, Henry Waters.

Edward Vignes

Edward Vignes is not a vampire to be trifled with. On the other hand, he doesn't go looking for trouble, so he rarely has much. He is used to playing politics in the old Camarilla way, and finds the Anarch Free States somewhat bewildering. He has coped by strictly maintaining the boundaries of his domain, and by avoiding Free State politics as much as he can. He also controls the mortal politics of Pasadena very strongly. In order to remain aware of what is happening, Edward does attend the Rants, although he finds usually



them revolting displays of self-aggrandizement on the part of young punks who should be taught better manners and hygiene. He is a gentleman, however, so characters speaking to him will find him courtly, graceful and only slightly condescending.

Sire: Sir Andrew McCardle

Nature: Survivor

Demeanor: Traditionalist

Generation: Ninth

Embrace: 1882 (born 1820)

Apparent Age: Early 60s

Physical: Strength 4, Dexterity 4, Stamina 3

Social: Charisma 3, Manipulation 4, Appearance 2

Mental: Perception 3, Intelligence 4, Wits 4

Talents: Alertness 3, Brawl 3, Empathy 2, Intimidation 4, Subterfuge 4

Skills: Etiquette 4, Firearms 2, Melee 3, Music 3

Knowledges: Finance 3, History 3, Law 3, Linguistics 3, Politics 3

Disciplines: Dominate 4, Fortitude 3, Presence 4

Backgrounds: Allies 3, Influence 2, Resources 4, Retainers 1, Status 3

Virtues: Conscience 3, Self-Control 3, Courage 4

Humanity: 4

Willpower: 7

Image: Edward is a gentleman of the old school. He has modernized his dress only slightly, so that now he invariably wears a formal Edwardian suit of the type appropriate for the time of night. He is tall and thin, with a full mane of silver hair. Although his eyesight is excellent, he wears glasses because he feels that gentlemen do.

Roleplaying Hints: You are the ultimate survivor. When things went wrong in Boston, you escaped and came here, and when this strange Revolt came along, you survived that too.

You are extremely rigid, and uncomfortable in this new era, but you are doing your best to get along.

Haven: A large mansion in Pasadena.

Influence: Edward rarely speaks in front of his "inferiors." but on the few occasions that he has deigned to offer advice to the leaders of the Free States, they have listened.

Vera Vignes

Many Kindred believe that vampires, particularly elders, are incapable of love, that the never-ending torment of the unlife burns out any capacity for the tenderer emotions. Tell that to Vera Vignes. After over 150 years of playing the dutiful wife, Vera Vignes has finally awakened. For the first time she is feeling excited, aware and happy. The reason for this metamorphosis is her servant, Henry Waters, with whom she is helplessly (and probably hopelessly) in love. Vera's passion came over her very suddenly, and in the heat of the moment she Dominated Henry into Blood Bonding her to him. Since he is Blood Bound to Edward Vignes, this has put Henry in a very difficult situation. In spite of this, and in spite of their significant age difference, Vera strongly believes in her love for Henry and in his love for her. All that stands in their way is the power of Edward's Blood Bond of Henry.

Sire: Edward Vignes

Nature: Optimist

Demeanor: Traditionalist

Generation: 10th

Embrace: 1882 (Born 1822)

Apparent Age: 60

Physical: Strength 3, Dexterity 4, Stamina 5

Social: Charisma 4, Manipulation 4, Appearance 3

Mental: Perception 4, Intelligence 3, Wits 5

Talents: Acting 3, Alertness 3, Empathy 4, Subterfuge 4

Skills: Etiquette 4, Melee 2, Music 4

Knowledges: Finance 2, Linguistics 2, Occult 3





Disciplines: Dominate 5, Fortitude 5, Presence 3, Thaumaturgy 2 (Movement of the Mind 2)

Backgrounds: Mentor 2, Resources 4, Retainers 1

Virtues: Conscience 2, Self-Control 1, Courage 5

Humanity: 9

Willpower: 3

Image: Vera looks like an attractive 60-year-old woman who is making no effort to conceal the fact. Recently she has given up the Victorian dresses she always used to wear, and taken to wearing highly fashionable suits from Chanel and Oscar de la Renta.

Roleplaying Hints: You are obsessed with Henry Waters and would do anything for him. Your feelings for your husband have changed from bemused tolerance to fear and loathing, and you are very quickly approaching the point of doing something drastic.

Haven: The mansion in Pasadena.

Influence: None

Henry Waters

When Henry was a lad, he was apprenticed to his father's trade — butler. Of course, in the 1890s this was a noble profession, and Henry's family had been in the business of serving others for centuries. Henry regarded himself as quite the fortunate lad when his employer informed him that they were going to America for business. What an adventure that would be! Little did Henry realize that he would never see the shores of his native England again — at least not as a living being. Shortly after arriving in Boston, Henry's employer was stricken with influenza and died, leaving the young man with no provision for returning home. But Henry had his training, and he quickly posted his availability with an agency whose sole task was finding valets for the wealthy.

Henry thought it a little strange that a potential employer would want to interview him in the evening rather than the morning, but Americans did everything peculiarly, and he needed a job. Armed with a small white card bearing quite a respectable address, he presented himself at the door of the Vignes' home and

was greeted by the master himself. Mr. Vignes invited Henry in and, having reviewed his credentials, explained that while he found Henry eminently suitable, there were one or two rather unusual aspects to the job.

Henry was enthralled by the notion of an eternity of service to the Vignes, and with the power they offered. He agreed, and that night joined the ranks of the undead. Henry has been in service to the Vignes for more than 100 years, and his Blood Bond to Edward made it a very satisfactory relationship for him. When he and Vera became "lovers" and she became Blood Bound to him, a whole new world opened up for Henry. It also brought him endless torment to love and be loved by the wife of the man whom he also loves more than unlife itself.

Henry's conflicting loyalties to Edward and Vera Vignes are wearing him down and beginning to dissolve the Blood Bond to Edward, who is totally unaware of this at the moment. Henry is beginning to have fantasies about running away with Vera. If the Bond were to completely dissolve, the two might try to escape. If they did, Edward would do everything in his power to hunt them down, and Henry and Vera would need some help. They have made a secret friend in the hills behind the mansion, whom they haven't told Edward about. Their new friend is a hideously ugly, disagreeable vampire named Alonzo, and he is teaching them things...

Sire: Edward Vignes

Nature: Visionary

Demeanor: Conformist

Generation: 10th

Embrace: 1894 (born 1862)

Apparent Age: Early 30s

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 2, Appearance 5

Mental: Perception 2, Intelligence 2, Wits 2

Talents: Acting 2, Athletics 3, Brawl 3, Dodge 2, Subterfuge 2

Skills: Drive 3, Etiquette 4, Repair 3

Knowledges: Computer 2, Finance 1, Linguistics 1

Disciplines: Dominate 3, Fortitude 3, Presence 3

Backgrounds: Mentor 2, Resources 2

Virtues: Conscience 3, Self-Control 3, Courage 3

Humanity: 8

Willpower: 5

Image: Henry is an extremely handsome man, with dark curly hair and large eyes. He is about 6'2" tall and wears fashionable, if conservative, clothing.

Roleplaying Hints: Under your conservative, proper demeanor you are a man in Hell, torn between your two loves. Your love for Vera is slowly winning, but you feel like a traitor to Edward every time you are with her. You are looking to Alonzo to somehow help you solve the problem.

Haven: The Vignes' large mansion in Pasadena.

Influence: None.

Others

Dawn Cavanaugh

Dawn Cavanaugh was born in Sudan in 1882 to the wife of a British army officer stationed in Khartoum. When the city fell to the Mahdi in 1885 the officer and his wife were killed, and Dawn was taken away. She was taken into the household of one of the sheiks in the service of Mohammed Ahmed, where she grew up.

When Dawn was 16 her startling good looks — particularly her long red hair, caught the attention of a high-ranking Setite, who arranged to have her kidnapped from her home. She was taken to the Grand Temple of Set, where she was initiated into the clan. Dawn was extremely successful as an agent of Set. Her life in the court of the Sheik had given her a talent for subterfuge, and the early death of her parents had left her completely amoral. For the next 15 years she served the Grand Temple and traveled throughout the Middle East, spreading corruption. She was particularly active in the European communities dotting the region, and was at least partially responsible for the moral decadence that developed there as the European empires crumbled.

When World War I came along, Dawn decided that the Middle East was too hot for her and emigrated to the United States. She stayed in San Francisco for quite a while but kept feeling the call to move south. In 1923 she did so, founding her own Temple of Set in the Malibu hills. The temple was spectacularly successful, drawing mortals and Kindred from all over Southern California. Dawn became extremely popular, and gathered many worshippers for her dark master. The reputation that Hollywood gained in the '20s and '30s as the "Sin Capital of the World" got a substantial boost from Dawn's efforts.

In 1944 this all came to a sudden end. As the elders of Los Angeles were falling under the teeth and claws of the anarchs, the temple was attacked by a horde of werewolves, and everyone there was slaughtered. Fortunately for Dawn, she was not there. She claims that she was visiting the temple in San Francisco, but others believe that she was somehow tipped off and for her own reasons decided to leave her followers to their fate.

However she managed it, Dawn survived the attack and stayed in San Francisco until she again felt the calling to head south. When the Sabbat siege of L.A. failed in 1965, Dawn returned to the Southland, reasoning that the resulting chaos would improve her chances of remaining undiscovered. She opened another temple, this time in the Hollywood Hills, and once again began gaining followers and acolytes.

Chief among those acolytes was a young Kindred named Nicholas, whose beauty, ruthlessness and extraordinary seductive powers had attracted Dawn's interest. Unfortunately, Nicholas was also ambitious and wanted the temple for himself, so he informed a coterie of young vampires of Dawn's location. This did not work out as he had hoped, as the anarchs used the information to locate the temple and then informed Jeremy, who helped them to attack and destroy it. Nicholas was killed in the attack, but Dawn was tipped off by a member of Jeremy's coterie who had turned to the ways of Set, and she escaped to Chicago.

She remained there until werewolves attacked that city, when she once again returned to L.A. She wants to found another temple, but not until she has had her vengeance on the vampires who informed on her, and most of all on Jeremy.

Dawn is not only completely amoral, she also revels in the moral decadence of others. Her goal is the complete corruption of Los Angeles, and most people agree that it is well on its way. To that end she concentrates on seducing the important opinion molders of Los Angeles, reasoning that as they go, so goes the city. She works on mortals when she must, but she much prefers to seduce Kindred. Her ultimate goal is to bring down and destroy Jeremy, whom she hates fanatically. Dawn's favorite weapons are drugs and sex, but she is perfectly happy to use whatever works. Her complete loyalty



to the Grand Temple is only enhanced by the fact that her heart lies in a small urn there, making her unstakable.

Clan: The Followers of Set

Nature: Conniver

Demeanor: Deviant

Generation: 8th

Embrace: 1898 (born 1882)

Apparent Age: Mid-teens

Physical: Strength 3, Dexterity 4, Stamina 4

Social: Charisma 4, Manipulation 5, Appearance 4

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Acting 2, Brawl 1, Dodge 3, Empathy 4, Leadership 4, Seduction 5, Streetwise 2, Subterfuge 3

Skills: Drive 2, Etiquette 3, Firearms 2, Melee 4

Knowledges: Bureaucracy 3, Finance 2, Law 1, Politics 2

Disciplines: Dominate 5, Obfuscate 2, Presence 3, Serpents 4

Backgrounds: Contacts 3, Influence 2, Resources 4

Virtues: Conscience 1, Self-Control 4, Courage 3

Humanity: 3

Willpower: 7

Image: Dawn has pale skin, deep green eyes and clouds of red hair. She has a very lush figure, which she always shows off to good advantage.

Roleplaying Hints: You are always charming, fun and agreeable. Try to make whoever is talking feel as though you know he is the most intelligent, handsomest and sexiest creature in the world. Then destroy him.

Haven: In a very beautiful apartment in a decayed hotel in Hollywood.

Influence: None, any more. But just wait.

Lasombra

Mohammed al-Muthlim

Mohammed al-Muthlim first appeared on the L.A. scene shortly after the siege of L.A. in 1965, supposedly an anarch on the run from the Prince of Chicago. He claimed to have fought against the Black Hand during the siege and attracted a large coterie of admirers. His strange habits (his have is a crypt in an old graveyard) initially caused considerable suspicion, but his charisma and apparent support for the anarch cause eventually won him influence with the younger Kindred. He formed a gang, originally just of young vampires. As the gang's power in South Central L.A. grew, it attracted mortal followers too, although its Kindred members continue to rule it. Originally calling themselves the "Crypt's Sons", after their meeting place, the members have since shortened the name of the gang.

Mohammed does come from Chicago, but the rest of his story is actually very different from the official version. Born Walter Johnson, into a middle-class family, he moved to New York when he was 15, when his father was transferred to his employer's home office. Lonely and cut off from his friends, Walter fell in with a bad crowd. At first it was just a matter of driving around with them, buying and selling drugs and an occasional gun. As the drug business improved and other gangs began to move in, Walter began to show an unexpected flair for leadership. Under his influence the gang was able to eliminate the competition and considerably increase its profits.

At this point Walter first heard the teachings of Elijah Mohammed and became a fanatical Black Moslem. He quit the gang to devote all of his considerable energies to his new religion, changing his name to Mohammed X. Meanwhile, the

Sabbat had begun to put together its War Parties for the siege of L.A., and Mohammed was recommended as a chief. One night he was snatched off of the street and initiated against his will. Mohammed very quickly came to see the advantages of his new lifestyle. Changing his name again to Mohammed al-Muthlim (Mohammed of the Darkness), he threw himself into the Sabbat cause with all the fervor he had previously devoted to Islam. By the time of the disastrous siege of L.A., Mohammed was already a force to be reckoned with in the New York Sabbat.

When the siege began to unravel, Mohammed suddenly found himself and the remains of his War Party attacked by blood-mad Brujah. Thinking quickly, Mohammed, who had not yet been seen, snuck around behind the anarch mob and then helped attack his own pack. With the help of the Brujah, Mohammed slaughtered his former companions. When it was all over Mohammed found himself a hero of the young Brujah he had "supported." He stayed with the Brujah side, meanwhile helping as many of the Sabbat to escape from L.A. as possible. He quickly moved to re-establish his ties with the Sabbat and establish a beach-head for the final conquest of L.A.

The Sabbat, however, still reeling from its defeat, has chosen a very cautious course. Mohammed's instructions were to wait, avoid detection at all costs, and slowly build up a coterie of loyal followers. This he has done. He is making no secret of his desire to expand his barony, specifically eastward and southward, but he is giving it the appearance of a normal landgrab, rather than the prelude to another siege.

Mohammed's loyalty to the Sabbat is absolute, but he is highly ambitious and expects to be promoted to archbishop or even cardinal when he brings down the Free States. Mohammed makes an excellent enemy for anarch characters. While his gang keeps him physically safe, his schemes will keep giving the characters something to overcome. Characters from the Sabbat will find him a demanding but supportive master.

Sire: Tarantine

Nature: Manipulator

Demeanor: Caregiver

Generation: ninth

Embrace: 1963 (born 1937)

Apparent Age: Mid-20s

Physical: Strength 3, Dexterity 4, Stamina 2

Social: Charisma 4, Manipulation 5, Appearance 3

Mental: Perception 2, Intelligence 4, Wits 4

Talents: Acting 3, Alertness 4, Brawl 2, Dodge 2, Empathy 3, Intimidation 3, Leadership 4, Streetwise 4, Subterfuge 5



Skills: Firearms 3, Melee 3, Security 2, Stealth 3

Knowledges: Finance 2, Investigation 2, Law 2, Occult 4, Politics 2

Disciplines: Celerity 1, Dementation 1, Dominate 4, Obfuscate 1, Obtenebration 4, Potence 2, Protean 2, Presence 2, Vicissitude 3

Backgrounds: Contacts 3, Herd 5, Influence 1, Resources 4, Retainers 5, Status 4

Virtues: Callousness 4, Instincts 4, Morale 3

Path of Enlightenment: Power and the Inner Voice 7

Willpower: 8

Image: Mohammed is a medium-sized African-American man of average weight. He has an aristocratic face and a big smile. His dress usually reflects his environment, so that he wears beautifully tailored suits to business meetings, and T-shirts and jeans when "hanging with the homies."

Roleplaying Hints: You are the height of cool. You know you have a lot of enemies, but they don't frighten you. Your only fear is being revealed as a member of the Sabbat, for if Jeremy finds that out before you are ready, he will destroy you and everything you have worked for. In the Rants you are friendly and supportive of the other barons. You can afford to be gracious to your enemies, knowing that when the Sabbat returns they will all be destroyed.

Haven: Although he still favors his crypt in the Inglewood Park Cemetery, Mohammed has havens scattered throughout his barony.

Influence: Mohammed's influence is enormous. Not only does he control the largest gang of Kindred in the city, but through them he controls one of the most powerful mortal gangs in the world. He is the most widely feared vampire in the Free States. While the Sabbat is still leery about him, he had made secret visits to Mexico City in order to develop new Disciplines.

Henry Taylor (Slash)

Like most of the Crypt's Sons, Henry's life as a mortal was nasty, brutish and short. He was born into a lower middle-class family on the northern edge of Watts, in 1963. His father disappeared during the riots two years later: it isn't known whether he was killed or if he took the opportunity to slip away in the confusion. Henry's mother raised him as well as she could, but she had to work hard just to keep the house and usually wasn't home, so Henry pretty much raised himself on the streets. By the time he got to high school, he was already running with a gang, headed by a shadowy figure named Vince who only showed up at night. Henry became a favorite of Vince's, who one night dared him to enter a crypt in the old Inglewood Park Cemetery.

Henry managed to survive the Sabbat initiation with a fair amount of his mind intact. He is now one of Mohammed's main men, and runs his own gang of mortals for the benefit of his Sabbat masters. Like the rest of the Crypt's Sons, Henry is totally loyal to Mohammed al-Muthlim and fiercely competi-

tive with his fellow gang members. He does not know a lot about the Sabbat and how it works, but he knows that he is working for its eventual "liberation" of Los Angeles.

Clan: Lasombra

Sire: Mohammed al-Muthlim

Nature: Loner

Demeanor: Bravo

Generation: 10th

Embrace: 1978 (Born 1963)

Apparent Age: Mid-teens

Physical: Strength 3, Dexterity 4, Stamina 4

Social: Charisma 3, Manipulation 2, Appearance 3

Mental: Perception 4, Intelligence 3, Wits 5

Talents: Alertness 4, Athletics 2, Brawl 4, Dodge 3, Intimidation 4, Leadership 3, Streetwise 4

Skills: Drive 3, Firearms 4, Melee 4, Security 2, Stealth 3

Knowledges: Bureaucracy 1, Investigation 1, Law 1, Politics 1

Disciplines: Celerity 1, Dominate 2, Obtenebration 2, Potence 1

Backgrounds: Contacts 2, Mentor 3, Resources 3, Status 1

Virtues: Callousness 3, Instincts 2, Morale 2

Path of Enlightenment: Power and the Inner Voice 3

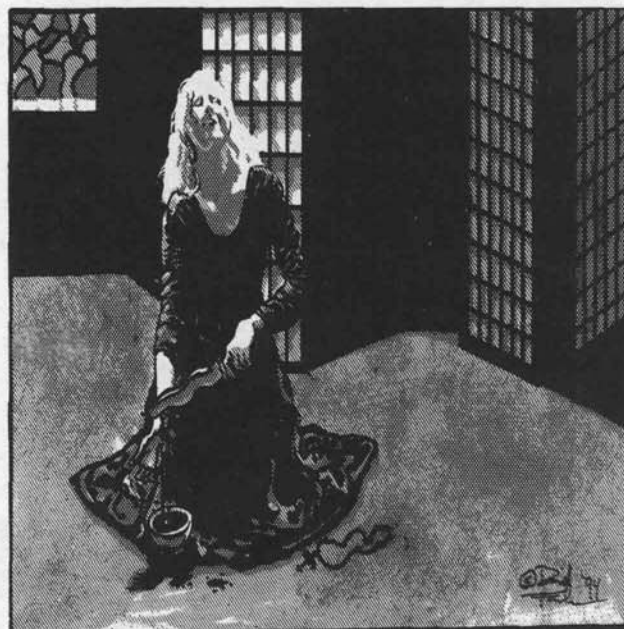
Willpower: 4

Image: Henry is about 6' tall and keeps his hair short. He wears the white T-shirt, black jeans and expensive running-shoes of the gang member, as well as the identifying blue bandanna of the Crypt's Sons.

Roleplaying Hints: You are tough and don't take shit from anyone. If someone threatens you, kill them first.

Haven: In a tightly boarded-up house in Watts.

Influence: At the moment, only among his mortal gang and fellow Kindred gang members.



Ravnos

Irena

Irena was born in a Chicago ghetto during World War II. Her parent's both died when she was young, and Irena became a street child. She managed to survive through sheer determination, but Chicago is an inhospitable place for street people, and Irena hit the road, joining the many migrant workers who had been displaced by the Great Depression. She traveled widely throughout the United States, hitching and riding the rails. She worked when she had to, but preferred to steal when she could. One night in California she was picked up by some very strange people traveling in a caravan of old trucks and cars.

Irena fit right in with the Ravnos, who saw in her a Kindred spirit, and Embraced her when they felt she was old enough. After several years of traveling throughout the Southwest with her family group, she pulled a scam on its leader. This earned her gasps of respect from the others, and a boot in the pants from the elder. Irena went her own way, and began running small con games up and down the length of California. Don Sebastian ran her out of Los Angeles several times, but she always returned.

In 1943 agents of Don Sebastian slaughtered Irena's entire family group, apparently in retribution for a small con they pulled on one of the prince's favorites. When Irena learned of the deaths she swore to avenge herself on Don Sebastian, but she lacked the resources to make an attack on him. She joined the anarchs, who were thrilled have the use of Irena's considerable skills in subterfuge — she was instrumental in helping them track down the havens of the elders of Los Angeles. When the Revolt came, Irena insisted on being part of the team that attacked the Don's rancho, although she never managed to get inside.

After the Revolt, Irena returned to her wandering. She continues to travel throughout the Free States and up into the Northwest, where she attempts to do as much damage as she can to the Camarilla in those cities.

Over the years, Irena has managed to found her own "family" of mixed Kindred and kine. The 12 of them travel throughout the Free States, joyfully scamming and stealing from vampires and mortals alike.

Irena sees herself as something of an avenging angel and does her best to help anarchs in trouble, and to fight the Camarilla and Sabbat wherever she can.

Clan: Ravnos

Sire: Jacopo

Nature: Survivor

Demeanor: Rebel

Generation: 10th

Embrace: 1946 (born 1917)



Apparent Age: Late 20s

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 2, Manipulation 4, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Acting 2, Alertness 3, Brawl 2, Dodge 3, Empathy 3, Leadership 2, Streetwise 4, Subterfuge 5

Skills: Animal Ken 3, Drive 3, Firearms 1, Melee 2, Security 3, Stealth 3, Survival 4

Knowledges: Law 2, Occult 2

Disciplines: Animalism 2, Celerity 1, Chimerstry 4, Dominate 2, Fortitude 3, Obfuscate 4, Presence 1

Backgrounds: Allies 3, Contacts 2, Herd 2, Retainers 3, Status 2

Virtues: Conscience 3, Self-Control 4, Courage 4

Humanity: 8

Willpower: 8

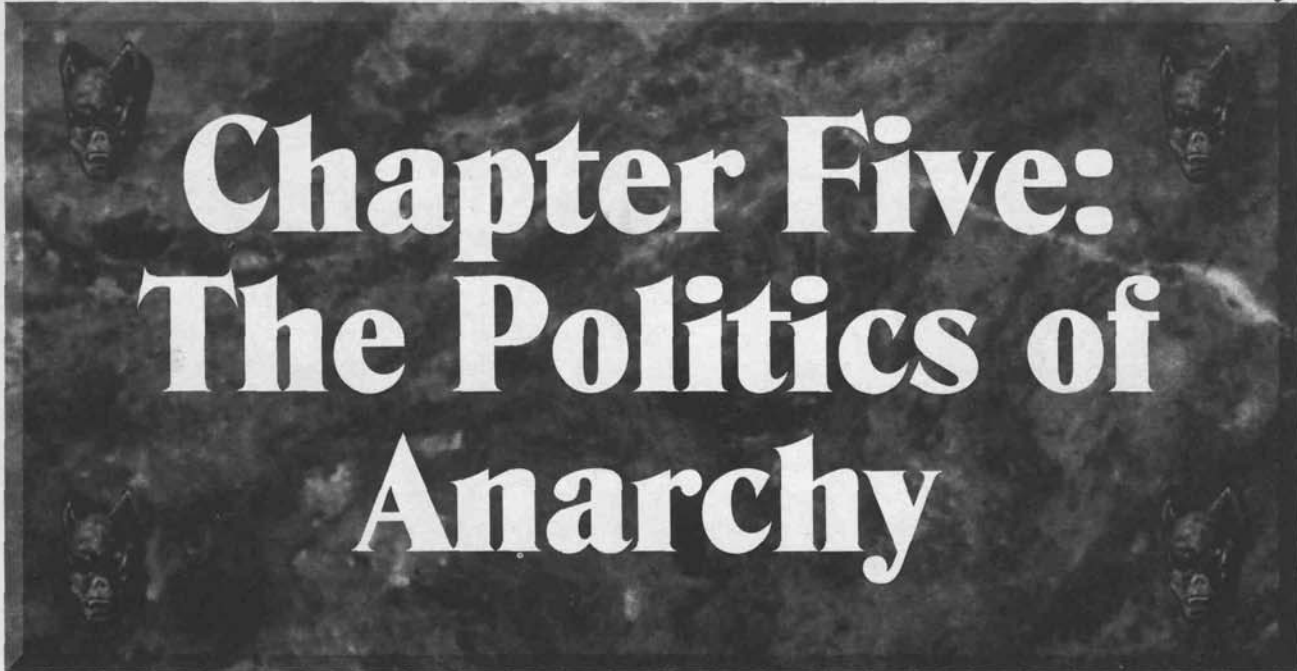
Image: Irena is a small woman, with long black hair and dark skin and eyes. She typically wears black T-shirts, black jeans, motorcycle boots and a leather jacket.

Roleplaying Hints: You have a great zest for life. Laugh a lot, play jokes on your friends and cheat everyone else with a flashing smile and a kiss on the cheek.

Haven: In a large van.

Influence: Irena tends to make her presence felt wherever she goes, but she never stays anywhere very long, so her influence tends to be somewhat spotty.





Chapter Five: The Politics of Anarchy

The political landscape of the Free States is an ever-shifting tapestry of friendships, alliances, betrayals and hatreds. It is almost impossible to accurately track all of the conflicting forces that shape this tapestry, but this chapter will give you a sense of some of the major forces at work here, and what the situation is as of tonight.

The Gangs

Without question, the dominant political force in the Free States is the gangs. It is their presence that defines life here, and it is impossible to understand the Free States without understanding who the gangs are and how they work.

What is a gang? There is no single answer to that question. No two gangs are set up or run in exactly the same way, but all share certain similarities. They all consist of a group of Kindred who have voluntarily joined together to defend and support one another, and who have claimed an area.

Note that these areas, or "baronies", are the hunting grounds of the gangs, not necessarily where their members reside. With the Los Angeles freeway system pretty much at their disposal at night, gang members can readily cross the entire Los Angeles basin to reach their baronies, even if they live somewhere else. Most Kindred, however, choose to live in their own barony. Likewise, the boundaries of the baronies are defended only in terms of hunting. The gangs are unable to, and do not care to keep other members of gangs from passing through their territories, as long as those others do their hunting elsewhere.

Even the prohibition on hunting in another gang's territory, however, is not absolute. Some barons, such as Louis Fortier and the Blount Sisters, are fairly accommodating, as long as permission is asked. Others, such as Mohammed al-Muthlim, have stated publicly that they will kill any Kindred they find hunting on their turf. Still, "poaching" is fairly common, and among some gangs it is considered a mark of status to have fed in another gang's barony.

The gangs of the Free States come in three types: small, medium and large. The small gangs can include as many as five vampires and as few as one. They typically control a small area, though it can be larger area if it has a very spread-out population. It is actually a misnomer to refer to most of these as "gangs". More often they are a family group, such as the Vignes or the Blounts, or a small coterie, such as the trio of Gangrel roaming the Wilds east of Los Angeles.

When the Free States were first declared, most of the gangs started off this small and gradually grew, taking on more and more members and claiming more and more territory. Since all of the territory in the Free States with sufficient population density to support vampires has already been claimed, this model of slow growth and expansion no longer works for gangs.

The only small gangs that still exist are one of these three types: those led by a vampire who is powerful enough to defend his territory against all comers (Louis Fortier in West L.A. and Edward Vignes in Pasadena are two good examples); those whose territories are too isolated and small either to support more vampires or to be easily absorbed into a larger barony (Simi, Santa Clarita and Fresno are examples of

these); or those that have made mutual-defense agreements with their more powerful neighbors (Edward Vignes, for example, has extended his protection to the Blount Sisters in Glendale and Bela in Burbank, while Steve Booth would get seriously ticked at anyone who messed with his "bros" in Huntington Beach). In the past, mutual-defense pacts have only lasted as long as was convenient for the more powerful of the two parties, but at the moment everything appears to be stable. These baronies also tend to be on the outer edge of the L.A. area, where they are less likely to be surrounded by hostile or hungry neighbors.

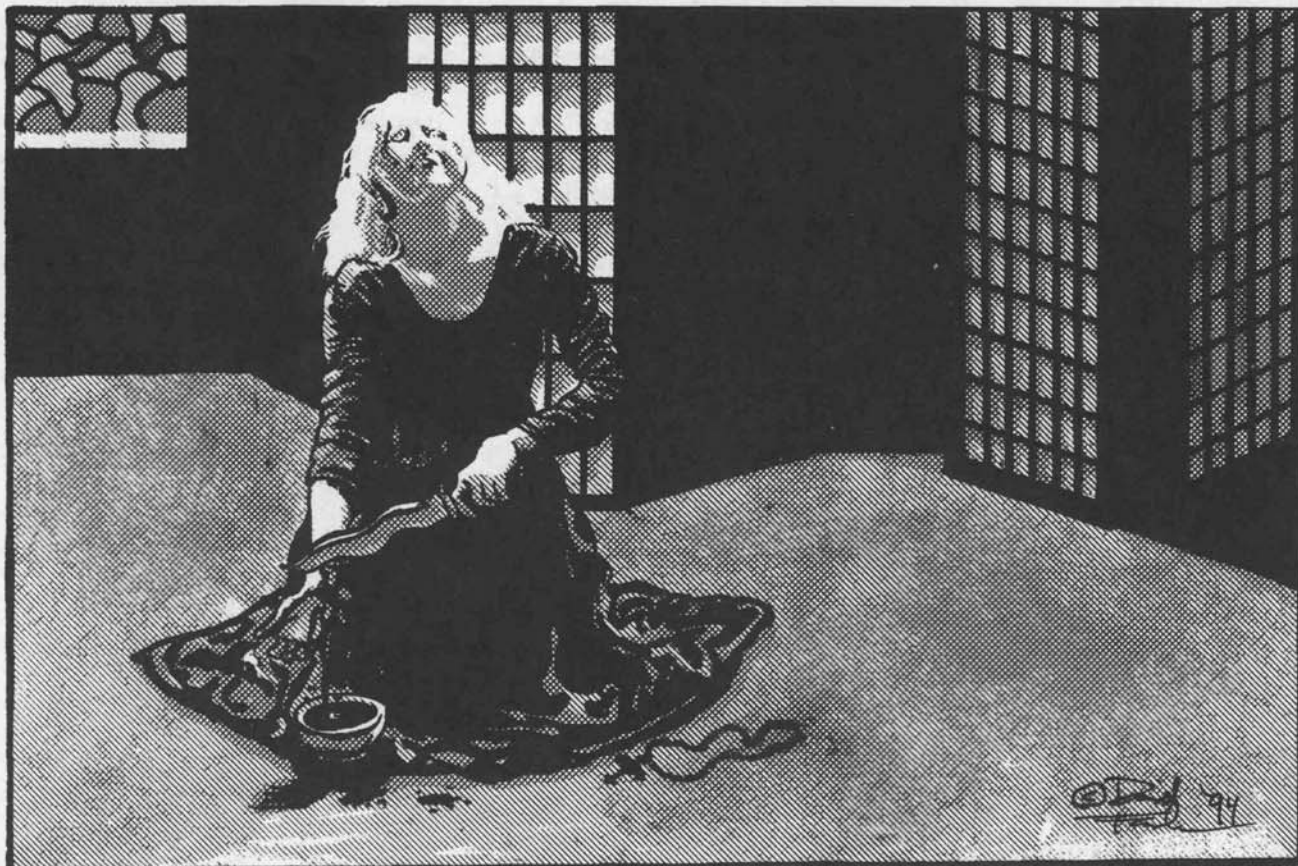
The medium-sized gangs, which have between six and 11 members, are different from their smaller rivals: they are mostly organized on a standard gang model, with a leader surrounded by a group of followers who are more or less loyal to her. On the other hand, politically they are similar to the smaller gangs. On the whole they are either allied with their neighbors, as is the case with the Whittier and Covina gangs, who are allied with El Hermandad or are too isolated to either grow or be absorbed, like San Jose. Anaheim and Santa Ana, on the other hand, aren't allied with anyone, and Anaheim doesn't even currently have a baron. These two baronies are surrounded by gangs that have other things on their minds than conquest, which has given them both a little breathing room. Amethyst, the Baron of Santa Ana, is determined to consolidate her hold over Anaheim before the other gangs can turn their attention in her direction.

As is true in the business of nations and hamburger stands, the big ones set the standards, make the rules, and decide when to break them. The large gangs in the Free States are the power players in the Free States political scene. Running between 12 and 25 members, all of these gangs have strong leaders who keep their followers organized, focused and off of each other's necks. They actually serve the same function as princes do in Camarilla-held cities, although they would almost all deny this vehemently. The large gangs include: The Crypt's Sons, run by Mohammed al-Muthlim; El Hermandad, run by Salvador and Jesus; the Torrance gang, run by David Geduld; Steve Booth's Long Beach gang; and the San Diego gang, controlled by Tara.

These last are by far the most volatile and dangerous gangs. Because of their size and strength, there is no one in a position to tell them what they can and can't do. At the moment a sort of "balance of terror" is keeping things calm, but it is very unlikely that things will stay that way much longer.

Joining a Gang

Characters who wish to become gang members should have no difficulty in finding a gang that is recruiting. The high "mortality" rate among the gangs means that they are constantly looking for new members. The current war between Tom Weaver and Allison Maller for control of the Barony of Anaheim is using up a large number of



Kindred at the moment, and both sides are always on the lookout for replacements. Tara is also known to be recruiting, and most of the gangs are willing to consider new members, particularly if they bring a new and useful Skill or Discipline to the gang. Tough-looking characters who hang out in A Taste of L.A. or Club Zombie are sure to get approached by someone pretty quickly.

A desire to join, however, is not enough to secure a place in a gang. While different gangs have different standards, most of them will be looking for high physical attributes, good combat skills, and a high level in Streetwise. The lower the generation and the more powerful the Disciplines, the better. Even if a character is accepted into the gang, however, they will be seen as a "newbie," and will remain on a sort of probation until she has participated in her first raid with the gang, or made her first kill on the gang's behalf. Characters who have joined a gang are expected to support its interests, confine their hunting to the gang's barony and to patrol for trespassers. They are also expected to obey the orders of their baron, and to attend him when he goes to public functions. In return, they can expect their gang-brothers to come to their aid if they get in trouble, that they will receive help in establishing a safe haven, and that their brothers will support them at Kindred gatherings.

A Home of One's Own

The long-range goal of the characters may be to control a barony of their own, which can be a whole chronicle in itself. Since there are no more areas in the Free States capable of sustaining vampires, a character who wants a barony must take it from someone who already has one. This is usually done by recruiting a gang and declaring war on a baron who appears to be weak, or by earning the affection and trust of a baron and then backstabbing him. However, Jeremy has occasionally stepped in at the request of the local Kindred and appointed a baron when the position suddenly became vacant for some reason.

Once the characters have a barony of their own to control, whole new possibilities for a chronicle open up. The characters will have to deal with threats from the outside, as other barons attempt to take advantage of the new baron's inexperience and muscle in on her territory. They will also have to consider the possibility of treachery from within, as their own gang members look covetously at their position. How much involvement will they want to have with the mortal communities under their control? Will they want to rule the mortals from behind the scenes, or just make sure that they don't pose a threat to the interests of the Kindred? They will also need to be aware of what is happening in the rest of the Free States and beyond, so that they can be adequately prepared for whatever comes. The crown of the baron can be very heavy at times.

Elders and L.A.

Despite its incredible wealth and potential, Los Angeles does not make an attractive home for older, more powerful Cainites. While any one elder might be more than a match even for an entire gang, the sheer weight of numbers found in the Free States would surely drag her down. This does not stop elders from coming, however.

Los Angeles is just too important for the elders to avoid. Its role in industry, finance, politics and more demand attention. So they plant their mortal agents and sneak in, creeping out of planes, rail cars, boats and trucks. They conduct their business and scurry out, taking every precaution to avoid detection.

Some have an even greater investment. The Justicar Petrodon, for instance, has a number of agents in the Free States. The Prince of San Francisco has certainly not left Los Angeles alone, and more than one anarch sells him information. Other elders spend months at a time here and have developed connections with one or another gang.

Still, Christopher is the most powerful vampire to stay here year round. His apparent age and great power have combined to keep him safe, as has his unparalleled knowledge of the city. He gives little thought to the question of why he stays here, considering it his permanent home. He has forgotten the Brujah called Dark Selina who helped him flee Boston, though he still owes her a great boon for having gotten him out.

The Political Situation

The political situation in the Free States is tense, and likely to get tenser in the very near future. At the moment things are peaceful on the surface, with the exception of the small bush war going on in Anaheim. The big players are jockeying for position, trying to strengthen themselves while they wait for the proper time to make their move. They may be trying to sway public opinion by making their opponents look bad, recruiting double agents from the ranks of the enemy, trying to manipulate the political and business environment to their advantage, etc. Any of these can make a crucial difference when the war comes.

There are several areas within the Free States where conflict is likely to break out, although it is hard to say where it will spring up first. While the anarchs are not aware of all of these internal and external threats, they certainly know of some of them and sense that there are others. The tension caused by this awareness is taking its toll on the Kindred of the Free States. They are tense, jumpy, and even more likely than usual to kill first and not bother asking questions. Unfortunately, this is worsening the friction between the

gangs, and inadvertently increases the likelihood of the very conflict that everyone is worried about.

Internal Threats

Anaheim

This conflict is going on now, and will probably be over soon. Tom Weaver, with the help of Amethyst, is slowly grinding up Allison Maller's gang and depleting her resources. Unless someone comes to Allison's help in the near future (hint, hint), Amethyst will rule a combined barony of Santa Ana and Anaheim within the next few months.

San Diego

It is very clear to most Kindred observers that Tara, the Baron of San Diego, is planning to break off relations with the Free States and set herself up as prince, possibly even re-allying with the Camarilla or some other powerful group. The timetable for this is far from certain, but it is likely that Tara will wait until Jeremy's attentions are otherwise engaged before she makes her move.

This can be the basis of a wonderful chronicle, as the characters become caught up in the struggle. Possible scenarios might include: Jeremy recruiting the characters as scouts to investigate the situation in San Diego; the characters being sent into San Diego to foment trouble between Tara's gang and the other Kindred who live there; the characters participating in a preemptive strike on Tara and her gang; the characters being attacked by Tara's gang; Tara recruiting the characters to act as a fifth column against the anarchs; or the characters gaining information that suggests that Tara has made a deal with the Crypt's Sons to support her bid for independence.

If the characters have a barony of their own, particularly one lying between the two cities, it is very likely that they will be courted by both sides for support in the civil war. If you like, You may decide that Tara is in fact controlled by any of a number of outside forces (the Sabbat, Camarilla, Giovanni, Setites, etc.) who are using her to weaken the Free States for their own purposes. If Tara is unaware that she is being used and that fact is revealed to her, she is very likely to end her attack on the Free States and turn against her erstwhile controllers.

Torrance - Long Beach

David Geduld has been planning his attack on the Long Beach Kindred for about a year. He has been training his gang members, scouting out the Long Beach area and stockpiling vitae so that his troops won't have to hunt while the war is going on. David is moving carefully, because while his gang is roughly the size of Steve Booth's, Steve is a much more popular vampire than David is. Steve could certainly count on support from the five Huntington Beach vampires, as well as quite a few volunteers from Los Angeles.

Although on the surface this war looks serious enough to inflame the entire South Coast region of the Los Angeles area, it is far more dangerous than it seems. David has entered into an agreement with Mohammed al-Muthlim for extra troops in exchange for favors to be named later. On the other side, Steve is very popular with both El Hermandad and the Whittier Kindred, who are very likely to help him, particularly if the Crypt's Sons become involved on the other side. If a war were to start between the two baronies, it would soon involve most of the vampires in the L.A. area.

Crypt's Sons - El Hermandad

This is clearly the most intense gang rivalry currently going on in the Free States. On the face of it, all of the advantage appears to be with the Crypt's Sons. They are well organized, very well armed, and outnumber El Hermandad by better than two to one. On the other hand, El Hermandad has Salvador, and that means lots of friends. The Kindred of Whittier and Covina would almost certainly assist El Hermandad if it came to war, and Jeremy MacNeil would probably also come to the aid of his longtime brother-in-arms. Even so, this would be a roughly even match, and many Kindred have wondered what is holding Mohammed back.

Outside Threats

San Francisco - San Jose

Vannevar Thomas, the Prince of San Francisco, is getting pretty tired of these upstart anarchs sitting right on his back porch. Not only is there the danger of an attack, but the anarchs of San Francisco are starting to hold the alto-

The Watchers

All the world's eyes are on Los Angeles, for this is a place unlike any in Kindred history. The city has survived without one ruling vampire, and seems ready to continue doing so. Needless to say, more than one vampire from outside has licked his lips at the prospect of taking over the City of Angels.

For instance, three Methuselahs who have been fighting over New England have sent their agents to the area. One of them, Dark Selina, actually helped Christopher arrange passage to Asia in hopes that he would establish a foothold there that she could later exploit. His landing on the California coast was unfortunate at the time, but now may turn into an advantage. The other members of the Triad have also scouted out the area, but they lack an agent as powerful as Christopher.

Of course, the anarchs consider themselves free of the Jyhad, and while this is not exactly true, they are certainly less likely to be directly manipulated by an elder. The more powerful gang leaders have had visitors, however, and no one should assume that their friends have not been corrupted.

gether false belief that they can ignore his rule with impunity. He has made several feints towards San Jose in the past, to keep the anarchs there in line, but he is now preparing to make a major attack on the city and take it over. Whether he will be successful is unclear, since it is very likely that many of the L.A. anarchs would come to the aid of their northern brethren. This could become a very nasty war, and a very interesting chronicle, especially if Petrodon decides to begin his attack on the Free States there and throw his archons into the fray.

The Camarilla - The Free States

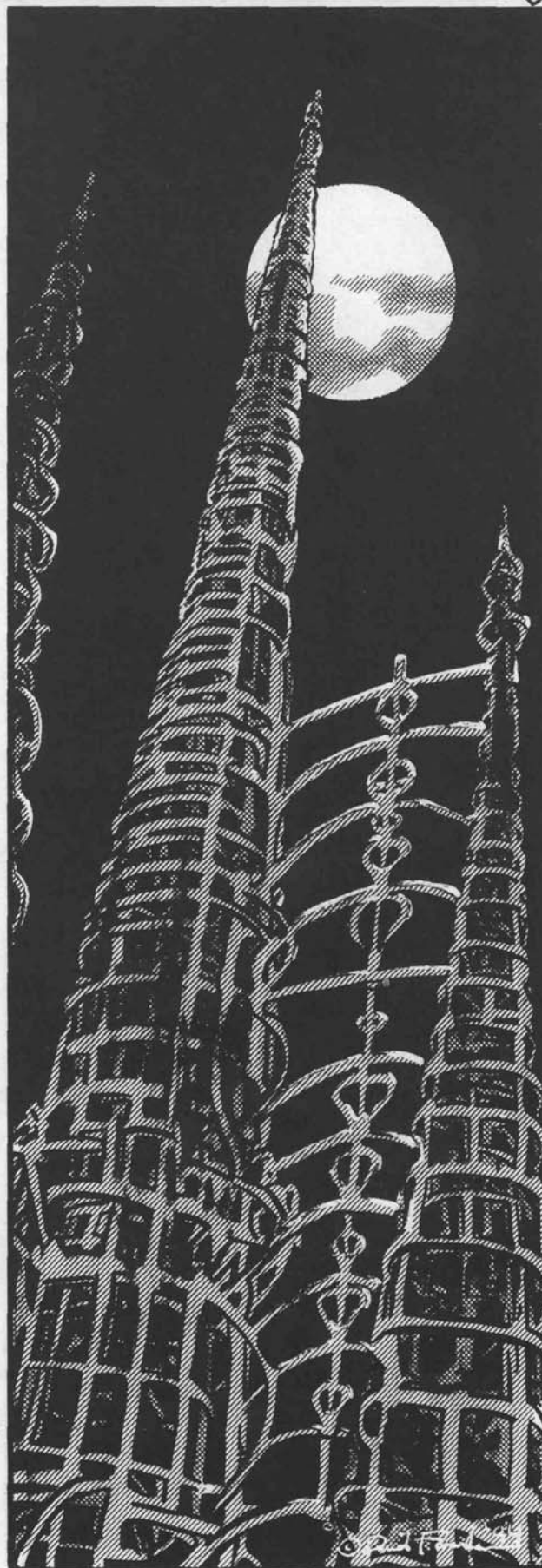
The Camarilla has been waiting for its opportunity to bring the Free States back into the fold. It is very likely that at the 1997 meeting, the Inner Circle will decide to take a more active role. Of course, 1997 is just the date used in our campaign. You are welcome to make the meeting sooner if you wish. If the Camarilla does decide to invade the Free States, it is likely that Petrodon will be given overall command of the operation, although several Justicars and their archons may be assigned to help him. Since the Camarilla is very concerned about violating the Masquerade tit will commit far fewer vampires than the Sabbat would send for a siege, but their individual power will be far greater.

Characters who are loyal to the Free States could become involved in a Camarilla Attack chronicle in a number of ways. They could simply struggle to escape, help others do so, or join in the counterattacks. If the city is lost, they could flee to San Diego and try to prepare it for the inevitable siege, or they could take to the hills and begin a guerrilla war against the Camarilla. It could make a fascinating Chronicle for the characters to attempt to gather allies and material while hiding from the archons of the Camarilla. The Lupines might also become involved, possibly aiding the characters, or working with the Camarilla to hunt them down.

The Sabbat - The Free States

The reason Mohammed has not yet begun a war of acquisition against El Hermandad is that his masters in the Sabbat have not quite finalized their plans for the final siege of the Free States. The Black Hand doesn't want him endangering himself or his followers in pointless land grabs when they are about to commit the largest land grab of all. Troops have been in Mexican Sabbat territory, waiting for just the right time to swarm over the border and destroy every Kindred between San Diego and San Francisco. Once the Sabbat begins the siege, the Crypt's Sons and their mortal pawns will spread across the city, bringing the stake and the torch to the anarch elders. Meanwhile, the War Parties will roar into town, trying to eliminate as much of the opposition as possible. The Sabbat has no intention of being caught unawares again.

Interestingly enough, the chronicle for a Sabbat siege would not be terribly different from a Camarilla attack, although the siege would likely be quicker, louder and more



violent. The Camarilla, for example, are less likely to execute every vampire in the Free States, although they certainly would if they thought that it was the only way to ensure their control of the region.

The Lupines - The Free States

The Garou are furious over the burn-off in late 1993, and are very likely to do something about it in the near future. Very few werewolves were actually hurt in the blaze, but the wanton destruction of the forestlands just to get at the Garou has enraged them. Many of the local Lupines are urging an attack on the Kindred, spurred on by the success in Chicago, although the Glass Walkers are counseling patience.

If the Garou decide to go to war, the attacks will be well planned, and brutally efficient. The Lupines would not be attacking to capture the city, but rather to drive out the Kindred. They will come simultaneously from the mountains around Malibu northwest of L.A., and from the Angeles National Forest, to the north. Their first targets will be the Rainbow complex in Vernon, and then the havens of Louis Fortier, Jeremy MacNeil and Salvador. The characters could be caught up in the conflagration in a number of ways: just saving themselves and their havens; trying to save their friends; or gathering other Kindred either to help them escape from the carnage or to counterattack the Lupines. Whether the attack succeeds completely and drives the Kindred from L.A., or whether the Lupines are eventually defeated is left up to the Storyteller and the actions of the characters.

Managing the Anarchy

The Rants

Freedom rings wherever opinions clash.

— Adlai Stevenson

When looking at how the vampires of the Free States govern themselves, it is important to keep in mind that the Anarch Free States are just that: an anarchy. There is no government, and no leader to make decisions or solve problems. A vampire who has a problem with another vampire is expected to work it out herself, and killing the one creating the problem is considered a fine solution. On the other hand, there are some things that are not amenable to such simple answers, and some Kindred who don't feel that slaughter is always the best approach to the problem. For them, there are the Rants.

Every city which harbors Brujah has Rants, and those in the Free States grew out of that tradition. Before 1944 Don Sebastian had outlawed Rants (then called Meets) in his domain, and his enforcers actively broke them up when they occurred. The Rant that took place on the final night of the Revolt is still talked about among the Kindred, and it is considered a real mark of distinction to have attended that wild free-for-all. Open to all of the anarchs in L.A., it was



there that the Anarch Free States were declared, the Revolutionary Council was formed and the basic guidelines for unlife in the Free States set up. The Rants continued on an occasional basis after that, although they were mostly held by Brujah, exclusively to deal with Brujah issues.

When the Revolutionary Council dissolved itself in 1947, its members wanted to be sure that some forum remained for the anarch leaders to keep the rest informed on issues vital to the Free States, and to allow the community to reach a decision, rather than have one imposed upon them. Such a forum, they hoped, would also give the anarchs an opportunity to meet, air their grievances and settle their disputes, rather than ripping one another's throats out. So one of the last acts of the Council was to set up a series of meetings to which every Kindred in the Free States was invited. It even extended the invitation to the Lupines, although none have ever shown up. The declaration didn't specify any procedures for the meetings and carefully avoided calling them "Meets," but since most of the anarchs were Brujah, who were familiar with only one type of forum, Rants are what they quickly became and have remained ever since.

The Rants are held every other full moon, and the dates can be found in any almanac. A typical Rant in the Free States is similar to such meetings everywhere, differing more in scope than in form. Where perhaps 35 vampires might show up for a Brujah Rant, one in the Free State might have well over 100 Kindred! The increasing size of the Rants has led to a series of venues, each larger than its predecessor. At the moment they are held in a huge abandoned bus terminal, just north of Hollywood Boulevard. The Terminal, as the Kindred call it, had briefly been converted to a nightclub, and still has the chairs and tables. It can comfortably hold several hundred people, but Jeremy has joked that if the Rants start getting any bigger or louder, he'll have to take over the Music Center!

Another difference between Free States Rants and others is their inclusiveness. Most Rants in other cities are recognized as Brujah functions; while an occasional Ventrue or Toreador might wander in, they are definitely viewed as outsiders. In the Free States, Kindred from all clans are welcome and no distinction is made, at least on the basis of clan. The gangs usually show up in force, which can cause a lot of tension and frequent fights, but actual gang-to-gang battles have, so far, been avoided.

For first-timers, a Free States Rant can be pretty overwhelming. Scores of vampires, many in their most outrageous attire, are seated at tables around the walled-up terminal. Gang members typically sit together, glowering at their enemies and giving "high fives" to their friends. One at a time, Kindred will stand up and speak, usually to the raucous jeers or adulation (sometimes both) of the crowd. If someone disagrees with what has been said (almost always) and wants to do something besides jeer, he will jump and have his say. It is not uncommon for the original speaker to object, and to take physical action to discourage such an interruption.

Rallying Idealism

Newcomers to the Free States find it amazing just how little they resemble their idealistic dreams. They come expecting a land where vampires work together for the betterment of all, and they instead find gang wars, hate and the same brutality as in other cities. Disillusionment sets in quickly.

While L.A. vampires pride themselves on their harsh, "realistic" outlook, that seed of vision still remains. The great majority of vampires who come to Los Angeles come seeking something better and are disappointed when they don't find it. Instead they join the ranks of the gangs, and spend their time fighting one another instead of building anything lasting.

This does not have to be the case. Appeals can be, and have been, made to this spark of idealism. Of course, anyone doing so will have to face the wrath of those vampires whose self-interest such thoughts conflict with (gang leaders, Sabbat, Camarilla agents, Setites, etc.), but doing so could be what it takes to bring the vampires together. Otherwise, remember that the enemies are at the gates, just waiting for the first opening to let them in.

Friends on both sides of the issue may decide to join in, and a free-for-all may start. Such large-scale fights rarely last for long, because they interrupt the flow of the evening, but sometimes they are taken outside and settled there.

Any speaker can call for a vote on anything at any time, but the votes are no more binding than the speaker wishes them to be. A given Kindred can speak for as long as she interests the audience, then be booed off the stage. One can usually tell how important a speaker is, and how much support she has, by how quiet it gets when she stands up and how much time she is given to speak. Rants can go on for a long time, and can vary in intensity from serious boredom to extreme tension, depending on who is speaking and what the issues are. For more information about Rants, see *Clanbook: Brujah*.

Typical attendees at Free States Rants are Jeremy MacNeil, Salvador Garcia (when he's in town), Crispus Attucks (ditto) and Louis Fortier, the Baron of West Los Angeles. When he's around, Smiling Jack will show up to boast of his exploits in some Camarilla-held city and soak up the adulation of the crowd. Jesus Ramirez and most of El Hermandad will be there, warily watching Mohammed al-Muthlim and his Crypt's Sons, who always show up in force. David Geduld, the Baron of Torrance, will always come with as many of his gang as he can muster. The Vignes from Pasadena usually attend, although they rarely speak; they are usually accompanied by one of the Blount sisters, who is usually claiming to be the other. Amethyst, the Baron of Santa Ana, and her gang always attend, as do Tom Weaver and Allison Maller from Anaheim. Tara, the Baron of San Diego, attends much less often than she used to, which makes

the local anarchs somewhat suspicious. Besides these personalities, numerous vampires from Hollywood, Downtown and the Hollywood Hills fill in the seats.

If any vampire is aware of an issue which that affects the Free States, this is the forum for announcing it. If it is something that requires individual action, such as sending an ambassador to an anarch group in another city, then the speaker who brought it up will either offer to handle it or ask for volunteers. If no one speaks up, then no action is taken. If there is a volunteer, the is judged by the crowd, using a thumbs-up or thumbs-down vote. If someone wants to recruit fighters or agents provocateurs for a raid into Camarilla territory, he comes to the rants. If a vampire, a coterie, or even a gang, wants to settle a grievance against another individual or group without bloodshed, the Rants are the only place to do it. Both sides will present their cases, and the crowd will express its opinion by acclamation. While it's true that justice tends to go to the most eloquent or popular speaker, it's the only kind available in the Free States.

Taking Care of the Rest

The sad fact is, though, that the Rants don't begin to deal with all of the issues that confront the Kindred nightly. It's all very well to leave the mortal governments in the hands of the local barons (and their enemies), but what about the police? What about the newspapers and local television news shows? All of these must be handled, and very carefully, if the Masquerade is to continue. In most cities the prince deals with these issues. Without one, how do the Free States manage them?

Dealing with the police at first glance appears to be a daunting challenge. There are dozens of different law enforcement agencies across the Free States, each with its own command structure. Leaving each to the control of the local baron would be disastrous, since some of the barons' idea of "subtle manipulation" would involve LAW rockets. Instead, and with many reservations, Jeremy has taken this task on himself. He doesn't make a big deal out of it, because feels that controlling this aspect of life in the Free States is an admission that anarchy does not work as a political system, but he does it anyway.

Jeremy handles the problem by taking advantage of an Achilles' heel in the way the police do business. Every arrest, interrogation, booking and report in every police station in the country is entered into a computer somewhere. Deep in the bowels of Jeremy's home in the Hollywood Hills is one of the most sophisticated privately-owned computer systems in California outside of the Technomancer labs. Through the use of some very high-priced (and now deceased) computer talent, this system is jacked into every police station in the Free States. Four heavily Dominated ghouls man it 24 hours a day, monitoring reports of suspicious activity, checking on detectives' files, and generally looking out for any hint that the police suspect the presence of the Kindred. If any such problem shows up, Jeremy will either refer it to the local



baron, if he trusts her, or send one of his own agents to deal with it.

Of course, the computer also comes up with a lot of facts not directly related to the Masquerade, and Jeremy is certainly not slow to make use of these for his own personal gain. This concentrates an enormous amount of power in Jeremy's hands, and several of the smarter barons have objected to the situation. There really isn't much that they can do about it though, since gathering this information does serve a very important purpose. Several attempts have been made to hack into Jeremy's computer, but as far as he knows no one has been successful yet.

The other problem the Free States have to deal with is the press. Victor Girard has monitored the *L.A. Times* for over forty years, and very little gets by his careful scrutiny. Likewise, he has inserted agents into the network TV news shows that serves the Southland, but that is about as much as he can cover. This leaves two major areas unaddressed. One is that Los Angeles has one of the largest collections of small independent newspapers in the United States. Many of these are just throwaways, with just enough news to keep the ads from running into each other, but there are others that

provide excellent coverage of the happenings in their communities, at a level of detail which the *Times* cannot match. There are far too many for any one vampire to watch over, so they are left to the local barons. As is true with so much else in the Free States, how these small papers are handled depends very much on the baron's personality. Some watch over them very carefully, others don't seem to care.

The other press problem still unaddressed in the Free States is local television news. There are four local programs in the Los Angeles area alone, and each community in Southern California has at least one of its own. Again, these differ enormously in the quality and accuracy of their reporting, but some of them are pretty good. They too are left up to the local barons.

Obviously, these are large potential problems. So far, the Kindred have been pretty lucky and no major leaks have occurred, but twice someone has had to step in and squash a story that had already been published. This is a lot farther than such things should be allowed to go. Jeremy is looking for a solution to the problem, but hasn't come up with anything yet.



Chapter Six: Welcome to the Free States

"Welcome to the Free States" is an introductory adventure set in Los Angeles. It will allow characters to get a feel for unlife in the Free States, which is probably very different from what they are used to, and should offer them an opportunity to meet some of the major players on the local scene. It will also allow them to get in enough trouble that the Storyteller can easily weave a chronicle around their further exploits in the City of the Angels.

If the characters have been played before and are already established in a city, it shouldn't be terribly difficult to get them into hot water with the local prince. He may either throw them out of the city or sentence them to death forcing them to flee the Free States. On the other hand, if the players want to create new characters for their Free States chronicle, they should be given some guidance. While it is true that under the precepts laid down by the Revolutionary Council, any creature of any kind is welcome in the Anarch Free States, in practice some creatures are a lot more welcome than others. Lupines, for example, are widely regarded as the enemy and they are routinely hunted down and killed if they are found inside the city.

Even among the Kindred, some clans are more accepted than others. Los Angeles is, after all, an anarch city, and that means that it is mostly run by the Brujah. The result is that traditional enemies of the Brujah, such as the Ventrue, have a much harder time finding acceptance in Los Angeles. Also

generally shunned are the Tremere, for their secrecy and Blood-Bonding, and the Toreador, because of the memories of Don Sebastian. Members of the Sabbat, when they are identified, are killed immediately. This is not to say that individual vampires from any clan cannot successfully make their way in Los Angeles, but those from the distrusted clans already have a strike against them when they arrive. Malkavians, Nosferatu, Gangrel, Caitiff, and Ravnos, on the other hand, are usually accepted fairly readily.

The easiest characters to play in Los Angeles are rebellious anarch punks, since that is what the majority of the Kindred in Los Angeles are. Anarchs can come from almost any clan, and any vampire can get in enough trouble in his home city to make a trip to the Free States look like a good idea. Such a character will slip into the milieu of L.A. much more easily than, say, an uptight Ventrue corporate attorney. If players are particularly insistent on playing members of one of the less accepted clans, they should be allowed to do so, but also be made aware of the disadvantages they will be facing.

Another way to introduce characters to the Free States is as scouts. The Inner Circle has authorized covert expeditions into the Free States, and coterie are often sent there to look for and exploit weaknesses in the fabric of anarch society. Individual Camarilla scouts will often join a coterie of vampires traveling to the Free States and pass themselves off as anarchists fleeing the wrath of a distant prince. The

Sabbat, Giovanni, Assamites and Followers of Set all have agents in the Free States, and are usually happy to send in more. The one problem faced by all is that many of the agents they send in are never heard from again.

Characters who flee their cities to make a new home in the Free States should also be counseled concerning the Backgrounds they take. , Allies, Contacts and Influence should be avoided unless the character has a reason for knowing people in L.A. already. . Unless the character is nationally known, Fame is unlikely to do them any good in L.A., and unless they are traveling with a bus full of willing vessels, they can't start with a Herd. If a character has a Mentor either in Los Angeles or with influence there then it makes sense to take that as a background, otherwise this also would not apply. Any Resources which the character has are going to be in the form of cash or easily transportable valuables, and only a very well-known anarch could expect to arrive with any Status at all, and then probably only at the ancilla level: in the Free States, Status has to be earned.

The Rant

The adventure begins at one of the Rants. The characters are assumed to have been in Los Angeles long enough to at least know what a Rant is and when and where the next is to be.

The parking lot of the Terminal is pretty full by the time the characters arrive. As they head from the parking lot to the Terminal, they are joined by numbers of shadowy figures. Most of them are garishly-dressed punks in leathers and studs, but there are also gang bangers in the traditional uniform of baseball cap, white T-shirt and black jeans.

When the characters enter the Terminal, they can see well over 100 vampires seated around the edge of the huge former waiting room. Some have climbed up and are sitting in the rafters, looking down; most are sitting in groups and chatting desultory with each other while keeping a wary eye on the others.

If the characters have a friend with them who is familiar with the local political scene, she can point out some of the local celebrities: Allison Maller with her four vampires, carefully watching Tom Weaver and his four; the statuesque Steve Booth and his 12 surfer Long Beach Boys; Edward and Vera Vignes, he in formal evening wear and she in a very chic outfit, sitting primly with one of the Blount Sisters, who is looking around in a somewhat bewildered fashion; Baron Amethyst of Santa Ana with all six of her gang members; David Geduld, the Baron of Torrance, dressed sharply and circulating among the other Kindred, shaking hands and laughing; Louis Fortier, at a table in a corner chatting with two of his mistresses, Elena Gutierrez and Catherine du Bois.

Seated near the characters, surrounded by a large group of Latino vampires and clearly their leader, is an apparently young man in work shirt and jeans, sitting next to him is a portly, well-dressed individual who appears to be his right-hand man. These are Salvador Garcia and Jesus Ramirez,

who run El Hermandad. Even if the characters don't recognize him immediately, several people will walk up and greet Salvador enthusiastically by name, giving the impression that he has been out of town for a while. Gloria Martinez sits close to the El Hermandad group, talking to her own six gang members in a low voice.

Also highly visible is one particular girl who is sitting with Amethyst's group. She has auburn hair, a flawless complexion and a wonderful figure, and appears to be about 16 years old. She is sitting with her arms around a young punk who seems just like all the others in the room, although he doesn't appear to have reached even their level of hygiene or social graces. Almost anyone who knows L.A. can identify the girl as Rose, but no one will recognize the boy she is with.

Finally, a shy-looking punk gets up and addresses the crowd, which quiets down (a little). Stuttering a bit, she asks if anyone has seen her friend Dasher, who she thought was going up to Glendale to hunt. All heads turn towards the Blount sister, who looks slightly confused but denies ever seeing him. The young punk looks disappointed, and someone yells at her to get off the stage.

At this point the huge double doors at the back of the Terminal burst open, and a large group of young black vampires enter, carrying something. They are all wearing typical gang-member uniforms, and most carry blue bandannas in their pockets. They are led by an older vampire in a suit, who walks to the center of the room. Anyone there can identify these as Mohammed al-Muthlim and the Crypt's Sons, the most dangerous gang in the city. The punk who had been speaking slinks offstage, and Mohammed addresses the crowd, saying: "I warned you all not to hunt on our turf, and I want to thank those of you who listened to me. This guy, on the other hand, didn't..." He gestures and the Sons throw the bundle, which turns out to be a headless corpse, onto the floor. "We don't want trouble with our neighbors, but we sure as hell aren't going to let anyone push his way into our hood and hunt there without permission. I hope I've made myself clear."

As the crowd begins to mutter angrily, Mohammed strides off and sits down with the rest of the Crypt's Sons. Room is hastily made for them. Several of the Kindred, including the young punk who spoke before, get up and examine the corpse, but none of them recognize the deceased vampire apparently. The Kindred continue to mutter among themselves, and a lot of hostile glances are thrown towards the Crypt's Sons, but nobody gets up and says anything. Mohammed appears to be enjoying the attention.

If the characters want to address the crowd, this is their chance. In general, let them say whatever they want, and have the crowd react accordingly. Remember, though, that this is a very tough audience, and a statement like "I'm new in town and just wanted to say Hi," is at best going to get a "Who cares?" kind of reaction.

At this point a man walks in from a back room. He is tall and thin, with an aristocratic bearing. The crowd, which has



been pretty raucous up to this time, gets absolutely silent. The characters should not have to be told that this is Jeremy MacNeil, the founder of the Anarch Free States. If they don't figure it out though, anyone sitting nearby will inform them.

(Storyteller: If you want, read the following to the players. If you think that it will slow things down too much, then just tell them that Jeremy gives an eloquent and passionate speech decrying the making of new vampires in the Free States. On the other hand, if you are a good speaker, try declaiming with as much verve as you can. If you can add a slight Scottish burr, so much the betterrrr.)

Brother and Sister anarchs, do I have your permission to speak? I thank you. I've come to you tonight to speak my mind about a problem which is facing all of us— numbers. Anyone who is on the streets of the Free States these days knows that there are more Kindred than we can comfortably support. Every month more Kindred come here demanding the shelter we have pledged to provide them. This is good, and we welcome our brothers and sisters who are fleeing the oppression of the Camarilla or the Sabbat. Nonetheless, our streets are becoming more and more crowded, and therefore more and more dangerous. What can we do? We can heed the words of Crispus Attucks at the last Rant.— and stop creating get.

I know, creating childer seems like an easy way to fill up your coterie and bring you power on the streets, but each new Kindred that is created here means that much less room for those who need the Free States as a refuge from oppression. Creating get is unfair to our fellow anarchs out there, unfair to your brothers and sisters in the Free States, and ultimately unfair to the babes we create. If you don't believe me, ask him.... (pointing to the corpse on the ground)

I can't compel you to do the right thing, you're all free to do whatever you want. All I can ask you to do is think about what you're doing, and the consequences for all of us. Thank you.

When Jeremy finishes speaking, ask the players how their characters respond. Do they applaud politely? Enthusiastically? Do they stamp their feet and whistle? Most of the elder vampires in the crowd applaud enthusiastically, but the younger vampires don't seem terribly pleased, although they clap politely. Jeremy looks over the crowd, seeming to notice who approved of the speech and who didn't, and walks out.

After this, the Rant breaks up. The gangs file out carefully, glaring at each other, and head to the parking lot. As Salvador passes the characters, he stops and greets them in a friendly manner, asking how they are doing. If they are new to the Free States, he will welcome them and ask where they are from, showing a pretty fair knowledge of the political situation in their home town. If they are longtime residents, he will just be friendly. He will introduce the characters to Alexis and Murray Goldfarb, who are with him, and will invite them back to the Taste with him for a drink. Regardless of the response, he will continue out to the parking lot, either with the characters or just in front of them.

The Attack

It is hard to talk in the parking lot, since cars are starting up and driving off. Most of El Hermandad has already left, and Alexis, Murray, Jesus, Salvador and the characters arrive at the front of the Terminal at about the same time. As the group comes out, a late-model black jeep pulls up with two men inside, both black. The passenger aims a double-barreled shotgun and fires two Dragonsbreath rounds point-blank at Salvador's head. The powerful gouts of flame knock Salvador off his feet and, as Jesus rushes to catch him, the jeep roars off. Jesus, rocking the unconscious Salvador in his arms, screams "Get them!" If the characters decide to chase the jeep, go to The Chase. If not, assume that several El Hermandad gangsters nearby give chase and come back with the information meant for the characters.

The Chase

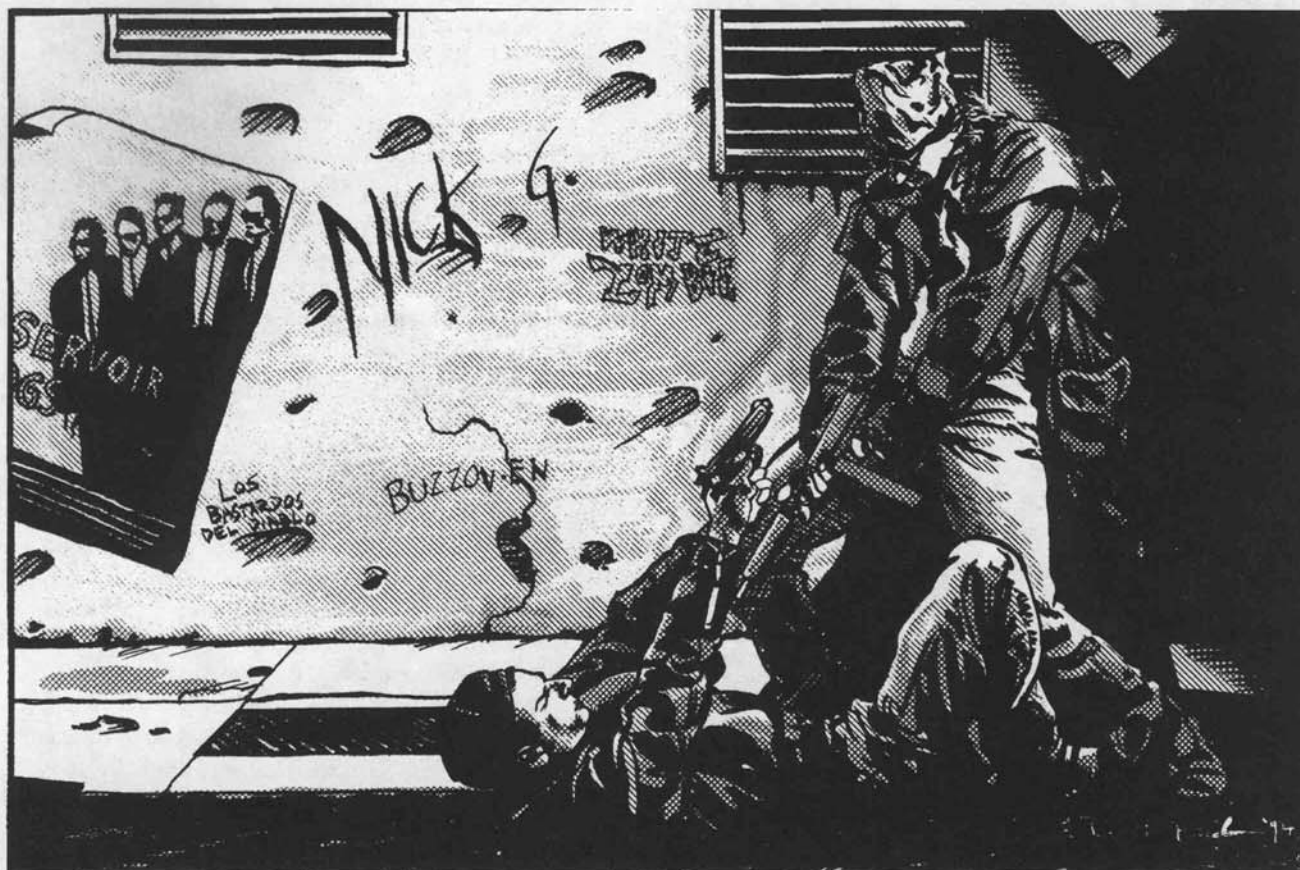
Fortunately the characters are very near their car, so they can still see their quarry as they start up and tear after them. The jeep turns onto Cahuenga and roars north, driving under the Hollywood freeway and continuing along the access road that parallels the freeway at that point. They make a screeching left onto the bridge across the freeway, and then turn north on Cahuenga West. At this time of night traffic is sparse along this stretch of road, so the characters should have no trouble keeping the jeep in sight when it makes a 180-

degree turn onto Mulholland Drive. This is a steep, very twisty road that runs up to the top of the Hollywood Hills and then along the spine of the mountains all the way to Calabasas. Describe the curvy road, the blind corners and the steep drop-off on the left as the vehicles travel up. Occasional cars coming in the other direction also offer hazards to a driver who strays too far over the center line.

The jeep has a head start of five successes. In order to get close enough to get the license plate (3LPL555), they will need to get four more successes using Dexterity + Drive (difficulty 7) than the driver of the jeep, who has a dice pool of four. If one of the characters has *Auspex*, then they need only get three more successes than the driver.

A botch on any driving roll means that the vehicle has spun out in one of the dusty patches next to the road and will need to get back onto the road and get started again. If this happens to a character, she loses all her accumulated successes and must start again. If it happens to the driver of the jeep, he loses three successes.

The characters will also need to catch up by four successes if they want to shoot at the jeep since the winding road keeps it from staying in range very long. This will put them about 30 yards behind the jeep; each driving success after that will let them close the gap by 10 yards. Shooting from a speeding car is +2 the normal difficulty, and aiming is impossible. If the character who is driving wants to shoot also, she must split her dice pool.



A successful tire shot will cause the jeep to spin out of control.— go to Ending the Chase. If the characters shoot at the occupants of the jeep, and are successful, then a body falls out of the passenger side of the jeep. Ask if the characters stop to examine it. If they do, the jeep will get completely away. Go to The Body. If they continue their pursuit, go to Ending the Chase.

Ending the Chase

As the characters are about to overtake the jeep, its driver suddenly cuts to the left, across the opposite lane and over the side of the cliff, narrowly missing a car parked at the side of the road. If the jeep's driver was in danger of escaping (10 successes or more), then the characters will just be able to see it ahead in the distance as it swerves to avoid the parked car and skids off the road.

The jeep turns over several times and comes to rest on its side, about 75 feet below (the characters can see it bouncing down the cliff if they are very close and get out of their car quickly enough). The occupants of the parked car, a young couple in an advanced state of undress, will also rush to look over the side of the hill — this presents an interesting problem to deal with

If the characters did not shoot at the jeep, or were unsuccessful in hitting the passenger, they will find his body here. It is lying in a bush about 15 feet down the hill, its neck broken. Investigation of the jeep will provide the license number, but the characters will not find any registration. There will be no trace of either the driver or the shotgun.

The Body

What the characters discover about the body will depend on how they found it. If it fell from the jeep while the characters were shooting, it will have a small-caliber bullet wound in the side of the head. A successful Perception + Investigation or Medical roll (difficulty 5) will reveal that the man was shot at short range. If the body is found near the wrecked car, the same roll will indicate that the man's neck was broken before he was thrown from the car. In either case, the body is that of a thin, black mortal male in his late 20s, about 6'2" and 165 pounds. He is wearing a long black leather coat, with dark slacks and a dark shirt underneath. In his pockets are some loose change, a switchblade, a wallet containing \$200 and several credit cards belonging to a "Frank Kennard," but no other identification, and a red bandanna. The use of The Spirit's Touch will reveal that the dead man's name was indeed Frank Kennard, that he had a long history of violence, which he enjoyed, and that he was a member of the Blood.

Let the characters decide what to do with the body. They will have to deal with the young couple if the jeep went over the cliff, as well as the police, whose sirens can be heard coming up Mulholland.

Revenge!

When the characters return, they will find that the Goldfarbs have taken Salvador back to the Taste; but that Mohammed, Jesus and many of El Hermandad have returned to the Terminal and are waiting inside. Mohammed will push his way forward and question the characters thoroughly about what they saw. He will be particularly interested in the mention of the red bandanna. He will turn to Jesus and say, "I've been telling you those damn Bloods were getting too close. Now they've found out about Salvador, and probably about all of you. They've got to be taken down NOW, tonight!" El Hermandad members will loudly agree.

Mohammed continues: "I'm going to get the rest of the brothers. You all meet me at the club in two hours, and we'll have avenged our own before the sun rises." The Latino Kindred will roar their approval and sprint for their cars. All around them the characters can hear engines roaring as the El Hermandad gangsters peel out into the streets, returning to their havens to prepare for the upcoming gang war. Mohammed stands apart, watching as the furious Kindred roar off with a smile on his lips....

Jesus will explain that the Blood is a mortal gang that has been at war with the Crypt's Sons for years, but that until now there hasn't been any sign that they know about any other Kindred. Mohammed has been screaming for help against them for a long time, but the rest of the anarchs have seen them as an effective check on the Crypt's Sons, and no threat to the other, so the gang has been pretty much left alone. This attack on Salvador, however, means that the Blood have found out about the rest of the Kindred community, and have decided to take them all on. They will have to be eliminated, even though it will mean the death of many Kindred: since the Blood are known to be well-armed and prepared for Vampire attacks. If the players ask about "the club", Jesus tells them that it's Club Zombie, downtown, a nightclub where a lot of Kindred hang out. Jesus will ask the characters to return to the Taste and tell the Goldfarbs and Salvador (if he's conscious) what has transpired.

Rose and her anonymous companion, who have been standing somewhat timidly in the background, now approach the characters. Rose offers the services of her friend, who she introduces as Zipper, in finding out who owns the car, since he can pretty easily break into the DMV computers. If the characters accept the offer, Rose will offer to return to the Taste with them, since Alexis has a pretty good computer system there ("Zipper put it in for her"). If the characters turn down her offer, Rose will flounce off, and Zipper, obviously disgusted with the characters, will follow her.

Back at the Taste

If the characters have never been to the Taste, Jesus can tell them how to get there. Following his instructions, they head south on the Hollywood Freeway into Downtown, take the Harbor Freeway south to Sixth Street and get off there to head into the dark heart of the city. Passing by the huge

Convention Center, the characters soon find themselves in a very seedy section of town. Homeless men and women are in every doorway, or just shuffle along the dark, filthy streets, totally oblivious to their surroundings. This is Los Angeles' skid row, where those at the very bottom of the social barrel congregate.

If this is the characters' first time in downtown Los Angeles, have the driver roll his Intelligence + Drive (difficulty 7), non-driving characters can make the same roll (difficulty 6). Failure means that the characters are hopelessly lost, and will have to ask for directions. If they ever leave their car in this area, an appropriate number of locals will attempt to mug them right on the sidewalk, in front of dozens of nearby (albeit largely oblivious) witnesses. The characters will have to deal with their attackers without making use of their vampiric powers.

Once the characters manage to find their way through the maze of streets, they will enter a small district of warehouses, eventually finding an unmarked building set back from the street. In the lot in front of the warehouse there are several cars parked, one of which appears to be occupied.

As the players drive up and park, a huge fat man with a long red ponytail and bushy red beard, wearing a leather jacket and jeans, gets out of his car and ambles over to the characters. Watching them warily he says, in a deep, gravelly voice, "Evenin' folks. Can I help you?" If the characters properly identify themselves, he will say, "Yeah, Jesus called ahead and said you were coming. I'm Christian. Come on in." and with that he will usher them into A Taste of L.A.

If this is the first time the characters have been to the Taste, describe the scene for them. The lights are very low, much lower than the darkest mortal restaurant, but with their enhanced senses the characters can see a large room with a bar running along the far side. Along the wall to the left are booths, and on the right is a small stage, currently unoccupied. Tables are scattered widely, and apparently haphazardly, around the sawdust-covered floor. Potted plants hang in the dimly-lit corners, suspended from the ceiling in macramé holders. Newspapers and magazines are strewn on many of the tables, several of which sport chess sets.

The Taste is deserted. Christian, who is obviously upset, tells the characters that everyone is in the Goldfarbs' quarters in back. There, they find Salvador laid out on the bed in the cluttered bedroom. His head and upper body have been swathed in bandages and he is unusually pale. He appears to be conscious but in enormous pain. The Goldfarbs, both looking pretty pale themselves, are hovering over him, carefully feeding him vitae from a cup.

Once Salvador has been fed all of the available blood and is lying quietly, the Goldfarbs and Christian will ask the characters what happened back at the Terminal. When the characters mention the upcoming war against the Blood, they will hear an emphatic "NO!" from the bed, as Salvador struggles to sit up. When Murray rushes over to lay him down

again, Salvador moans, "It's a trick...Mohammed's just using them...Stop it...," and then falls back on the bed.

If the characters previously accepted Rose's offer at the terminal, then Zipper has been in the next room, working at Alexis' computer. At this point he will announce (with some pride) that he's tracked down the jeep. If the characters refused, they will need to try this themselves, needing to roll their Intelligence + Computer (difficulty 9). Each roll represents about twenty minutes. If they do quickly succeed, Alexis will snort something about stupid neonate pride, and call Zipper at home, who will then get the address for her.

No matter how they get it, the characters will end up with the name and address of the registered owner of the jeep: Leon Cutler in Watts. None of the Kindred who are present have ever heard of him. If the characters show any hesitation about following up on this lead, Murray will plead with them to find out who was really responsible for the attack on Salvador. He will lend them a map of Los Angeles, and show them how to get to Watts.

If Mohammed is right, and the attack on Salvador was launched by the Blood, then a gang war is probably inevitable. On the other hand, if Salvador is right, then someone is trying to trick the gangs into a bloody fight that will end with the Final Deaths of many Kindred. The characters are in a unique position to save the Free States from unnecessary bloodshed. If the characters think they need help here, Rose and Zipper can offer to go along, but they probably won't be needed (don't tell the players that!).

Into Watts

Watts is not far geographically from the gleaming towers of downtown Los Angeles, but it is light-years away socio-economically. Shabby houses, burned-out businesses and wrecked, abandoned cars bear mute testimony to the despair and anguish of the inhabitants. Describe to the characters the graffiti-tagged billboards, the garishly-lit liquor stores and the rundown apartment buildings that are scattered across the bleak landscape. It is roughly midnight by the time the characters arrive, and most of the houses and apartment buildings are dark. Occasionally police cruisers or cars filled with young men in gang uniforms will drive by, the occupants of both will warily eye the intruders, but no one will take any action against them.

If the players follow Murray's instructions, they will have no difficulty in finding the building, which takes up about half a block in the middle of Watts. To the characters' surprise, it is a gleaming white church! It is brightly lit on all sides by floodlights and, although the church itself is dark, lights can be seen in the small vestry in back. A number of seemingly idle young men are lounging around the outside of the church, some on the steps, others on the lawn in front. Close observation will indicate that several of them are carrying or wearing red bandannas very similar to the one found on Frank Kennard's body.



If the characters want to sneak up on the church, they are going to have a difficult time. No one can draw near without crossing a well-lit area, and all of the approaches are watched by gang members. If the characters have *Obfuscate*, they can use *Unseen Presence*, by making three successes on an extended *Wits + Stealth* roll (difficulty 6), they can get close to the lighted vestry, which forms the lower part of an "L" shape with the church itself. It too, is illuminated on all sides. Through the lit windows they can see a tall, thin, older black man in a black suit and ecclesiastical collar reading a book in a small, cluttered study. This is the Reverend Leon Cutter. If the characters attempt to enter the church or vestry without permission, they will have to make a *Willpower* roll (difficulty 7) or be stopped by the holiness of the building and its inhabitant. A botch will send the character fleeing into the night. Even if they can bring themselves to enter the building, the characters will need to repeat the roll if they want to attack (or even closely approach) the Reverend.

If the characters approach the church directly, the young men will block their way and threaten them, telling them to leave. If there are any non-black vampires among them, the gang members will be tense but not abusive. If the characters are all black, the gang-members will be much more hostile and insistent: the only *Kindred* that they are aware of are the *Crypt's* sons, and they are much more likely to assume that a stranger is a vampire if she is black. If the characters offer any violence at all, they will be confronted by several

guns, many knives and, interestingly enough, two sharpened stakes. This is the headquarters of one of the most effective vampire-hunting groups in the country: If the characters display any *Kindred* traits at all, they will be attacked without mercy, and almost certainly killed.

If the characters ask for Leon Cutler, the gang members will grow even more tense, and one (apparently the leader) will ask who they are and why they want him. Before they can respond (or if they choose not to) the standoff will be broken up by a voice from the vestry: "Can I help you? I'm Reverend Cutler." The gang members separate, revealing the older black man that has been reading in the vestry. As he approaches the characters, tell the players of the goodness radiating from him, and remind them of how uncomfortable the characters are in the presence of such holiness. With a welcoming smile on his face, the Reverend will invite them into the vestry.

Impress upon the players what a dangerous place the characters are entering should they accept. At the invitation of Reverend Cutler, they will only need to make *Willpower* rolls (difficulty 4) in order to succeed. Failure means a slight hesitation, and they may try again. Each successive failure means that the hesitation grows longer, which will make the Reverend suspicious.

Once they are all inside, the Reverend will ask what he can do for them, expressing some surprise that they should be visiting him this late at night. If the characters ask about the



jeep, they will need to convince the Reverend that they have a legitimate reason for wanting to know. You may choose to role play this, or require a Manipulation + Subterfuge roll (difficulty 5, or 7 if the Reverend is suspicious). If they are successful, Rev. Cutler will tell characters that the jeep belongs to him, a gift from his congregation. He doesn't know where it is, since he loaned it to a member of the congregation for the evening. Should the characters ask about the identity of the borrower, the Reverend will want to know exactly what the problem is, and whether Frank is in trouble.

On hearing about what happened earlier in the evening, Rev. Cutler sighs, saying that the boy was named Frank Kennard and that he really didn't know him very well. He goes to the door and asks if any of the boys outside knew Frank. One of the gang members reluctantly comes forward, identifying himself as Billy, and admit that he was a friend of Frank's. (If the Reverend has been told that Frank is dead, he will break it to the young man, who will angrily shrug off any offers of sympathy). Billy will also mention that the last time he saw Frank was the previous night in the Rocket, talking to a well-dressed guy who had a couple of bodyguards with him. Billy didn't know the guy or the bodyguards, but he is able to offer a pretty detailed description of the guy: short, thin, black, dressed in a very stylish black suit with a blue handkerchief in the pocket — and a black wool overcoat. The guy wore shades, even though it was night.

Billy is not interested in helping the characters, since he doesn't know or trust them, and the Reverend will not pressure him into doing so. The characters may continue to question the Reverend, but he knows nothing more about the situation, and you should remind the players that the vampires grow more and more uncomfortable the longer they stay in the presence of this holy man. As they leave the vestry, the Reverend offers the characters a blessing, which probably does not lessen their discomfort.

The Rocket

The Rocket is a small neighborhood bar near downtown Los Angeles, in neutral gang territory. The characters have until 2:00 AM when the bar closes, and probably less time if they want to stop the gang war that is brewing. Impress upon the players the importance of moving quickly,

Following Billy's instructions, the characters drive through the dark streets of Watts, back towards Downtown. The bar is easy to spot, having a red neon rocket flying across the front. Inside it is filthy, crowded, noisy and smoke-filled. The denizens are racially mixed, but all look like they've been here much too long. The bartender is an enormously fat man named Hector, who can barely squeeze behind the tiny bar.

If the characters talk to Hector and describe the man they're looking for, he'll profess ignorance, unless they offer him either money or another inducement (such as fear) to "remember." Then he'll identify the guy as an occasional customer who he doesn't know well. He's just called "Killer," presumably because of his way with the ladies. "He hasn't

been in tonight,” says Hector “I don’t know where he lives, but I do know one of his bodyguards. He’s named Craig Herndon, and he’s a regular — he lives across the street in the Metropolitan Hotel, but he hasn’t come in yet .”

The characters can either wait for Craig in the bar, or they can go to the Metropolitan Hotel. If they wait, remind the players that time is passing and that somewhere out there, El Hermandad and the Crypt’s Sons are massing to attack the Blood. If they wait long enough, however, Craig will show up just before closing time. He’s a huge black man with a shaved head, a goatee and a bad attitude. He’ll stop in, drink a quick beer and walk out down the street, (past several convenient alleyways), heading towards Club Zombie. If the players approach him in the bar, he’ll ignore them as long as he can, then tell them to get out of his face. If they start trouble he’s ready, and has no problem with mixing it up in the bar. Use the stats for the generic gang member (without the Disciplines, since he’s mortal) and give him an M1911 heavy pistol. If the characters approach him on the street, he’ll assume that they are out to hurt him, and will act accordingly. He will either run away (provoking a chase scene) if he thinks there are too many of them, or will fight the characters if he is likely to win.

The characters may, on the other hand, decide to go after Craig in his room at the hotel. The Metropolitan is the seedy downtown joint right out of every detective movie ever made. The lobby is huge but entirely devoid of furniture, a sign of its decay from a great hotel to the flophouse that it has become. The night clerk, from whom the characters will have to get Craig’s room number (326), is falling-down drunk, and won’t remember anything the characters do to him. The halls are smelly and dark, only intermittently lit by the red glow of the flickering neon sign out front. Craig’s room is in back, and he is lying on the bed, reading *Salem’s Lot* by Steven King. He’s gotten to the spooky part, so he’s on edge anyway. His pistol is on the nightstand next to the bed. As is always the case in these scenes, the fire escape is right outside his window for use if he tries to run for it. Let the characters’ actions drive the encounter, but remember that Craig is a professional killer, and will be expected to put up a fight if the characters do not obviously outclass him.

One way or another, the characters will have to force Craig to answer their questions. Once they are in this situation, roleplay the interrogation, or have them roll their Manipulation + Intimidation + Presence (difficulty 4). Each success gets one piece of information, but every attempt takes time and makes noise. For each roll after the first one, roll a die. On a 4 or less, someone will notice the screaming, and do something about it, either trying to save Craig (unlikely) or calling the police (much more likely). If this happens, the characters will get one more round of questioning before they’ll have to get going. Craig’s information is:



1. Craig works for Killer as a bodyguard.
2. Killer hired Frank Kennard to do a job with him tonight.
3. The job went well, and Killer is celebrating at the Club Zombie, which is down the street a few blocks.
4. Killer and Craig are members of the Crypt's Sons.
5. There's something weird about Killer — he's never around during the day.

Club Zombie

The doorway to Club Zombie is decorated to look like the entrance to a tomb. The characters may have some doubts about being admitted to an obviously trendy nightclub in whatever they happen to be wearing, but they need not worry. Although there is a long line of people waiting to get in, the doorman (who is dressed like a mortician) will look at the characters carefully, then stamp their hands and pointedly suggest that they might be more comfortable in the Sepulcher.

The place is a typical nightclub, with heavy Gothic overtones. The music is deafening, the drinks are expensive and the customers are fashionably dressed. There is a huge dance floor and a live band. The club is very crowded, and the characters will have to push their way through the giddy throng to reach the stairway labeled "Sepulcher." At the head of the stairs stands a huge attendant made up as a ghoul (which is more appropriate than most of the customers think). He will check the character's hands, and then allow them to go down.

Describe the Sepulcher to the players. The lights are low, and the room is decorated with black marble and gleaming brass fittings. The carpet is blood red (attractive, and it doesn't show stains) and there are curtained alcoves along the walls. The music in here is as loud as it was upstairs, but the sound system is better. The place is crowded, with lots of black and Latino gang members sitting around the edges of the room. A close look at the gang members using Perception + Alertness (difficulty 7) will reveal that they are heavily armed.

If the characters look around they will spot a man who matches Killer's description dancing with a beautiful vampire. While the characters are watching him, Mohammed al-Muthlim and Jesus Ramirez come out from one of the curtained booths and address the crowd. Mohammed says that they have worked out the plans for the attack on the Blood, and that the gangs should prepare to move out. It's now or never for the characters.

If they try to speak to the crowd, or to Mohammed or Jesus directly, Killer will attempt to silence them before they can tell what they know. On the other hand, if the characters decide to confront Killer, he'll deny everything and jump them immediately. In either case, the dance floor will quickly clear as Killer attacks with teeth and claws. Use Slash's characteristics for Killer, which makes him a formidable opponent. Up to three of the characters can attack at one time. The use of guns is not recommended, both because of



their relative ineffectiveness against vampires, and because of the danger of hitting someone else.

If the characters are doing well, let them continue fighting. If they beat him, Killer will confess that he hired Kennard to attack Salvador, although he will claim that the idea was his. On the other hand, if the character's are losing, the fight will be broken up by the gang members and by Louis Fortier, who will suddenly show up to find out what is happening in his club. He will give the characters one chance to explain themselves before he tears their heads off.

One way or another, the characters will get an opportunity to speak. Unless he has been beaten in the fight, Killer will deny all involvement, but if the players tell the story well they will be believed. At this point all heads will turn to Mohammed al-Muthlim, who is the obvious author of this plot. Mohammed will turn furiously on his lieutenant, accusing him of trying to start a gang war "that would have ripped this city apart!" In a sudden burst of fury, he will pull a stake out of his long coat and plant it in Killer's chest. Killer will gasp, stagger, and fall to the ground, quickly entering torpor. Mohammed will gesture for some of the Crypt's Sons to take him away, muttering that he will see to Killer personally.

Mohammed will turn to the characters and thank them for saving the city. He will sound sincere, but there will be hatred in his eyes, and his statement that "I'll always remember what you've done here" may cause the characters some sleepless days. He will then gather up the Crypt's Sons and leave the club.

Jesus Ramirez and the rest of El Hermandad will also thank the characters, much more sincerely, and even Louis Fortier, who is very tough to impress, will acknowledge that the characters have done well. The characters may remain at the Sepulcher and party with El Hermandad, return to the Taste and explain the situation to Salvador and the Goldfarbs, or just go on their merry way.

Whether or not they return to the Taste, word of the characters' exploits will get back there, and when Salvador recovers he will seek the players out and thank them for what they have done. The Goldfarbs will also be grateful, and offer the use of the Taste to the characters if they ever need a haven. The characters should take comfort in the fact that in the solitary, dark world to which they are doomed, they have found a small haven of light and warmth.

LOS ANGELES

by night

Call to Battle

Passionate and fiery, Los Angeles burns with an excitement found in no other city. It has become the center of fashion, art — and the Anarch Movement. Fifty years ago, its streets ran red with Elder blood, and the anarchs claimed the city for themselves. They stood poised to make it a land unparalleled in Kindred history.

Call to Destruction

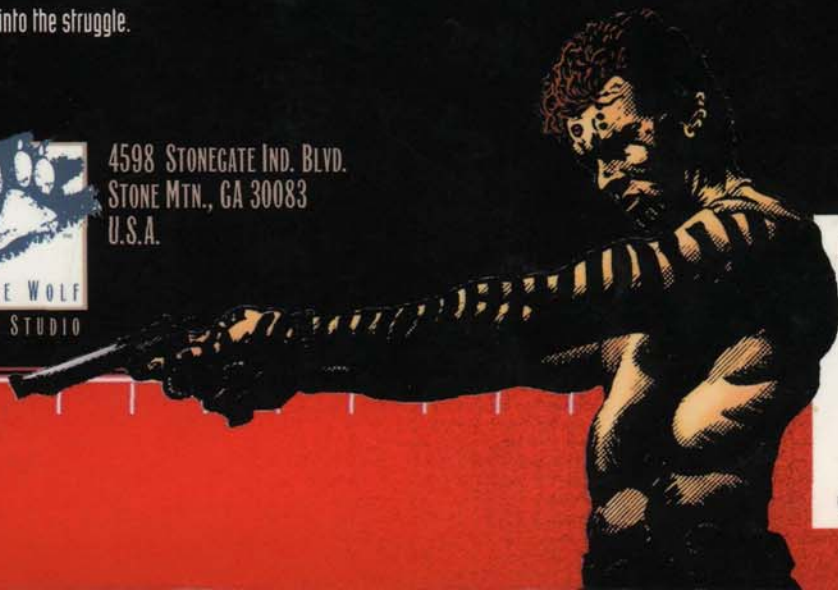
Now it is unparalleled in violence. The anarchs who swore eternal brotherhood when they drove out the Camarilla have formed gangs and now battle each other nightly for control of the city's neighborhoods. The leaders of the Revolt can only shake their heads in sadness, for their speeches fall on deaf ears. On all sides enemies gather, drooling at the opportunity Los Angeles presents.

Los Angeles by Night includes:

- A detailed description of Los Angeles, including the many neighborhoods which make it the unique city that it is;
- The Kindred who overthrew the prince and those who lead the gangs tonight;
- A guide to anarch politics and a story to bring the characters right into the struggle.



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