

# CITIES OF DARKNESS

Volume 2



Includes:

**Berlin by Night and Los Angeles by Night™**

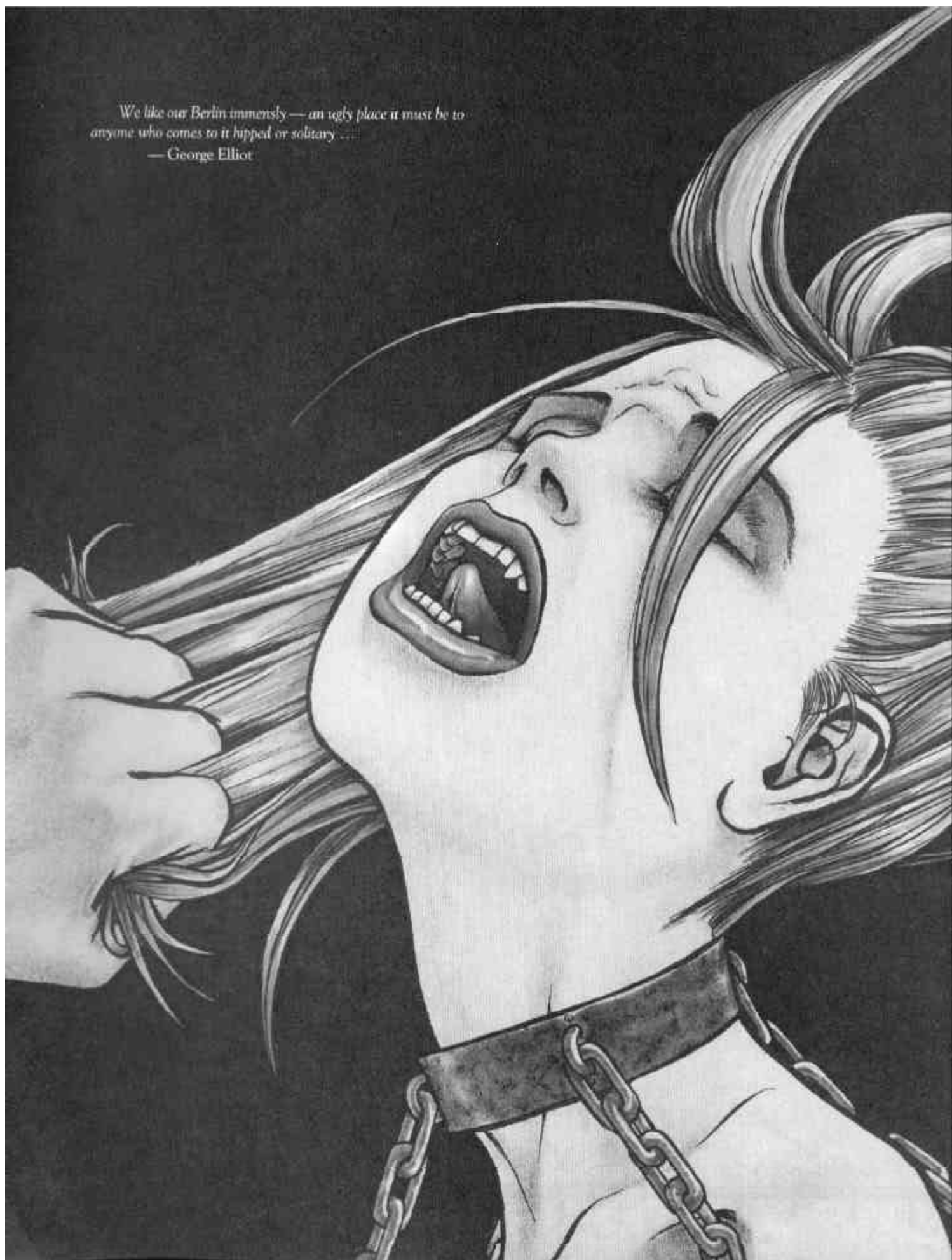
A City Sourcebook for Vampire: The Masquerade

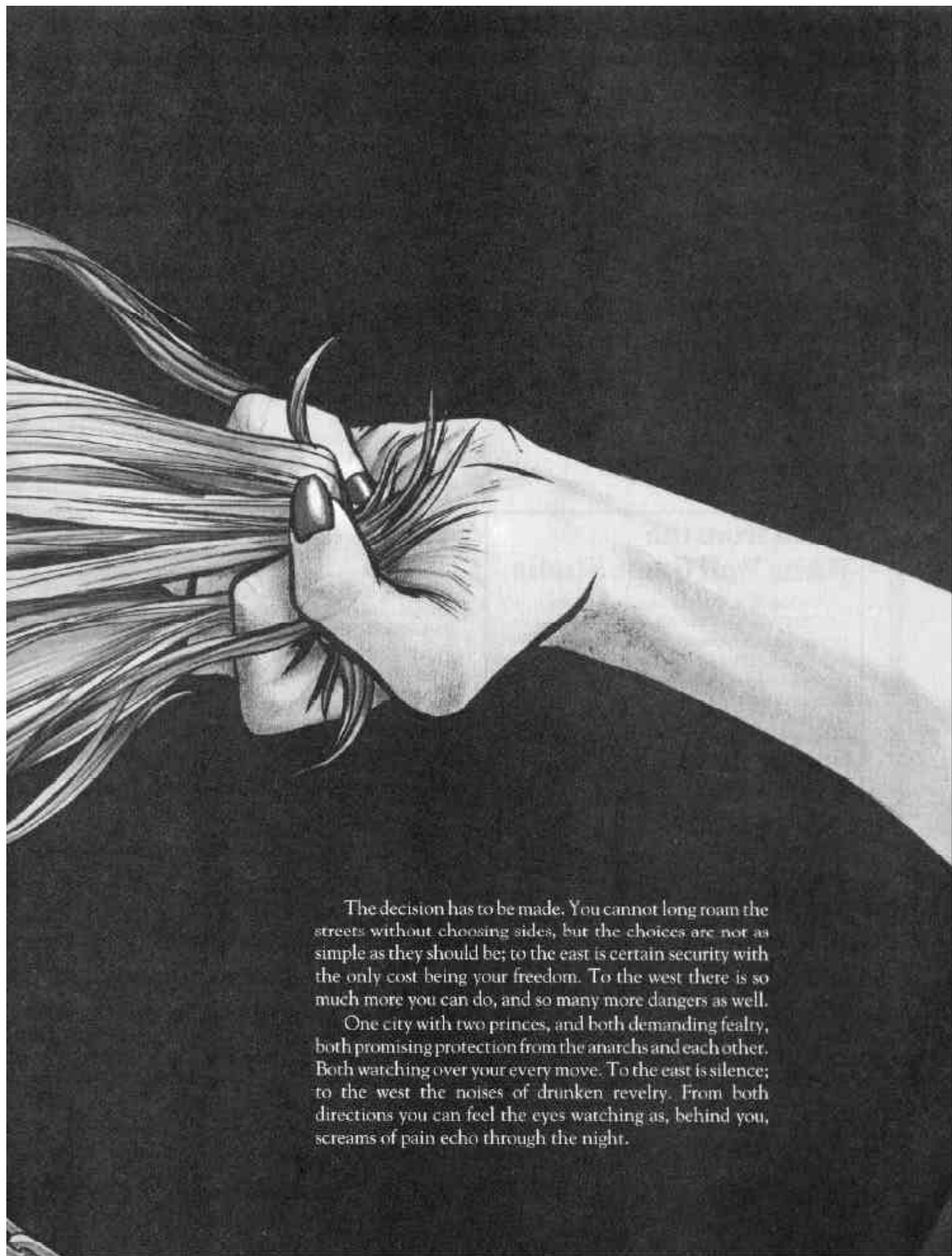


**By James A. Moore**  
**The Divided Heart**



We like our Berlin immensely — an ugly place it must be to  
anyone who comes to it hipped or solitary ...  
— George Elliot





The decision has to be made. You cannot long roam the streets without choosing sides, but the choices are not as simple as they should be; to the east is certain security with the only cost being your freedom. To the west there is so much more you can do, and so many more dangers as well.

One city with two princes, and both demanding fealty, both promising protection from the anarchs and each other. Both watching over your every move. To the east is silence; to the west the noises of drunken revelry. From both directions you can feel the eyes watching as, behind you, screams of pain echo through the night.



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## Word from the White Wolf Game Studio

We hope that all of you have had a chance to look at **GURPS Vampire: The Masquerade**, but to answer the question we have been getting here: no, the GURPS setting is not consistent with the White Wolf version, nor should it be. **Vampire** and the entire Storytelling line is open to whatever interpretations anyone may have of it, and we welcome different looks at them. Storytellers should feel free to pick and choose whatever they like best to add to their chronicles. Hopefully, this will give you more options than you would have had before.

## Special Thanks to:

Wes "Questionable Intent" Harris, for promising Josh a special present.

Josh "Shot of Red Eye" Timbrook, for his post-Nocturnia glow.

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Lyndi "Steel-Tipped" Hathaway-McKeenan, for telling the doctor what she's gonna wear next time he breaks out the needle.

Rebecca "Ska'd for Life" Schaefer, for enjoying the finer things in life.

Danny "Mailing" Landers, for amusing the retailers just in time for Christmas.

Michael "Newbie" Krause, for not knowing what he was getting into. Ha ha ha ha ha ha ha ha ha ha ha.

## Dedication

The author would like to thank the victims — er — playtesters of Berlin: John Groff, Bonnie Moore, Dave Matteson, Gary Provencer, Rowanne Moore, Steve Fulford, David Davilla, Hayes Wilson and Brad Low.

Additionally, a very special thanks to Inge Moore for her research assistance.

Thanks to Andrew Greenberg for the patience.

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



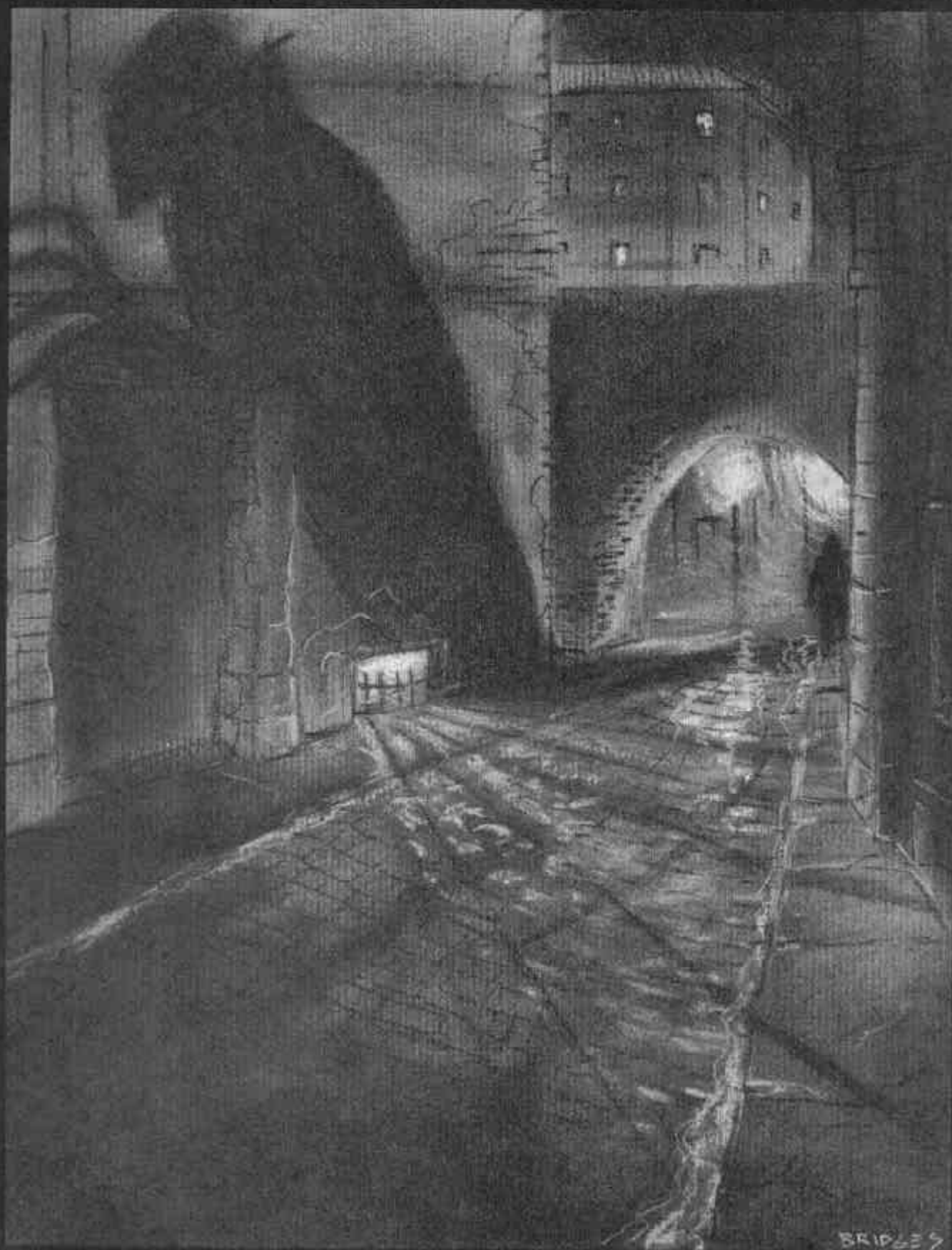
## **Book One: Berlin by Night** **6**

<b>Chapter One: Introduction</b>	<b>6</b>
<b>Chapter Two: History</b>	<b>12</b>
<b>Chapter Three: Geography</b>	<b>22</b>
<b>Chapter Four: The Kindred</b>	<b>42</b>
<b>Chapter Five: Coteries</b>	<b>72</b>

## **Book Two: The Ascension of Caine** **92**

<b>Chapter One: Nightmares in the Daylight Hours</b>	<b>96</b>
<b>Chapter Two: Outsiders</b>	<b>98</b>
<b>Chapter Three: When Gods Are Angered</b>	<b>103</b>
<b>Chapter Four: Changes</b>	<b>111</b>
<b>Chapter Five: Lessons in the Dark</b>	<b>114</b>
<b>Chapter Six: Revelations</b>	<b>122</b>
<b>Index</b>	<b>124</b>





# Chapter One: Introduction

*The kine have their eyes on all Europe, but perhaps nowhere as strongly as they do Germany. The Camanilla cannot permit this endless squabbling between the Eastern and Western factions to continue. The fools endanger both the Masquerade and the peace the Camanilla embodies. If East and West cannot live in peace, if they cannot settle their disputes promptly and quietly, then we must settle their affairs for them. One almost expects such foolishness in the new world, but we cannot allow anarchy to reign in any part of our own continent. If necessary, we must choose their ruler for them and destroy any who would oppose us.*

— Karl Schrekr, Justicar of Clan Tremere

Berlin prospered for centuries under the rule of Gustav, a harsh and strict prince who tolerated no disobedience. For centuries the city had a small but powerful Kindred population which ruled over all mortal matters of importance without fear of retribution; Gustav upheld the Masquerade and none dared defy him.

Then came the end of the Second World War. The vast majority of the city's Kindred met Final Death during the bombings, destroyed by the savage explosions that rocked the entire city to its foundations. The city of Berlin was divided by the humans of other countries and, for the first time in more than 600 years, Gustav lost the iron rule of his domain, forced by the Canaille to stay in the eastern part of his city.

Its builders did not design the Berlin Wall to stop Kindred, but Wilhelm, usurper to Gustav's throne in the west, convinced the Tremere to create a mystical barrier strong enough to stop the passage of all but the most

powerful or crafty Kindred. Now the Wall has come down; Brujah no longer rule over the Eastern Bloc of Europe and many of its elders have disappeared.

The magical barrier has been weakened as well, damaged as revelers dismantled the wall. Gustav is ready to take back what is rightfully his, using any means necessary. Wilhelm, once Gustav's trusted aide, now prince of the western half of the city, has other ideas. Wilhelm has changed the rules in Berlin, allowing the creation of progeny, unrestricted travel by Kindred from other domains, and the growth in both numbers and power of the anarchs.

During Wilhelm's rule, West Berlin has become a metropolis and a thriving convention city, hosting well over 1,000 conventions annually. He has no intention of surrendering his domain to the prince of the East, for the city has prospered under his rule, both for Kindred and kine alike.



And so it is war. The East Berliners fight to regain what was once theirs and the West Berliners fight to keep the power they have gained for themselves. Berlin continues to co-exist by day, slowly adjusting to a situation much changed by the reunion of its divided halves. While the people of Berlin—of all Germany—have greeted long-lost relatives with open arms and begun forging a greater nation, the struggle is not over. Now that the first glow has faded, everyone must deal with two generations of different laws and lifestyles that have left an indelible mark on both halves.

By night Berlin is a political hotbed of intrigue and violence. Kindred guard borders that no longer exist for humans; vampires fight amongst themselves, deciding where they will hunt, where they will sleep and which prince is the true leader of Berlin. So far the damage has been minor, but that is bound to change. Neither prince will yield in this bitter dispute and neither will surrender a meter of territory; both remain unsatisfied with only half of the city.

New faces appear nightly. Anarchs run freely through the western part of town, giving grudging respect to Wilhelm's laws but threatening to bring the turbulent situation to the notice of the Camarilla. Choices must be made; a final decision of who will be prince is all that will keep the Camarilla and its Justicars from crushing this growing freedom. Who will you follow, who will you defy? How can you truly be certain which prince is the right one, when the loser will almost certainly forfeit his immortal life?

Now trapped in the East, Gustav ruled Berlin for more than 600 years. During his reign none dared break the laws. The Camarilla had no reason to examine Berlin.

In the West, Wilhelm is a kinder prince, but anarchs are showing what too much Kindred freedom can do. The Camarilla carefully watches for any signs of serious trouble.

Individual Kindred have already decided who they want to rule in Berlin, but they do not talk of these things. They simply wait for your decision to be made. Will they welcome the characters or will they destroy them? There can be no election, but every Kindred's opinion matters for more important issues than just who will rule. Every Kindred's opinion could well determine who lives another night.

All of Berlin's Kindred watch the character's every move; all the Kindred await their decision. Which way will they turn? Who will be their prince ... or will they even allow a prince to rule them?

### German Names

Male: Albert, Andreas, August, Dieter, Dietrich, Franz, Friedrich, Hagen, Hans, Horst, Johannes, Klaus, Kurio, Kurt, Otto, Rainer, Rolf, Siegfried

Female: Angela, Anna, Charlene, Doris, Franziska, Gisela, Heidi, Helga, Henriette, Isle, Ingrid, Kurigunde, Lotti, Marie, Rica, Sabine, Siegrid, Valena



# How to Use This Book

*Either the Berliner has solved the great problem of modern life, how to do without sleep, or ... he must be looking forward to eternity.*

—Jerome K. Jerome, *Three Men on the Bummel*

This book is designed to allow Storytellers to run a complete chronicle in Berlin or set a single story there. It details major moments in the vampire history of Berlin, along with information about other forces holding power in the city.

Space limitations make it impossible to cover every aspect of Berlin's 950-year history. This book covers critical events in greater detail than it does those with little impact on the Kindred society. Storytellers may wish to do extra research on the city's history if they feel they need more background.

**Berlin by Night** is divided into two sections. The first describes Berlin, as well as its history and its vampires. The second is a story designed to introduce characters to the city, but can also be used, with minor changes, in any city.

Storytellers should use this book any way they see fit. Nothing on the following pages should be considered law. Indeed, this information is best used as a frame on which Storytellers can weave their own stories. If a Storyteller feels changes should be made to suit her chronicle, then she should make the changes without hesitation. The more a Storyteller changes Berlin, the more the city will become hers and the more her troupe will enjoy the chronicle.

## References

This book includes everything a Storyteller needs to set a chronicle in Berlin, but those with a penchant for detail can take advantage of the following sources. This list is by no means complete and the need for any of these items is entirely a personal decision, but any or all of the following reference sources could well add new dimensions to stories in Berlin.

### Reference Books

Storytellers may want to choose books written both before and after the fall of the Berlin Wall.

*Baedeker's Berlin*

*Frommer's Berlin*

*Night*, Ellie Wiesel

*Mein Kampf*, Adolf Hitler

*Shoah*, Claude Lanzman

*The Spy Who Came in From the Cold*, John Le Carré

Time Life Books on the Second World War

## Movies and Video

*The Tin Drum* (for its powerful portrayal of Berlin before the Second World War)

Both versions of *Nosferatu* (for the proper feel and atmosphere, and 'cause their really neat!)

*Cabaret* (pre-World War II Berlin)

*The Package* (Gene Hackman and Tommy Lee Jones take a look at the Cold War)

*Company Business* (Gene Hackman and Mikhail Baryshnikov take a look at the Cold War)

*Wings of Desire* (this is not *It's a Wonderful Life*)

*Gigolo* (starring David Bowie in a powerful portrayal of Berlin after WWII)

*Saturday Night Live's* "Sprockets" (just to show you how much life in Germany has changed since the last World War)

MTV's recent Rockumentaries on Racism in Music (just to look at how nasty the situation really is in Berlin)

The countless documentaries on World War II (for the historical background on Himmler and Göring)

The collected works of Bertholt Brecht, in particular *Christiane F.* (which shows some truly fabulous footage of Berlin)

*Triumph of the Will* (ignore the politics and enjoy the visuals of this '36 documentary)

## Theme

The theme of **Berlin by Night** is fear of the unknown, for Berlin is heading into the darkness of chaos. The city has never suffered the throes of anarchy prevalent to so many cities in the Gothic-Punk world of **Vampire**. For most of its history, Berlin has been ruled by only one prince who had more than enough power to rule his domain his way. Now, with the reunification of Germany, the Kindred must decide which of two princes they wish to follow, or even if they will try to create another Anarch Freestate.

To add to the dilemma, the Camarilla has made noises about making the decision itself and perhaps elevating a new prince to take the place of the two now in power. The city is preparing for a monumental transition, but no one can tell what it will be.



# Map Of Europe



## Mood

The mood in Berlin is one of constant paranoia. Just who is following whom? Even for the city's elders, the answer is a matter of life and death. Each clan has its own beliefs about who should rule, and each clan has dissension in the ranks. Even without the princes to choose among, which clan elder should be obeyed? Or do you run with the anarchs and make your own decisions? How can you be certain which is the right choice, when no one can tell you what to believe?

Choices must be made constantly, and everyone makes demands of the characters. All the while, the Kindred of Berlin listen eagerly for what any of the neonates have to say, looking desperately for insight into how they may choose. None of the Kindred are above this paranoia—not when so much depends upon a quick resolution to the troubles at hand.

## Travel In Berlin

Berlin, unlike many cities, has few traffic problems in the heart of its business districts. The roads, built primarily in the latter part of the 1940s, were designed with population increases in mind. Even before the introduction of the automobile, extremely wide roads were the norm in Berlin.

Even with more than 750,000 registered vehicles and 5,000 taxis, commuters have little difficulty. Of course, there are exceptions.

Part of the reason for this lack of traffic are the U-Bahn (Bon) and S-Bahn Subways. Prior to World War II, Berlin was the center of railroad transportation in Germany. After the war, East Germany placed severe restrictions on travel to and from West Berlin, but former rail worker put their experience and knowledge to good use in expanding the already existing subway systems. Virtually any location in West Berlin can be reached by subway. The subways also carry a moderate amount of traffic from East Berlin.

East Berlin uses a combination of tram-cars and double-decker buses to handle most of its excess traffic. East Berlin had little heavy traffic until very recently, as the average citizen could not afford the cost of personal transportation. East Berlin also has two separate long distance rail systems for travel into the eastern sections of Germany.

For river transport, Berlin sports two ports, one on the east side and one on the west. The two ports are used primarily for the import of raw materials and export of manufactured goods.

Finally, Berlin has three airports: the Tegel (Teh-gel) and the Tempelhof (tem-pel-HOFF) on the western half of the city, and Schönefeld in the eastern half. The Tempelhof is primarily used by U.S. military forces stationed in West Berlin.





# Chapter Two: History

*Berlin — I hate you.*

*Berlin — I need you.*

*Berlin — I love you.*

*Berlin ...*

— Nina Hagen, "Berlin"

Humans, led by Albrecht (al-Brecht) the Bear, first settled the area now called Berlin in A.D. 1134. Albrecht became markgraf (count) of the area, then known as the Northern March, or Nordmark.

The region's Kindred made their presence known within three years. The area was still thinly populated, but Erik Eigermann (I-gerr-mon) became careless in his hunting. The first known Kindred of the region was hunted down and killed by Karl Schtekt (shrekt), a self-proclaimed demon-hunter from Vienna. The wandering demon-hunter left the area immediately after, riding away with only his weapons and the clothes on his back.

In A.D. 1244, a little more than 100 years after Erik's death, the next vampire came from nearby Belitz to settle. Ilse Reinegger proved far more cunning than her predecessor. Having fled Belitz after a feeding frenzy sent the town into chaos, she created rules for herself and her Get before the Masquerade even existed.

By the time Berlin and its closest neighbor, Colln (Koh-len), built their joint town hall in 1307, Ilse was the acknowledged leader (or, at least, the most prominent) of all Kindred in Upper Saxony. Her reign was strict and her vengeance fierce when any in northeastern Germany disobeyed. Ilse made examples of those who broke her rules, but at least one of her followers did not take these lessons to heart.

## Gustav's Reign

Ilse met her death when the fires of the Inquisition reached Germany, betrayed and Diabolized by one of her own children, Gustav Breidenstein (GOOSH-ToffBRI-den-shine). Gustav, along with the few remaining Kindred in the area, joined the Camarilla as soon the opportunity arose, and he now claims to have cast the deciding vote which led his clan to join the sect at its first formal meeting.

Life under Ilse's rule had been harsh but fair. Life under Gustav's rule was a great deal harsher and a lot less fair. Gustav alone held the right to sire and always created his children from his personal ghoulish bodyguards, assuring that they would be Blood Bound to him.

Any Kindred who visited Berlin without presenting themselves to Gustav promptly learned the error of their ways. He gave them the night to ponder their mistake while waiting for the dawn's first rays to touch their staked bodies. In 1575, this practice caused the first major problems among the Kindred in Berlin when a visiting Tremere was killed for his tardiness in introducing himself to Gustav.

The Tremere retribution came in the form of a plague and a note delivered by the Tremere Justicar, Karl Schrekt, warning against any future mistreatment of the clan. Whether or not the Tremere really sent the plague has been a point





of some dispute, but the clan certainly was willing to take the credit for the mass destruction in Berlin. The plague did no harm to the Kindred themselves, but severely depleted the herds available in the small but rapidly growing town. The plague and the attitude of the Tremere did nothing to alleviate Gustav's strict rules. Instead he simply started using his abilities to make a stronger Berlin.

He did, however, send a formal apology to the Tremere Council in Vienna. The apology took the form of a note, tied to a stake that had been pounded into the Tremere Justicar's heart and delivered by three of Gustav's most trusted Retainers.

In Gustav's eyes, the deliberate insult of delivering the staked Schreckt and the continued existence of the Justicar were to be a sign of his power over the Kindred in his city. The Prince of Berlin felt that risking all of Berlin to make a point to the Tremere proved how severe a punishment Gustav was willing to mete out; thus, in his eyes, his followers should fear and respect him even more. To the Kindred of Berlin under Gustav's rule, this simply proved the suspicion that Gustav was mad, but still too powerful to remove from power. Since that time, relations between Gustav and the Tremere have remained strained, at best.

## The Thirty Years War (1618-1648)

The Thirty Years War devastated Germany as no other war has since, but it allowed Gustav to achieve power of which he had only dreamed. First of all, it caused the Ventrue and Tremere to put aside their differences as they battled a host of enemies, including Brujah, Toreador and Sabbat. Secondly, many of Germany's Cainites met their final deaths in the horrible war, leaving a power vacuum for enterprising Kindred to fill. While Berlin itself was laid waste, Gustav looked out at a bright future shaped solely by his own efforts.

The only barrier he saw was the Tremere, who he blamed, rightly or wrongly, for much of the damage Berlin suffered during the war. He blamed the clan for not providing promised support, for betraying him and for a host of other ills, real and imagined. When the war ended, Gustav prepared for more conflict.

He moved quickly, becoming one of the Kindred behind the Elector George William, the mortal leader of Brandenburg, who made Berlin his capital. With the Elector's unsuspecting aid, Gustav turned Berlin into one of Europe's leading cities.

For 300 years, from the mid-17th century until the mid-20th, Gustav used his powerful influence to build Berlin's size and power. His plans began to come to fruition when the

electorate of Brandenburg became the Kingdom of Prussia. While Gustav was not the only power behind the early kings, he was certainly one of the most influential. Partially due to his efforts, Prussia instituted compulsory education, increased its trade and industry, and created one of the strongest armies on the continent. Gustav felt ready to look outward — and for revenge.

## The War of Austrian Succession (1740-1748)

Prussian armies crossed into Austrian territory on December 23, 1740. Continually victorious under the leadership of Frederick the Great, the armies failed to seize Vienna, due mainly to Toreador demands upon their Bavarian allies. Of course, Gustav again blamed the Tremere for denying him his rightful revenge.

Frustrated by the war but happy with Berlin's growing prosperity, Gustav temporarily suppressed thoughts of further revenge. Realizing that the city's growth largely depended on outside influences, Gustav gradually permitted select members of clans other than Ventrue to live in Berlin. By the time Frederick the Great died in 1786, Berlin had become a heavily industrialized and very important part of Europe.

One side effect of Gustav's industrialization plans was to drive away the Lupines who had populated the forests around Berlin for so long. Gustav assigned many Kindred (generally those he suspected of some kind of treachery) the dubious honor of hunting down and killing the Lupines. By 1786, most of the Lupines had been driven away, and those who stayed were mercilessly destroyed. Many Lupine pelts adorn the havens of the Berlin's Ventrue elders.

## War With the Toreador

Gustav's dislike of other clans caused further problems when the Toreador retaliated against the staking and destruction of three clan members. Gustav felt justified in these executions, having taken great insult at their critiques of his attempts at painting; despite years and years of trying, Gustav severely lacked in the art of oil painting. The Toreadors' formal letters of outrage were sent back to Paris, unopened or with vicious remarks about the Toreador ability to appreciate art written on them.

Berlin, then the third-largest city in Europe (behind London and Paris), soon felt the full penalty for Gustav's pride and ego. On October 27, 1806, Napoleon marched his troops into Berlin. France's Toreador helped ensure that he held the city for several years, during which time they plundered many of Berlin's artistic treasures.

Shortly before Napoleon's march on Russia, the Toreador of Paris decided to accept Gustav Breidenstein's many formal apologies. In front of an assembly of powerful Cainites, the Prince of Berlin sacrificed three of his own Get and

promised to allow the Toreador to come and go as they pleased, providing they made their presence known to him immediately.

French occupation of Berlin taught Gustav the importance of planning for the future and the art of subterfuge. This held true not only for the building of his domain, but in the ways of the Jihad as well. Gustav swore to his most trusted allies that his revenge would be unheard of in magnitude. No one who knew him well considered laughing at the idea.

Gustav was more angered than humbled by the Parisian invasion, and slowly plotted his revenge. He took some consolation in Napoleon's later defeats, but realized that this did little to France's Toreador.

The rapidly growing population of Berlin caused a natural increase in the number of Kindred in the city. Gustav's laws strictly forbade the siring of Get in his domain, and most Kindred followed this rule. The increase came from wandering Kindred seeking new opportunities in Berlin, tired of their places of origin or banished by their previous princes.

Working as Gustav's right hand, Wilhelm Wackburg (Wilhelm Vald-boorg), the first of Gustav's brood, observed everything and learned first hand the ways of power. Despite a great, secret passion for the domain Gustav had built, Wilhelm gave sound advice to his leader, earning his sire's trust. Wilhelm had his own plans for Berlin, and Gustav played no part in them.

Over the course of the next century, almost every clan on the continent of Europe established havens in Berlin. While Gustav brooded and ruled with an iron fist, Wilhelm came to know the most powerful members of the various clans. He gained their trust and, simultaneously, bolstered Gustav's respect for his diplomatic abilities. He proved especially valuable in stopping anarchy and Sabbat schemes in 1848. Gustav became so confident in Wilhelm's talents that he took his eyes off of what was going on in his own city and began concentrating on his revenge.

## Plans for Vengeance

Using his influence with the other Germanic princes, Gustav helped mastermind the unification of the Germanic States, turning them into one large empire. He used their common fear of both Tremere and Toreador manipulations to unite them against France and, aided by mistakes made by members of the two rival clans, convinced the other princes that the Ventrue needed a larger area of power — a united country rather than a dozen city-states.

Both the Austrian-Prussian War of 1866 and the Franco-Prussian War of 1870-1871 drove this point home. In both cases, Gustav and his Ventrue allies managed to defeat apparent threats by their rival clans — first the Tremere and then the Toreador. When reunification became a fact

rather than a dream, the Ventrue had become the dominant clan in the Camarilla, and Gustav stood forth as one of the leaders of his clan.

Despite his claims that he was the sole impetus for this change, Gustav had the assistance of many fellow Ventrue in this reformation. Others also saw the guiding hands of even older Cainites behind the events, and began to fear the next step in the Jihad. Those who felt Gustav had become nothing more than a pawn of the Methuselahs soon had more evidence to bolster their claim.

## World War I

Following unification, Gustav rewarded the most influential of his pawns, Otto von Bismarck, with an offer of eternal life. Appalled, Bismarck declined. His refusal outraged Gustav, who Dominated Bismarck into forgetting the offer and then had him dismissed from his position as the first Chancellor of the German Empire.

Wilhelm made certain that the man's political destruction at Gustav's hands became widely known to the more influential Cainites of Berlin, and began the wheels turning in his own play for power. The first underground line of the city's subway system opened in 1902, an event that Gustav entirely ignored. Wilhelm was well on the way to making his move.

With the addition of a subway to the sewer systems, Wilhelm's personal information network, the Nosferatu, gained another way to glean information from the kine of Berlin. Careful attention to detail and the ability to determine the truth in what was spoken, led Ellison Humboldt (El-es-sahn Hum-BOldt), Berlin's Nosferatu elder, to gain greater power and respect.

For the right sum of money, or for the promise of future favors, Ellison would pass information to the highest bidder. The primary source of income for the Nosferatu was, not surprisingly, Wilhelm. The information he gathered, as well as the false information he paid the Nosferatu to spread, slowly and methodically gained him the respect of Kindred throughout the city.

Having learned well from his sire's errors, Wilhelm waited, knowing his time would come. In 1914, the German Empire earned the enmity of the world at large when Gustav's manipulations reached fruition. Between increasing tensions among several of the clans and growing convictions that most of the clans did not hold to the Camarilla's laws as strongly as the Ventrue, Gustav and his allies convinced the Ventrue princes that the time had come to prove the power of the Ventrue once and for all.

Although tensions among the kine countries was already strong, Gustav and his cohorts felt that the time was ripe to show the Toreador clan for what it was — usurpers and pretenders to the power that belonged to the strongest children of Cain.

Through years of careful planning and manipulation, the Ventrue and several powerful Tremere figures forced the First World War into motion, certain that their pawns and armies could easily defeat the rest of the world. Surprisingly, the British Ventrue broke with their German Kindred, apparently worried that the German princes had become too powerful.

Only Gustav himself could hope to understand his reasons for causing war on such a massive scale, but he was known to scream on more than one occasion that the world would learn never to cross him again. As in all things, Gustav overlooked the assistance he had received and was soon claiming all the credit for the destruction surrounding Berlin.

Wilhelm remained loyal to him throughout the campaign, following orders to the letter. All the while he feared the eventual destruction of Germany as a whole and Berlin in particular. Wilhelm was closer to being accurate than he had dreamed.

In 1917, the United States entered the war, having lost dozens of ships to the German navy's U-Boats. Among the American losses was the *Lusitania*, a cruise ship carrying a full crew and guests on its way to England in 1915. Two American Cainites, on their way to Venice via England, were lost in the explosion. The Ravens and Brujah rage was epic in proportion, and both clans helped push the United States into the war.

The war ended little more than a year later, and the German Empire and its capital were financially devastated. Brujah from around Germany made another attempt at gaining power in Berlin within the year (the first had been in 1848). The attempt, despite initial support from the Brujah who had seized power in the Soviet Union, was premature. Gustav used all his forces to suppress it as brutally as possible. Wilhelm, however, saw the writing on the wall, and convinced Gustav that Germany needed change.

Less than a year after the war ended, Germany established a republican form of government; a government that was, nonetheless, financially powerless as a result of reparation payments forced on the country after World War I. Though Gustav did not fully realize it, his power in the city was destroyed. Many of his allies outside the city now turned against him. Those inside the city had turned against him long ago. While Gustav still ruled in name, Wilhelm held the true power in Berlin.

Wilhelm's establishment of a primogen after the war assured that, barring incident, he would hold power for as long as he desired. The power struggle was virtually nonexistent as Gustav lacked any support at all and was smart enough to realize that his reign had ended — for now.

The former prince still held the official title in Berlin, but was nothing more than a puppet. Any decisions of importance to the city were approved by Wilhelm; punish-

ments for breaking the laws of Berlin were still stiff, but not nearly as severe as they had been when Gustav meted them out.

Gustav still had influence with Berlin's kine, however, and he did not hesitate to start planning again, preparing for the time when he could seize the power that was rightfully his. His wait was not as long as he had expected.

## Hitler

On January 30, 1933 Adolf Hitler became Chancellor of Germany. On March 23, he and his Nazi Party seized power in Berlin and Germany, promising to end the appalling poverty and living conditions that had choked the German people since the end of World War I. Heinrich Himmler, one of his close compatriots and the man who would later command the Gestapo, Hitler's Secret Service, was also Gustav Breidenstein's ghoul. Unknown to Gustav, Himmler remained his own man, for he was unbondable.

The seizure of power was again almost bloodless. It caught Wilhelm off guard, for Gustav had managed to plant his followers in the right places with an amazing degree of secrecy. Germany's economic depression had already weakened Wilhelm's reign, and most of Berlin's Kindred supported Gustav's return. Wilhelm barely escaped with his unlife, and Gustav forced the Primogen to back down.

Gustav spent the next several years tightening the screws on his rule and by 1940 was ready to look outward again. World War II was a year old when Hitler first met with Gustav, whose need for vengeance had not been sated by the First World War. Gustav began meeting with Hitler, and Kindred around the world knew terror as never before when German armed forces seized lands and conquered areas untouched by the previous war.

Gustav knew his control of Hitler was weak, at best. The Fuehrer often acted contrary to the Prince's attempts to Dominate him, and soon Gustav suspected everyone from mages to demons of interfering with his control. Once confident in Germany's chances, he became more and more worried as the years passed and Germany began losing.

Many feel that magical powers were used to stop Hitler when mages decided to retaliate against the damage he had wreaked on their homes. Hitler's raids on the troves of lore held throughout Europe have been the source of many a book and movie.

As Germany's power waned, the Lupines returned to Berlin. With so many Kindred in torpor or destroyed, the Garou of the Get of Fenris along with a powerful Berlin Gangrel, demanded that the Grunewald forest be left to them alone. The Kindred of Berlin attempted to stop the Lupines, only to die swiftly as the Garou retaliated. Too many Kindred were involved in the war itself for the vampires to provide effective resistance.







## Project: Werewolf

Rumors started to spread among the Kindred that the most powerful German leaders knew about the Kindred and were capturing them for experimentation. While there has never been any solid proof of such experiments, it is known that many Cainites disappeared from all parts of Europe at that time, never to be seen again. More than one Nosferatu in Berlin has claimed to hear unholy wailings coming from the area known as Teufelsberg, the Devil's Hill — the sounds seem to come from far beneath the hill, beneath even the sewers....

In truth, many vampires were captured by Hitler's Gestapo, along with Lupines and even a few Faerie. They became the subjects for Project: Werewolf, a top-secret operation started in Berlin and run by Heinrich Himmler and Hermann Göring, under orders from Hitler.

The same people responsible for Auschwitz and the other concentration camps studied the captured creatures and experimented on them. Many of the Lupines who were experimented on died, while a number more lived in an altered state. All the Faerie the scientists examined and altered died. All the Kindred used in Nazi experiments survived the process.

The remarkable healing powers of the Kindred and Lupines stopped most mundane forms of transformation from having a permanent effect. But with the use of magick, radiation and certain chemicals, hideous mutations occurred — mutations of a more permanent nature.

At the end of the war, Wilhelm Waldburg found the twisted remains of Project: Werewolf. Of those who had survived the experiments, all but two were in a state of torpor. Wilhelm had the two conscious survivors questioned and then destroyed as an act of mercy. The torporic remainders of the rest were buried in the construction of Teufelsberg.

Daryl Lutz, the afore-mentioned Gangrel, promised peace between Kindred and Lupine for as long as the Lupines and Grunewald were left alone. To this day the laws of West Berlin are strict: leave the Grunewald in peace. To do otherwise is certain death. If the Garou do not kill the responsible vampire, the prince and his primogen will.

By the time the war ended, several major changes had come about in Berlin. Heinrich Himmler had disappeared, faking his death before a number of kine. The captured SS leader chewed a cyanide capsule in the presence of Field Marshall Michael Murphy and a doctor. Having been Embraced by a Tremere several months before the end of the war, he had no problem convincing the witnesses that he was dead — he already was.

Berlin was in chaos, and finding another body with a similar appearance took little time or effort. Heinrich Himmler left Berlin for the United States within a week of his "death."

Massive destruction during the last days of the war killed many of the Kindred as they slept, and sent many others into torpor. Through the trying times Gustav held solitary control, but this ended when the allies split the city into quarters. Germany was no longer a free country and Berlin, broken into sub-divisions by the Allied Forces, was no longer a free city.

## The Cold War Begins

On June 16, 1948, the Brujah-controlled Soviet representatives separated themselves from the Allied Forces controlling Berlin. Ten days later, the Soviet blockade of the other Allied sectors caused the United States to air lift food and vital supplies into the city. During the next 11 months, the Allies delivered almost 2,000,000 tons of coal, food and other necessities to Berlin.

The Allies radically reshaped Germany, turning it into two separate countries, and Berlin shared that fate. On October 9, 1949, the German Democratic Republic was publicly formed, and the boundary line between the two separate countries was drawn.

Berlin, the former capital of Germany, was divided as well. Gustav found himself in the eastern half of Berlin with a barrier of land guarded by both sides' troops between him and the western half of his domain. Gustav's one attempt to cross the border ended with more than 100 rounds of ammunition tearing into his body, and would certainly have caused his Final Death had it not been for Friedrich Kraus of Clan Brujah. Kraus managed to force a cease fire and pulled the injured prince back to the eastern sector.

The separation of Berlin into two separate cities, and of Germany into two separate countries, became official on November 30, 1948, thanks to the clans which had united to defeat Germany in World War II. The Brujah leaders of the USSR found themselves in complete agreement that Germany should be given the Gift of Communism. The Ventrue, who held Germany as one of their primary places of power, disagreed.

Sporadic fighting broke out along each of the sections. The Ventrue of Germany, England and the United States, aided by the Tremere and France's Toreador, managed to stop the Brujah conquest of Germany, but they lost parts of the country, including sections of Berlin. Gangrel and Malkavians fought on both sides, but played only a minor role in the conflict.

The actual fighting only lasted a few nights, but the effects have lasted to this night. Gustav, owing a life boon to the Brujah, allied with them only to see his allies defeated. Ever since he has ruled only a small section, where he sits and seethes in anger.

For at least one of Berlin's Brujah and many of the other newly created Kindred, Germany's division was not acceptable. Dieter Kotlar, Embraced even as World War II blossomed, knew that Adolf Hitler's dreams of Racial Purity and his attempts to create a perfect country were too important to be ignored. Kotlar proposed a Fourth Reich to the Kindred of Berlin, who laughed at his ignorance. Dieter was still new to the world of the Kindred, still new to the Masquerade, and many of the Kindred looked upon him as a child who should be scolded, if not punished, for his insolence.

Kotlar publicly backed down, but privately began to plan. So many of the older Kindred in Berlin were destroyed or in torpor that he knew he could not be alone in his feelings. Many of his contemporary Kindred had been embraced during the World War II. Given time to realize how "right" he was, the younger Kindred would come to him. As the Berlin Wall grew, so did the machinations of Dieter Kotlar. In time, the elders of the West Berlin Primogen came to know of Kotlar as the elder amongst the West Berlin Brujah (most of that clan stayed in the east); the younger Kindred came to know him as the leader of the anarchs and the founder of the Final Reich.

Kotlar promised that when the time was right, the princes would fall and a new Fuehrer would take their places. Hitler's dreams would come to pass, and the glory that was the Second City would be known again. Through the years, the Final Reich has grown in power, and the anarchs are feared in West Berlin.

Despite Kotlar's strength, there are many anarchs in Berlin who do not see him as the only alternative. Primary among his unofficial competition is Heinrich Himmler, now returned to Berlin and manipulating the Hunting Party as yet another faction in a rapidly escalating war between Berlin's political factions.

## A Battle of Two Princes

The Brujah had plans for East Berlin and Eastern Germany, and one of those plans involved the Prince of Berlin. They needed a figure head, a ruler known for his ability to rule with authority and an iron fist. In Gustav they found exactly what they needed. Three days after his rescue, East Berlin's most powerful Brujah had Blood Bound Gustav. Together, the Brujah and their Ventrue prince began plans to seize power in West Berlin as well.

Crucial to these plans is Dieter Kotlar. He has been instrumental in maintaining contact between the Brujah of the east and the Brujah of the west, and has done much to keep both sides cooperating.

In the western half of the city, Wilhelm took little time in seizing power in Gustav's absence. Wilhelm crept back into the city at the beginning of the war and remained hidden with Berlin's Nosferatu, who saw him as an ally and a friend. He had always treated them with respect and kindness, and the favor was returned.



During World War II, he caused difficulties for Gustav on more than one occasion. Rumor has it that his Domination of Hitler helped contribute to the Fuehrer's spiral into insanity during the last days of the Third Reich.

The new Prince did not hesitate to make his presence known among the other Kindred, and the primogen supported him once more. Believing in a powerful union of Kindred and the philosophies of the Camarilla, Wilhelm promoted the city's growth and opened its doors to Kindred from far and wide. While the number of vampires allowed to live permanently in the city was, and still is, limited, Wilhelm encouraged visits by Kindred everywhere. Wilhelm Waldburg is also considered one of the Camarilla's strongest supporters in Europe.

Gustav's reaction to the discovery that his old enemy held power in West Berlin was immediate, and only the advance warnings of the Nosferatu kept Wilhelm alive through several assassination attempts. Aside from these personal squabbles, however, there was little interaction between the two states. Attempts by many of the kine in East Berlin to defect to the western section were the most visible signs of the schism that rocked Berlin.

In 1961, the Brujah and their Ventrue prince began the construction of the Berlin Wall, a solid barrier to stop the interference from West Berlin and (theoretically) to keep the Nosferatu from gleaning information to give to Wilhelm. Wilhelm took the matter one step further and asked the Tremere to place powerful wards on the newly built wall. These wards were designed to alert the West Berlin Primogen of infiltration attempts from the east. Ironically, due to what the Tremere blame on unknown interference, these wards have worked in both directions, allowing the eastern prince to know of like attempts even as they occurred.

The kine world maintains the strong belief that the only reason for the Wall was to make a solid barrier between the two countries. Indeed, more than 200,000 kine had already defected to West Berlin in an effort to escape the radical changes being promoted by the Communist party. More had been killed or captured trying to do the same.

The Nosferatu continued to find ways through, however, and were eventually accepted by both princes as the best source of information available. Nosferatu have a stronger level of acceptance in Berlin than in almost any other part of Europe as a result of their usefulness. For the better part of three decades, the Kindred of East Berlin were undisturbed by the Kindred of West Berlin. Both felt it easy to forget the existence of the other side with a solid physical barrier between them. Both princes ruled their separate domains and lived their separate lives, rarely acting against, but always thinking of, the other.

## A New Era

These two fiefdoms chose to ignore one another in an official way, but the rest of the world had other plans. In 1990, Baba Yaga roused herself from torpor and started a careful plan to bring the lands back under her control. Long before she pulled herself from her resting place, she began preparing the way for her arrival in the world of the kine.

In Berlin, the Nosferatu started feeding Gustav more false information, and, through their own influence with the kine, fanned the fires of dissent. Events swept an unaware Gustav along with them, and even he was surprised when the German Democratic Republic opened the crossing points from East to West Berlin on November 9, 1989.

Determined to understand what was going on, and hoping for the chance to regain his lost lands, Gustav allowed demolition of the Berlin Wall to begin on June 13, 1990.

The effects of Baba Yaga's awakening continue to be felt in Berlin. Sporadic attempts by the Communist Party to take back what they held for so long do occur, but these attempt normally fail at the expense of human lives.

Many of the Brujah who ruled Eastern Europe have disappeared, and Gustav knows he cannot look to them for help anymore. Free to make his own plans, he lays the groundwork for regaining his power. One day all of Germany will again feel his might.

Many of Germany's Kindred have forgotten him, but for the vampires of Berlin, reunification and the threat of Gustav's return have been turning points of unparalleled significance. There is but one Berlin, a city with a population of over four million living souls; but this great city now has two princes. The two princes have a great hatred for each other, and neither is willing to yield one inch; neither will simply step down.

Berlin suffers from their conflict, for with two princes come two primogens, and two populations of Kindred who have grown accustomed to their own ways of unlife. The chaos that ensnares Berlin is subtle, played by certain rules that ensure the safety of the Masquerade, but it is chaos just the same.

Crime in Berlin is up by some 200 percent since 1990. Since the fall of the Berlin Wall the level of drug trafficking and bodies being found weighted down by concrete and dropped into the lakes of Brandenburg has been on the rise, with no end in sight. The primary cause of this increase would appear to be the "Russian Mafia," organized crime cartels led from the East. Gustav claims no responsibility for these acts and even goes so far as to call them barbaric, but does little to stop them.

In recent months, the troubles Berlin suffers have come to the attention of the Camarilla. It is certain that if the city continues this endless struggle with itself, the Camarilla will make moves to ensure an end to this chaos. Even the princes, Gustav and Wilhelm, realize the implications of so drastic a move.

Berlin is a dangerous town to live in for Kindred. One wrong step is all it takes to earn the enmity of one side or the other in the ongoing war. One step too many could bring down the wrath of the Justicars, and that is not a good thing in anyone's eyes.

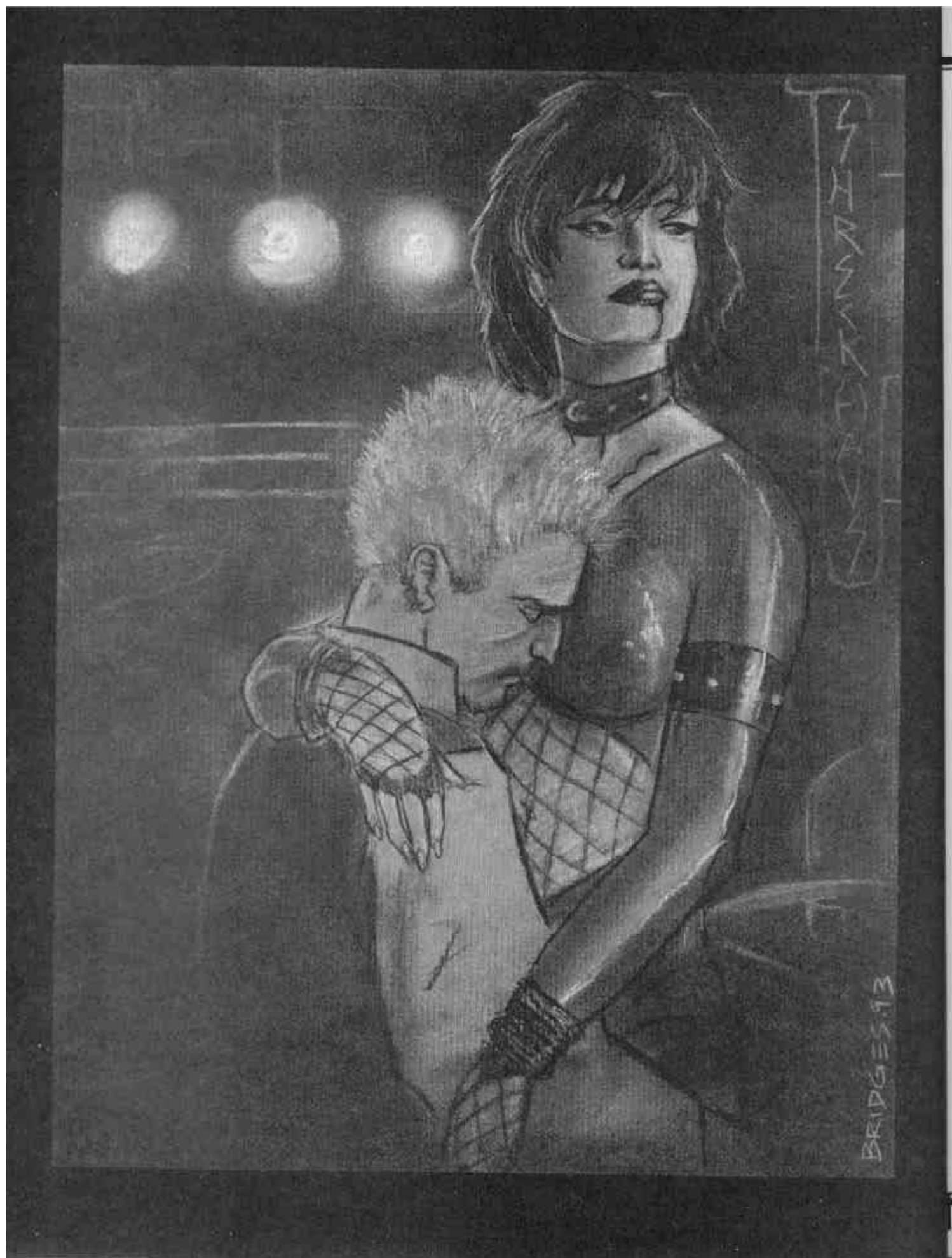
## The legacy of Adolf Hitler

Although few Kindred believe Adolf Hitler remains alive, the influence of the man's twisted beliefs still can be felt in Berlin, among the Kindred and the kine alike.

Regular protests against the increasing numbers of foreign residents in Berlin fuel fires once thought to be extinguished, and among the Kindred of Berlin, the Final Reich waits to seize power and drive the Pakistani and Turkish immigrants out of the city. The Final Reich has made claims to several of the terrorist acts that have occurred in Berlin of late, claiming that the time has come for a new Fuehrer, dissolution of the old princes and a Germany that is racially pure.

Gustav believes that he has influence over the Final Reich, as does Heinrich Himmler. But it is hard to say for certain just who has true control over these anarchs. Some claim that Hitler is still alive, and that he is the true power of the Final Reich. Most scoff at this idea, but a few have made it a point to keep their eyes open, looking for the specter of a man who once terrified the world.





SHIRAZA

BRIDGES 93



# Chapter Three: Geography

*All in all it was all just bricks in the Wall.*  
— Pink Floyd, "The Wall"

Berlin has 20 districts — 12 on the western side and eight on the eastern. Each of these separate sectors has effectively become a smaller city, unofficially ruled by one Kindred or another for as long as these "rulers" do not break any laws of the prince to whom they owe fealty. A number of these elders rule more than one area, and some have used this to build a hefty power base.

None of these districts have any official separation from the city of Berlin; all Kindred residing within these districts must still obey the rules of their respective prince above any others. The rulers of these separate districts have come to be called the burgomeisters (burg-Oh-MY-stirs), more as a tongue-in-cheek joke than out of any true sense of power.

The burgomeisters, however, are also normally the elders of one clan or another, and playing nicely when visiting from one district to the next is still strongly advised.

## East Berlin's Districts

### Friedrichshain (Frl-Drrik-ShAYn)

The Friedrichshain district is one of the three central districts at the heart of East Berlin. More people live here and, as a result, the area has become a favorite place for

visiting Kindred to meet and decide where they will go next. Although there are no major landmarks or schools in this area, there are a good number of restaurants and bars to attract Kindred.

Stefan Rutigar, the Brujah elder of East Berlin, rules in Friedrichshain. Stefan is in the early stages of a plan to establish a stronghold here and then sire a large number of Brujah to help him take over Berlin. As a result, Stefan watches over this area very carefully and does his best to make certain that no Nosferatu become too comfortable in Friedrichshain.

Since the mortal laws in East Berlin have changed and individuals can now purchase land, Stefan has spent a large amount of money buying warehouses and apartment buildings in the area. He has created several "youth hostels," from which he intends to pick and choose from visiting kine to create his army of Brujah.

### Lichtenberg (Lik-Ten-Berrg)

Lichtenberg District is Edward Hyde's main stomping ground and, like Weisensee, is almost entirely ignored by the Kindred of Berlin. It was, however, a strong area for East Berlin's black market. Strong suspicions exist that Hyde kept himself occupied with these black-market imports and exports. Ellison strongly believes that enough illegal firearms to bring down all of Berlin are carefully hidden in the area, should Hyde opt to use them.

## Kopenick (KO-Peh-Nikt)

Heinrich Himmler handles most of the Kindred activities in the Kopenick District. The area is one of the less industrialized in East Berlin, and is home also to the Kopenick Palace and the Museum Of Applied Arts, housed in a former palace. Many of the Toreador in Berlin make frequent visits to the area to see the museum.

The Kopenick Palace was once home to princes of Germany and other countries, and now holds the torpor-locked body of Johann, who led Berlin's Toreador before World War II. Most of the time, Johann does nothing about the Kindred who walk above him, but he has occasionally called unsuspecting Toreador down to his hidden lair and compelled them to feed from him, ensuring a measure of control over the clan. Johann has recently felt the compelling urge to awaken; some time soon, that urge will win over his desire to sleep. When he does rise, a major shift in Toreador influence is bound to occur.

On rare occasions, several of the Gangrel wandering around Germany have been known to gather in this district, at the Müggelsee (MOO-Gehl-zee), the largest lake in Berlin and a popular park for East Germans when the country was still separated. The hills surrounding this area make it much easier for the Gangrel to hide in the daytime, and in more than one case, to hide their presence from the Kindred as a whole. There has been some concern that the wandering Gangrel might decide to settle in this area and take up residence, a thought that gives Gustav an unpleasant day's rest.

## Mitte (Mit-Eh)

Mitte is the true center of East Berlin, an especially appropriate fact since Mitte means "center." During the separation of East and West Berlin, the communist government refurbished Mitte more than any other part of East Berlin, proudly displaying the virtues of Communism for all to see. Here as nowhere else in the East, the Kindred of East Berlin enjoyed the best of both worlds. Mitte was and is held by Gustav, and the prince enforces his rules here more vigorously than anywhere else.

The Unter den Linden, a long stretch of popular tourist sights and the location of most of East Berlin's major universities and libraries, begins at the Brandenburg (Brahn-dehn-Berg) Gate, once the primary stop between East and West Berlin. The main government buildings for what was East Germany are also along this strip, in addition to embassies for the most prestigious Communist Bloc countries.

Kindred interested in the arts or German history flock to Unter den Linden. The National Library, Humboldt University, The Arsenal (The Museum of German History) and even Gustav's Haven in the Berlin Palace all sit along the Unter den Linden. Theaters, opera houses, and even two cathedrals make this road an inspiring sight.

There has been speculation as to why Gustav stays in the Berlin Palace. Most educated Kindred accept that from this auspicious Haven, the Prince of East Berlin could be closer to the center of all Berlin, allowing himself to believe that the entire city is still his.

Gustav has declared a number of sites in Mitte as Elysium. These include the Tierpark (tE-er-park) Zoo, a fine example of European zoos, with over 500 animals; the Town Hall, the original Town Hall for Berlin, and a location of sentimental importance to Kindred and Kine alike; St. Nicholas's Church; and the Pergamon Museum.

The church is considered off limits at least in part due to suspicions that St. Nicholas's serves as a headquarters for the Inquisition. No proof has been found, but the infrequent examinations of the building by knowledgeable Kindred have shown signs that the Society of Leopold may well be actively using the building.

The Pergamon Museum is one of the oldest museums dedicated to architecture. Kindred, many of whom have traveled the world countless times, can often be found here reminiscing about ages long past.

Mitte was also the home of Bertholt Brecht until his death in 1956. Brecht was one of the few East German playwrights to ever win the respect of the West Berlin Toreador, and his influence was so strong that he was allowed back into East Berlin after World War II, despite his vocal political views. His house is now a museum near the Berliner Ensemble, which Brecht founded. Even today his plays are performed there.

## The Arsenal

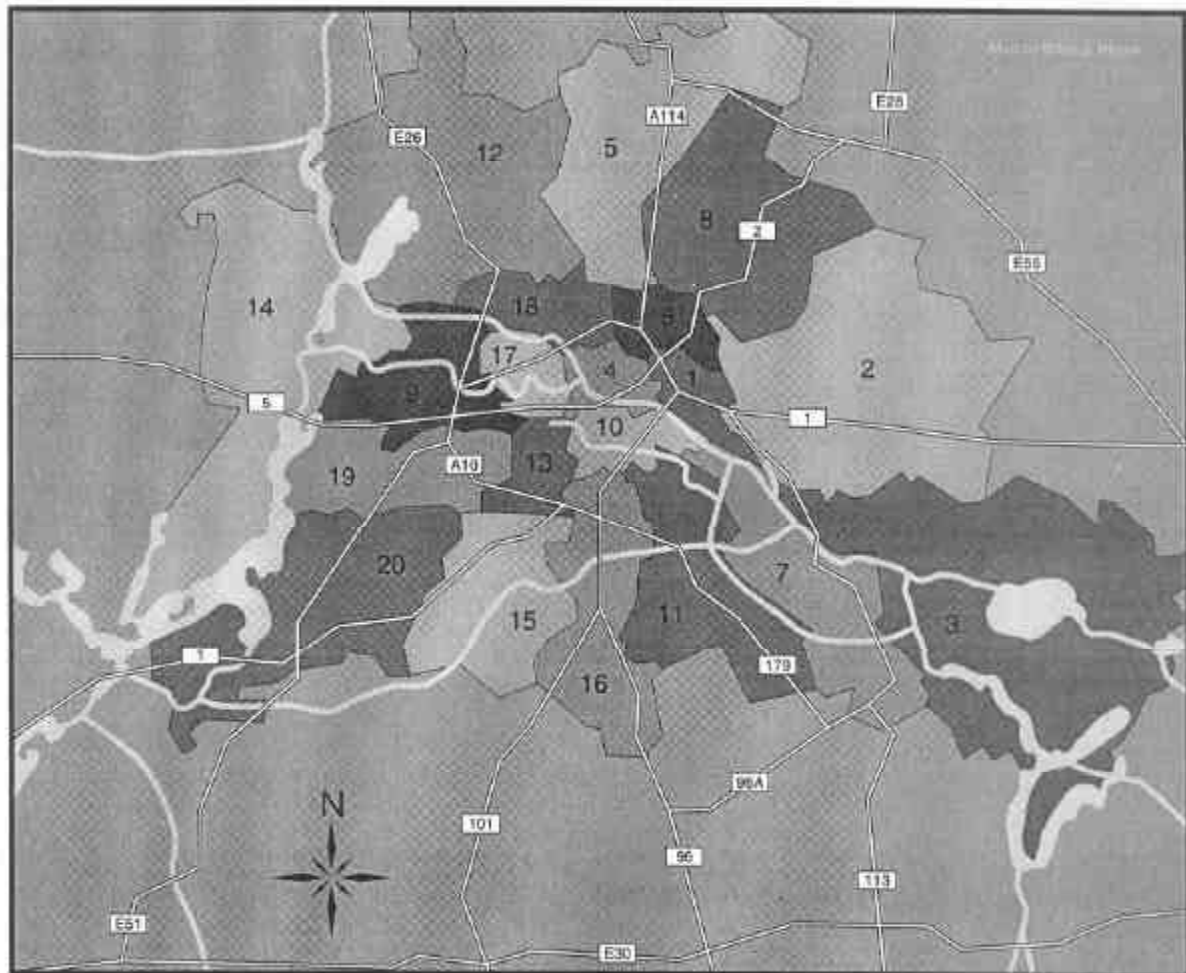
Germany built the Arsenal in the early 1800s to store weapons seized from foreign armies, and it later became a military history museum. The museum has been the East Berlin Museum of German History for the last few decades. Its main emphasis is the history of the German Democratic Republic and the history of communism. The museum is a popular meeting place for Brujah.

## Berlin Palace

The Berlin Palace was built during the late 17th century as the crown prince's palace. During the next two centuries it was enlarged and redesigned, allowing several generations of Germany's royal families to reside in the sprawling palace.

The bombing of Berlin during World War II saw the palace destroyed, but in the 1960s Gustav had it rebuilt to his own specifications. The palace now stands as an art center, but is also Gustav's haven and the primary meeting place of the East Berlin Primogen.

# BERLIN

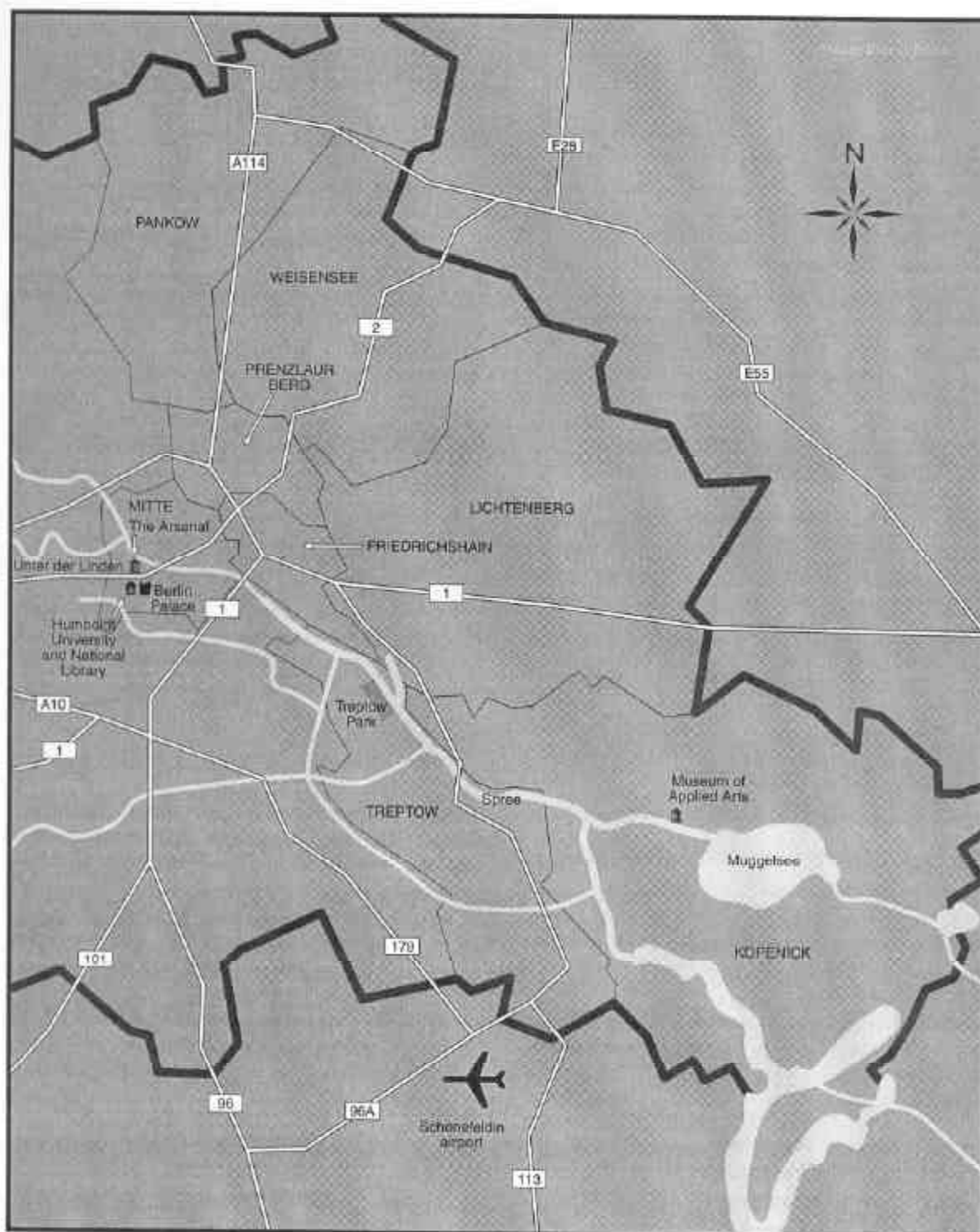


## THE NEIGHBORHOODS

- |                    |                   |
|--------------------|-------------------|
| 1. Friedrichshain  | 11. Neukölln      |
| 2. Lichtenberg     | 12. Reinickendorf |
| 3. Kopenich        | 13. Schöneberg    |
| 4. Mitte           | 14. Spandau       |
| 5. Pankow          | 15. Steglitz      |
| 6. Prenzlauer Berg | 16. Tempelhof     |
| 7. Treptow         | 17. Tiergarten    |
| 8. Weissensee      | 18. Wedding       |
| 9. Charlottenburg  | 19. Wilmersdorf   |
| 10. Kreuzberg      | 20. Zehlendorf    |



# EAST BERLIN



## **Humboldt University and the National Library**

Since its creation in 1766, Humboldt University has always had a distinguished record as a place of higher learning, with the exception of a brief stint as yet another palatial home for Germany's royal family. Scholars have long considered Humboldt University one of the finer institutions in Europe, and statues in its gardens represent several of its distinguished students and teachers, including Albert Einstein and the Brothers Grimm.

Due to its very nature as a fine university, it and the adjoining National Library are part of East Berlin's Elysium. The Ventrue would have it no other way.

## **The Neue Wache (New Vak-eh) - New Guardhouse**

Built in the early part of the 19th century, the Neue Wache became a memorial following World War II. Near the Arsenal, the Memorial to the Victims of Fascism and Militarism, as the building is now called by the kine, holds the cremated remains of unknown resistance fighters and the Crypt of the Unknown Soldier. Both Himmler and Goring have been known to spend many a night on the premises. Himmler stares and scowls, and Goring cries silent bloody tears.

## **The Opera House**

East Berlin's Opera House has been destroyed twice since its original creation, only to be rebuilt each time. For those who love classical music, opera and ballet, few buildings can compare with the Opera House as an appropriate setting for such arts.

## **Pankow (Pahn-Kow)**

The Pankow district is one of the most industrial sections of East Berlin. Among the kine, the area is best known for standardized living areas and for the factories mass producing arms and industrial necessities.

Only one vampire actually spends much time in this area. The Toreador Thomas De Lutrius finds most of his inspiration in the desolate and bleak atmosphere which seems to hang over the area. In recent years, however, he has found the entire area less pleasing to his eyes. As West Berlin companies slowly make their presence known, and the standard of living slowly rises above the poverty level, Pankow is gradually losing its air of desperation. To Thomas, this is tantamount to a cardinal sin.

As Burgomeister of Pankow, Thomas allows anyone to come to his area, allowing even the lower-generation Kindred from the west to come and go as they please — as long as they have stopped and gotten permission from Gustav. As in several other parts of East Berlin, rubble was left where it fell at the end of the war and either built around or entirely



ignored, presumably with the hopes that reconstruction could begin once the great Brujah experiment known as communism was flourishing.

The Pankow district holds an odd fascination for the Giovanni, and members of this clan visit several times a year, and always with formal permission from Gustav. A small delegation from the Giovanni clan has even made arrangements to move into the area, though they still seem to live elsewhere. It is no coincidence that the moans and screams reported in the area become more noticeable to the ears of sensitive Kindred and kine alike during these visits.

Thomas, like many Kindred and all but the most sensitive kine, believes the sounds that come through the rubble are only the wind. Despite inexplicable disappearances in the area and odd lights and figures that have been seen in the piles of rubble, Thomas refuses to believe rumors that ghosts haunt the area, searching for lost items and lost lives among the worldly remains of what were once their homes.

As with several areas of Berlin, Nosferatu deliberately avoid the Pankow District.

## **Prenzlaur Berg (Pen-Zlow-err Berrg)**

Katarina Kornfeld, the Ventrue Elder in East Berlin, controls the Prenzlaur Berg District, and with Mitte, makes up East Berlin's most prominent area for sophisticated dining and evening entertainment. Katarina has recently been using her influence to turn the area into a cosmopolitan center.

Katarina hopes to create a new, elite area for East Berlin's wealthier mortals, and as a result, to substantially increase her own Herd. So far Gustav has not objected. New cabarets and theatres have sprung up in the area, and the anarchists of the western half have started looking towards Prenzlaur Berg as a likely site for making trouble.

Katarina seems completely unaware of the attention that other Kindred have started paying to the area. Ellison and other Nosferatu, along with several Ventrue, have all noticed her attempts to entice the wealthier West Berliners over to what was once East Berlin.

Gustav and Wilhelm also watch with great interest. On several occasions, Wilhelm has tried, unsuccessfully, to convince Katarina to change sides. Since phone calls and intermediaries have met with no success, the Prince of West Berlin may turn to more drastic measures should Katarina continue succeeding.

## **Treptow (Trep-Tow)**

The Treptow District also holds a great fascination for several of the older Kindred in Berlin, especially those with an occult bent. The Archenhold Observatory, established in 1896, houses a massive 69-foot-long telescope. The

telescope, along with the observatory and planetarium, have been the focal points of several meetings between Ellison, Maxwell Ldescu (Mahx-Vehl Le-Desk-YU) and even the estranged Ger of Ldescu, Heinrich Himmler. None of the three have spoken to anyone about just what fascinates them so, but the fact that all respect astrology could mean that something significant is soon to occur.

Treptow is also home to the Treptow Park and Soviet Memorial, a favored meeting place of visiting Brujah and of those Brujah that still live in Berlin. Unknown to most, Isabella Correlli, a powerful Brujah severely injured during the bombing of Berlin in World War II, rests in torpor under the statue of Mother Homeland in Memorial Park. This majestic and extremely heavy statue of a woman, carved from a single piece of granite, weighs just under 50 tons.

The entrance ways to the Memorial Park are all covered with stone gateways and, to visiting Brujah, are a sign of glories passing from their world. The legend "Eternal Glory to the heroes who fell for the freedom and independence of the Socialist Homeland," has become a bitter reminder of their losses when the USSR fell from their hands.

Some Kindred have seen Ellison and his knowing eyes in this area, and almost every visiting Brujah has had the misfortune of running across the Nosferatu Rasputin here. Rasputin has actually been known to laugh directly in the faces of these Brujah, after sarcastically wishing them luck with the "great communist experiment." Of course, this has won him no favor from Gustav.

For many Germans, both Kindred and kine, the last sad aspect of this area is the memorial itself: a huge mausoleum topped by the figure of a Soviet soldier. The soldier carries a child in one arm, and a sword in the other. This symbol of the Soviet occupation holds strong memories for all Germans.

To the Malkavians who visit the area, the statue has become the brunt of many a cruel joke and even some minor vandalism. These jokes are never told in East Berlin, but held until returning to the west; Malkavians are crazy, not stupid.

## **Weisensee (Vi-Zahn-see)**

The Nosferatu Ellison is most familiar with the Weisensee District. As with several of the districts in East Berlin, the area has been left untouched except for the addition of new industrial complexes. The main industry is clothing and textiles. While many of the companies use equipment considered ancient by United States' standards, this area was, until very recently, responsible for the vast majority of clothing made in East Germany.

Many of the factory workers also live in this district, and some have been adopted as a herd by the Nosferatu on their visits to the eastern half of Berlin. Being the farthest



reaching sector of East Berlin, the Weissensee District has also become popular with the various Kindred who come from all points east to visit Berlin.

Rumors exist that the Nosferatu search for some object or objects in this area, but no conclusive evidence has been found. It is possible that they search for Hitler's fabled occult library, or for the remains of Ellison's sire and lover, Melitta Wallenberg. For the most part, the entire area is ignored by the Kindred of Berlin as useless.

It is possible that the mage who lives in this part of East Berlin could be responsible for that belief. The Nosferatu elder and the mage have come to an uneasy peace over the decades, and Ellison, along with the others of his clan, keep the mage's existence a strict secret. Heinrich Himmler has made several forays into the area, curious as to what keeps attracting the Nosferatu, but to date has had no luck in finding anything of import.

## West Berlin's Districts

### Charlottenburg (Shar-loht-ehn-berrg)

If West Berlin has a true heart, then that heart is Charlottenburg. The primary center of commerce for both Berlin and Germany, Charlottenburg is a teeming, cluttered area best compared to Manhattan, with a twist of Washington D.C. on the side. From here Wilhelm rules his Kindred, and from here the kine rule the industries that have made Berlin the city it is today.

Museums, night clubs, hotels and schools fill Charlottenburg. Unlike many parts of Germany, Charlottenburg never sleeps. It is the very heart of Berlin, and the very heart of Ventrue dominance over other Kindred.

Charlottenburg also has an international reputation for its number of exceptional museums, and is loved by the Toreador as a center of culture in Europe. Wilhelm has declared most of the museums to be Elysium.

### Kurfurstendamm (Ker-Ferr-shterr-dahm)

Kurfurstendamm, or Ku'damm as it is often called, is West Berlin's best-known strip for shopping and entertainment. The area runs from Charlottenburg all the way to Wilmersdorf, and pulses with a life all its own. The Ku'damm is also the one part of Charlottenburg that the Ventrue simply cannot control.

Riots break out here with surprising regularity, and generally take the form of racial protests against "impurities" brought by the foreign population in Berlin. Protests,



both formal and spontaneous, erupt in this area virtually every weekend. To some Berliners, these protests provide an excuse to blow off tensions built during a hectic week, but the protests have recently grown more violent in nature and more vicious in spirit. From his relative safety in the crowd, Dieter Kotlar watches in amusement. As often as not, his Final Reich joins in the resulting protests and violence.

### **Brohan (Brr0-Hahn) Museum**

The Bröhan deals exclusively with the arts once owned by Karl H. Bröhan, and later donated to the city. These works cover the latter part of the 19th and early 20th centuries. The museum focuses on Art Deco and Art Nouveau, covering everything in these areas from furniture to sculpture.

### **Egyptian Museum**

One of the best known museums in Berlin is the Egyptian Museum facing the Charlottenburg Palace. The Egyptian Museum is a 17-room building specializing in the history of Egypt from around 5,000 B.C. to A.D. 300. The Kalabasha Gate, a massive stone sculpture once endangered by modernization in Egypt, is among its more striking exhibits. The West Germans received it as thanks for their help in preserving both the gate and the archaeological treasures it once protected. Along with a bust of Queen Nefertiti, it is one of the most prized possessions on display.

### **Museum of Antiquities**

Adjoining the Egyptian Museum is the Museum of Antiquities, built to hold part of the collection of historical documents and properties from East Berlin's Bode Museum. The allies separated the collection at the end of World War II. The most prized possessions in this museum date back to the time of Augustus Caesar.

### **The Radio Museum**

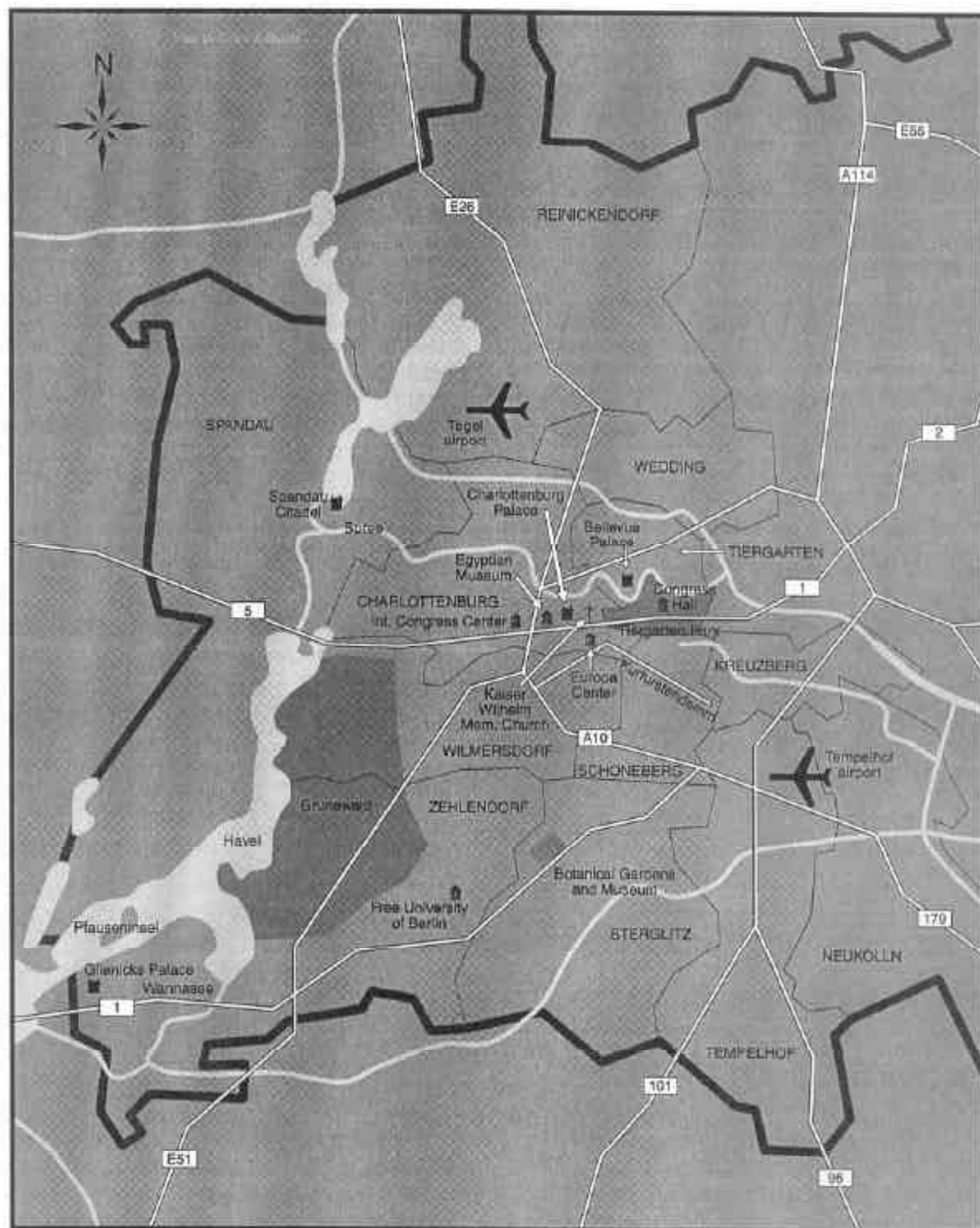
The Radio Museum is dedicated to the history of radio broadcasting in Germany and centers on a reproduction of the first German Radio broadcasting studio. The Toreador long ago lost interest in this museum, but other Kindred sneak in when they have the time and desire to remember a past when life in Berlin seemed much easier. They dream of nights when one prince ruled and anarchs existed only in other cities.

### **Gropiusstadt (Grr0-PE-us-Shtahdt) - Gropius City**

Gropius City, designed to handle Berlin's increasing population problems, is one of the largest residential areas in the city. With more than 18,000 residential dwellings, the area is almost a city within a city.



# WEST BERLIN



Several years ago, an unknown Kindred arrived within this sub-city, promising to rule fairly and allow free voting should the Kindred of the area agree to separate themselves from the city of Berlin proper. The first Kindred he met were all Malkavians. As is their wont, the Kooks drew straws to decide what to do. After deciding, J. Oswald Hyde-White called on the Final Reich's Hunting Party and politely invited them over for a bite to eat. The last they saw of the would-be-prince was his screaming form begging for mercy as the Hunting Party settled in for dinner.

A splinter group of the Malkavians calling themselves the "Straight Jacket Dancing Club of West Berlin" has recently become fond of the area. To date, the Dancing Club seems primarily interested in visiting the small clubs in the area, and dancing the night away in their fashionable (!) tie-dyed straight jackets. Most Kindred have started avoiding this area of town.

### **Grunewald (Gr00-Neh-Valdt)**

Grunewald forest lies east of the Havel River, and is forbidden to all Kindred. Any Kindred caught in the area may never be seen again, hunted down and slain by the Lupines who rule the forest. Wilhelm severely punished the few Kindred who actually entered Grunewald and survived to brag of it.

Those with Lupine Lore may know that a Lupine caern rests here, and that the Lupines would eagerly die one and all to protect it. The caern has a Moon Bridge to the Black Forest, and moots are frequently held here by the Ger of Fenris.

Ironically, Grunewald also contains a place terrifying to both Kindred and Lupine — Teufelsberg (Too-Felz-Berg), the Devil's Mountain. On any given night, shrieks and wails of pain from beneath the man-made mountain fill the air around Teufelsberg; the more sensitive avoid the area, and even kine who are not perceptive about the supernatural find themselves uncomfortable if they stay in the area too long after sunset.

Berliners built Teufelsberg out of the huge piles of rubble left over from World War II. More than 33 million cubic yards of debris were used in the construction of this mountain, which rises 377 feet above the surrounding area.

Kine consider this area a fine region for skiing in the winter and hiking in the summer, but to the Kindred, psychically aware humans and the Lupine, the almost inaudible sounds erupting from the depths of the mountain are a constant cause of worry. Nosferatu say the Devil's Mountain is the final resting place of the Kindred once used by the Nazis in genetic experiments. The Lupine say it is the prison that holds the mockeries belonging to Project: Werewolf. No one is certain, and not even the Malkavians have been crazy enough to start digging for clues.

The one part of Grunewald open to the Kindred of Berlin is the one part that the more sensitive do their best to avoid. Even some of Berlin's kine have commented about

the sense of foreboding evil that covers Teufelsberg, and the Nosferatu normally avoid getting too close. Of all the creatures that inhabit the city of Berlin, whatever rests at the bottom of the Teufelsberg, while never seen, is considered to be the most hideous. The barely perceptible aroma of freshly spilled blood fills the air here and entices hungry Kindred. Difficulties to resist frenzies here are increased by one.

Rasputin has given serious consideration to examining the Devil's Mountain, but has yet to do so. Most vampires simply avoid the area, though more than one of the city's elders have made the suggestion, only half-jokingly, that they would pay well to know the answer to this riddle.

## **Kreuzberg (Kr00Z-Berrg)**

Kreuzberg stands out among Kindred for two reasons. The first is the Berlin Museum, dedicated to the city's history. It contains scale model landscapes of Berlin as it looked from the 16th century to present times and is one of the most protected parts of the Elysium. No Kindred would dare assault this building for fear of retribution from virtually every other vampire in the city. The Kindred of Berlin hold their city in great esteem, and this monument is akin to sacred ground in the eyes of most.

The other reason for Kreuzberg's importance is that it is the only section of Berlin without a formal Burgomeister. Frankly, few Kindred want to make their homes in the smallest and most heavily populated section of Berlin, though they enjoy feeding here and visiting the museum — or just making trouble.

Additionally, anarchs and the Final Reich occasionally come here to bash some heads. Kreuzberg enjoyed a heavy influx of foreigners, with Turks making up more than one-fifth of the population. Substantial numbers of other foreign families also live in the area. The district has become known as a place for just about every type of person to hang out. Anyone from the rich and famous to the poor and infamous can be found here.

The Final Reich has rolled through this section on several occasions, hell-bent on driving the entire foreign population away. Police have had to break up riotous fights and combat the cases of arson that break out whenever the Reich makes its presence known. White Supremacists have killed more than 200 people here in their attempts to drive all foreigners from Berlin.

Wilhelm's best attempts to stop the Reich have met with failure and frustration as Dieter Kotlar smiles, shrugs and explains that "the population has to be controlled. Since Wilhelm seems unable to control the influx of foreigners, somebody has to carry his slack." Kotlar publicly condemns the vandalism, even though he has been spotted at the center of such activities on several occasions.

In spite of his smugness, Dieter Kotlar has not discovered the slow influx of Setites and Assamites into this area. Wilhelm has grown tired of the civic unrest, and is tolerating their increase, though Ellison has protested this policy. The Nosferatu fears that an increase in non-Camarilla clans could lead to even greater troubles. Wilhelm seems to feel that when the Final Reich is out of the picture, all will be well.

## Neukölln (New-KO-Len)

Neukölln can only be described as sparsely populated, especially when compared to the rest of Berlin. Visiting Gangrel often stay here, for its main claim to fame is the Hasenheide (Hey-Zen-Hide) Park, a 138-acre park open to the public. The Hasenheide attracts visits by Lupine, but they are almost certainly not the same Lupines that roam freely in Grunewald.

Faeries may also reside here. Ravens and Malkavians in a more peaceful state of mind are also known to frequent Neukölln.

## Pfaueninsel (Fo-Zen-eh-zel) - Peacock Island

Natural growth once covered Peacock Island, but that changed in the latter part of the 18th century when the Kaiser had it turned into a playground for his favored few. Now the kine have turned the island into a park. To the

Kindred, however, the island represents both finer times now past and a victory over the Lupines who once inhabited the island.

A museum which used to be a castle and several smaller buildings rest on the island, designed to show modern-day kine what was once the glory of Berlin.

## Reinickendorf (Ri-Nikt-en-dorf)

Reinickendorf houses possibly the most terrifying threat to the Kindred of Berlin—Tegel Airport. The main airport for anyone coming to Berlin, for years Tegel provided the only means of entering or leaving West Berlin, and it is still considered part of Elysium.

Wilhelm and his ghouls watch Tegel Airport carefully, monitoring all Kindred who pass through its gates. Wilhelm knows this is the most likely way the Camarilla's Justicars and Archons would arrive in the city. As with the Tempelhof Airport, here the only punishment for violating the Camarilla's laws is Final Death.

Primarily a residential area, Reinickendorf houses the Brandenburg Quarter—possibly the worst attempt by the allied forces to modernize Berlin after World War II. Looking more like an attempt to mimic a Midwestern American town, strife and violence fill the Brandenburg Quarter. The builders set the apartments in high-rises and blocks, and





families with more than two members are too big for the apartments. Berliners hold the entire area in disdain, and while many live here, most would desperately like to be somewhere else.

Part of the problem plaguing Brandenburg Quarter could be the odd aura coming from Lübars (Loo-hahrs). Lübars dates back to the earliest part of 13th century, and has long been deserted. There is no proof to Kindred rumors that the Camarilla destroyed a group of Baali here, but the odd sensations arising from the seemingly tranquil National Landmark have been known to send Kindred and sensitive kine into frenzies of unholy fear.

If the Baali were indeed here at one time, then the rituals performed by the diabolical bloodline must have been powerful for the effects to have lasted for more than 600 years.

While Lübars is a solid tourist attraction and safe for those who visit, no Kindred come here. No Garou have ever been seen in the region, and no practitioners of magic have ever felt comfortable enough in the region to settle down. Were it not for the Tegel Airport, the Kindred of Berlin would stay away from Reinickendorf altogether.

## Schöneberg (ShO-Neh-Berrg)

Most Berliners think of Schöneberg as an upper-middle class district, featuring spacious homes and several shopping centers. With the exception of the Ventrue, Berlin's Kindred find the entire district boring. The Ventrue, however, enjoy the area and frequently visit the Schöneberg Town Hall, now the House of Representatives for all Berlin and the seat of power for the Mayor's offices.

The Final Reich has made more than a dozen threats to destroy the building and everyone in it if Wilhelm does not step down from his position. As always, Kotlar claims no knowledge of such threats, and as always, Wilhelm has yet to take the threat very seriously.

## Spandau (Shpahn-dow)

Spandau is located on the far west side of West Berlin, and is primarily a residential area. While a few Kindred have havens here, vampires mostly ignore the area as being too far away from where the action is. However, across the Havel River, is the Spandau Citadel.

Originally built in the latter part of the 1500s, Spandau Citadel has stood as a testament against destruction through the turbulent decades and centuries that have passed. Now it is the meeting place for Berlin's Sabbat, secluded enough to allow them to perform their rituals and make their plans without difficulty. Any Kindred who agrees to join the Sabbat is initiated in this area, normally buried in the grounds of the small Jewish cemetery that predates the

Citadel itself. Himmeler finds a strange irony in burying the new Sabbat in this graveyard, but never tells anyone just why.

Unknown to all, Berlin's very first vampire, Erik Eigermann, rests here in torpor. Erik knows of the Sabbat influence in Berlin, but has not taken any action against them. So far he does not know if they pose a threat to his own agenda. Erik has grown frustrated with the petty squabbling amongst the Kindred of Berlin and, as he slowly rises from the depths of torpor, ponders which prince he will support. So far he is leaning strongly towards Gustav.

## Sterglitz (Shterr-Glitz)

The Ventrue control Sterglitz, one of Berlin's most expensive areas. Houses in this district are better described as mansions and normally have enormous gardens and lawns surrounding them. Here, as in no other part of Berlin, the elite meet to mingle and scheme. The Ventrue like to think of Sterglitz as a private oasis away from the grief and hassle of the rest of the city, but all Kindred are welcome here.

Kindred who do visit must follow a special set of laws. Anarchs who value their unives know better than to disrupt the tranquillity in Sterglitz and are advised to remain in other sections of Berlin where freedom of speech and action is acceptable. These suggestions are not made by the Ventrue, but rather by the few who have experienced the force of the Ventrue wrath.

A number of Toreador and almost every Ventrue in Berlin have havens in this area, and many claim that there are forces at work to aid in Sterglitz's tranquillity. Most would be exceptionally surprised to discover that faeries are partially responsible.

The truth of the matter rests in Sterglitz's Botanical Gardens and Botanical Museum. Faeries have carefully hidden havens of their own in the gardens, and as long as they are left in peace by the Kindred, they return the favor. The Faerie are also quite determined to protect their territory from any other influences that could possibly cause them grief.

No vampire seems to know what they are defending, and the few who know of them debate whether the faeries guard a doorway to Arcadia, a faerie lord or something far worse. Still, no place in Berlin is as safe from trouble as Sterglitz. Faerie magics calm anyone who stays in the district for more than a few minutes. Even the Brujah who have visited the area seem less inclined towards frenzy. Storytellers should reduce the difficulties of all rolls to resist frenzies by one here.

The Botanical Gardens cover more than 100 acres and contain over 18,000 different varieties of plants and trees. Here, as in few other places in the world, the forces of Nature seem at peace with man. One section of special note is the



one set aside for the study of medicinal plants and herbs, a frequent stop for Maxwell Ldescu of the Tremere and Henry Jekyll of the Malkavians.

The Botanical Museum is renowned for its herbarium, which has more than 1.5 million plant species from around the world, including many that are virtually extinct. Rumors of mages and Kindred coming from around the world are abundant. Both the Gardens and the Museum are considered to be a part of Elysium by the Kindred of Berlin.

## **Tempelhof (Tem-Pel-Hov)**

The Ventrue patrol and maintain Tempelhof, for they consider it one of the most important sectors of Berlin. The primary reason for its importance is Tempelhof Airport, West Berlin's secondary airport. The Ventrue have Retainers and paid watchers constantly on the lookout for the first sign of trouble or Justicars and Archons, and are usually aware of visitors long before the visitors have the chance to formally present themselves.

Security at the Tempelhof airport is strict at the best of times, and importing firearms is forbidden. Despite (or perhaps because of) the United States' use of Tempelhof Airport for military purposes, the Ventrue manage to keep a close watch over the area. Much of the surrounding area is leased to the United States, and technically off limits to the citizens of Berlin without a special pass.

Wilhelm's rules are especially lenient here, and barring gross violations of the Camarilla's laws, few are punished with Final Death. Wilhelm does insist on enforcing the Masquerade here, however, as he is convinced that the U.S. government knows, or at least suspects, of the existence of vampires.

Much to Wilhelm's disgust, he cannot find out just who is in control of the Tempelhof Airport, for the Nosferatu warn him that someone else runs the place. He has heard alternating reports that a mage runs the airport, Lupines control the workings within and a large business conglomerate has control over the outside area. None of these prospects bother him as much as the latest rumors of a small military lab specifically set up to study the Kindred.

## **Tiergarten (Teer-Gart-en)**

Tiergarten is one of the busiest sections of Berlin, and Toreador especially favor it. The clan holds meetings here, and the Toreador elder Antoinette serves as the area's burgomeister. The clan usually holds meeting at the Academy of Arts, though these are more social gatherings than formal meetings.

With the separation of Berlin into two separate sections, the West Berlin Government created a separate Academy of the Arts. Like its predecessor, it was originally meant to be an institute of higher learning for those who already had artistic training. Several of the instructors are actually Retainers to different Toreador, and as such always manage to set aside rooms for Toreador meetings, usually held monthly.

### **Tierpark**

The East Berlin Zoo is also in this district. This zoo gained renown as one of the most diverse in the Eastern Block, containing animals from virtually every part of the world. A number of strange Gangrel have been spotted here.

### **Bellevue (Bell-Vew) Palace**

Bellevue Palace, the primary office for the prime minister of united Germany, is not always open to the public, but several of the craftier Nosferatu have made it a regular haunting ground. As with so many buildings in Berlin, the Bellevue Palace needed a lot of rebuilding after WWII, and some think Ellison made it a secondary haven. If the rumors of Ellison's hidden passageways are true, then they have either never been found or the guards are well paid to ignore them.

### **Congress Hall**

Congress Hall was the United States' contribution to the International Building Festival held in 1957, and later became a target for the Final Reich. While most kind believe the elaborate and decorative roof collapsed due to poor architectural structuring, the West Berlin Primogen and Wilhelm consider the building's problems as the Final Reich's first attack.

The effects have been long lasting. Repairs have gone poorly, as have Wilhelm's attempts to maintain strict order without having to resort to the same drastic measures Gustav uses to this day. Gustav was the first to point out that anarchs have a great deal of difficulty causing such destruction in East Berlin. He was also the first to note that a good number of the younger Kindred in the West consider Wilhelm to be nothing but a puppet of the West Berlin Primogen.

### **The Hanseatic (Hohn-ZE-Ahtic) Quarter**

World War II almost completely destroyed one of the larger sections of Tiergarten, and it took a massive collaborative effort to rebuild the Hanseatic Quarter in the late 1950s. Entirely residential, it also has a small scattering of churches and schools as well as apartment buildings and free-standing homes. Some Toreador marvel at the meshed styles of architecture and landscaping, and enjoy pointing out the masonry on this building or the statuary in that little park to their next meals.

### **The Musical Instrument Museum**

Another favorite of the Toreador, the museum holds an enormous collection of musical instruments from around the world, a large library on the history of music and a remarkable collection of recordings. The Toreador use the museum as an alternate meeting place.

### **The Tiergarten Park**

The Tiergarten Park is a large open area, originally used as a hunting preserve and later rebuilt by Frederick III as a park. The Tiergarten Park was destroyed in World War II and had to be rescaped for a second time. The Toreador meet here on occasion, and the Tiergarten has become a non-formal part of Elysium. Memorial statues scattered throughout the Tiergarten commemorate the lives of various members of Germany's royal families and several of Berlin's more renowned artists.

The Tiergarten also contains the Victory Column. Moved from East Berlin towards the end of World War II, the Victory Column celebrates German victories in several smaller wars. Standing 220 feet tall, many of West Berlin's Kindred see the column as a symbol of the freedom that came to all when Wilhelm usurped Gustav's power. The Final Reich is still working out the finer details of a plan to destroy the Victory Column.

### **Wannasee (Vahn-ah-zE)**

Wannasee is not only one of the most prominent neighborhoods in Berlin but is also the name of a large recreational park bordered on one side by the Grunewald and on the other by the Havel river. Along with the Grunewald, the Wannasee is one of the two natural habitats in Berlin. These days the Wannasee resembles an amusement park, with a large number of cafe's and restaurants, as well as a large beach along the Havel.

To the Kindred, Wannasee provides great opportunities for hunting and feeding. The Lupine despise the district as a blight on the Earth, and several are considering forays into the area.

### **Wedding (Ved-Ding)**

Anarchs seem to favor Wedding, perhaps due to the scarcity of Elysium areas in this part of Berlin's downtown. Second only to Tiergarten in the number of bars and dance halls, anarchists also find the Anti-Kriegs (Anti-War) Museum especially amusing. Large and illegal protest marches against the influx of foreigners into Berlin regularly happen here.

As often as not, the Final Reich endorses and funds these rallies. Despite the Prince's rules on Elysium, vandals have struck at the Anti-Kriegs Museum and it has been the target of several bomb threats. Dieter Kotlar rules as the



Burgomeister of Wedding, and vehemently refuses to acknowledge that he or the Final Reich have had any part of the protests and defacements in this area.

## **Wilmersdorf (Vil-Merrs-Dorf)**

Wilmersdorf, while considered a separate part of Berlin by the kine, is simply an extension of Charlottenburg for all intents and purposes. The Kindred of Berlin long ago acknowledged this and almost entirely forget that Wilmersdorf is a district. The same can be said for most modern-day Berliners.

Nestled between Charlottenburg and Zehlendorf, the small district holds sections of the Grunewald forest and part of the Kurfurstendamm. Financially and socially one of the better areas of Berlin, the residents of Wilmersdorf hold no special secrets save that, like so many others, they fear for Berlin's future.

A recent spate of drive-by shootings has occurred in the sections of the Ku'damm crossing through Wilmersdorf. While it has not been verified, many believe the shootings are the work of the Strait-Jacket Dancing Club or the Final Reich. Another theory making the rounds is that the Lupines of Grunewald have been doing the shootings. Some Kindred have made a habit of carrying firearms loaded with silver bullets, just in case.

## **Zehlendorf (Zeh-Lehn-Dorf)**

A heavily populated region of Berlin, Zehlendorf is one of the rare areas not controlled by any one clan. Except for sections of Grunewald, the area is open to one and all.

### **National Archives**

The National Archives store more than 100,000 volumes on the history of Prussia, Berlin and Germany. Though the Archives close by 7 p.m., the guards are well paid to ignore Kindred who they know. The documents enclosed within the building date back to the Holy Roman Empire, and contain historical facts of all sorts.

The archives rarely lend out the documents, but a studious Kindred could learn much of what has happened in Berlin by studying the papers here. If rumors can be believed, a very sizable collection of papers written about the founding of the Camarilla, as well as magical studies, could be located with careful research and time to study the clues inside the building.

Maxwell Idescu, Heinrich Himmler and Ellison visit here more than any other vampires. The National Archives are also considered part of Berlin's Elysium.



## The Free University of Berlin

When the separation of the city took Humboldt University's facilities away from West Berlin, the kine quickly rectified the situation by creating the Free University. The university has expanded steadily over the decades and now handles more than 50,000 students a year. The university is a favored area for the Final Reich, and they often use it as a recruiting center.

Several clans, primarily the Brujah and the Ventruue, keep a constant watch over this area. They select future Retainers and make certain that if any trouble erupts, it is the kind of trouble they want. Like many large universities, the Free University of Berlin is filled with many different mortals from many different areas, and has the potential to become a serious trouble spot. The University's main campus is considered to be a part of West Berlin's Elysium.

## Glienicke(Gil-Nik-Eh) Palace

Glienicke Palace was originally a summer home for Prince Carl of Prussia, who built it in the late 18th century. Today the building is simply another tourist attraction to Berlin's kine, but to the Kindred this location means much more. This castle, along with the Glienicke Park and Peacock Island, runs across the borders of both East and West Berlin. On those occasions when the princes have to talk, this small castle has the dubious honor of being their meeting place.

It is considered Elysium in both East and West Berlin. Rumors of an important meeting between both princes' primogens have started spreading in the city as fear of Camarilla intervention grows stronger. Equally strong rumors of anarchy intervention have been spreading. The Nosferatu have reported anarchy threats to bomb the area should such a meeting take place.

The adjoining park is 287 acres, and the Havel river separates it from Peacock Island.

## The Border

Where a wall once ran through the city there is now open land—at least as far as the kine are concerned. To the Kindred, the wall might just as well have never come down. Many of Berlin's vampires refuse to cross the line without going immediately to the prince of the East or West and announcing themselves. That is the wisest choice to make.

The Brandenburg Gate, once the primary checkpoint between the two cities, is now open and unguarded; it is not unwatched. Wherever the Berlin Wall once stood, the mystical wards of the Tremere can still alert the princes and their primogens of invading Kindred. The Berlin Wall served as the central focus of the Tremere Rituals, but as long as any stone from the wall stands, the wards placed by the Tremere still work, albeit not as well as they once did.

At the most common places where vampires sneak across, both princes have Retainers on patrol. The Retainers do not attack; they simply report. If the visiting Kindred does not present herself in a reasonable amount of time, punishment is sure to follow.

## Places of Note

Berlin has many points of interest to Kindred from around the world. West Berlin always welcome visitors—provided they follow Prince Wilhelm's laws. Wilhelm's open door policy has been considered radical and dangerous by certain factions of the Camarilla, leading to criticism and, occasionally, carefully concealed acts of terrorism on the part of the growing anarchy faction in West Berlin.

Like many of its European and North American counterparts, Berlin is a city that never truly sleeps. Between the bars, nightclubs, cabarets and theatres, the city has a rich variety of night life to suit virtually any Kindred's desires. Listed below are just a sampling of the possibilities for a night's adventure.

The number of bars, nightclubs and discotheques in Berlin is rivaled only by the variety of these clubs that exist. From beer-houses and nightclubs to cabarets, transvestite bars and casinos, the city is alive with easy prey for any Kindred.

## Museums

Berlin has a surprising number of museums that stay open past dark, and Kindred can visit without the necessity of Dominating or bribing a guard for the privilege. While most still close by six p.m., a number of Toreador favorites have certain nights when they remain open well beyond sunset.

For example, the Berlin Film Museum is open on Wednesdays and Saturdays until 11 p.m. for the express purpose of showing historic films, and the Berlin National Art Gallery remains open until 10 p.m. every night. For obvious reasons, the Prince of West Berlin insists on a strict rule of Elysium in these museums and, at the insistence of the Toreador elder, has included all other museums as well. The Toreador normally spend a good deal of their time in the museums and will enforce the Elysium at any cost.

The only way to gain entrance to other museums after dark is to Dominate or bribe the guards that work there; most of the Kindred simply do not believe that the reward gained in these circumstances is worth the effort involved. The Toreador have managed to gain access to all of the museums in Berlin, and as often as not have havens inside them in case of emergencies. The one possible exception to this rule is the Egyptian Museum, detailed in Book Two.

While East Berlin also has a number of museums, these are not as strongly protected for the simple reason that there are no Toreador save Thomas De Lutrius in the eastern half

of the city. Gustav's long-lasting grudge against the clan has kept them from repopulating the city since World War II, and Gustav has almost always found a way to either exile visiting Toreador or gather evidence to support having them killed.

The one museum excepted from this, and which Toreador from around the Eastern Block used to visit, is the Otto-Nagel Haus, a "proletarian revolutionary art museum" open on Wednesdays until 10 p.m. Wednesday is the one night of the week in which a Toreador may walk through East Berlin without fear of molestation, provided she has already presented herself to the prince.

### **The Amerika Gedenkbibliothek (ged-ehnk-bil-ce-oo-tek)**

Also of interest to many of the Kindred is the Amerika Gedenkbibliothek or The American Memorial Library, a massive library in West Berlin which stays open until 8:00 p.m. This massive library was built in the later part of the 20th Century to honor the Berlin airlift, and contains more than 700,000 books and newspapers from around the world.

Sources found here has proven vital to more than one vampire when it came to locating information on any number of missing Kindred. One simply needs to know what to read and how to read between the lines in order to find what he is looking for. The library is one of the most likely locations to run across members of the Tremere clan in Berlin, as they continue to look for the alleged Library of Hitler. For this reason, the Library has also become a *de facto* part of the Elysium (albeit unofficially), and is a regular meeting place for the Tremere.

### **The Botanical Gardens and Museum**

Although the Botanical Gardens and Museum are supposed to close at 7 p.m. nightly, Berlin's few Gangrel like to roam there after dark. The gardens cover more than 100 acres, and a careful vampire can roam at leisure as long as she does no damage to the plants.

The few guards on duty during the night are all part of the Gangrel Herd in Berlin, and are hesitant to offend Kindred. They will, however, defend the gardens as they feel necessary and will inform their masters should any harm be done by a Cainite. The Gangrels, though few, are not to be taken lightly by visitors to Berlin.

### **The Palaces**

Charlottenburg Palace is the haven of Prince Wilhelm, a fact known to all Kindred in Berlin. The palace has been Wilhelm's haven since the end of World War II, and Gustav used it as one of his several havens before the Wall divided the city.



The Berlin Castle in East Berlin is Prince Gustav's haven. Gustav has declared the castle Elysium, and receives visitors and handles business from within the castle walls.

One substantial problem has arisen within the last three decades in Berlin, primarily on the western half. The Final Reich has moved into the area of terrorist activity, causing mindless destruction and vandalism in several of the museums and even setting bombs in the Bode (bOd) Museum in Mitte and Charlottenburg Castle. Police disarmed the bombs in both cases, but they had been set to explode at noon, giving them a better chance to destroy any Kindred residing within the walls and to ensure damage to the many visiting kine.

Guards in both of the buildings discovered the crude explosive devices long before they would have detonated. Wilhelm has offered a substantial reward for information leading to the capture of the individuals responsible for the attempts, and Thomas De Lutrius, the Toreador elder of East Berlin, is doing his best to gather information on the attempts as well.

## The Political Elysiums

Due to its role as the main center for the German government, several buildings are also considered part of the Elysium for political reasons instead of artistic ones. Aside from the various embassies in Charlottenburg, several important locations are listed here.

### International Congress Center

Berlin's largest post-war building, the International Congress Center took nine years to build. From the first, most of Berlin opposed such a monolithic structure, but the money the ICC has brought into Berlin has been astounding. Designed specifically for use in business conventions and to house the West German Stock Exchange, the building held over 2000 congresses, with in excess of 2,000,000 visitors in its first five years. Not surprisingly, the entire building is riddled with suspiciously large crawl spaces and even spare havens for several of West Berlin's elders.

The Ventrue and Nosferatu enforce the rules of Elysium here. Ellison and Wilhelm have both made substantial amounts of money from the trade secrets gathered and sold in the ICC.

### Europa Center

The Europa Center, also referred to as "Pepper's Manhattan" after the architect who designed the 22-story shopping center, is a sprawling combination of hotel, congress center, shopping mall, and nightclub strip. Inside, several bars, a casino, one cabaret, a first-run cinema and a hotel are scattered among the shops and boutiques. The



casino and bars stay open until early in the morning, giving Kindred a place where they can mingle with and feed on Berliners and tourists.

The Europa Center is one of the most solidly established areas of political neutrality in the city. Most Kindred gladly follow these rules, as the Europa Center also contains the only Kindred bar in town. Das Fleidermaus (Dahz Flay-derr-mouz), or "The Bat," is carefully hidden away from most of the people who come to Europa Center, built into the sub-basements of the massive complex.

It permits admission to only those kine jaded enough to be bored by all of the giant mall's attractions. Kindred are always allowed. Many visiting Kindred have stayed within the Europa Center, never leaving its confines until their business grew too pressing. The center plays haven to many of the Kindred who visit, allowing them to feel secure in the knowledge that the Elysium will most likely not be broken.

Unknown to most, Europa Center is also home to Ellison, the Nosferatu elder of Berlin. Ellison discovered ancient sewer lines running beneath the building, and established his haven in these lines. Along with the tightest security in the city, he also has immediate access to some of the most privileged information. Much of the Europa Center's security is Blood Bound to Ellison, and he has one of the finest furnished havens ever to belong to a Nosferatu.

### **Charlottenburg Palace**

In the center of Charlottenburg is the Charlottenburg Palace. A combination park, museum and tourist attraction, the Palace is also haven to Wilhelm, Prince of West Berlin. Devastated by the Berlin bombing of November 23, 1943, after the war it was restored with great attention to detail.

The reconstruction also allowed Wilhelm to arrange several hidden rooms within the palace, including a large underground conference hall used as the primary meeting place of the West Berlin Primogen until the ICC was completed. Kindred guests to Berlin who Wilhelm deems important enough may stay in the hidden suites of the palace, but this mainly allows Wilhelm to know where they are.

### **Kaiser (Kl-zer) Wilhelm Memorial Church**

The most popular of all the churches for Kindred to meet in is the Kaiser-Wilhelm-Gedachtniskirche (Ged-AHN-nesk-kursh-sheh), adjoining the Emperor William Memorial Church, in Hansaviertel (The Hanseatic Quarter). The two churches are actually considered to be only one house of God, with the Emperor Friedrich being the only section used by kine. The Kaiser Friedrich, built between 1892 and 1895, was destroyed during the bombings at the end of WWII.

Devastated by the idea of tearing down the skeletal remains, the Toreador used their influence to have another church built around the original ruins. The result is a unique mixture of ancient brick and stone with aluminum and stained glass. The Toreador consider the building one of their finest achievements, and both Kindred and kine are fascinated by the finished product.

Kindred can often be seen late at night inside the gutted remains of the original church, either in formal gatherings or in casual discussion. The kine of Berlin have recently made progress in refurbishing the interior of the Kaiser Wilhelm Memorial Church, and the building is now used as a church rather than simply as a monument. Kindred influence remains strong, however, and the church is used during the night as a Kindred meeting place. Due to the nature of the meetings that often take place, the Tremere cloaked it with a ritual that makes people ignore the frequent gatherings of Kindred within the rebuilt interior.

The church is only one street away from the Kurfurstendamm strip, notorious for political protests and the occasional riot that breaks out. The area is a favorite for Malkavian and Brujah alike, and has been used by the Hunting Party on more than one occasion to avoid being spotted in their attacks on other Kindred. Prince Wilhelm finds the political rallies an endless source of grief and aggravation, but, like the kine who live in and rule West Berlin, has not yet devised a means to stop the protests.





# Chapter Four: The Kindred

Berlin's princes constantly struggle against each other and the rapid changes in the world around them. The city has grown at an alarming rate since reunification, and what used to be East Berlin has drawn more than 200,000 new inhabitants each year.

The police, once firmly under the princes' control, have proved unable to cope with the transformation. Wilhelm has had better success keeping the police under his control than has Gustav, but that can change at a moment's notice.

Berlin's Kindred have also had to adapt to Wilhelm's open door policy, which allows a constant flow of visiting Kindred. Even though he had this policy before reunification, far fewer Kindred took advantage of it while East Germany surrounded the city.

While Gustav frowns on the policy, even he has less control over Kindred visitors than he once had. Though both princes have strong support in their separate sections of the city, the continuing population growth among both Kindred and kine has led to difficulties in watching their fiefdoms and maintaining order. For the present, both princes have forbidden the creation of new progeny.

The laws of both East and West Berlin are similar, and following the Traditions is first and foremost in the rules

that must be followed. The primary difference between Gustav and Wilhelm's reigns comes in the punishments. In West Berlin, Blood Bonds and banishment make up the most common penalties. In the east, Gustav has already Blood Bound many of the Kindred, and the normal punishment for any infraction is Final Death.

Unlike many European cities, Berlin's elders are relatively young, since most of the city's true elders disappeared during World War II. Youth however, has not removed any of their abilities as low-generation Kindred. Neither has youth changed the strong beliefs each of them holds.

Most of the Kindred oppose having the prince of the region they do not call home take control of the city. Most are proud and arrogant almost to a fault. Whatever their personal beliefs, they will stand by those beliefs proudly, and with great conviction. There are exceptions, however, as this chapter makes clear.

This section details less than half of Berlin's Kindred; Book Two describes some more but the rest are left for the Storyteller to devise. These can be members of the Final Reich, anarchists who oppose the Reich and the princes, Toreador Poseurs, or anything else the Storyteller desires. The most recent census of the city placed its permanent Kindred population at 49, but no one believes this figure.

# Brujah

*Confusion in her eyes, it says it all:*

*She's lost control.*

—Joy Division, "She's Lost Control"

Very few Brujah remain in Berlin, for most have gone to investigate the disappearance of clan members in what used to be the Soviet Union. Most who left have not been heard from since. The few who remain, however, do not hesitate in making their presence known.

All the remaining members of this clan in Berlin have their primary havens on the west side of the city, where they stayed to gather information for clan elders. They have opted to wait until receiving further word from one of their superiors on what to do next, but their masters to the east no longer respond. To date, they have had no luck in discovering what has happened.

For the most part, the Brujah run with the city's younger anarchists, finding them easy to associate with. The Brujah still support Gustav, a fact which often confuses anarchists from other cities. The clan uses its association with the anarchists to fuel discontent in West Berlin; it does nothing to stop rumors of its involvement with the growing chaos, but will deny everything if confronted by anyone in authority.

## Dieter Kotlar (DEE-Terr K0t-Larr) — Kreiger (KrEE-gerr)

I was born during the last days of the First World War and raised hungry for food and affection; neither was abundant in my life. At that time, all Germans had difficulty finding food, and my widowed mother simply didn't have any affection left in her.

I learned to fend for myself at an early age. Someone had to make a living for my family. Dealing in the black market of food and weapons proved the only way to sustain myself and my useless mother. By the time I turned 15, I had grown taller than my full-grown neighbors and became a master at "protecting" others from the criminals in the city, provided they could pay my price. This normally came in the form of flesh and food rather than the useless paper money we Germans learned to despise.

When I turned 20, however, things began to change. A new order rose in Germany, and I was quick to join it—the Nazi Party. Our leader, Adolf Hitler, knew how to return our country to its prior status, and I knew his words were true. Mine was one of the first bodies to strike out on the streets, calling others to join the party of the future.

I must have been good, for my passion attracted both new members and the attention of a Brujah who had recently made Berlin her home. Isabella Correlli was a dark-haired beauty with a mind and will of her own. Isabella listened to my impassioned speech on the street corner and found herself enraptured by my energy and enthusiasm.

She said it took but a moment to decide to make me like her. My Embrace was brutal and she tore out my throat while I fought desperately against her. Laughing and calling me weak, she mocked the way I fought her. My helplessness enraged me and, unlike others she had tested this way, Isabella decided to let me live.

We stayed together until we invaded Poland in 1939, when she returned to Italy, and I opted to serve my country in the best way that I could. Many kine died with terror in their eyes as a young member of the Death's Head Order came upon them in the night.

When the war ended, with Germany again defeated, I returned to Berlin, vowing to keep alive the ways of the Third Reich. The Jihad has trapped other vampires in its vicious clutches, but I have made my own way, and use the Final Reich to keep alive my promise to Germany.

I found a kindred soul in Gustav; I even agree with most of his philosophies, and I aid him when called. Gustav, after all, was a major power in the Second World War and a strong supporter of Hitler's beliefs. Another member of the Final Reich once told me Gustav provides the loyalty and affection I have craved for so long; I do not know if this is true, but I know how to take care of the hunger myself.

**Sire:** Isabella Correlli

**Nature:** Visionary

**Demeanor:** Bravo

**Generation:** 7th

**Embrace:** 1931

**Apparent Age:** 19

**Physical:** Strength 5, Dexterity 4, Stamina 6

**Social:** Charisma 4, Manipulation 3, Appearance 3

**Mental:** Perception 2, Intelligence 2, Wits 4

**Talents:** Alertness 3, Athletics 3, Brawl 5, Dodge 4, Intimidation 6, Leadership 3, Streetwise 4, Subterfuge 3



**Skills:** Firearms 2, Melee 4, Stealth 3, Survival 3  
**Knowledges:** Bureaucracy 2, Linguistics 1, Occult 1, Politics 2  
**Disciplines:** Celerity 4, Dominate 2, Fortitude 2, Potence 5, Presence 4  
**Background:** Allies 6, Influence 3, Mentor 2, Retainers 4, Resources 2, Status 2  
**Virtues:** Conscience 1, Self-Control 3, Courage 4  
**Humanity:** 1  
**Willpower:** 8

**Notes:** Dieter has developed an especially effective combat technique. When in hand-to-hand combat, his body will flush all over, and any attacks he makes cause aggravated wounds. This costs him a Blood Point each turn, but if the target fails a Willpower roll, pain incapacitates her for the next turn.

**Image:** Dieter is a powerfully built blond giant with cold, blue eyes. He is quick with a smile for friends or strangers and is twice as fast with a snarl if anyone crosses his path. He normally wears tight dark leathers and, depending on his mood, may even sport swastika armbands.

**Roleplaying Hints:** Think politician. You smile and wave to anyone who looks your way, and you always do your best to slide in a line or two of propaganda. You know that the Final Reich holds the truth about life as it should and could be, and you are quick to anger should anyone mock it. In a battle of insults you are deadly; in a battle of fists you are even deadlier. Don't walk — swagger.

**Haven:** Dieter has havens scattered throughout West Berlin and even some in the east for emergencies. Most are in poorly kept buildings requiring minimal upkeep.

**Influence:** As the leader of the Final Reich, Dieter likes to believe that he has great power. Sadly for him, Malkavians make up the majority of the Reich. If called upon, most will respond, but just how they will respond is anyone's guess. The Reich's mortal counterparts see Dieter as a source of information and a potential tool, but are careful not to cross his path.

## Erika Geiger (GUY-Gerr) - The Fanatic

Until I met Dieter, my life was a constant argument with everyone. We met at a protest rally, both of us agreeing that the Pakistani and the rest of the trash moving into Germany had no right to be there. When the protest started to get a little rough — some of the Paki's had the nerve to talk back to us — Dieter got me away from the police who came to arrest us as if we were the ones who started the violence.



Dieter told me about the Final Reich, giving me stunning insights into the truth about Berlin and the scum the city allowed in. I listened to him for most of the night, and by the time we left to go home, I was in love; here was someone who understood the ways in which the world really ran. With the Amerikaners controlling the rest of the world with money and threats, how could I not love him?

Within the week we started making love, and only a few days after that he Embraced me, giving me a chance to live forever at his side. I fed from him nightly, and he fed from me, thus ensuring that our love would last forever. Never could I have imagined the beauty of the night or the true thrill of the hunt. One by one, the two of us track down the foreigners who have invaded our homeland. One by one we feed on them until they are dead; one can always find a place to hide the bodies.

Together, with time and patience, we shall teach the rest of the city the error of its ways. Berlin is for Germans, and all others must be removed.

**Sire:** Dieter Kotlar

**Nature:** Fanatic

**Demeanor:** Rebel

**Generation:** 8th

**Embrace:** 1969

**Apparent Age:** 23

**Physical:** Strength 3, Dexterity 4, Stamina 3

**Social:** Charisma 2, Manipulation 3, Appearance 3

**Mental:** Perception 2, Intelligence 2, Wits 3

**Talents:** Alertness 3, Brawl 2, Intimidation 3, Streetwise 3

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

**Knowledges:** Linguistics 2, Politics 4

**Disciplines:** Celerity 3, Potence 4, Presence 2

**Backgrounds:** Allies 4, Influence 1, Mentor 1

**Humanity:** 1



**Virtues:** Conscience 1, Self-Control 2, Courage 5  
**Willpower:** 6

**Image:** Erika has spiked blond hair that remains the same bleached color as when she was Embraced. Her eyes are dark brown, as are her eyebrows. She normally wears blue jeans and loose fitting T-shirts with various obscene slogans. She is attractive, but when she is in one of her moods, her sneer changes her appearance for the worse.

**Roleplaying Hints:** If the characters are Caucasian, treat them well, if they speak German, they are true friends. If they only speak English, look down your nose at them. You are quietly arrogant, but never hesitate to be snide. When speaking of Dieter, do so with a reverence that is clear and powerful.

**Haven:** Wherever Dieter stays.

**Influence:** Erika has a great deal of influence over Dieter, but opts to use that influence in small ways.

### **Stefan Rutigar (Shtef-Ahn R00-Ti-gahrr) - The Fist**

I moved to Berlin in a effort to gain a better job than I could find at home, in Hamburg. Such was not my luck, I had only been here for a few hours before I was assaulted by my sire, a woman who's name I still do not know. Sometimes I wonder if I should hate her or love her for what she did to me. Embraced on the east side of the Wall, I had to run as swiftly as possible to the west once the prince learned of my existence.

My sire's only warning was to leave the East as quickly as possible and never to return. I was a fool, for I never even imagined that there was more than one prince. After the fifth night in West Berlin, I ran across other Kindred, ones who had never seen me, ones who saw me kill a man and leave his body in an alley with the wounds unlicked and the gash in his throat still bleeding.

Within the hour they had dragged me before Prince Wilhelm. His fury was terrifying to behold, and I knew he would destroy me. Instead he forced himself to calm down and told me the laws of his fiefdom. For the next three nights I was left in his haven, given his blood to drink and told the ways of the Kindred and the Camarilla. None of this changed my mind about the man. I knew in my heart that he was weak, unable to control the city that he ruled. I felt contempt for Wilhelm, and realized he needed my aid to continue his rule.

When he released me from my captivity, I wandered through the city for a time, trying to learn of the other Kindred, until I met Dieter and Erika. We talked, and as time passed we became friends. Their opinions and attitudes lead to my decision to join them, for they are the ones with the power to keep Gustav from destroying Wilhelm. Also, Erika is everything I ever wanted in a woman. She is with Dieter now, but circumstances can change.

I became Kindred only four years ago, but the life I had is more a dream than a reality for me. Make no mistake, my time is coming soon, and I know the way to the future of Berlin. Gustav will die when the time is right and, if necessary, so will Dieter. Soon both Wilhelm and Erika will belong to me.

**Sire:** Ilse Baensch

**Nature:** Plotter

**Demeanor:** Survivor

**Generation:** 7th

**Embrace:** 1988

**Apparent age:** 17

**Physical:** Strength 4, Dexterity 3, Stamina 3

**Social:** Charisma 2, Manipulation 5, Appearance 2

**Mental:** Perception 3, Intelligence 2, Wits 2

**Talents:** Alertness 2, Athletics 2, Brawl 3, Dodge 2,

Empathy 3, Streetwise 1, Subterfuge 4

**Skills:** Drive 1, Melee 3, Survival 4

**Knowledges:** Politics 3

**Disciplines:** Celerity 1, Potence 2, Presence 3

**Background:** Herd 3, Retainers 2

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

**Humanity:** 4

**Willpower:** 7

**Image:** Stefan's auburn hair curls tightly around his skull, just under shoulder length. He normally wears blue jeans and a heavy metal T-shirt along with his scuffed, calf-length boots. Stefan always smiles, but the smile is sarcastic, almost cruel. He is of average height and has a lean build.

**Roleplaying Hints:** Always seem friendly, but with an edge of danger. Smile every time you look at the characters, but challenge them with your eyes. Flirt



with female characters and never hesitate to make your words to male characters a hidden threat.

**Haven:** Stefan has no stable haven, and he normally sleeps in one of his Retainers' homes.

**Influence:** Gustav believes he understands how Stefan works, and finds him to be a more useful tool than Dieter is. Stefan is quieter and more deadly. In East Berlin Stefan's influence is strong, but on the west side he remains quiet and subservient to Dieter. Stefan is also the penultimate spy for Wilhelm, and Wilhelm takes full advantage of the bond that links Stefan to him. Stefan believes that he has free will, and he does save when Wilhelm calls.

## Caitiff

*A Berlin mindset is of greater value than a nice area.*

— G. W. F. Hegel

Only a few of the Kindred who have come to Berlin have been foolish enough to admit to being Caitiff. These unfortunates have seldom lived long enough to regret their stupidity. There are no Caitiff in Berlin at this time — or at least none who will admit to being of thin blood.

The Kindred of Berlin hold that allowing the weaker Caitiff to live is one of the main causes of the chaos in the United States and the rest of the New World. Some believe Malkavians harbor several mongrels in their midst, but no one has been able to prove it.

## Gangrel

*Berliners appreciate nature, because so many pubs are located there.*

— Marc Chagall

Berlin has even fewer permanent Gangrel than it does Brujah. Most decided to leave the area when West Berlin suffered its first heavy influx of Kindred some time ago. The clan members still in town, however, are powerful enough to hold their own and smart enough to remain mostly neutral in the war between the east and the west. While most have their havens on the western side of the city, all are allowed to visit the Eastern half at will — provided they present themselves to Gustav when they cross over.

### Daryl Lutz (L00tz) – Feral

I had heard of the Kindred long before I ever met one. You see, my brother was Garou, and he told me much about the agents of the Wyrm. Fritz believed the Kindred all served to destroy the world in a effort to kill the great Earth Spirit Gaia. I never once doubted his word.

Then I met Ralf Keller, who came and camped with me in the woods one night as I waited for Fritz. We sat for some time, talking of nothing special, and simply killing time

while I waited. Almost an hour had passed and I was starting to relax when Ralf attacked me. The Embrace was incredible, and my becoming was like a dream, unreal in every way.

When I recovered, Ralf was gone and Lupines surrounded me. The one I recognized as Fritz was trying to convince the others of his pack that I was not like the other Kindred, for I was his brother. They would not listen. Fritz fended his pack off and told me to run. I never thought I would see him again.

Still, Fritz has managed to meet with me from time to time, teaching me the ways of the Garou and, especially, of the Gier of Ferris. As time passed, I became friends with the Garou of the Black Forest, and we came to understand each other. We work together, avoiding the other Kindred who would destroy Gaia.

When their last hunting grounds became threatened, I found them a new home in Grunewald. Ideal for the Garou, these woods near the Havel river span more than 12 square miles. The land is a preserve, untouched by humanity's need to build and protected by laws — laws I helped create. I do my best to ensure this protection, and the Garou hold their own form of Masquerade, leaving when they must and returning when all is safe again.

I am what I am as a result of fate. I may be an agent of the Wyrm, but I take comfort in knowing that I help the Lupine, so much more human than myself. All who would come to Grunewald to cause harm beware, for this is my domain. More than one has learned this the hard way, even sending Assassins who never return, or sending retainers in the daylight hours and having them come back empty handed. I walk among the Damned, but I shall never join the others who carry my curse.

**Sire:** Ralf Keller

**Nature:** Fanatic

**Demeanor:** Loner



Generation: 9th

Embrace: 1910

Apparent Age: 40

Physical: Strength 5, Dexterity 4, Stamina 5

Social: Charisma 2, Manipulation 4, Appearance 2

Mental: Perception 4, Intelligence 3, Wits 3

Talents: Alertness 5, Athletics 3, Brawl 5, Dodge 5, Intimidation 3

Skills: Animal Ken 5, Melee 5, Stealth 3, Survival 4

Knowledge: Linguistics 3, Lupine Lore 5

Disciplines: Animalism 5, Celerity 3, Fortitude 4, Obfuscate 2, Potence 4, Protean 5

Backgrounds: Allies 2, Contacts 3, Retainers 5, Status 3

Virtues: Conscience 4, Self-Control 2, Courage 5

Humanity: 6

Willpower: 8

**Image:** Daryl is a brutal-looking man, with a face made more for snarling than for smiling. While powerfully built, he is also only 5' 7". His hair is wild and resembles a mane, and he has a mutton chop mustache. Both the mustache and mane are flecked with gray. He normally wears loose fitting dark clothes. He looks as if he is on the edge of a Frenzy, and most of the time, he is. If the Storyteller uses *Werewolf*, note that Daryl does not register against the Sense Wyrn gift.

**Roleplaying Hints:** You hate Kindred, for they are all you wish you weren't. You do not destroy them on sight, but you will warn them away from your territory. Your voice is a low rumble; storm clouds gather in the distance with the echoes of thunder in your words. Your strongest desire is to protect your domain, your Retainers and your Herd. More than anything else you want to be a Garou, and you have a strong bond with the Garou leaders of the Grunewald Sept.

**Haven:** All of Grunewald.

**Influence:** The Lupine of Grunewald are Daryl's allies and family. The five eldest of these Lupine are his ghouls, and are Blood Bound to him. At the same time, the Lupine serve as his Herd, and he will protect them with his own life.

## Malkavian

*When der Fuehrer says we is der master race*

*We heil pppt, heil pppt, right in der Fuehrer's face!*

— Spike Jones and the City Slickers, "Der Fuehrer's Face"

The Malkavian clan makes up the second largest coterie in the city, after the Ventrue. The members of this clan, often referred to as *Flaidermaus* (Bats), are all active in the political battle raging between east and west.

Once a week the entire clan gathers to draw straws. The Malkavian who draws the shortest straw decides which side of the battle they will join for the week. Theoretically, any vampire in town can attend and draw a straw, but most refuse to appear at these "Political Rallies." Most don't know what happens at these meetings, and the remainder fear being branded as traitors should the outcome go against their side.

From time to time, the Malkavians also join the Final Reich in its protests through town, feeling that no one should be left out of the fun that can be had. As a general rule, the clan treats everyone equally — as if they were slightly stupid and therefore deserving of Malkavian pity.

Berlin Kindred have learned not to take the insane members of this clan lightly, for the Malkavians have called their own Blood Hunts on people who offended them. Both Gustav and Wilhelm look upon the Malkavian clan as a blight that must be tolerated in Berlin. If Gustav should win the political battle, however, he will do his best to immediately remove the blight.

### J. Oswald Hyde-White - Ozzy

The man told me he was none other than the original Henry Jekyll, of Robert Louis Stevenson's *Dr. Jekyll and Mr. Hyde*. Naturally, I laughed in his face. He didn't take it well.

I'm getting ahead of myself again, a nasty tendency that I just can't shake. I was in London doing a story on the Royal Family for the Tribune. The story failed to materialize for me, except as a lead on one of the many cults swimming through Britain at the time. This one had a strong difference, reportedly being run by a dead man — one Aleister Crowley.

Well, never let it be said that I was willing to let a juicy morsel like this slip away. I gave my source half of the money I had promised for good information, promised the other half upon verification, and went to the ramshackle home where he said I could find this legendary figure.

Looking around the deserted building, I finally realized someone was watching me. That someone was the man claiming to be Stevenson's character. We talked about Crowley's alleged cult, and I learned many things from the good Doctor Jekyll. Yes, there really was a cult; no, he would not tell me what the cult was called, and yes, Aleister

Crowley truly did run it. The man actually went so far as to hand me several pamphlets and a leather-bound book he claimed was one of Crowley's journals.

What I read in the pamphlets was pure hype; what I read in the journal was enough to chill my blood. The journal mentioned several hideous rituals to gods no longer worshipped in this world, and it mentioned several of the participants. One of those participants was Edward Hyde, the legendary counterpart of the man sitting across from me in the derelict house.

Jekyll pleaded with me to pass the information along to the proper authorities, explaining that he couldn't trust himself to do it, for HE might come around to stop him. Somehow, I doubted he was talking about Crowley. As if to prove me correct, Jekyll changed before my eyes. In a matter of seconds, he had become a brutal-looking man who demanded I hand the book and pamphlets back over to him.

A minute before, I had learned that Jekyll and Hyde were real people. In the next minute, I learned that vampires were real as well. Hyde attacked me, tearing at my throat with his teeth and drawing the blood from my struggling body. The feeling was indescribable — one part terror and five parts ecstasy, with a mingling of unholy rage.

I felt my life fading away. I knew I would never write my Pulitzer Prize story. Then Jekyll returned. He licked the wounds on my throat and Embraced me, giving just enough blood to bring me back from death. Even as he attempted to apologize, explaining that he just hadn't been himself, the Thirst raged up through my body. Before my sire could react, I tore into Jekyll with a vengeance, draining his body of all blood and then of his very life force. My first kill was my sire.

I panicked. I knew just as quickly as it happened that it would change my life forever. I would never be permitted to live, not if there were other Kindred here. Someone called for Hyde from another room, and images of Aleister Crowley

in all his undead glory came to my mind. I ran, for it was the only thing I could do. I fell into what I can only call a fugue state. I remember nothing of that night or of the following two nights. I only remember waking in Berlin, almost a full week later.

I know the truth now. I didn't truly kill my sire. They are here with me, occasionally allowing me to see the world in which I live. Sometimes they let me stay around for a few hours before forcing me back into the deepest recesses of my mind. At least they are polite about it, after a fashion. They always leave me letters, telling me what I have been up to in my absence. Jekyll and I correspond quite a bit these days. Hyde just lets me know who he has killed and who he has Embraced. He loves to feel my suffering.

**Sire:** Henry Jekyll/Edward Hyde

**Nature:** Martyr/ Penitent/ Bravo

**Demeanor:** Jester

**Generation:** 7th

**Embrace:** 1965

**Apparent Age:** 25

**Physical:** Strength 5, Dexterity 4, Stamina 4

**Social:** Charisma 4, Manipulation 6, Appearance 4

**Mental:** Perception 3, Intelligence 4, Wits 3

**Talents:** Acting 3, Alertness 3, Athletics 1, Brawl 3, Dodge 3, Empathy 1, Intimidation 4, Subterfuge 2

**Skills:** Drive 1, Etiquette 4, Firearms 1, Melee 3, Stealth 5

**Knowledges:** Alchemy 4, Berlin Knowledge 2, Bureaucracy 2, Investigation 5, Linguistics 4, Occult 3, Science 2

**Disciplines:** Auspex 4, Dominate 3, Fortitude 5, Obfuscate 4, Presence 3

**Backgrounds:** Contacts 5

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

**Humanity:** 4

**Willpower:** 7

**Derangement:** Multiple personalities (Oswald "Ozzy" White, Jekyll, Hyde)

**Image:** Ozzy is a lean man in his mid-20s, with shoulder-length hair and sharp, hawkish features. He normally smiles amiably and dresses in any type of clothes that could be found in garbage heap. He always wears an opera cloak and top hat over these; and he carries an antique cane — a large silver-headed stick with a solid-lead center. He is thin and wiry, and can normally be found in any seedy part of town.

When Hyde is the dominant personality, Ozzy's Obfuscate increases his size by a solid 60 pounds of muscle. Hyde is brutal both in appearance and action. When Jekyll is the dominant personality, Ozzy's Obfuscate makes him appear slightly older and better dressed.

**Roleplaying Hints:** Always smile, for you have nothing in the world to fear from anyone. You are kind and considerate and always willing to lend a hand, so long





as there is no violence involved. Never hesitate to insult anyone, but always smile when you do so. Your insults should seem like the friendly banter between you and someone who has been your friend for life.

When Hyde is present, however, your insults are brutal and cut like a knife. You take flack from no one and give insults generously. Hyde smiles too, but it is the smile of a wolf in combat.

**Haven:** A small inn that he owns. It is run by a family he has Dominated into ignoring his existence.

**Influence:** Ozzy is the unofficial head of Berlin's Malkavian coterie. While he really has no influence over the clan, he does have a vote in the primogen of the west side. Ozzy normally follows the Toreador lead when it comes to voting, leaving him on good terms with the entire clan.

## Persia - The Beautiful Statue

I don't remember my sire. I don't remember my life before I became what I am now. Not that it matters. Someday I will wake up from this nightmare and all of you will disappear. I will be happy again. Not that it really matters.

**Sire:** Thaddeus

**Nature:** Child

**Demeanor:** Child

**Generation:** 10th

**Embrace:** 1944

**Apparent Age:** 15

**Physical:** Strength 2, Dexterity 3, Stamina 3

**Social:** Charisma 4, Manipulation 4, Appearance 5

**Mental:** Perception 4, Intelligence 4, Wits 3

**Talents:** Alertness 4, Dodge 5, Empathy 3, Streetwork 4

**Skills:** Etiquette 5, Stealth 4, Survival 3



**Knowledges:** Bureaucracy 3, Linguistics 5, Medicine 3

**Disciplines:** Auspex 3, Dominate 4, Obfuscate 3

**Backgrounds:** Resources 5, Retainers 1

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

**Humanity:** 8

**Willpower:** 5

**Derangement:** Persia lives in a fantasy world, one in which she is all alone save for the voices in her head. The voices are actually those of anyone around her.

**Image:** Persia is a stunningly beautiful young lady. Her auburn hair is always impeccably styled, the dark color of her skin is presumably where her name comes from and her light make-up is always flawless. She dresses in the very finest clothing and always in the latest fashions. She normally stands perfectly still for long spans of time, with her eyes focused on a distant place only she can see. As often as not, she will speak out about any subject the characters are discussing; only to ignore them if they try to speak directly to her.

**Roleplaying Hints:** You are a very secretive person, but you know everything that is going on in town. You never smile and you never frown. You speak in a monotone.

**Haven:** Ancestral home in Charlottenburg.

**Influence:** None, though other Malkavians look out for her, especially when she attends the "Political Rallies."

## Hermann Goring - Whispers in the Night

I am Hermann Goring. No, I don't care that he is supposed to be dead. I really am Hermann Goring. Listen, I know things. I know that Hitler is still alive. I know the truth about Project Werewolf. I know that being a vampire destroyed my life.

No one asked me, you know. They just attacked me and drank me and raped me with their blood. There were three of them, laughing and carrying on as if they could possibly understand what I was about. They called me a baby killer and worse.

Before they sucked the life away from me, they carved things into my very flesh — obscene things that draw the tortured souls out of the air around me and haunt me all the time. You don't believe me. I can tell by the way you stare.

I have to leave. They still want to carve more spells into my flesh. Promise me, you must promise me that you will not tell Heinrich I am here. He knows it was I who hid the Magisches Erbe, the true magic that Adolf stole from the world. If he finds me, he'll kill me. He knows I know where Adolf is... I must go now.

**Sire:** The Malkavian Coterie of Berlin.

**Nature:** Masochist

**Demeanor:** Martyr



**Generation:** 8th  
**Embrace:** 1946  
**Apparent Age:** 52  
**Physical:** Strength 3, Dexterity 2, Stamina 2  
**Social:** Charisma 2, Manipulation 3, Appearance 2  
**Mental:** Perception 3, Intelligence 4, Wits 4  
**Talents:** Alertness 3, Brawl 2, Dodge 2, Intimidation 4, Leadership 4  
**Skills:** Drive 2, Etiquette 4, Firearms 3, Melee 3, Survival 2  
**Knowledges:** Bureaucracy 5, Finance 2, Law 4, Occult 4, Politics 3  
**Disciplines:** Auspex 4, Celerity 1, Dominate 5, Obfuscate 3, Presence 3  
**Virtues:** Conscience 1, Self-Control 3, Courage 4  
**Humanity:** 1  
**Willpower:** 4  
**Derangements:** Paranoia, Delusions of Grandeur, certain that all of the ghosts of all of the dead from the Second World War haunt him.

**Image:** Hermann is a fairly tall man with about 30 extra pounds on his frame. His age shows in his gray hair and receding hairline as well as the crow's feet around his eyes. He dresses in thread-bare, soiled, Third Reich era clothes desperately needing replacement. Physically he bears only minimal resemblance to the historical Hermann Göring. Few doubt that he is someone other than who he claims to be.

**Roleplaying Hints:** You are filled with nervous energy, always walking about or chewing your nails or wagging your foot. You constantly look for signs of your enemies, certain that they will destroy you if given the chance. You often try to block the accusing voices from your head by covering your ears, but to no avail.

**Haven:** The Devil's Mound.

**Influence:** In moments of lucidity, Hermann can gain great control over the Final Reich, mainly as a result of who he claims to be.

## Nosferatu

*Every move you make  
 Every smile you fake  
 Every step you take  
 I'll be watching you*

— The Police, "Every Breath You Take"

Berlin's princes hold the Nosferatu in high regard for the information they can give and for the lies they can tell the other side. Ellison, the city's Nosferatu elder, walks the dark alley with impunity, safe in the knowledge that no vampire would dare harm him. The princes would destroy anyone who removed their primary source of information. Berlin accepts the Nosferatu like no other European city does. The Kindred have no choice in the matter.

This acceptance is tenuous at best, however. Ellison and his brood realize that their influence and freedom depends on their continued ability to provide necessary information. Should a sole prince seize power, they will lose much of their stature; the clan does its very best to ensure that the cold war between the east and the west continues for as long as possible.

### Ellison - The Truth in the Walls

I was born a freak in Weishaden, a small town far to the east of Berlin. Despite having one arm too short and one leg too long, I had friends and loved ones willing to overlook my deformities, but I knew no lover. Who would want to be intimate with a freak?

That all changed when Melitta Wallenberg came to my town. I only ever saw her at night — a minor inconvenience in comparison to having one so beautiful to speak with. She was a lovely woman, tall and lean and as pale as the full moon. Often we would speak for hours about the world she had seen, a world full of magic and beauty.

One night, when the moon was only a splinter in the sky, she came to my house and roused me from my sleep. Her eyes glittered with red tears and she demanded to know if I loved her. Naturally, my answer was a most emphatic yes. She asked if I would still love her if she were not as beautiful, and I immediately said yes.

With that she dropped her illusions of beauty and showed me her true face, a face worn by years of grief and pain. Part of me wanted to recoil in terror, for her skin was blue and warty and the hair on her head was as sparse as the shadowy growth of lichen in a cave of ice. But her eyes, oh her eyes, were as filled with love and sorrow as they ever had been.

Thinking of my own malformed flesh and the palsied growth fate had given me as a left arm, I reached out and held her clammy flesh close to my own. We made love as man and woman that night, and then we made love as sire and Get. She told me the truth about her, our existence, and explained that I was now one of the Damned. Better to be damned with Melitta at my side than to be assured of Heaven on my own.

The pain of transformation was excruciating, like a thousand broken bones being ground together by sadistic fiends. Melitta's love was the only thing that saved me. We left town a short time later, and I learned the truth of being Damned. Even other Kindred scorned us, certain that we were a thousand times more evil than they could ever be. What a sad and pathetic joke.

We traveled from city to city, finding adventure and danger everywhere we went, not finding a place we wanted to stay until we came to Berlin. We asked Gustav if we could remain, and he would have denied us this had it not been for Wilhelm.

Wilhelm pulled the prince aside after Gustav had laughed in our faces, and whispered lengthily in the his ear. I will never forget that kindness, whatever the hidden reason. During World War II, collapsing sewers crushed my beloved, and she has lain in torpor ever since. Someday she will awaken, and we will be together again. I know this to be true, for if she had met Final Death, I would have no reason to live.

**Sire:** Melitta Wallenberg

**Nature:** Caregiver

**Demeanor:** Plotter

**Generation:** 6th

**Embrace:** 1532

**Apparent Age:** 30

**Physical:** Strength 4, Dexterity 3, Stamina 7



**Social:** Charisma 3, Manipulation 5, Appearance 0

**Mental:** Perception 7, Intelligence 5, Wits 6

**Talents:** Acting 3, Alertness 4, Brawl 4, Dodge 5, Empathy 3, Intimidation 5, Streetwise 7, Subterfuge 4

**Skills:** Diplomacy 2, Etiquette 4, Repair 3, Security 4, Stealth 7, Survival 3

**Knowledges:** Berlin Knowledge 6, Bureaucracy 4, Investigation 5, Linguistics 7, Medicine 3, Occult 4, Politics 3, Sewer Lore 5

**Disciplines:** Animalism 5, Fortitude 2, Obfuscate 6, Potence 5, Presence 5, Protean 3, Thaumaturgy 2 (Movement of the Mind 2, Weather Control 1)

**Background:** Retainers 3, Resources 4, Status 5

**Humanity:** 6

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

**Willpower:** 8

**Image:** Ellison stands well over six feet in height, with dark blue skin and warts that grow together over all of his body. His eyes seem to look in two different directions at once. His left arm is malformed, looking almost as if it were wax melted under a strong flame. His legs are also of two separate lengths, giving the illusion that he is crippled. His ears are ridiculously large and torn in several places.

**Roleplaying Hints:** You never speak above a whisper, constantly making people strain to hear you. You have what they want, and you will make them work for it. If insulted, you will explain the horrid mistake that the speaker has just made by ripping fingers off of their hand. You always seem calm, but full of menace. In your eyes, you are the most important figure in this town.

**Haven:** Berlin's sewers

**Influence:** Ellison has more power than even the princes realize; he has been giving accurate information to both of them for so long that they have little reason to doubt his word. Should he so desire, he could end the war with but a well-placed word in the right ear. Ellison knows practically everything that goes on in Berlin, and will tell anyone what they want to know if they can meet his price.

The Nosferatu of Berlin look to Ellison for guidance in all things, even those who run with the Final Reich.

## Rasputin - The Unstoppable Fury

Yes, I am the one they have called the Mad Monk; I am the one who they swore could not die. I ruled all of Russia in my time, working through those who believed themselves in charge.

If the truth must be told, I too was but a pawn to my great mother, Baba Yaga. When she decided to sleep, I had to continue on, even without the blood she had given me to make me her ghoul. I survived for centuries, always serving her will. I even ruled the country during the last days of



World War I, before the Czar and his fools tried to kill me. They poisoned, shot, stabbed, trampled, burned and drowned me; they never had a chance.

Perhaps they would have succeeded had it not been for the aid of another of my great mother's loyal assistants, Darvianov. Even in torpor, great Baba Yaga had influence. She ordered me saved and sired. Darvianov and I had known each other for years, and she assisted me in creating a new identity. The time had come for me to leave Mother Russia and my great master behind.

I made my way to Germany, eventually reaching Berlin, and here I listen to the words of Ellison and obey — for now. Soon great Baba Yaga will call me, and I will go to her with all the information she requires. She has promised me great rewards for my patience, and I am certain I will be granted all that I deserve. I have but to wait.

**Sire:** Darvianov

**Nature:** Conniver

**Demeanor:** Conformist

**Generation:** 9th

**Embrace:** 1917

**Apparent Age:** 50

**Physicals:** Strength 4, Dexterity 3, Stamina 5

**Social:** Charisma 5, Manipulation 5, Appearance 0

**Mental:** Perception 3, Intelligence 3, Wits 4

**Talents:** Acting 2, Brawl 5, Dodge 1, Intimidation 3, Leadership 4, Streetwise 2

**Skills:** Etiquette 1, Firearms 2, Melee 5, Survival 4

**Knowledge:** Alchemy 3, Bureaucracy 3, Linguistics 4, Occult 4, Politics 3

**Disciplines:** Animalism 3, Dominate 2, Fortitude 5, Obfuscate 3, Potence 5, Presence 3, Thaumaturgy 3, (Path of Corruption 3, Spirit Thaumaturgy 2)

**Background:** Contacts 4, Status 3, Fame 4, Mentor 5

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

**Humanity:** 3

**Willpower:** 8

**Image:** Despite his Nosferatu heritage, his blue skin, his wrinkled, warty flesh, his mouth full of twisted fangs and the hideous scars that run like a map across his entire body, there is something almost magnetically appealing about Rasputin. He carries the promise of power and pleasure as if it were a nobleman's cloak. He is seductive and charismatic, though he still bears portions of his once long hair and his once magnificent beard, now long strands drooping across his chin.

**Roleplaying Hints:** You are of noble blood, and carry yourself as a nobleman should. Never hesitate to compliment a lady on her beauty or a gentleman on his bearing. The only obvious dislike for Kindred that you have comes from the way in which you treat the ruler Brujah. After all, look at what they did to the Motherland. You never lose your temper over the small things, and your eyes should look at every person as if they were the latest potential object of your legendary lusts.

**Haven:** East Berlin's sewers.

**Influence:** Rasputin is the only Kindred Ellison will go to for advice. As a result of careful manipulations, Rasputin holds the power to turn Ellison away from what he doesn't want discovered to what he feels should be announced. Ellison considers him a trusted ally.

## Amelia – The Blood Red Tears

When I grew up in Russia, God chose those who would rule us. I served Rasputin, he who aided the Cezars in their holy mission. Then the devil spoke to the nobles, and Rasputin and I fled. I didn't question that we only traveled by night, or that I always ate alone; there was no reason for such insolence. It should have been an easy life, away from the revolutionaries and their perversion of our country's way of life.

Some things never turn out as planned. We had traveled for several weeks before the Lupines came upon us. Rasputin was fearsome and he managed to drive them away, but not before they had savaged me. He was saddened, almost certain that he was making a mistake, but he Embraced me just the same. Such passion! I had not thought it possible. He was good to me in the weeks that followed, teaching me all there was to know about my new life and helping me hunt for food.

In time we grew to be lovers as he reciprocated the love I had always felt for him. When we came to Berlin, Ellison had already made the way easier for our kind. Wilhelm, then the prince of all the city, welcomed us as friends of Ellison.

There is no beauty in Germany or Berlin. These people have never known the magnificence of my motherland. There is no true beauty in Rasputin, either, and he has all but ignored me since we arrived here. Mostly, there is no





beauty in me. All that I once was is gone, replaced by a mockery as twisted as that which destroyed Russia. Rasputin chides me, telling me to look to the future, but all I see is the past.

**Sire:** Rasputin

**Nature:** Caregiver

**Demeanor:** Conformist

**Generation:** 10th

**Embrace:** 1918

**Apparent Age:** 22

**Physical:** Strength 2, Dexterity 2, Stamina 3

**Social:** Charisma 3, Manipulation 2, Appearance 0

**Mentals:** Perception 3, Intelligence 2, Wits 2

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

**Skills:** Animal Ken 5, Etiquette 3, Stealth 4, Survival 1

**Knowledges:** Bureaucracy 1, Investigation 4, Linguistics 2, Medicine 2

**Disciplines:** Animalism 3, Obfuscate 2, Potence 4

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

**Humanity:** 7

**Willpower:** 4

**Images:** Despite Rasputin's best efforts, Amelia still bears the scars of her devastation at the claws of the Lupines. Several of her bones were shattered during the attack, and Rasputin did not have the strength to properly mend them. As a result, her bones twist at odd angles. She walks only with intense pain. Rasputin constantly gives her fine clothes and jewelry, whether as a joke or out of continued regret is known only to him. She wears expensive and beautiful evening gowns wherever she goes.

**Roleplaying Hints:** You carry yourself with as much dignity as your malformed body permits, and always curtsy when introduced. You never speak unless spoken to, and then only after checking with one of your other clan members. However, you are not as much timid as you are manic depressive. You are more likely to cry tears of blood than to attack another if they cause offense, but that is all right. Rasputin still watches over you, even if he has changed in recent years. Rasputin always exacts revenge for the insults tossed your way.

**Haven:** Anywhere that people are not.

**Influence:** None save the ability to call on Rasputin for defense.

## Wolfgang (V00lv-Gahng) - The Maddening Laughter

You do understand, don't you? It's all a sick joke, a mockery of what life is supposed to be and what it was before the Embrace. I know Amelia only meant to comfort me when she took me, but she should have just left me to die. I suppose it never occurred to her that the freakish little dwarf had jumped down to the U-bahn's (subway's) tracks, not fallen or been pushed. It's just the way she is. She is an angel forced to bear the face of a demon from Hell.

I, on the other hand, am truly a demon. It has only been three years since she Embraced me, and already I have caused more deaths than she ever did. Ellison keeps trying to tell me I shouldn't take it all so personally. What a laugh! It's all the fault of my father's preoccupation with drugs. I'm convinced of that. Always a new experience, always a new way to expand his mind's horizons, until he had no mind left.

I know the asylum in which he lays, where they keep the giggling wreck of a man. I may let him know what it is like to have to fight the bullies every day of your life, being



pushed and kicked and beaten for being a freak. Perhaps, on a night when the mood suits me, I shall teach him what it is like to be the child of a twisted sire. Time will tell and I have all the time in the world.

I've learned the U-bahn tracks and tunnels in ways no one else has ever known them. May the Lord look out for the fools who stumble drunkenly into my territory. I might be hungry when they come, or I might just feel like hearing them scream. The others may keep their city and their sewers — the subways are mine.

**Sire:** Amelia

**Nature:** Deviant

**Demeanor:** Curmudgeon

**Generation:** 11th

**Embrace:** 1990

**Apparent Age:** 57

**Physical:** Strength 4, Dexterity 3, Stamina 5

**Social:** Charisma 1, Manipulation 2, Appearance 0

**Mental:** Perception 4, Intelligence 2, Wits 3

**Talents:** Alertness 2, Athletics 2, Brawl 4, Dodge 4, Streetwise 5

**Skills:** Firearms 3, Melee 4, Security 3, Stealth 3, Survival 1

**Knowledges:** Investigation 4, Occult 3

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

**Virtues:** Callousness 3, Instincts 3, Moral 4

**Path of Power and the Inner Voice:** 4

**Willpower:** 6

**Image:** Wolfgang is a short man, only a little over four feet in height, and almost as wide. His eyes never rest in one spot for more than a second, and his mouth is locked in a sneer of contempt. He wears the same clothes he wore when he was Embraced, never having bothered to change them. They are starting to fall into pieces and his shoes are long gone. What little hair there is on Wolfgang's head is stark white. The smell off his body is enough to make even other Nosferatu hold their breath.

**Roleplaying Hints:** You hate everyone, but you will tolerate others as long as they are courteous or have money. You have no intention of ever being picked on again, and will attempt to kill anyone who would dare try. You smile all the time, but the smile is a warning of anger, not an invitation to talk. Always leer at the women, knowing that you are the best they could hope for; always sneer at the men, knowing that they are weaker than you. The only exceptions are the elder Nosferatu and the primogen at large. You couldn't care less about the princes, for they are both weak.

## Toreador

*Berlin might be the only city where a genius is not regarded as a fool.*

— Clemens Brentano

The Toreador of Berlin are divided in their opinions as to who should control of the city, though most lean towards Wilhelm. A few Toreador live in the eastern half of the city, where they have put up with Gustav's strict rule for a long time, convinced that the harsh environment and harsher rules they followed created the necessary anguish for their art.

The Toreador in the west also believe that their environment has led to a vast increase in their creative abilities. The clan suffers from a minor power struggle of its own which, ironically, many of them believe helps their ability to create art. For this reason above all others, the Toreador remain neutral in the battle between the princes.

As often as not, the members of this clan can be found at any of the numerous museums in the city, arguing over the diverse artistic styles that have grown and changed since the end of World War II.

Berlin's Toreador are notorious for the gossip they spread, which normally has nothing to do with the truth. The Nosferatu of Berlin have long since concluded that the Toreador, having nothing better to do during their times of "artistic block," have made gossiping their real art.

### Anntoinette – She Who Watches

I have been a great fan of cinematic art since I first saw *Metropolis* when I was seven. I ran across the "man" who would become my sire at several different movie premiers. He was handsome — make no mistake of that — and he was refreshing in his opinions about the cinema.



We spent many a night discussing the nuances of the cinema and of his own sculptures while the world fell apart around us. The end of the Third Reich was upon us, but no one truly believed it could end. It was while we discussed the signs of the Reich's fall that he decided I should join him in immortality. Oh, we had discussed his vampirism on many occasions, for we had no secrets from each other. The Embrace was magical, passionate in ways that a mortal could never hope to understand. I felt that we would last forever.

The Witch-Hunters felt otherwise. One night after my Embrace, I found my beloved dead against the wall of his studio, his burnt remains still smoldering in the early evening's pale darkness. Oh, the tears I cried that night were red indeed, but not as red as what I left of the fiends who had taken my sire from me. I did not drink their vitae, for I am certain it would have tasted foul to my tortured spirit.

Of course, I made a movie of the entire event. I keep it in my private video library. It is the only film I will not watch with others.

**Sire:** Jacques

**Nature:** Perfectionist

**Demeanor:** Praise-Seeker

**Generation:** 8th

**Embrace:** 1943

**Apparent Age:** 28

**Physical:** Strength 2, Dexterity 2, Stamina 3

**Social:** Charisma 4, Manipulation 5, Appearance 5

**Mental:** Perception 4, Intelligence 4, Wits 3

**Talents:** Acting 5, Alertness 3, Empathy 3, Intimidation 2, Leadership 3

**Skills:** Etiquette 4, Music 4, Photography 5, Repair 2, Security 3

**Knowledges:** Bureaucracy 3, Computer 3, Finance 4, Linguistics 4, Politics 3, Science 3

**Disciplines:** Auspex 5, Celerity 3, Obfuscate 3, Presence 4

**Background:** Allies 4, Fame 2, Resources 5, Retainers 4, Herd 5, Status 4

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

**Humanity:** 6

**Willpower:** 9

**Image:** Anntoinette is beautiful and aloof. The original Ice Maiden, her hair is golden and lustrous, her figure is perfect, and her smile could stop a truck. She is charming and friendly to anyone she knows or likes or thinks might be important. Anntoinette always wears the most expensive clothes, though she sometimes goes for the "casual look" by wearing men's silk suits.

**Roleplaying Hints:** You never cause a guest offense, even if they were not invited. You enjoy the approval others give you, and will go to lengths to get it—unless, of course, they are being particularly annoying. When

it comes to the question of who should be the prince, the answer is obviously Wilhelm. After all, you have been lovers for the last decade.

**Haven:** Berlin Film Museum (Grossbeerenstrasse)

**Influence:** Anntoinette is the Toreador elder in West Berlin and has a seat on the Primogen. She wields a great deal of influence over Wilhelm.

## Hans Vroenik (Hahnz Ver-O-Nik) - Maestro

I led the Symphony Orchestra in Berlin before the war came. After the Nazi pigs took control of the country, I fled for my life. I was Jewish, both in nationality and in belief. I still am, but no longer devoutly.

When the war ended, I came back to what had once been a fine city, only to find everything in ruins. My heart was broken, for all that had been my home was long gone. The only thing I had left to my name was my father's violin. The moment was all too beautiful, all too painful. Filled with sorrow I started to play. For three long hours I played, only stopping when the cramps in my hands forced me to do so.

To my surprise, I had gathered a crowd, and soldiers, citizens, the lost and the destitute stood around me in awe. It was the finest moment of my natural life. Unbeknownst to me, I had also attracted the attention of Anntoinette. She had heard me play from the beginning, and had listened until the very end. She almost died, you know. The sun rose only minutes after I finished my performance.

The next night she came to visit in the same area where I had played the night before, hoping to find me and convince me to join her in immortality. She didn't have to ask. I was lying near the same spot where I had played, where I had spent most of the day after I was robbed of my precious



stradivarius and left to slowly die from the knife wounds in my belly. Anntoinette carried me like a child all the way to her haven, and there she gave me her own vitae to drink.

I wept at the beauty of the moment; Antoinette wept with me. Two hour later, I had my stradivarius in my hands once again, and the blood of the swine who had taken it from me filled my body. I never have been good with words, and so I never told my sire how much she had done for me. Instead I have composed a hundred works to her glory; none of them can compare to that one Embrace, the one that lets me live to this day.

**Sire:** Antoinette

**Nature:** Perfectionist

**Demeanor:** Sycophant

**Generation:** 9th

**Embrace:** 1947

**Apparent Age:** 53

**Physical:** Strength 2, Dexterity 4, Stamina 3

**Social:** Charisma 3, Manipulation 2, Appearance 3

**Mental:** Perception 4, Intelligence 3, Wits 3

**Talents:** Acting 1, Alertness 3, Dodge 3, Empathy 2

**Skills:** Etiquette 4, Music 5, Repair 2

**Knowledges:** Bureaucracy 2, Finance 3, Linguistics 4, Politics 2

**Disciplines:** Auspex 3, Celerity 3, Presence 2

**Background:** Allies 2, Mentor 3, Resources 3, Retainers 3, Status 4

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

**Humanity:** 6

**Willpower:** 6

**Image:** Hans is a thin, sharp featured man in his early 50s with a silvery mane of hair. His brown eyes always seem to be slightly sad, even when he is smiling broadly.

**Roleplaying Hints:** Music is your life, and the only passion you have. If the discussion revolves around music, you are magnetic. If the subject involves art, you are interested and if it is any other subject, with the exception of Anntoinette, you couldn't really care less.

**Haven:** Penthouse apartment near the Berlin Symphony

**Influence:** Aside from Anntoinette, Hans is the leading force in how the Toreador Clan reacts to any given situation. In the world of the kine, he has a great deal of influence in Berlin's burgeoning music industry.

## **Thomas De Lutrius (LOO-tree-us) - The Painter in Pain**

I came to Germany from New York by way of the United States Army. I was one of the lucky ones, I guess, for I never had to see the violence of the war. I only had to see the aftermath. I loved the sights I saw, and they showed me the darker side of man's world—the suffering, the anguish, the evil hidden under a friendly veneer.



When I arrived, the Wall was still years away, and the city had not yet been divided by the conquering forces. It was against regulations to do anything on guard duty but stand and look at the sights, but I had never allowed silly things like rules to stop me from doing as I pleased.

I took a small sketch pad and charcoal with me on duty whenever I had the graveyard shift. No one ever caught me. I was far too good at hiding my tools. Actually, I should say that no one human ever caught me. One of the Kindred did. He was hungry, and his attack was savage. I never had a chance.

When he was finished with me, he looked upon the work I had been sketching and I heard his voice call out in sorrow. The sweet, life-giving blood that flowed past my lips was so powerful it burned. Moments later, he ran away. I probably would have died in ignorance, if it had not been for Gustav. He dragged my weak body away from the post, ignoring my feeble pleas. Two nights later I read of my "death" in the newspapers. Apparently I had been savagely murdered and some fiend had cut off my head, hands and feet. Gustav kept me confined for several nights, feeding me his own vitae and telling me the laws that I would have to obey. He was my savior, and I have no complaints.

**Sire:** Johann

**Nature:** Avant-Garde

**Demeanor:** Competitor

**Generation:** 10th

**Embrace:** 1947

**Apparent Age:** 19

**Physical:** Strength 5, Dexterity 3, Stamina 3

**Social:** Charisma 4, Manipulation 4, Appearance 4

**Mental:** Perception 3, Intelligence 2, Wits 4

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



**Skills:** Drive 2, Firearms 1, Melee 2, Music 2, Painting 4, Survival 3

**Knowledge:** Bureaucracy 2, Computer 4, Politics 2

**Disciplines:** Auspex 4, Celerity 2, Fortitude 2, Potence 2, Presence 4

**Backgrounds:** Allies 3, Contacts 3, Mentor 5, Resources 2

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

**Humanity:** 4

**Willpower:** 6

**Image:** Thomas looks like the all-American boy he once was, with light brown hair, blue eyes, and the physique of a man just out of rigorous basic training. He normally dresses in black, reflecting his belief that all Kindred and kine are inherently evil, an argument he will immediately break into whenever possible. No matter where he is, he always carries a sketch pad and charcoal.

**Roleplaying Hints:** You are quiet and intense, the original "angry young man." Always let your opinion be known, and if someone should disagree, tell her in no uncertain way that she is wrong. You normally look for a good argument, but you never look for a good fight; its not that you are afraid as much as that you hate to dirty your clothes.

**Haven:** Thomas lives in a very nice apartment in what was East Berlin.

**Influence:** Thomas is the number one cause of dissension among the Toreador. He holds sway with Gustav in much the same way Anntoinette holds sway with Wilhelm, and would definitely like to see his Regnant win out. Thomas is on the East Berlin Primogen.

## Tremere

*Before you judge me take a look at you  
can't you find something better to do  
point the finger, slow to understand  
arrogance and ignorance go hand in hand*  
— Metallica, "Holler Than Thou"

The Tremere have far more influence in Berlin than their limited number would indicate. Like the Nosferatu, they have access to information no one else can or will give. The Tremere also have their own goals, not the least of which is finding the hidden hoard of magical knowledge and artifacts rumored to lie buried somewhere in the city.

The Tremere remain quiet on who they want to win the battle for the fiefdom of Berlin, changing the subject if the questions get too close. Just what they feel should be done is a secret, one that they will share with only another of their clan.

## Maxwell Ldescu (Mahx-Vehl Le-Desk-YU) - The Magus

I was a young boy in Vienna when my master joined other magi intent on ruling the lands now called Hungary. Fools that they were, they attempted to remove the Tremere from power, unseating them before they could gain too strong a grip on the lands. I think that I have never seen a greater mistake.

It may have been Tremere himself who led the Kindred force that savaged my master's covenant. None of the magi survived. All the apprentices, however, were taken to be thralls. I served as Retainer to one of the lesser Kindred in the clan. He was not patient, nor was he kind; he simply seemed so after the master I had previously served.

I served him faithfully and loyally for almost five centuries before I was rewarded with the Embrace. In the decades that followed, I studied the arts of Thaumaturgy, never hesitating when called to work a mission for my masters. I live to serve; I serve to live. Berlin is my reward for patience and servitude; here I have been granted ultimate power over the others of my clan who come to the city, with obvious exceptions. If all goes as planned, I shall someday rule the fiefdom as prince.

**Sire:** Karl Schrekt

**Nature:** Visionary

**Demeanor:** Traditionalist

**Generation:** 7th

**Embrace:** 1882

**Apparent Age:** 25

**Physical:** Strength 4, Dexterity 4, Stamina 4

**Social:** Charisma 5, Manipulation 6, Appearance 4

**Mental:** Perception 4, Intelligence 6, Wits 4

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



**Skills:** Etiquette 3, Melee 4, Security 4

**Knowledges:** Bureaucracy 3, Finance 4, Law 3, Occult 5, Medicine 2, Tremere Knowledge 4

**Disciplines:** Auspex 3, Dominate 5, Fortitude 3, Potence 2, Thaumaturgy 6 (Lure of Flames 5, Movement of Mind 5, Spirit Thaumaturgy 3, Weather Control 3)

**Rituals:** Defense of Sacred Haven, Deflection of Wooden Doom, Engaging the Vessel of Transference, Blood Walk, Eyes of the Past, Shaft of Belated Quiescence, Geas, plus any others the Storyteller desires.

**Background:** Allies 4, Herd 4, Mentor 5, Remainers 2, Resources 4, Status 3

**Virtues:** Conscience 1, Self-Control 5, Courage 4

**Humanity:** 3

**Willpower:** 8

**Image:** Maxwell stands just under six feet in height, and is fairly average in build. Character lines that show how often he is lost in thought cover his face. His hair is dark red and his eyes are hazel. He normally wears casual clothing, and he favors blue jeans and polo shirts. He always seems very relaxed and at ease no matter who he is around.

**Roleplaying Hints:** You are easy going and friendly until someone noses around where they don't belong — for instance, in any of your affairs. When angered, grow cold and quiet, leaving those who have offended you knowing that they are close to certain death.

**Haven:** Maxwell has established carefully concealed and well-defended havens throughout both East and West Berlin. The Chantry itself is in West Berlin.

**Influence:** Both of princes treat Maxwell warily, but both want to please him, knowing that it may well come down to his vote one way or the other if the Primogen of West Berlin decides it is time to take matters into its own hands.

Maxwell Ldescu has taken it upon himself to watch the Final Reich. Maxwell dislikes the very idea of anarchy and anarchy, and has actually been instrumental in stopping several of the Reich's more violent demonstrations from actually breaking the Masquerade.

## Heinrich Himmler – Der Fuehrer

You know most of my history if you have ever looked into a history book. I shall not bore you with all of the details. Suffice to say that I was the right hand of Adolf Hitler, and the leader of the Gestapo and the Order of the Death's Head.

Yes, I freely admit that a great number of the atrocities committed during the war were mine, but there were things I needed to learn, secrets to power I had to know. Being Prince Gustav's ghoul and the second-in-command of a powerful nation might be enough for some, but never for me.



In time I will be second to none. The fool who sired me thought he had made a great acquisition in the name of the Tremere, but that was under the belief that a Blood Bond would have any effect on me. I am unbondable. None may control my destiny but me.

I have been labeled as an anarchy since I returned from my travels of the world. What a foolish concept. I am no mere anarchy, scheming to control a small group of children with delusions of grandeur. I am a beast, I am Sabbat. Or, if you prefer the formal title: I am *anitribu* Tremere.

New York proved fascinating, a world of sensory delights unknown to the fools of the Camarilla, a world where the beast roams without fear and humanity is simply another word for cattle. The Sabbat have shown me great wisdom in their ways and I have shown them a trick or two as well. With great care I shall weed out those who are useless to us, and I shall start an avalanche of conversions to the Sabbat.

Already my experiments show great progress. The Final Reich holds substantial power in the city, power that grows by the hour. The fool who claims to be Göring runs from me, terrified of what I shall do to him and terrified of what I am. I shall soon teach him what terror is, and if I should find that he truly is Göring, I may keep him as a slave. I shall give him back the glory that was once the Third Reich.

**Sire:** Maxwell Ldescu

**Generation:** 8th

**Nature:** Plotter

**Demeanor:** Conformist

**Embrace:** 1945

**Apparent Age:** 45

**Physical:** Strength 3, Dexterity 3, Stamina 4

**Social:** Charisma 3, Manipulation 5, Appearance 3

**Mental:** Perception 3, Intelligence 4, Wits 3

**Talents:** Acting 3, Alertness 2, Athletics 3, Brawl 3, Dodge 2, Intimidation 5, Leadership 3, Subterfuge 4  
**Skills:** Drive 3, Etiquette 3, Firearms 2, Melee 2, Music 1, Survival 3

**Knowledges:** Bureaucracy 2, Computer 3, Finance 2, Investigation 2, Law 3, Linguistics 3, Medicine 4, Occult 5, Politics 3

**Disciplines:** Auspex 4, Dominate 3, Presence 5, Thaumaturgy 5 (Gift of Morpheus 5, Summons of the Spirit Servitor 4, Movement of the Mind 3, Verdant Favor 3, Lure of Flames 2, Path of Torture 1), Vicissitude 3

**Rituals:** Principle Focus of Vitae Infusion, Defense of Sacred Haven, Cloak of Blood, Ritual of Darkness, Ward Versus Lupine, Haunted House, Noncorporeal Passage, Power of the Invisible Flame, Recure of the Homeland, Summon Guardian Spirit, A Touch of Nightshade

**Background:** Allies 1, Herd 1, Resources 3, Mentor 4

**Virtues:** Callousness 5, Instincts 3, Morale 4

**Path of Death and the Soul:** 8

**Willpower:** 10

**Notes:** Himmeler's powers and abilities are among the most diverse of any ancilla, and there are few limits to what he can do ... but he knows better than to use them. Most of these powers are unique to the Sabbat, and both princes would hunt him down if they thought he had joined this sect.

**Image:** If anyone is lucky—or foolish—enough to see Himmeler, he is an unremarkable man in his mid-40s with graying hair and light brown eyes. His stance and his presence are all that will alert people to how dangerous he is. Himmeler almost never smiles; and when he does, it is a challenge. Being an accomplished actor, he has little or no difficulty in hiding his true feelings, and if he deems it necessary, he can be a charming man. To anyone he doesn't know, he introduces himself as Frederick Werther.

**Roleplaying Hints:** Normally quiet, but if engaged in conversation your comments are short and succinct. You defer in all ways to Edescu, pretending to be paying penance for having run away after the Embrace.

**Influence:** Through Dieter Kotlar, Himmeler has control over the Final Reich. He is also the leader of the Sabbat in Berlin. Himmeler is completely unbondable, and even the Vaulderie of the Sabbat has had no effect on him. Due to this fact, the symbol that normally appears on the brow of Tremere *antiviribus* is not present on Himmeler. No other Tremere have reason to suspect that he is of the Sabbat.

## Ventrue

*And all I gave her was everything  
I know she gave me all that she was  
And now my bitter hands  
shake beneath the clouds  
Of what was everything*

— Pearl Jam, "Black"

The Ventrue involve themselves in every political battle raging in Berlin, fighting amongst themselves over who would truly be the best prince for the city. Each Ventrue is under the secret belief that he could rule best.

The clan has come to thrive on the cloak and dagger war that runs through the city. Most live on the western side, but have strong memories of Gustav as a powerful leader who never allowed the riffraff of other, lesser clans into Berlin.

Sadly, they also realize that a great deal of the financial success of the city is due in no small part to Wilhelm's more radical beliefs in modernization. The largest problem facing the clan is what to do about this rift in the city's security. Most believe, wrongly, that if the situation is ended they could petition for the meetings of the Camarilla to be held in Berlin. This would end the perceived problems arising from having the Inner Circle meet in Venice, the home of the Giovanni.

The Ventrue remain torn as to who is the rightful prince, but are growing more desperate to end the conflict. Their greatest fear is that a Justicar might come to town and call a conclave; what if the Justicar should open the vote to the Kindred populace at large rather than just to the Primogen? With the strong number of Malkavians in town, the very real threat of an insane prince hangs over all their heads. More likely, the Justicar would bring in a new prince who would prove unacceptable to everyone.

### Gustav Breidenstein – The Iron Fist

My Sire was wise in her ways, swift in punishment and reward alike. Still, she failed to see the future of the Germanic States in the proper light. Anyone with vision could see that this land should be the center of civilization.

Naturally I could see that changes had to be made if Berlin was going to be the future seat of power. Prussia was small, and by itself weak, but a unified Germany with Berlin as its brain ... ah, that would be a fine sight indeed. Most Ventrue, in my experience, have a tendency to discuss every single aspect of a plan until they can no longer see the forest for the trees. My sire had that problem; I did not. So I killed her.

No one could ever prove that I caused her demise. Anyone foolish enough to exclaim about such an atrocity was, of course, punished severely. I always felt that that

preening fool Wilhelm suspected the truth. If so, he was wise enough not to say anything. My trials and tribulations have been many, but I prevailed just the same. Has any other prince controlled a Domain for as long or as well as I? I think not. I am stronger of will and harsher in discipline than most, and this is a necessity.

I unified Germany and made the country great through my ministrations. Berlin became the seat of power for the country, just as I had always planned. Other princes have proved themselves to be weak, lacking in the discipline necessary to control the larger populations of Kindred that come with the larger populations of kine. While other Domains suffered from sporadic chaos, Berlin was ruled under the strictest of laws.

I never felt I was too harsh in my judgments. Present yourself to the prince when you come to town; I rewarded those who failed with Final Death. Honor Elysium; again, the punishment for failing in this simple task was Final Death. Keep the Masquerade or suffer the same penalty. Seldom were any foolish enough to ignore my laws. Minor infractions were not so heavily penalized; a simple Blood Bond was all the punishment required.

It was the upstart, Wilhelm, who caused my reign to end. He felt I was too harsh, that my rules were unkind. So what if I refused to let the members of other clans live in my city? They are chaotic and weak, and should not be allowed to exist in the first place. I should never have listened to the fool when he finally convinced me to allow the other clans access to my city. He would never have wrested power from me had I continued to ignore his pleas. Times have been harsh in the last century. My Berlin has been halved and crushed. But that is over now, for there is only one city and it will be mine.



I built this city from a hovel in the woods into the metropolis it is now. I built this city with my planning and careful manipulation of the kine. In a very real way, I am Berlin.

**Sire:** Ilse Reinegger

**Nature:** Fanatic

**Demeanor:** Architect

**Generation:** 5th

**Embrace:** 1220

**Apparent Age:** 28

**Physical:** Strength 8, Dexterity 6, Stamina 7

**Social:** Charisma 6, Manipulation 7, Appearance 4

**Mental:** Perception 4, Intelligence 6, Wits 6

**Talents:** Alertness 2, Athletics 4, Brawl 6, Dodge 3, Intimidation 8, Leadership 6, Streetwise 2, Subterfuge 4

**Skills:** Etiquette 4, Firearms 2, Melee 6, Music 1, Security 5

**Knowledges:** Bureaucracy 5, Finance 2, Investigation 2, Law 4, Linguistics 3, Politics 5, Science 1

**Disciplines:** Auspex 4, Celerity 3, Dominate 7, Fortitude 6, Obfuscate 3, Potence 4, Presence 6

**Background:** Allies 4, Influence 4, Resources 5, Retainers 7, Status 5

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

**Humanity:** 2

**Willpower:** 9

**Notes:** Gustav's two extra levels of Dominate allow him to Dominate people with a touch and to Dominate more than one person at a time. His extra level of Presence lets him instill his targets with a sense of purpose and duty; as long as they follow his wishes, they find many difficulties (especially for Röttschreck) reduced.

**Image:** A stocky man in his late 20s, Gustav's life prior to the Embrace was harsh, and he looks much older, closer to 40 than 30. His hair and his eyes are both the same steely gray. His brutish features reveal nothing that is vaguely friendly to any but his closest associates or the people he feels could be useful. Still, his smile is contagious when he deems to use it. Additionally, the stains of diablerie no longer mar his aura.

**Roleplaying Hints:** You never give anything away about how you really feel. The only time you smile is when it would be in your best interest to do so. Do your best to intimidate anyone who tries to question you. You are the best thing that ever happened to Berlin and the world at large, and you know it.

**Haven:** Berlin Palace

**Influence:** East Berlin contains no Kindred who are not completely loyal to Gustav... at least publicly. Any Kindred Gustav perceived as being less than loyal are Blood Bound to him, in exile or dead. Naturally, the average East Berlin vampire agrees with Gustav in all



things — at least publicly. West Berlin still has many who recall the lesser chaos of Gustav's reign, and toy with supporting him in his personal Jihad against Wilhelm. All the Brujah in Berlin support Gustav.

## Wilhelm Waldburg – The Prussian

I still don't think most Kindred understand: I love Gustav as a father and a friend. I just don't believe he is fit to rule Berlin. He has lost his ability to rule effectively.

It is true that Gustav sired me, and it is true that we once shared a Blood Bond. But those days are long past. Gustav's continuing manipulations of the Germanic states caused more death and destruction in these parts than could be tolerated. You have no idea how difficult it was for me to remove him from office — not because he is more powerful than I, which he is, but because his "abdication" caused him great pain and I suffered his loss as my own.

His anger at my betrayal has caused me endless nights of grief. It is not easy to betray one's own sire, but I had to for the benefit of the city. Berlin has prospered under my rule. I have watched the city grow in stature and in strength until it is barely recognizable as the city it was a mere five decades ago. I take pride in the accomplishments I and the Primogen have brought to Berlin. Who wouldn't?

It was as much of a surprise to me as it was to anyone that the Wall came down, and I've heard many a rumor as to the truth about why it occurred. Personally, I've little desire to discover if the rumors are indeed fact. I will leave that task to the Brujah. Whatever the reason, I simply cannot allow Gustav to be the prince on a unified Berlin; he would bring us to another World War if he had his way. His ability to hold a grudge is legendary, and the proof is there for all to see.

Gustav is a mad man. He claims to have his own primogen that elected him into office. If so, I have yet to see its members. Perhaps they were among the Brujah who never returned from their trip to Russia. This city is mine, and I intend to see that it stays that way.

**Sire:** Gustav Breidenstein

**Nature:** Mediator

**Demeanor:** Judge

**Generation:** 6th

**Embrace:** 1440

**Apparent Age:** 32

**Physical:** Strength 5, Dexterity 4, Stamina 6

**Social:** Charisma 7, Manipulation 5, Appearance 3

**Mental:** Perception 5, Intelligence 4, Wits 5

**Talents:** Alertness 4, Empathy 4, Brawl 3, Dodge 1, Intimidation 3, Leadership 5, Subterfuge 5

**Skills:** Drive 5, Etiquette 5, Firearms 4, Melee 4, Music 4, Survival 4

**Knowledge:** Bureaucracy 5, Computer 3, Finance 5, Investigation 1, Law 5, Linguistics 6, Politics 3, Science 2

**Disciplines:** Auspex 4, Celerity 2, Chimerstry 3, Dominate 5, Fortitude 6, Obfuscate 2, Potence 3, Presence 6, Protean 3

**Background:** Allies 6, Influence 5, Resources 5, Retainers 4, Status 5

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

**Humanity:** 7

**Willpower:** 9

**Notes:** Wilhelm's extra level of Presence allows him to diffuse any hostility those around him may feel. Anyone taking aggressive actions while Wilhelm uses these powers must spend Willpower and deal with higher difficulties. They also feel an amazing sense of peace.

**Image:** The perfect Ventrue, Wilhelm has bright blue eyes in a slightly round face that smiles easily and dazzles all who see it. He is strong in feature and handsome to the eye. He dresses in the finest clothing, and never is a crease out of place.

**Roleplaying Hints:** You always smile. You could discuss the most atrocious of crimes with a Nosferatu fresh out of his sewer haven, and you would never lose your grin. As far as you are concerned, personal feelings don't matter in the least — this is politics.

You treat everyone as a long lost friend and show passionate interest in everything they have to say. You try to be everyone's best friend. You never insult anyone publicly or privately, for the world has too many ears.

**Haven:** Charlottenburg Castle

**Influence:** Wilhelm maintains at least friendly terms with every Kindred he encounters, and has no hesitation to actually step into the sewers to chat with a Nosferatu or two. With the exception of East Berlin, his influence is astonishing. While most of the clans have



remained neutral in the Berlin cold war, many will confide among friends that they support Wilhelm to win.

### Nichole - Passion's Kiss

I was born in Berlin at the end of World War II, carved from the cooling flesh of a mother killed by Russian bullets. The orphanage named me after the man who saved me. Sergeant Nicholas Sothorby of the British Army. It really isn't very surprising that there was no one to adopt a child in those days, even one as lovely as I.

By the time I was 15, I no longer wanted to remain at the orphanage; the custodians had started looking at me in ways that made me uncomfortable. I ran away, straight out into the streets and straight into the hands of Rutgar Loder. Rutgar was a handsome man, well educated and wealthy beyond my wildest dreams. He was also a procurer of attractive young ladies: a pimp. He ran a respectable business, and our customers were normally kind and caring, if a little crude in technique. Rutgar taught me what to be wary of and how to handle myself.

From time to time I had seen Rutgar with several people to whom he showed complete deference, and I wondered about them. One fine young man who never seemed to age during the seven years I worked for Rutgar stood out. I found him enchanting, a delight to see and a pleasure to speak with. His name was Wilhelm Waldburg, and I found out only much later that he was the Prince of West Berlin.

By the time I was 22, he and I had become occasional lovers, loving in the way of Kindred and Retainer. Never was there a finer lover in all of Berlin. I would have been content to serve him for all time simply as a Retainer, but the world seldom allows us to have satisfaction for very long.

A Malkavian attacked me one night as I was returning to my apartment. He was a terrifying sight and a beast in his actions. With no hesitation at all, he tore my throat from me and gobbled eagerly at my blood. I would have died, had it not been for a visiting American Kindred.

Perfectly calm and cool, she lifted my dying form from the ground and licked the blood away from my throat. She stared at the surrounding crowd of people, made smaller by the few who gave chase to the Malkavian, and calmly explained that all had been done for the creation of a movie in America. Some of the crowd did not believe her, and as I was dying, she saw no alternative. She quickly slit her own wrist and forced blood into my throat.

The sensation was a thousand times more intense than the blood given me by the Prince. Take it from one who knows, the Embrace makes simple Retainership seem a hollow promise. Had I been anyone but the Prince's part-time lover, had the circumstances been more public and my sire not able to explain away this violation of the Masquerade, I believe that she and I would certainly have been destroyed.

Wilhelm understood immediately that what she had done was necessary, and he spared her life. He permitted me to live only because of our past relationship. My time as his Retainer had assured a solid bond between us, and my sire acknowledged my desire to stay in Berlin, realizing that in her position as an Archon, she would likely have been punished severely for bringing me with her when she left.

We still write, telling each other of all that has passed, and occasionally we talk on the phone. She is my finest friend, Prince Wilhelm my finest lover, and Rutgar never has complaints from my clients.

Call me a member of the Damned if you must, but my life is wonderful, even after my death.

**Sire:** Jessica Morrow

**Nature:** Bon Vivant

**Demeanor:** Bon Vivant

**Generation:** 9th

**Embrace:** 1991

**Apparent Age:** 22

**Physical:** Strength 2, Dexterity 3, Stamina 3

**Social:** Charisma 4, Manipulation 2, Appearance 4

**Mental:** Perception 2, Intelligence 2, Wits 4

**Talents:** Acting 3, Alertness 2, Athletics 2, Brawl 1, Dodge 2, Streetwise 4

**Skills:** Diplomacy 2, Drive 1, Etiquette 2, Seduction 4

**Knowledges:** Berlin Knowledge 3, Bureaucracy 3, Finance 2, Law 1, Medicine 3

**Disciplines:** Dominate 2, Potence 1, Presence 2

**Backgrounds:** Mentor 3, Contacts 3, Resources 3

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

**Humanity:** 8

**Willpower:** 6



**Images:** Nichole always dresses to kill in the very latest fashions. Her thick black hair and blue eyes assure her all the attention she could ever want. While outgoing and friendly, Nichole never forces attention on herself and will normally ignore crude suggestions from characters.

**Roleplaying Hints:** You love the unlife you live, free from the worries of growing old and free from the worries of abusive clients. You would never tell someone that you are a cull girl, but you would take any serious offer of monetary compensation under consideration. You love, above all else, to flirt incessantly with anyone who looks like they could enjoy the flirtation; yes, even Nosferatu.

**Haven:** Penthouse apartment in West Berlin

**Influence:** Minor in Berlin, but being the friend of an Archon has its advantages. Because of the circumstances of her Embrace, she has less influence with Wilhelm than one might think.

## Peter Kleist (Kilist) - The Protector

I was born in Berlin, long before the Great Wars and the multiple unifications of Germany. My ancestors came to this area from the Hamburg region years before I was born, and soon grew to prominence as tailors to the wealthy.

In time, my family grew rich enough to associate with those whom it once merely served. One of my dearest friends when I was growing up was my father's best friend, Gustav Breidenstein. I remember being bounced on the man's knee as a child, and I remember his presence at my wedding.

That he never seemed to age was of no consequence. Many were stout and sturdy in that day, unlike myself. I was always sick and weak.

I had only been among the kine for 25 years when Gustav Embraced me. He had no need of more Kindred. Certainly not. Rather, I was Embraced as a favor to my father. I took offense at what a young soldier had to say about my fiancée, and I challenged the man to a formal duel. Foolishly, I believed that the man would act honorably, simply because he was a soldier. I should have known better, for the man was positively Brujah in his attitudes.

It is true that I was always frail, but that did not hinder my abilities as a swordsman, and my father had spared no expense in getting me the finest tutors. This corporal in the Royal Army had no true skill, and I believe he may even have been surprised to find himself losing to me. He took losing poorly, and used a tactic more becoming a peasant than a soldier; he threw dirt in my eyes.

While I was still wiping away the grit, he opened my throat with his sword. Revenge came no sooner to me than death; his own commander separated his head from his neck for showing such appalling manners.

My father was one of the few among the kine to know the truth of Gustav's nature. Upon seeing me so dishonored, he dragged my body into the back of the family carriage and presented me to Gustav, begging like a pauper, asking that he spare my life.

Gustav was in rare form on that night, and eagerly agreed to Embrace me. All it cost my father was the hand of my beloved sister, Willamina. My father did not hesitate, and my sister was sworn to a man she had never liked and certainly never loved. The day before the wedding, when she discovered his true nature, she killed herself. Being Kindred, and by that time Blood Bound to Gustav as were all of his Get, I was made to extract the revenge Gustav demanded.

I was made to kill my own family before his eyes. The power Gustav held over me, through the power of his own mind and of the Blood Bond, was all the prince needed to make me do his bidding.

I have never forgiven him. The day will come when Gustav will know my wrath. Should he become Prince of all Berlin, then it will be my pleasure to do the honorable thing and call him for a formal Blood-Duel. Should he fail in his attempts to wrest the city from Wilhelm, so much the better. I shall personally drive the stake that holds his writhing form in place. I shall hold his ashes in a golden urn, and I shall hide that urn where it most belongs — in a chamber pot, with the other refuse. For my pledge of support, Wilhelm has promised me that it will be so.

I trust Wilhelm; he is my Prince.

**Sire:** Gustav Breidenstein

**Nature:** Honest Abe

**Demeanor:** Caregiver

**Generation:** 6th

**Embraced:** 1757

**Apparent Age:** 30



**Physical:** Strength 6, Dexterity 4, Stamina 5  
**Social:** Charisma 4, Manipulation 3, Appearance 4  
**Mental:** Perception 4, Intelligence 3, Wits 4  
**Talents:** Athletics 2, Brawl 5, Dodge 2, Streetwise 3  
**Skills:** Drive 4, Etiquette 3, Firearms 4, Melee 7, Repair 2, Security 5, Survival 4  
**Knowledges:** Berlin Knowledge 4, Bureaucracy 3, Law 4, Politics 4, Linguistics 5  
**Backgrounds:** Contacts 2, Herd 3, Mentor 4, Resources 4, Retainers 2, Status 3  
**Disciplines:** Auspex 2, Celerity 3, Dominate 1, Fortitude 4, Potence 3, Presence 3, Protean 2  
**Virtues:** Conscience 3, Self-Control 4, Courage 3  
**Humanity:** 4  
**Willpower:** 7

**Notes:** Peter carries a heavy pistol for use on anyone who might try to trouble the prince or his guests. He also carries a Flare gun for the same reason.

**Flare Gun:** Difficulty 8, Damage 2 (Aggravated), Rate 1, Clip 1, Conceal P

**Image:** Peter is a fairly short man with a pale face and a bounce in his step. His hair and eyes are both dark brown. Peter's stylish clothing always seems to suit him, and he always gives a firm hand shake to anyone he meets.

**Roleplaying Hints:** Smile a lot. You're here to show these strangers what a great town Berlin is and what a great person Wilhelm is. You never have a bad thing to say about anyone in the west, but the Kindred of East Berlin are fair game. You never use bad language, for fear of offending one of the Prince's guests. Still, you have a hot temper and, as a result, have spent a good deal of time in torpor. When it comes to Wilhelm and his safety, you are fanatical.

**Influence:** Peter Kleist is the right hand of Wilhelm and, as such, has a great deal of influence. Peter has never abused this position, but the temptation is always there. Peter is the interpreter and liaison for the Prince of West Berlin, as well as his main bodyguard. Peter makes a point of seeing that all guests to the West are treated very well. If a stranger in town asks a favor of Wilhelm, and if Wilhelm decides to grant that favor, it is Peter who makes all necessary arrangements.

## Katarina Kornfeld (Kaht-ar-REEN-ah) – The Sentinel of the East

During the final days of the hated Inquisition, I was born the bastard child of one of the very priests who so desired the end of the Kindred. My mother was to be one of Gustav's servants in that time, and a servant she did indeed become, but only after I was born. In those days, Gustav was constantly on the move, constantly leaving for other parts as the Camarilla came into existence. He often boasted of



how powerful the Camarilla would be and how they would one day crush the Inquisition and the Church, gathering revenge for all that the upstart kine had destroyed.

Throughout my mortal life I heard stories of the retribution to come; and as was my nature, I asked questions of the man I knew only as Gustav. To his credit, the Prince of Berlin answered my questions about Kindred life truthfully and enthusiastically.

It was on my 21st birthday that I learned the reasons for his honesty with me; he offered me the opportunity to join him in the life of the Kindred. I accepted immediately. My Embrace was delirious; passions rose in waves through my body and seemed to last for an eternity. I had never experienced such pleasures; I know I shall never experience them again.

The one thorn in my side was Wilhelm Waldburg. The right hand of Gustav seemed to loathe my existence, claiming that I was a mockery of what a true Ventrue should be. Gustav ignored his obnoxious remarks, but I could not.

After long centuries of the same abusive remarks, I swore that I would gain my vengeance. I saw my chance when the overthrow of Gustav became a reality. Like so many, I had long had a bond with Gustav. Unlike the others, I used the bond to my advantage. As Gustav roamed the continent, looking for allies in his attempts to regain Berlin, I remained in the city and communicated with my sire whenever it was safe, letting him know what was happening and when it would be safe to return.

With the rise of the Nazi party, I used the kine over whom I had influence to assist me in bringing back the only true Prince of Berlin. Gustav was grateful for my loyalty; he promised me the head of Waldburg to do with as I would. I know that, in time, that promise shall be kept.



Sire: Gustav

Nature: Plotter

Demeanor: Competitor

Generation: 6th

Embrace: 1507

Apparent Age: Early 20s

Physical: Strength 5, Dexterity 4, Stamina 7

Social: Charisma 6, Manipulation 6, Appearance 3

Mental: Perception 5, Intelligence 4, Wits 6

Talents: Acting 4, Alertness 4, Brawl 4, Dodge 6, Leadership 2, Subterfuge 5

Skills: Animal Ken 2, Drive 3, Etiquette 6, Firearms 5, Melee 4, Music 3, Riding 4, Seduction 6

Knowledges: Bureaucracy 4, Finance 2, Law 4, Linguistics 5, Politics 5

Disciplines: Animalism 2, Celerity 1, Dominate 4, Fortitude 6, Obfuscate 3, Presence 4

Backgrounds: Allies 3, Herd 7, Influence 3, Resources 5, Retainers 4, Status 4

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

Humanity: 5

Willpower: 8

**Image:** Katarina is a short brunette with a lean and underdeveloped body. Her face is unremarkable, or would be if she had not become adept in the use of cosmetics years ago. As often as not, she can be found wearing a tailored business suit.

**Haven:** Berlin Palace

**Roleplaying Notes:** Never has a Kindred existed who was quite as proficient at being friendly to everyone. You never have anything bad to say about any Kindred or kine. You also never forgive any slights. You simply wait for the proper time to handle the revenge, even if it takes centuries.

**Influence:** Gustav protects her, but downplays much of her abilities. Katarina ignores his obvious sexism, and has set about making herself influential with East Berlin's old leaders and rising business class.

## The Sabbat

*Berlin is not a city at all. It is only a place where some people, many of them inspired, meet, who do not care about the place.*

— Heinrich Heine

Other than Heinrich Himmler (Tremere) and Wolfgang (Nosferatu), both of whom masquerade as Camarilla Kindred, there are presently six Sabbat in Berlin. This group is actively looking for recruits.

### Beauregard Krueller (Kru-Lerr) - Heckler

I am a native German, and lived here until I turned five. That was when the mess started in Berlin, when Hitler and the rest of his filth came to power. My parents decided leaving the country would be a good idea.

Oh, we had a grand time, fleeing through Europe and making our way to America. By the time the war ended, I had decided that I would be like Jack Benny or Bob Hope. I decided that I would be a comedian. The only barrier to my plans was the fact that I was not funny.

I went to every night club I could find in the Big Apple, and I listened to every comedian in the city, waiting for the inspiration that would elevate me to a level of mastery that would have them all laughing when I went on stage. And when I knew I was ready, I attempted to keep the audience laughing. I failed. Not only once or twice, but for the next three years, on countless stages and with countless audiences.

Then I found a way to make the audiences laugh. I stayed in the darkness, I stayed in the crowds, and I tossed insults at the people so much funnier than myself. As often as not, the crowds laughed with me, not with the comic on stage. It was exhilarating. It was all I had ever hoped for.



It was also what made my sire decide I deserved the Embrace. One night, after devastating the crowd with my wit, after heckling my way through a dozen or more amateur comedians, a beautiful woman approached me. She said she could appreciate true art, and that what I could do was just that.

When she said she wanted me to come to bed with her, I did. I'm no fool. We made love for hours — well, it certainly seemed that way at least — and I went to sleep in her arms. When next I awoke, I was in a dark, confined area. At first I panicked, afraid to be where I was. Then I was just hungry. I pushed for a long time at the darkness, and then the darkness poured in on me. It took me a while to figure out I was in a coffin now filled with dirt.

When I finally got out of the hole, there was my new sweetheart. In her arms were my parents. There were a lot of other people around too, but they weren't important. Well, to make a long story short (I know, I know, too late!) I fed on my parents, and got to know all about the Sabbat. My sire (I would tell you her name if I could remember it) explained that my art should never be allowed to die, and with the Sabbat it would never have to.

Ain't life grand? Why am I back in Germany? Well, because Heiney — that's Heinrich — asked me to come with him!

**Sire:** Mary "The Mad Chainsaw Momma" Blake

**Clan:** Malkavian *antitribu*

**Generation:** 11th

**Nature:** Jester

**Demeanor:** Jester

**Embrace:** 1962

**Apparent Age:** 30

**Physical:** Strength 3, Dexterity 3, Stamina 2

**Social:** Charisma 3, Manipulation 2, Appearance 2

**Mental:** Perception 3, Intelligence 4, Wits 5

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

**Skills:** Drive 3, Etiquette 3, Firearms 2, Melee 2, Music 1, Survival 3

**Knowledges:** Bureaucracy 2, Computer 3, Finance 2, Investigation 2, Law 3, Linguistics 3, Medicine 4, Occult 5, Politics 3

**Disciplines:** Auspex 3, Celerity 2, Dementation 4, Obfuscate 3, Vicissitude 1

**Backgrounds:** Allies 3, Mentor 2

**Virtues:** Callousness 3, Instincts 2, Morale 4

**Path of Harmony:** 4

**Willpower:** 7

**Image:** Just your average looking bum — hair too long, clothes too ratty and pockets too empty. His unkempt long hair is red, his eyes are brown, and his freckles stand out against his horribly pale skin. Beauregard never stops smiling.

**Roleplaying Hints:** Always remember that it is all a joke. Nothing in this world should be taken seriously, unless of course it's a joke. Because jokes are no joking matter.

**Influence:** None

## Frank Litzpar — (Litz-Parr)

There are some mistakes that are unforgivable. For me that means some things should be punishable by death. That is why I killed my sire. Making me into what I am now was his last mistake.

Indigo believed there should be peace among the races, that there should be no prejudice. I believed as I have always believed: the Aryan race is superior, and all others should be subservient or dead.

There was a riot along the Ku'damm, and all was going as it should. We had people joining our forces, foreigners running in fear and some even trying to fight back. We were winning and the feeling was glorious. Then I hit one of the Paki's hard enough to make her fall to the ground, hard enough to crack her thick skull like an egg.

The girl I killed had a friend named Indigo. Indigo pulled me off the streets and into the sewers before I could even scream. Indigo thought he was something special. He showed me his real face and told me that the sow I had killed was his lover. How anyone could love something that ugly is beyond me. I told Indigo how I felt, in no uncertain terms.

Indigo Embraced me to show me the "error of my ways." I never told Indigo that Erika Geiger was my Mentor. He never expected that I already knew about the Kindred. Erika told me to always be prepared for Kindred interference. She said that as one of her Retainers I had to be armed for combat and ready to defend her. So I just pulled the stake from my jacket and rammed it through the blue bastard's heart. Then I fed.



I didn't know then that I was being watched. The sound of clapping surprised me. Another of the blue freaks was standing in the sewer and applauding what I had done. Wolfgang forced me to go with him, and there was nothing I could do. He never said a word until we were both in the presence of Heinrich Himmler, and even then he said very little.

He let the Fuehrer do all the talking. Now I know the truth; I know the lies Erika taught me. I know the lies her sire taught her. She suffers the Blood Bond, but I know a way to fix that. Soon Erika will be with me.

I can hide the way I look, and she need never know that I am Nosferatu. I think Erika will join me when she knows the truth about great Himmler. She will like the Sabbat.

**Sire:** Indigo

**Clan:** Nosferatu *antitribu*

**Generation:** 10th

**Nature:** Visionary

**Demeanor:** Survivor

**Embrace:** 1992

**Apparent Age:** 17

**Physical:** Strength 3, Dexterity 2, Stamina 3

**Social:** Charisma 1, Manipulation 1, Appearance 0

**Mental:** Perception 3, Intelligence 2, Wits 1

**Talents:** Alertness 2, Athletics 1, Brawl 2, Dodge 1, Intimidation 1, Subterfuge 2

**Skills:** Drive 1, Firearms 1, Melee 3, Survival 2

**Knowledges:** Occult 1, Investigation 2, Politics 3

**Disciplines:** Animalism 2, Fortitude 1, Obfuscate 3, Potence 2

**Background:** Allies 3, Mentor 2

**Virtues:** Callousness 4, Instincts 5, Morale 3

**Path of Cathari:** 2

**Willpower:** 6

**Image:** Frank Litzbar is lean and well muscled under the layers of dark-blue hide. He has never had much by way of hair, and what little is left has gone stark white. Frank wears the same sort of skinhead-favored clothes he wore when he was just a retainer in the Final Reich, and is careful to leave the large swastika tattoos on both of his arms uncovered.

**Roleplaying Hints:** Scowl a lot, listen carefully, and if anyone disagrees with the Final Reich's philosophies, argue with him or kill him.

**Influence:** Frank is rapidly developing a following among the younger Nosferatu and among the Brujah. He is also among Dieter Kotlar's favored Kindred, and Dieter is secretly awed by Frank's fervor.

## Tonio Borrelli

I hate Italy. I was born there and I was sired there as well—in Venice, of all places—but I never liked the area or the people. So, when Heinrich Himmler asked me if I would come to Germany, to the area where he would someday rule, I said yes. My sire met his final death during World War II, but before he died, he told me the truth about the Nazi party, told me how it was going to change the world.

I understand just how risky what we're doing is, but it's something that has to be done. The Kindred must come away from the influence of the Antediluvians if we are going to rule the cattle of this planet. I will help my Kindred learn the way.

**Sire:** Pietro Costanza

**Clan:** Brujah *antitribu*

**Generation:** 12th

**Nature:** Bravo

**Demeanor:** Confidant

**Embrace:** 1943

**Apparent Age:** 21

**Physical:** Strength 3, Dexterity 3, Stamina 4

**Social:** Charisma 3, Manipulation 2, Appearance 1

**Mental:** Perception 3, Intelligence 2, Wits 3

**Virtues:** Callousness 4, Instincts 2, Morale 2

**Talents:** Alertness 1, Athletics 1, Brawl 2, Dodge 3, Intimidation 3, Leadership 1, Subterfuge 1, Streetwise 2

**Skills:** Firearms 3, Melee 3, Survival 1, Stealth 2

**Knowledges:** Investigation 2, Linguistics 3, Politics 3

**Disciplines:** Celerity 1, Obfuscate 2, Potence 3, Presence 2

**Backgrounds:** Allies 3, Mentor 2

**Path of Caine:** 4

**Willpower:** 6



**Image:** Tonio tries to fit in a little too hard. He wears the clothes of a skinhead and an anarchy, but he wears them with obvious discomfort. His skin is fairly light, and he has brown hair and eyes.

**Roleplaying Hints:** Work hard to make everyone understand that you are their friend, even if you hate them. The simple fact is that they just don't realize the error of their ways. They must come to understand that the Camarilla is a ruse.

**Influence:** None

## Bloodfeud

I don't think the time is right for taking over the city, but it's getting closer. I wouldn't miss this for the world. When Heckler approached me about joining the Sabbat in Berlin, I jumped at the chance. Just like when he Embraced me. So much blood, and all of it will be mine to shed before this is over.

**Sire:** Heckler

**Clan:** Malkavian *antitribu*

**Generation:** 12th

**Nature:** Deviant

**Demeanor:** Deviant

**Embrace:** 1993

**Apparent Age:** 37

**Physical:** Strength 4, Dexterity 2, Stamina 4

**Social:** Charisma 2, Manipulation 3, Appearance 2

**Mental:** Perception 2, Intelligence 3, Wits 2

**Talents:** Athletics 3, Brawl 4, Dodge 1, Intimidation 3, Streetwise 3, Subterfuge 2

**Skills:** Drive 1, Melee 2, Survival 4, Stealth 3

**Knowledges:** Investigation 2, Linguistics 1

**Disciplines:** Dementation 1, Obfuscate 2, Protean 2

**Background:** Allies 3, Mentor 2



**Virtues:** Callousness 5, Instincts 4, Morale 2

**Path of Power and the Inner Voice:** 1

**Willpower:** 9

**Image:** Just picture your average homicidal maniac, complete with glazed eyes and busted straight jacket. Bloodfeud appears to be a really nice guy — until he looks at you. Bloodfeud is gaunt to the point of emaciation, and slightly shorter than average.

**Roleplaying Hints:** You want to kill, kill, kill! But you understand the need to wait. Normally you should seem on the edge of a frenzy.

**Influence:** None

## Illyana Dmitju – Witch (Illyana De-meet-Ju)

I am of the Rom, and until last year I could not walk Berlin without fear. The skinheads made that impossible. Oh, I could handle myself well enough, for I was a ghoul and that allows a certain amount of protection. But I certainly was not accepted. Now I have friends and I can move around without fear of being killed by the racist pigs. Now I can kill them if they bother me.

I had just fed on my master's vitae when the skinheads attacked. They were in a riot of anger and they stabbed me until I was close to death. I can only guess that my master's blood was enough to keep me alive. My master is gone now, for he was only passing through Berlin on his way to our home in the Balkans. I don't know why the Sabbat chose to take me in after I dug my way out of the grave, but they did, and I will run with my pack when they need me.

**Sire:** Bardto Cermak

**Clan:** Trzimisce

**Generation:** 10th

**Nature:** Survivor

**Demeanor:** Caregiver

**Embrace:** 1992

**Apparent Age:** 18

**Physical:** Strength 2, Dexterity 3, Stamina 2

**Social:** Charisma 3, Manipulation 4, Appearance 3

**Mental:** Perception 2, Intelligence 3, Wits 3

**Talents:** Athletics 3, Brawl 1, Dodge 1, Empathy 4

**Skills:** Drive 2, Etiquette 3, Melee 1, Music 2, Survival 2

**Knowledges:** Bureaucracy 4, Finance 2, Investigation 2, Law 1, Linguistics 4, Medicine 2, Occult 3, Politics 2

**Disciplines:** Animalism 1, Auspex 2, Potence 1, Vicissitude 2

**Background:** Allies 1, Mentor 2

**Virtues:** Callousness 2, Instincts 4, Morale 3

**Path of Caine:** 3

**Willpower:** 6





**Image:** Illyana is a very attractive young girl, and usually dresses in typical middle-class clothing. She has a great fondness for blue jeans and men's button-up shirts.

**Roleplaying Hints:** You are quiet and pleasant, but you really don't like very many people. You acknowledge that some of your pack members are skinheads — the very type of racists that brought about your death — but as long as they do not cause you too much grief, you won't pull their faces off of their skulls.

**Influence:** None

## Charice Fontaigne

I am from Paris, and the Toreador of Paris are not as calm as they are here in Berlin. My haven and my pack were destroyed last year. I was fortunate to be out of town on



business when the attack occurred. Paris was no longer safe for me. I had left too much information at my haven, information that would have led to my destruction at the hands of Francois Villon and his ilk.

Almost anything is possible when one has enough money. It was a simple matter to create a new identity among the mortals, and it was even easier to lie about my name and sire to the Kindred here. I simply said that I was from America, and the rest was easy. No one in Europe cares much for the weaker Kindred of the United States, unless they are planning to visit there themselves.

**Sire:** De Sade

**Clan:** Ventrue *antimbu*

**Generation:** 9th

**Nature:** Survivor

**Demeanor:** Bon Vivant

**Embrace:** 1804

**Apparent Age:** 32

**Physical:** Strength 3, Dexterity 3, Stamina 5

**Social:** Charisma 3, Manipulation 4, Appearance 4

**Mental:** Perception 3, Intelligence 4, Wits 3

**Talents:** Alertness 3, Athletics 1, Intimidation 5, Leadership 3, Subterfuge 4

**Skills:** Drive 2, Etiquette 5, Firearms 2, Melee 1, Music 4, Survival 5

**Knowledges:** Bureaucracy 4, Computer 2, Finance 5, Investigation 3, Law 5, Linguistics 5, Medicine 2, Politics 3

**Disciplines:** Dominate 5, Fortitude 4, Presence 5, Potence 3

**Background:** Allies 3, Mentor 2, Resources 5

**Virtues:** Callousness 5, Instincts 4, Morale 5

**Path of Power and the Inner Voice:** 8

**Willpower:** 9

**Image:** Charice is a stunning redhead, very petite and always impeccably dressed in a business suit. If she must "slum it" with the rest of the pack, she dresses in designer jeans. Charice still affects false birthmarks as a sign of beauty.

**Roleplaying Hints:** You may be Sabbat, but first and foremost you are Ventrue. Never hesitate to let someone know when they have offended you. Frankly, half of the people you know offend you simply by existing.

**Influence:** She is slowly gaining amongst the younger Ventrue in Berlin, making Himmler suspicious.

# Others

*How close are some of the dead to us. How dead are so many alive.*

— Wolf Biermann, *Der Hugenottenfriedhof*

Berlin has a few oddities who make themselves known from time to time. Setites, Assamites, Giovanni, Daughters of Cacophony—all have appeared in the city. Most notable among these unique visitors are the creatures that call themselves the Brothers Grimm.

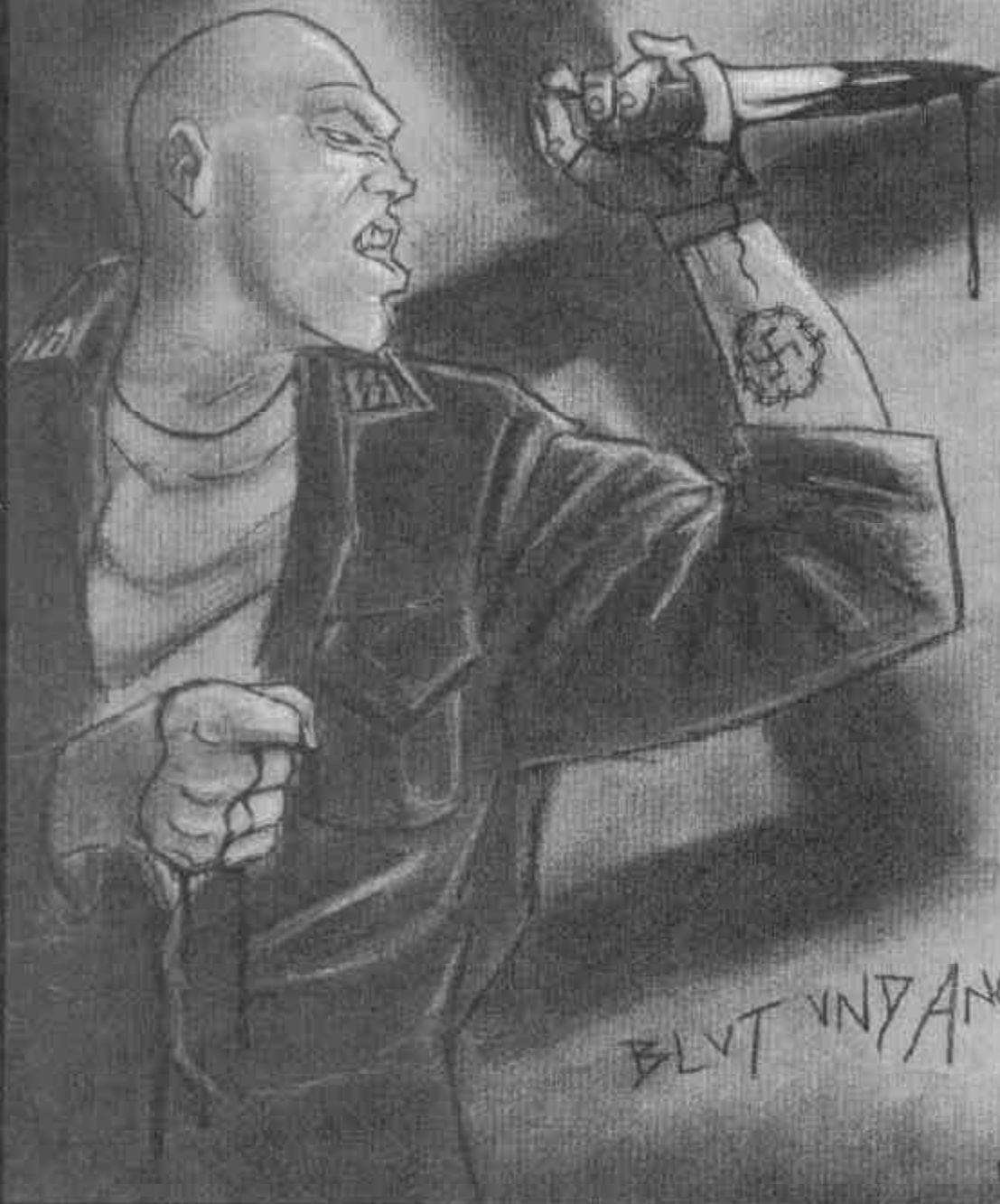
The Brothers have been seen around Berlin, both in the east and in the west, since the time of the actual deaths of Jacob and Wilhelm Grimm. No one can say what these creatures are, and no one can even agree on what they look like. The most common rumor is that they are faerie who have decided to impersonate the famous storytellers as a way of showing their appreciation for the legends that the Grimm Brothers kept alive.

Others claim that the Brothers Grimm are mages, watching Berlin and secretly plotting against the Kindred. Still others claim that the shape-changing figures are actually the ghosts of the storytellers, observing the Kindred and writing new tales to be told at another time or to another audience.



Whatever the case, the Brothers Grimm have been in Berlin for a long time, watching, occasionally talking with Kindred and kine alike, and disappearing whenever anyone gets close enough to touch them.

DEUTSCHLAND  
VBER  
ALLES



BLUT UND ANGST

BRIDGES  
93

# Chapter Five: Coteries

*Behold, how good and joyful a thing it is: brethren, to dwell together in unity.*

— *The Book of Common Prayer*

Berlin suffers as few cities have ever suffered before. Not only do two princes duel for supremacy, but also two primogens fight as well. Berlin's only saving grace is the growing fear that the Camarilla's Inner Council will send Justiciars to decide once and for all who should rule, possibly replacing the evils of both princes with a new and unknown factor.

Still, even this fear has not proved enough to halt the bloody Jyhad driving Berlin toward total anarchy. Fear of intervention has, however, covered even the most vicious battles with a thin veneer of civilized behavior. Both princes move their pawns in a circle of intrigue while others players move of their own accord or even manipulate the princes and primogens. The chaos in Berlin has reached such heights that even the most powerful players cannot be certain of just who is fighting on what side of the battle, and sometimes they are not even certain what battle is being fought.

In truth, only a handful of Kindred could begin to fathom the levels of intrigue in Berlin. Only a tiny number realize the city's politics have become so complex that no one individual or group in the city can succeed on its own. These few understand just how many Kindred are jockeying for power in the city, and how many from outside have their eyes focused on Berlin.

The Nosferatu Ellison comes closest to seeing the whole truth, and even he does not see the true depths of power in the city. Even Ellison is only a pawn to powers greater than he can acknowledge.

World War II worsened the growing chaos, since so many powerful Kindred in Berlin were reduced to ash in the flames that devoured the city. Younger Kindred, often mere childer, have come to power, believing change would be as easy as a vote during the infrequent meetings of the primogen. They never suspected the interference of the true powers in Berlin.

Dieter Kotlar, existing in the world of the Kindred for less time than many kine live, has control of one of the most powerful groups in Berlin, and uses that control to spread chaos to the west side of town. He is not alone, and only a small number of the elders in town are truly elder. Even by the standards of the New World, these Kindred are but children, yet they often have the power of life or death over fellow Kindred. This, as much as any other factor, has captured the attention of the Camarilla.

With the folly of youth, these "elders" change their allegiance as others would change their clothes, manipulated with ease by the more experienced princes and a few other shrewd leaders. Still, even in this chaos there seem to be a few strong alliances that have formed in Berlin — powerful coteries that maintain feuds, truces and similar goals for their own reasons.



Here Berlin's politics can be understood, at least to a limited extent. The coterie of Berlin are presented to allow the Storyteller to see behind the masks worn for the eyes of other Kindred, along with the ways they wish to be perceived by the Kindred at large. In some rare cases, the purposes seen by the Kindred at large are the actual purposes of the coterie. Even then the levels of truth take a great deal of probing to discover.

## The East Berlin Primogen

**Members:** Ellison, Thomas De Lutrius, Heinrich Himmler, Stefan Rutigar, Edward Hyde, Katarina Kornfeld

**Meeting Place:** Berlin Castle

**Perceived Goal:** Assisting and overseeing the city for the benefit of the Camarilla and the Traditions.

**True Goal:** Ensuring that Gustav attains full power over Berlin and making certain that the Camarilla does not interfere with their business.

The East Berlin Primogen is a charade, for none of its members have any true power in East Berlin. Most of the members have long since been Blood Bound to Gustav, and those who have not, like Ellison and Heinrich Himmler, pretend to be Blood Bound to him. The only true power in East Berlin is Gustav, who has maintained the perception of a primogen simply to satisfy the Camarilla and to ensure that no one coming to visit from its Inner Circle would have any reason to believe that Gustav is too powerful in his domain.

In recent months, Gustav has even considered siring another child to place on the primogen, simply for the sake of appearances. Much to his dismay, Katarina dotes too obviously on his every word. He has also considered destroying Himmler, for he fears that Himmler has too much power within the Primogen. So far, however, he has left Himmler alive because of his usefulness.

As the only Brujah left in East Berlin, Stefan has no fear of his place on the council. He completely agrees with everything Gustav says, knowing Gustav will reward him for his loyalty when east and west are once again united.

Thomas De Lutrius is the eldest of the East Berlin Toreador, and as such believes he speaks for them all. He is sadly mistaken, and it is only a matter of time before one of his own Get decides to do away with him, if the Toreador of

the West do not beat them to it. It is not so much that he agrees with Gustav's ideas on how the East should be run; it is much more that he disagrees with how the West is being run, and he believes that he can make a strong difference no matter who wins the war. Thomas believes he looks out only for himself, unaware of just how strong his Blood Bond to Gustav is, and unaware of the ways in which Gustav uses his Dominate to influence him.

Heinrich Himmler is using his abilities and the power he holds on the East Berlin Coterie to serve the purposes of his masters in the Sabbat. He serves the Sabbat with the same zeal he once used to serve Adolf Hitler, and he has reason to be secretive about his doings. So far he has spent most of his free time trying to keep the peace between both cities, but that too will soon change. Gustav is under the belief that Himmler is merely a pawn to his desires, albeit a sharp one who can offer suggestions for keeping the Camarilla out of Berlin. Gustav has never realized that Himmler is completely unbondable, and has never been under his control.

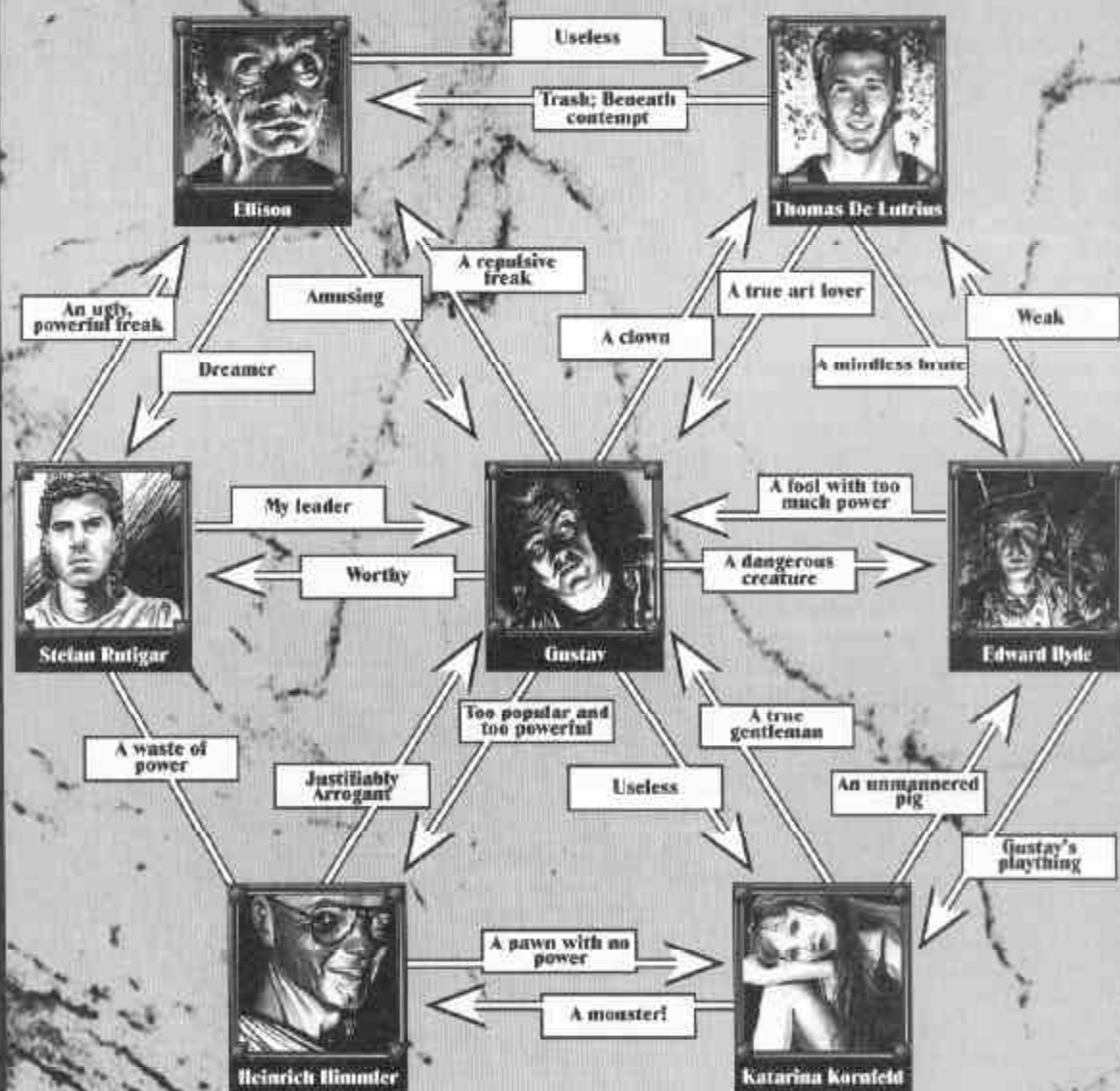
Edward Hyde makes it a rule to do the opposite of what Henry Jekyll does, and as he is privy to all of Jekyll's secrets, up to and including Jekyll's being on the Primogen of the West, Hyde has joined the Primogen of the East. Hyde has many secrets, not the least of which is that he and Jekyll are one and the same. He has also gained the grudging respect of Gustav for his vicious suggestions on combating the West and for his ability to glean information from the West without ever being seen there.

To date, Hyde has not been able to gather all of the information that Ellison can, but it is a close race. His smirking face can often be seen near Gustav, whispering secrets and making suggestions on what to do next.

Ellison normally has little to say and simply watches. To date he has gone along with all of the votes, wisely listening to the prince and answering his questions with some degree of truthfulness. The other members of the Primogen do not know that he is so strong a source of information for both princes, and he seldom allows himself to be seen at the primogen meetings when Hyde is there.

Ellison knows the truth about Hyde, and realizes that Jekyll, Hyde and Oswald White are all one and the same. Like all Berlin's Nosferatu, Ellison spends a great deal of time simply listening and collecting information.

# EAST BERLIN PRIMOGEN



# The West Berlin Primogen

**Members:** Maxwell Ldescu, Henry Jekyll, Anntoinette, Dieter Kotlar, Ellison, and Nichole

**Meeting Place:** International Congress Center

**Perceived Goal:** To protect the Traditions and to maintain order and peace in all Berlin.

**Real Goal:** To establish solid seats of power on both the eastern and western parts of Berlin.

The West Berlin Primogen has one primary goal above all others: The utter destruction of Gustav's continued influence in Berlin. For the most part, the Primogen sees Gustav as a serious threat to the continued existence of Berlin as a city free from heavy Camarilla influence. The West Berlin Primogen also sees Wilhelm as the only person steady enough to rule Berlin.

Naturally, there are exceptions to this rule. The first of these is most decidedly Dieter. Dieter sees the simple fact that Wilhelm has allowed foreigners into the city as bad enough, but that he allows foreign Kindred into the city and even onto the Primogen is an absolute atrocity.

Dieter has made no secret of his hatred for the West's Malkavian elder, Henry Jekyll. He finds the man weak and useless, simpering constantly about the need for a peaceful resolution to all of the problems between the East and the West. Dieter's worship of Himmler in the East has not added to his popularity in the West, and as often as not he will vote against any items that would directly harm Gustav or Himmler.

Nichole, on the opposite side of the spectrum, finds Dieter vulgar and generally offensive. Nichole tolerates his presence in the primogen only because the prince and her sire asked her to watch him carefully. She suspects he was behind several of riots that broke out in Berlin recently, but has no proof — yet. The hope remains that he will reveal himself. Until that time, she watches and waits and votes in accordance with Wilhelm's wishes.

Henry Jekyll has no idea that Edward Hyde is on the eastern primogen. He remains blissfully ignorant that every vote he makes is being recorded for the East to hear about later. Henry believes that his vote is of great importance, and will eventually lead to the dissolution of the battle lines drawn across Berlin.

While his vote does carry power, it is not as strong as he would like to believe. There are many meetings of the Primogen where he is "accidentally" excluded, and that is just as Wilhelm would like to see it remain. Like many of the West Berlin Primogen, Wilhelm has read the book by Robert Louis Stevenson and knows of the Malkavian's derangement. So far, Jekyll and Hyde have proven to be useful pawns in the quiet war of misinformation to the East.

Anntoinette believes that the West Berlin Prince is the only proper leader in the city and makes her point as loudly and as often as possible. Anntoinette desperately wants to see Gustav removed from his seat of power and is secretly trying to convince individual members of the primogen to help her bring in outsider help to resolve the problem. In truth, the argument against Gustav again stems from artistic differences with Thomas De Luttrius, who has stated more than once that he does not consider film to be a true form of art.

For Anntoinette, the Primogen is simply a way of removing a blight from the face of the earth. If Gustav should happen to be destroyed in the process, that would be no great loss. Wilhelm long ago won her loyalty by assisting in the building of West Berlin's Cinematic Museum.

Maxwell Ldescu is doing his very best to avoid the necessity of having the Camarilla send a Justicar to handle the problems in Berlin, primarily because he knows his own sire has been pushing for that solution.

Karl Schreckt and Gustav Breidenstein have a long and bloody history in Berlin, and Maxwell knows that the history will only grow bloodier should Schreckt come to Berlin in an official capacity. With the power of the Camarilla behind him, Schreckt would be certain to decimate Gustav and likely leave Wilhelm in control of Berlin. Unlike most of the West's Primogen, Ldescu believes that Wilhelm would not be able to control the rising numbers of Kindred.

Ldescu has stopped several riotous demonstrations from growing out of hand and breaking the Masquerade. It is Ldescu who has seen the ways in which the Final Reich has manipulated the Prince of the West into slowly surrendering more and more power to the younger Kindred, allowing them to act in ways that are simply not acceptable in other European cities.

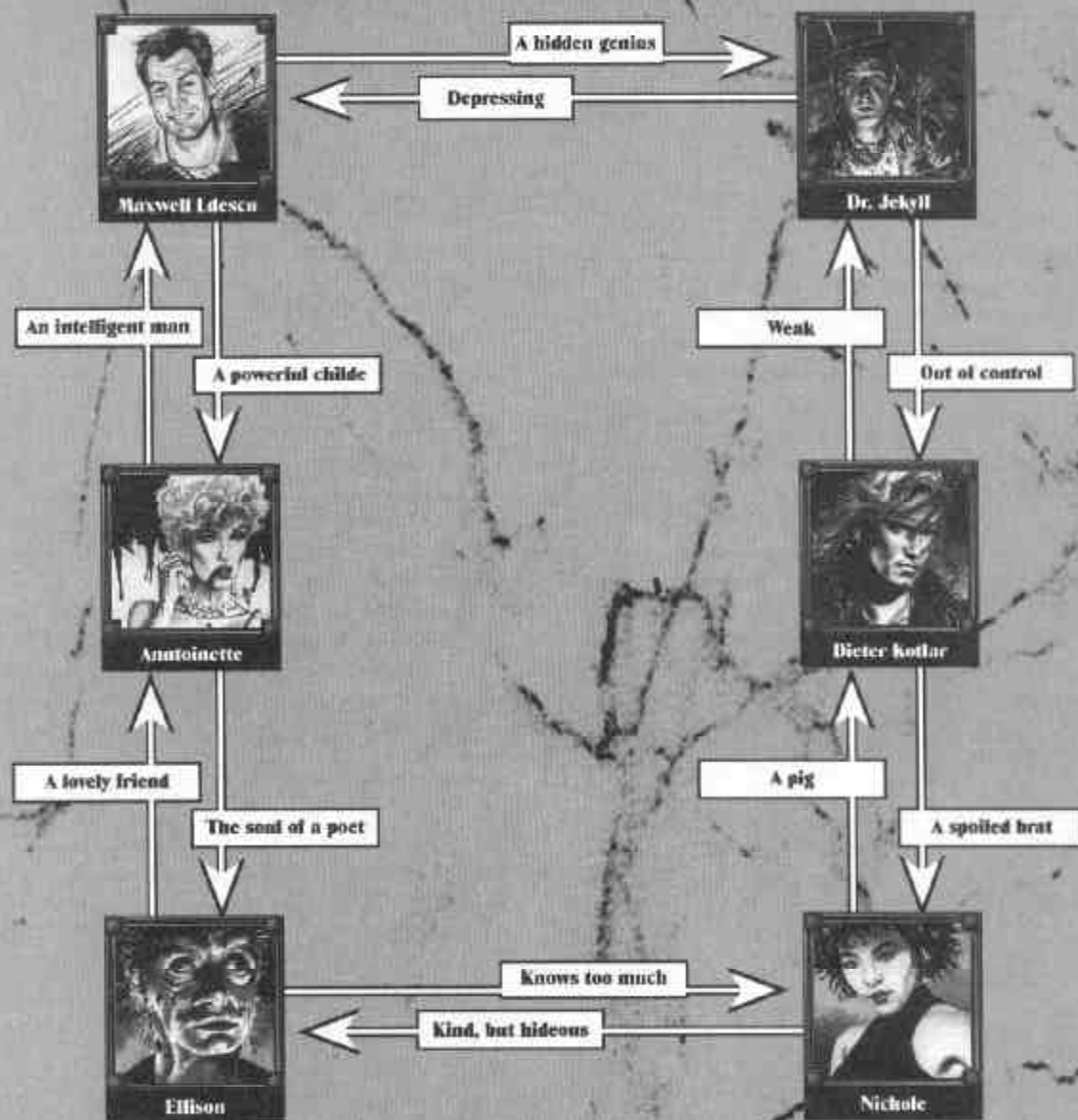
Ldescu's greatest fear is that the youths, the anarchists of Berlin, will finally become a solid power. Nobody else can truly see as he sees, for most of the West Berlin primogen have not been around long enough to understand the fear of the Inquisition's fires.

Ldescu works overtime to try and stop the anarchists' slow ascent to power, putting out the fires of youthful outrage with brute force. He appears to not realize that his number one confidant, Dieter Kotlar, is one of the main causes of his troubles.

Ellison handles his duties on the West Berlin Primogen with a small amount more passion than when he is at a meeting of the East Berlin Primogen. He tells what he knows with a greater degree of accuracy. He believes that he follows his own feelings in being more honest with the Primogen of the West than he is with the Primogen of the East, never realizing that he is being manipulated by his sire, Melitta, who lies hidden away in the sewers.

Ellison does not know that his sire is capable of thought in her torporic state, or that she, in turn, is being controlled by Baba Yaga, who wishes to see all Berlin's leaders de-

# WEST BERLIN PRIMOGEN





stroyed once and for all. While Ellison convinces himself that he is neutral in the ongoing Jyhad, he has been doing all he can to extend the hostilities while ensuring that Wilhelm wins in the end. So commands his sire, and so commands Baba Yaga.

## The True Primogen

**Members:** Ellison, Rasputin, Oswald Hyde-White

**Perceived Goal:** None; no one knows about them.

**Actual Goal:** Maintaining the balance of power in Berlin and gaining a great deal of profit and influence in the process. Continuing to build a stronger relationship with the other clans, thus assuring that when the Jyhad has ended, they will still be accepted in the city.

Of all the Kindred in Berlin, these three have the most to lose from any sudden changes in the power structure. The Malkavian and Nosferatu elders have joined together to maintain Berlin's present power structure. If the situation changed too drastically, both of their clans would be looked upon as being less important and more expendable.

None of the three opposes change, so long as that change goes according to their own plans. Their final goal is to see Wilhelm in power and so dependent on them that he is simply a pawn to maneuver when necessary.

Berlin is one of only a very few cities in Europe where a Nosferatu can walk the streets (disguised, of course) without fear of being accosted. All of the Kindred realize just how important the Nosferatu are to the princes and, as a result, just how angry the princes would become if one was injured.

Ozzy believes the Nosferatu have a solid point about how a sudden power shift could cause trouble, and so he works with Ellison and Rasputin, trying his best to make certain that if there is a winner, it will be Wilhelm. In Ozzy's mind, there is no doubt that Gustav would kill all of the Malkavians in order to assure the strict levels of obedience he demands.

As the eyes and ears of the city, this group carefully selects which information should be leaked and to whom. The tides of popular opinion are slowly turning towards Wilhelm, just as they have planned. Perhaps the greatest secret the three share is Wolfgang.

The mad Diabolist of Berlin is free to do as he pleases in the city, free from persecution for as long as he assists in the disposal of anyone the trio feels is too dangerous. They have considered using him against Gustav, but they believe East Berlin's Prince is too formidable for Wolfgang to take, even by surprise.

## The Final Reich

**Members:** Himmler, Dieter Kotlar, Erika Geiger, Wolfgang, Edward Hyde, Persia, Herman Göring

**Perceived Goal:** To better the standards of living for all Kindred and to assure equality for all Generations of Kindred.

**Actual Goal:** To increase the influence of the Sabbat in Berlin, and from there the rest of Europe. To increase the level of chaos in Berlin until it is necessary for the Camarilla to remove the central figures of power, allowing Himmler to gain power or become prince. To spread a wave of repression through all of Europe.

The Final Reich, also known as the Fourth Reich, is the only acknowledged source of anarchy interference in Berlin, but is far from being the only true source of trouble. To the majority of Kindred in Berlin, it is simply a group of annoying Malkavians; harmless, but annoying. The truth of the matter is that the Final Reich belongs to Himmler. Himmler uses the Reich to slowly expand his and the Sabbat's influence in Berlin and in Europe as a whole.

Himmler finds the Final Reich a useful tool, but not a necessary one. Plans are in the works which will allow all of Himmler's schemes to reach fruition.

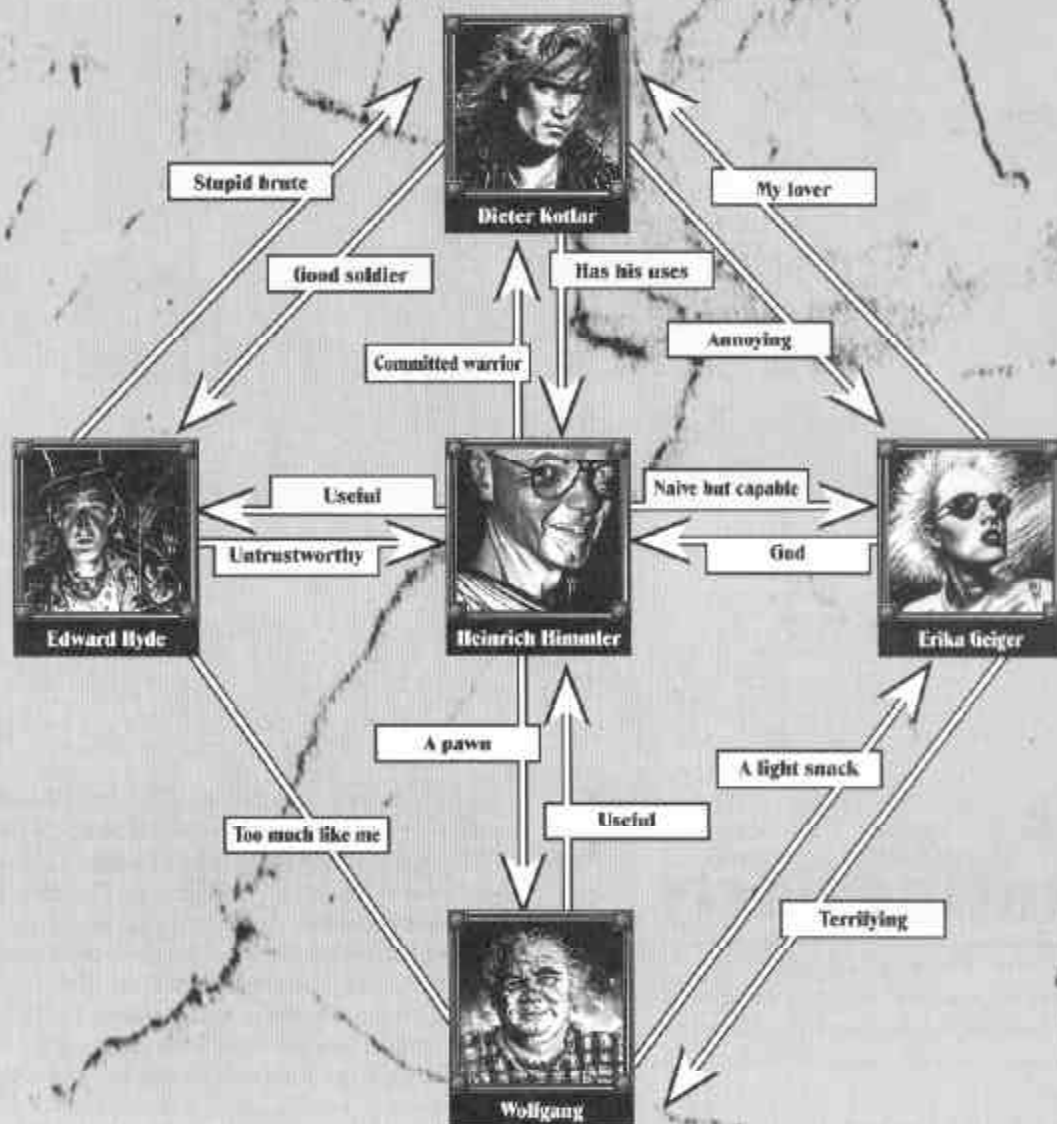
The Final Reich has claimed responsibility for several recent terrorist activities that have occurred in Berlin since the Berlin Wall was torn down. In truth, the Reich has done little to actually cause damage, but the claims make them appear stronger than they really are.

One claim that is true is that the Final Reich has aided the resurgence of Nazi activity in Berlin, fueling the fires of racism wherever possible. The secret leaders of the Final Reich agree that the spread of foreigners into Berlin must be stopped, and that the Aryan dream must be allowed to flourish.

The one true leader of the Final Reich is Heinrich Himmler, but not even Himmler knows all that there is to know about the Reich. Himmler only wants a tool to ensure his ascension to the seat of Archbishop for all of Berlin. Dieter wishes to see the utter destruction of West Berlin's faith in Wilhelm, and to ensure that the Brujah-influenced Gustav attains final power as the sole Prince of Berlin. Himmler sees Kotlar as a tool to be manipulated, not realizing that Kotlar looks at him in much the same way.

Kotlar has used the rumor that Himmler is alive and immortal more than once to gain assistance in the rioting. He plans to see the Brujah again become a power in the city. Like many Brujah, Kotlar feels that the great experiment of communism needs only more time for all to see that it works. Kotlar feels that communism and national socialism can be used together, as tools manipulated to clean the filth of infiltrating foreigners from Germany once and for all.

# FINAL REICH





## The Hunting Party

**Members:** Wolfgang and several of the younger Malkavian and Nosferatu not mentioned in the Kindred section. Very possibly the characters themselves.

**Perceived Goals:** To Diablerize Berlin's elders for personal power.

**True Goal:** To Diablerize Berlin's elders for fun and profit, to bring the Sabbat to power in Berlin and to undermine the Camarilla's influence in Germany.

Perhaps the scariest part of the Final Reich are the Malkavian and Nosferatu Hunting Parties lead by Wolfgang. Wolfgang has taught several of the younger Malkavians and Nosferatu the pleasure of Diablerie. The Hunting Party infrequently gathers to run through Berlin in search of Kindred to feast on. If no strangers can be found, they will simply find the first available solitary Kindred, or even Kindred in couples, and attack en masse. The rules of their game are quite simple — tackle the victim, grab onto a limb and start sucking. Whoever feeds on the soul of the victim wins.

Wolfgang has carefully selected those Malkavians and Nosferatu most adept at Obfuscate to join in on his hunts, knowing that being caught at the game could well be fatal.



On occasions where the Hunting Party has no luck finding and tackling an elder, they grab a small number of younger Kindred and commit Diablerie upon them just to have something to do.

Why would anyone deliberately commit one of the greatest sins known to Kindred just for fun? The simple fact that it is fun is enough for most members. That Wolfgang and several of the other younger members have been converted to the Sabbat only adds to the pleasure. The Hunting Party is Sabbat. Only Himmeler and the central members Hunting Party know this to be true, and they plan to tell no one until it is far too late for the rest of Berlin to do anything about it.

To date, there are seven members of the Hunting Party. Most of the members, with the exception of Wolfgang, their leader, are 11th generation or higher. Knowing the high risk of exposure, and the certain wrath of Himmeler should they be caught wearing any obvious Sabbat symbols, the Hunting Party leaves any evidence of Sabbat influence behind when they attack.





## The Sabbat

**Members:** Heinrich Himmeler, Wolfgang and the Hunting Party

**Perceived Goal:** None. In their arrogance and constant squabbling, the elders of both East and West Berlin have managed to ignore the gradual influx of Sabbat into their separate domains.

**Actual Goal:** To bring all Berlin under the control of the Sabbat, and to have as much fun as possible in the process.

So caught up are they in their own squabbles that the majority of Berlin's Kindred have yet to realize there is a serious Sabbat threat in the city. Eight of Berlin's Kindred are Sabbat, but they are smart enough to realize it is far too soon to do anything about the heavy Camarilla control of Berlin. They are slowly gaining power, converting the younger members of the Kindred in Berlin and carefully watching for potential members.

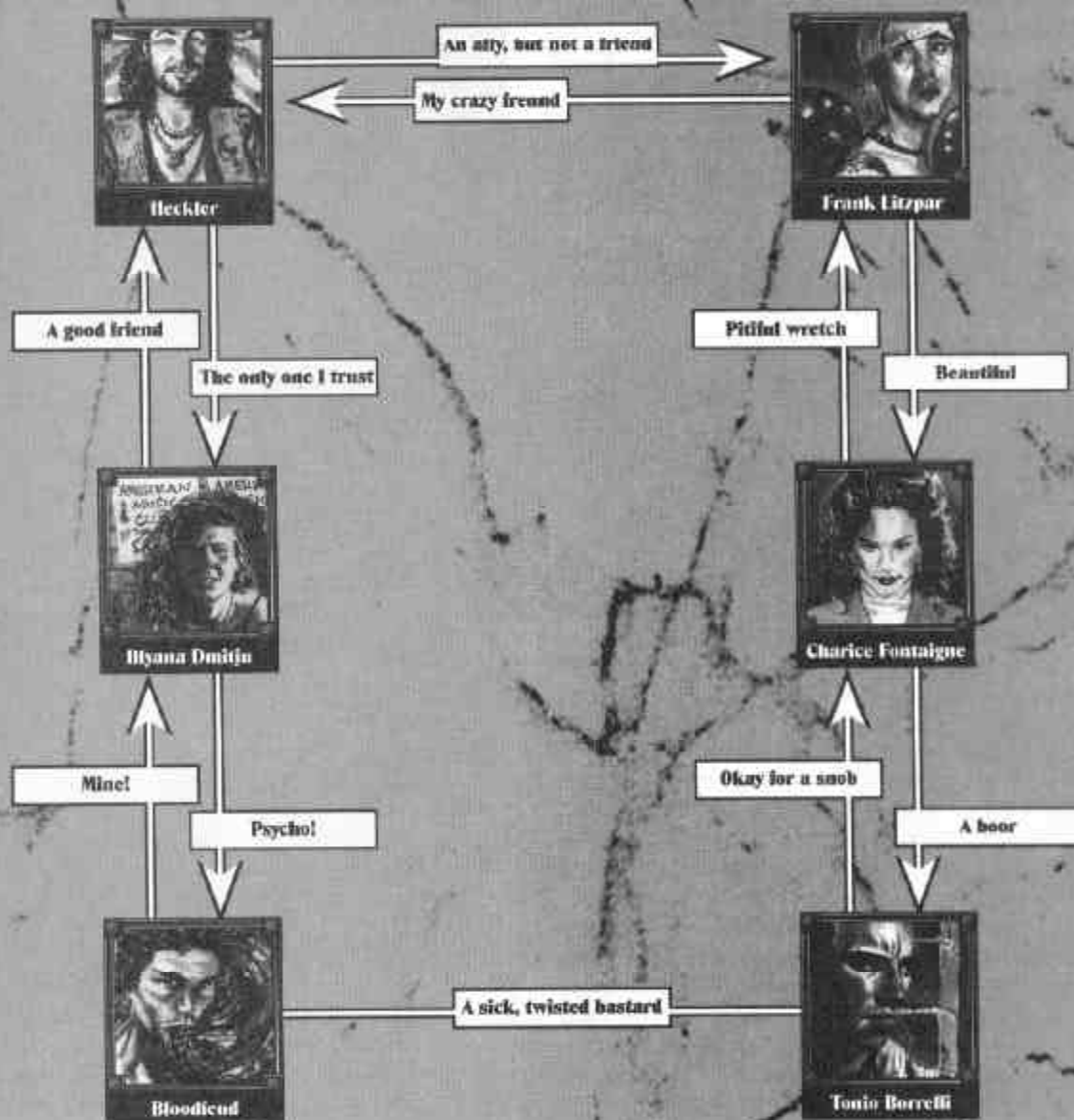
Berlin's Sabbat, under Himmeler's influence, are carefully eliminating potential threats to their existence, using the Hunting Party as a cover for the destruction of foes. Not even the Nosferatu or Malkavians they walk among have come to realize that they are Sabbat. The Beast may be unleashed in the Sabbat, but that has not taken away its members' need to survive among the Camarilla's overweening whelps.

So many of the Kindred in Berlin are young, so many are already more powerful than they could hope to be in most other cities, that the search for potential members is very thorough. After having approached a Kindred about joining, the Sabbat of Berlin watch that individual very carefully, waiting to see what that vampire will do.

If he or she seeks out an elder to talk to, the potential member is removed before the conversation can occur. At present, almost every member of the Sabbat has the Obfuscate Discipline, and all of them have no hesitation about destroying another Kindred even if the Kindred just tries to make one suspicious phone call.

To date, four potential recruits met their Final Deaths after walking away from the initial approach. In Berlin, no one takes the death of a child too seriously. Everyone knows that the city can be very dangerous for inexperienced Kindred.

# SABBAT



# The Sleepers

**Members:** Johann (Sixth-Generation Toreador), Isabella Correlli (Sixth-Generation Brujah), Melitta (Fifth-Generation Nosferatu), Erik Eigermann (Fourth-Generation Ventrue)

**Perceived Goals:** None

**Actual Goals:** To rule Berlin and their separate clans from torpor until the time come to awake.

World War II devastated Berlin, leaving most of the city buried under rubble. It destroy many of Berlin's older Kindred, but a small handful survived, and are now buried under buildings that have risen from the ashes of what once was.

These few Kindred do their best to rule from the deathless sleep that holds them. In truth, neither Isabella or Johann have much effect on what occurs above them, save through a small amount of control over their Get.

Johann is the only one of the Sleepers who Berlin's Kindred feel still exists. Johann ran from his last Get after a harsh and crude Embrace, and buried himself deep in the fresh ruins of East Berlin. He felt it necessary to enter torpor after the rampant destruction in the city above. Johann has the least influence over Thomas De Lutius. His influence would perhaps be greater if De Lutius had not been Bound to Gustav almost as soon as he was created.

Isabella Correlli has more influence over Dieter Korlar, enough to remind him of his heritage when he is being swayed by Himmler. So far it has been enough to keep him from joining the Sabbat.

The true sleeping rulers in the ongoing war above are Melitta and Erik Eigermann. These two have long since joined forces, and even in torpor are having enough of an influence to keep the tide of popular opinion strongly towards Wilhelm in battle between the princes. Erik's influence is partially responsible for the Ventrue domination of Berlin, and Melitta's influence has made the Nosferatu invaluable to the Ventrue leaders.

While they barely acknowledge one another, it is the powerful joining of these two in support of Wilhelm that has prevented Gustav from destroying him. In their own ways, they have assisted in the peaceful merging of two separate cities and countries. Erik did so because the city was his so long ago, while Melitta's motivation is that it is what Baba Yaga has demanded of her. Both have felt the stirrings that tell them their torpors will soon end. Both are patiently waiting ....



# The Watchers

**Members:** Maxwell Ldescu, Nichole

**Perceived Goals:** To keep the Camarilla away from Berlin at any and all costs.

**Actual Goals:** To let their sires know what occurs in the city and to influence other Kindred towards a peaceful end to all conflicts before they must call on their sires to end the conflict.

Maxwell Ldescu is the Get of Karl Schrekt. Nichole is the Get of Jessica Morrow. Karl Schrekt is the Tremere Justicar of the Camarilla, and Jessica Morrow works as one of his Archons. Communication between these Get and their sires is frequent, and Karl Schrekt has an eye on Berlin at all times.

Karl Schrekt also has a very old score to settle with Gustav Breidenstein. Schrekt still remembers the long trip on foot from Berlin to Vienna, shrouded from the sun and carried on the shoulders of Gustav's Retainers, the note of apology tied to the stake that pierced his heart. Karl Schrekt is looking for a good excuse to come to Berlin and settle that old score, once and for all.

The wrath of the Justicars is one of the most feared fates of any city in the Camarilla, second only to the fear of the Sabbat. It is a certainty that many Kindred will die if the Camarilla is forced to intervene. Even Gustav and Wilhelm, princes certain of their power, are not immune to this fear.

Maxwell Ldescu and Nichole are the only Kindred in Berlin who know just how terrible Camarilla intervention could be. Most know that it would be bad, but only these two know how bad. Karl Schrekt's intervention in Berlin would be even worse. Karl is simply waiting for a signal from his Get, a signal that comes closer to becoming real every night.

## The Preserve

**Members:** Daryl Lutz, The Get of Fenris in the Grunewald Sept.

**Perceived Goals:** Live in peace and protect the Lupine population of Grunewald.

**Real Goals:** Protect the Grunewald district from the Wyrn at all costs.

The Preserve is a group dedicated to the destruction of the Wyrn and lead by the Gangrel the Get of Fenris call Feral — Daryl Lutz. The Garou acknowledge that Feral is a vampire, and potentially of the Wyrn, but his strong

familial ties and his dedication to the Sept have proven him to be an able associate and even a friend. Several of the elders are willingly Blood Bound to Lutz.

The Sept of Grunewald suffered many pains during World War II. As with much of Berlin, the Allied bombs destroyed trees and buildings alike, with no prejudice. Lutz, already dedicated to the protection of Gaia, made arrangements with his kine connections to protect Grunewald from the expansions that soon swept many of the smaller towns around Berlin into the growing metropolis.

Lutz warned the much weakened Kindred in the area to leave, and any who failed to do so were destroyed. Then he summoned the Sept of Grunewald and told them that they would be safe for as long as they did not break the sacred Masquerade. To the other Kindred of Berlin, a similar promise was made — stay out of Grunewald, and no Kindred would be hurt. To date, this arrangement has worked. The Garou stay in their place, and the Kindred stay away from Grunewald.

Most of Berlin's Kindred no longer even think about the Preserve. Like the Berlin Will that has only recently been torn down, the Kindred know that crossing the barrier into Grunewald is not worth the price to be paid.

It is rumored that there are more than 20 Garou in Grunewald, but no Kindred except for Lutz knows for certain. What is fairly common knowledge is that Lutz does indeed make the elders of the Sept into his Retainers, giving them continued life and worth to the Sept even as he feeds from them. The Garou of Grunewald are protected by a pact with the Kindred of both East and West Berlin; the pact has grown strained in recent times, but the fear of a truly epic battle has left the borders unmarred.

Many Kindred frown upon Grunewald, certain that Lutz is hiding a great treasure for himself and equally certain that the Gangrel elder is insane. So much area for only one Kindred in a city considered grossly overpopulated is an outrage. Strict orders from both of the princes, with the promise of Final Death to any who break this law, are all that have held back the eyes and fangs of the curious.

That, and the howls that can be heard on certain nights — howls that surely no one Kindred could create. Curious licks will occasionally ask a sire, "What powers could a Gangrel gain from drinking Lupine vitae?" or "What powers could a Lupine gain from drinking a Gangrel's vitae?" The wiser sires let the involuntary shiver that runs across their spines be answer enough.



## The Malkavians

**Members:** J. Oswald Hyde-White, Hermann Göring, Persia, Heckler and the rest of the Malkavians in town.

**Perceived Goal:** Have a good time

**Actual Goal:** Prove to all of the other clans that they are effectively useless, provide a safe city for Malkavians, and have a good time in the process.

Berlin's Malkavians want what Malkavians everywhere want: a safe harbor from the biases of the other clans. What better city than Berlin, where even the Nosferatu have gained prestige? Learning from that most hideous of clans, the Malkavians have set up an information network.

As the unofficial elder of the Malkavians, Hyde-White had the sense to organize the information network in accordance to rules set by Ellison. All information is taken to Ellison, and in return, Ellison pulls a few favors from both of the princes and requests leniency on behalf of the Malkavians.

Leniency is most definitely a boon the Malkavians need. When the Malkavians first started showing themselves in Berlin, Oswald Hyde-White decided that the best way to engage a proper meeting of the coterie was to draw straws. The loser of the draw would then rule for one week. It has since become a true tradition among the Malkavians, and not even Hyde-White could hope to control the unruly group. The Malkavians, as a result of what was effectively a joke from Hyde-White, are now ruled by the whims of whichever member becomes elder of the week.

Weekly the straws are drawn, and weekly the favor of the Malkavian clan falls in another direction. Some favor Gustav, some Wilhelm, and still others favor the Final Reich as the way to go. Even Oswald has to follow the one rule that the Malkavians run under, and even Oswald will obey the elder of the week.

It is not unheard of for the ranks of the Final Reich to be doubled for a week, and then to be halved again as the new Malkavian elder calls a Blood Hunt on active members of the Reich. There is no mystery as to why the princes themselves are leery of attacking the Malkavian clan: to assault them would be to break a promise to Ellison, and to lie to Ellison would mean the spilling of far too many secrets.

While neither Prince is absolutely certain that Ellison has the ear of the other Prince, neither is willing to take so large a risk.

## The Straitjacket Dancing Club of West Berlin

**Members:** Changes frequently. See below.

**Perceived Goal:** Pranking.

**Actual Goals:** Pranking and sometimes something worse.

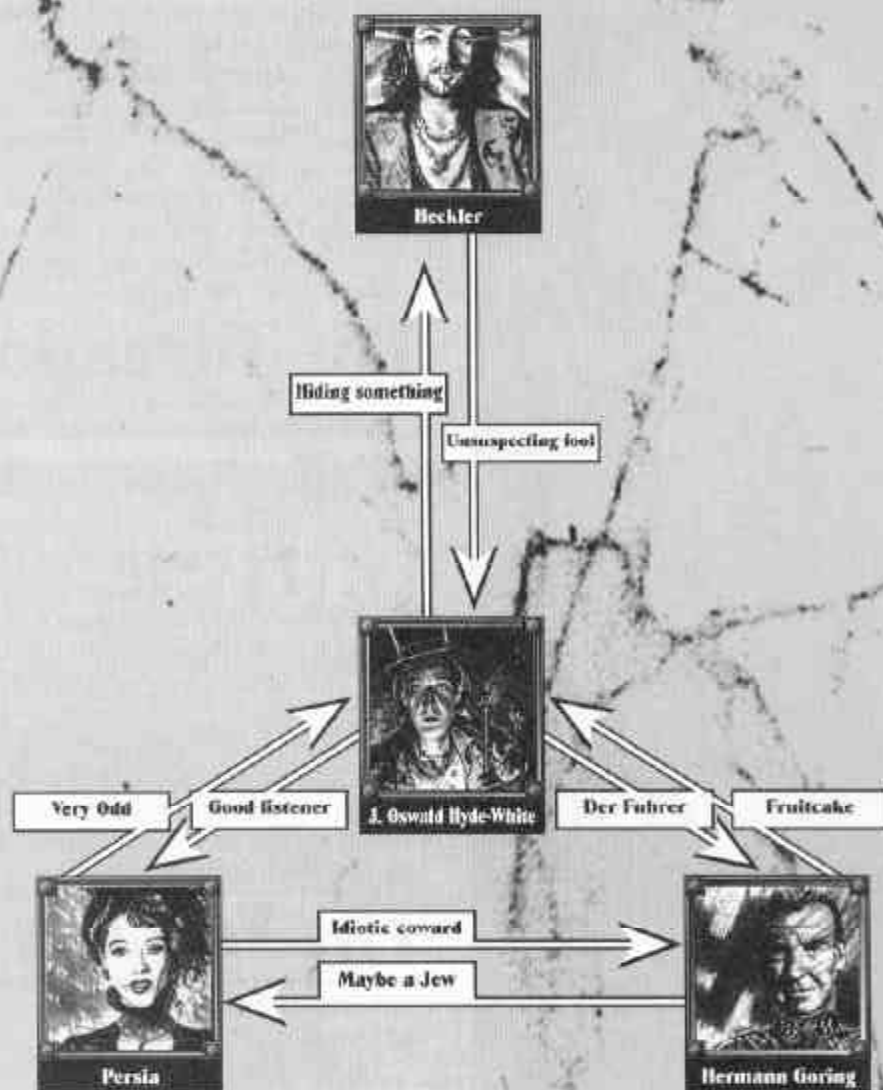
The Straitjacket Dancing Club shows up infrequently, and that is just as well. While a good portion of the time this mysterious group appears in Groppiusstadt, they have been known to appear in other areas of town as well, and normally with violent intent.

In truth, the Dancing Club is not even a true coterie; it is actually a practical joke that has gone horribly wrong. Ozzy created the Dancing Club on one of the rare occasions where he won the weekly lottery. During that week, the Malkavians seemed to be particularly morose, and Ozzy decided that a little levity was needed. He gathered the entire clan together and ordered its members to tie-dye a set of liberated straight jackets. Then he ordered them to paint their faces to look like mimes. Then the entire clan rushed to Groppiusstadt to party the night away in various clubs.

Heckler liked it. No one could tell who was whom from night to night, because they all did their faces differently, and they all acted differently as well. Heckler liked it so much that he suggested the idea of using the Dancing Club to both the Hunting Party and the Sabbat. The Hunting party has used the disguise only infrequently, but the Sabbat have made use of the disguise often — often enough that the entire western half of the city, both Kindred and kine, have started to worry about the Dancing Club and its often violent ways.

This knowledge has not stopped several of the Malkavians from making the suggestion again on the occasions when they have won the weekly lottery, and the others are obligated to follow along. Rumors have been spreading of the Dancing Club being in Groppiusstadt and on the Ku'damm at the same time, with the former group dancing the night away and the latter group bashing in skulls. Not even the Nosferatu are certain of just how many Kindred belong to the Strait Jacket Dancing Club, but the latest count is somewhere between five and 30.

# MALKAYIANS





## The Nosferatu

**Members:** Ellison, Rasputin, Amelia, Wolfgang and the rest of the Nosferatu in Berlin.

**Perceived Goals:** Gain protection from persecution by selling information to all the right Kindred.

**Actual Goals:** Prepare the way for Baba Yaga and maintain the balance of power in Berlin, allowing for continued privilege.

Under Ellison, the Nosferatu are faithful to their cause, and even Wolfgang will give information to Ellison when he so desires. Ellison and his fellow Nosferatu realize how tenuous the grip on power is for them, and acknowledge also that a shift would leave them without the protection to which they have grown accustomed.

Ellison and his followers are also very aware of strange stirrings in Russia. Berlin's Nosferatu are not certain that the great Grandmother of them all has any reason to come to Berlin, but she will be most welcome if she does. The Nosferatu of Berlin, under the obvious leadership of Ellison and under the furtive leadership of his beloved Melitta, are preparing for any eventuality.

## The Toreador

**Members:** Annetoinette, Hans Vroenik, Thomas De Lutrios, et al.

**Perceived Goal:** Preserve and expand the arts in Berlin.

**Actual Goals:** Preserve and expand the arts in Berlin.

The Toreador have seen and suffered much. Just ask them and they will tell you all about it — for hours on end, if you let them. But the one atrocity all of them agree should not be allowed to happen is the destruction of any more great works of art.

All Toreador gladly acknowledge that one must suffer for one's art, but which prince will allow them to suffer in the ways they wish, and which prince will allow them the freedoms they so need in order to display their art? Decisions, decisions, decisions ...

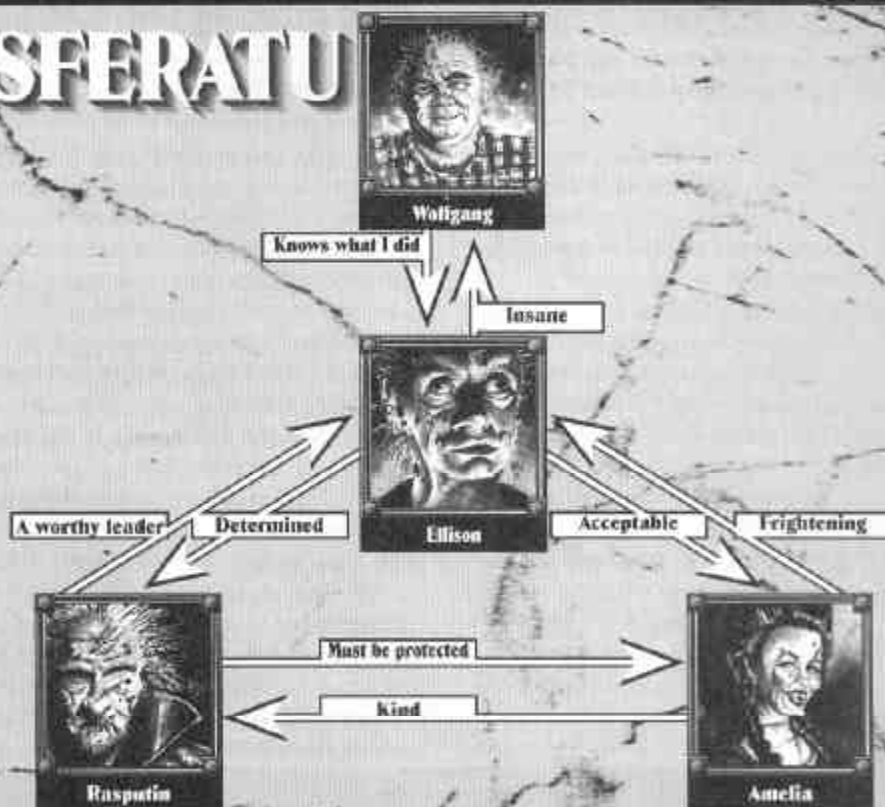
## The Ventrue

**Members:** The Ventrue of Berlin, except for Wilhelm and Gustav.

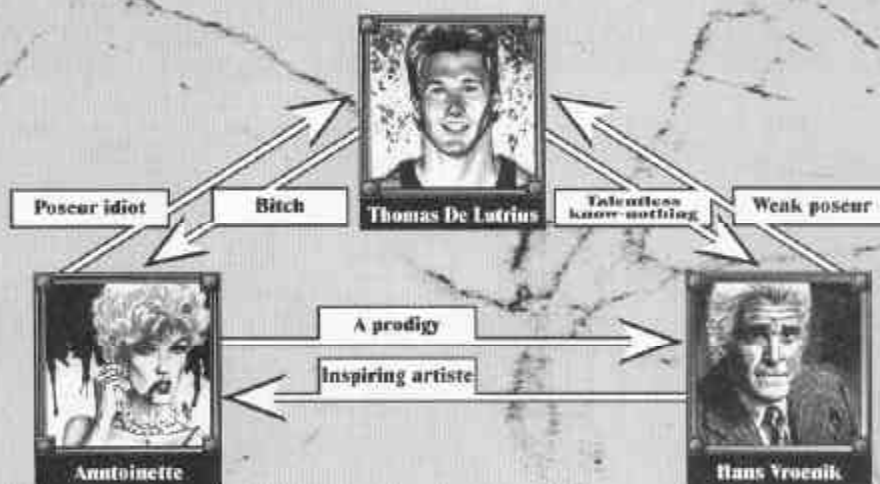
**Perceived Goal:** To socialize and make money, as well as to run the city first and foremost for the benefit of the clan.

**Actual Goal:** To decide who should be the Prince of Berlin and then to implement the necessary changes.

# NOSFERATU



# TOREADOR





Berlin's Ventrue are having a great deal of trouble deciding just who should be prince. The Ventrue remember all too well what subservience to Gustav was like; discipline, laws and the constant fear that one might offend the prince beyond repair.

Looking at the opposite side of the coin, the lack of discipline under Wilhelm has practically lead to the destruction of Berlin. Anarchs run freely on the streets while Nosferatu and Malkavians alike are allowed to survive and flourish in their once-proud city.

The city has grown and flourished under both princes, the kine have come and stayed, and this has allowed for larger Herds. It has also allowed for political upheavals in the world of the kine and the acceptance of anarchists in the city of Berlin. One would almost think one was living in the New World, Caine forbid!

Like the Toreador, the Ventrue have yet to make a solid decision as to whom they should call Prince. Also like the Toreador, the Ventrue fear Camarilla intervention. The signs are there, one must simply look ...

## The Caravan

**Members:** Any Ravnos who happen to be in town.

**Perceived Goal:** Just passing through, don't mind us.

**Actual Goal:** For more than 50 years, the Ravnos clan members around Germany have made a point of looking for someone or something of great importance to the clan.

While fulfilling their actual goal, these Ravnos have been causing minor grief to various princes in and around Germany, especially around Berlin. The princes have realized the folly of annoying the Ravnos too much, and as long as no major laws of the Camarilla are broken, they leave the Caravan in peace.

The Caravan has become such a frequent sight in Berlin that the Berlin Kindred have actually started acknowledging the rights of the Ravnos to be there. To Gustav this proves the folly of his counterpart in the west. To Wilhelm, it proves the success of his "Open Door" policy.

The Ravnos and their caravans have come through East Berlin and then over to the west on several occasions, and always make a stop at Charlottenburg Palace while they are in the West. The fact is well hidden, but Wilhelm has had the Ravnos transport several items that he treasures from his old havens in the East.



# Other Influences

## The Camarilla

The Camarilla has reason to worry about what is going on in the capital of Germany. Unlike most of the "elders" of Berlin, the elders of the Camarilla recall all too vividly the tortures and fear that once held the Kindred at bay. The Masquerade is in danger of becoming useless, and fear of exposure is great.

This is not America, which remembers vampires only as monsters in movies and novels; this is Europe, home to the Vatican and all the terrors associated with the Inquisition both past and present. No one can afford the price of discovery. No one.

So, the Camarilla has started taking steps to ensure an end to Berlin's troubles. Notes have been sent to both princes, demanding a peaceful resolution to the continuing strife. The tolerance for such childishness is rapidly drawing to an end, and agents are already in place. Trusted retainers and even Karl Schreckt's watchers are in place and reporting every indiscretion, no matter how slight.

Karl Schreckt has been preparing a strike against any troublemaker. No one, elder or anarch, will be safe from the Camarilla's wrath. Some childer do not realize how serious the threat of intervention is, but they will. All who break the laws of the Camarilla will know its wrath. There will be no escape.

## Other Cities

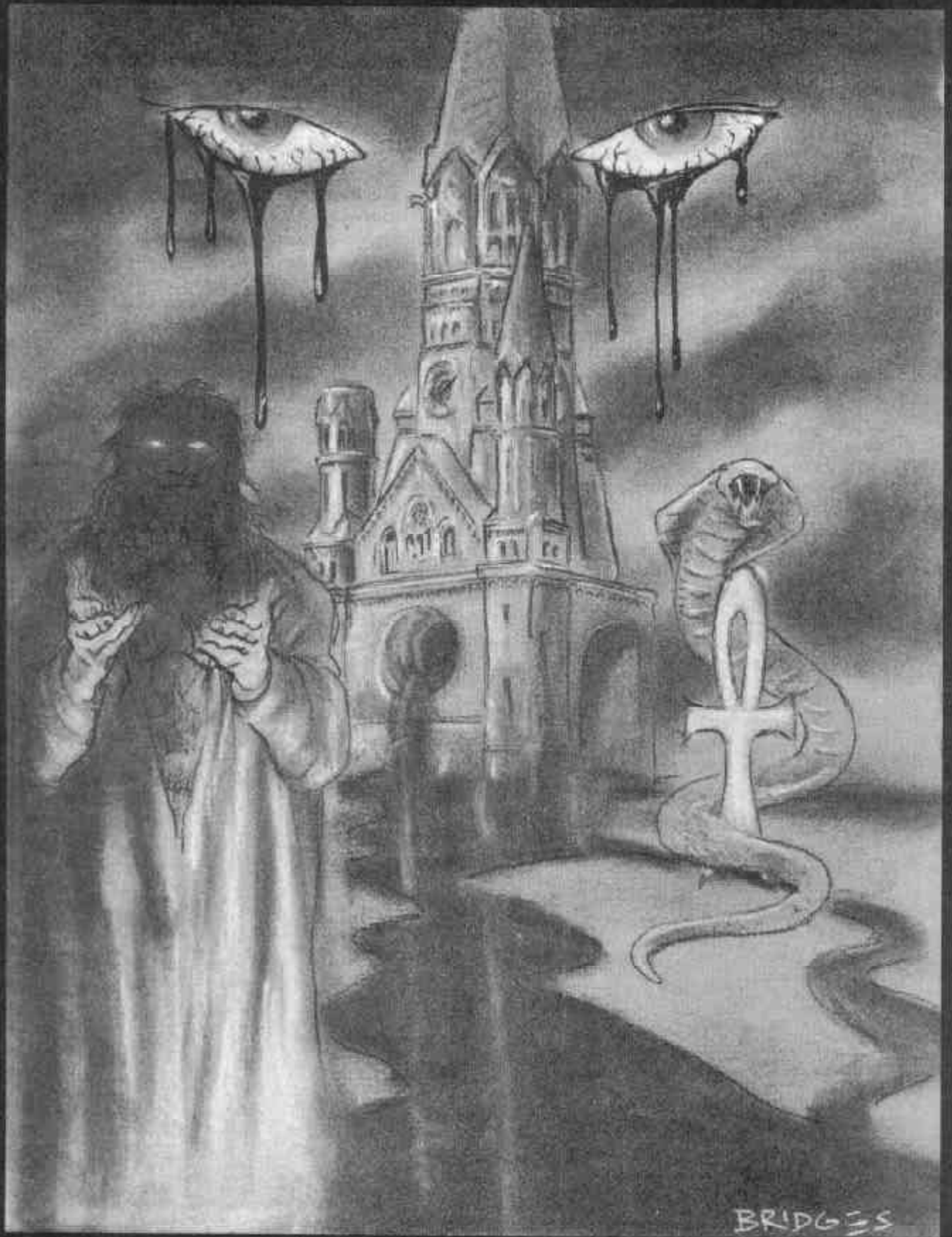
Of course, Berlin's Kindred are not the only ones with a vested interest in what happens to the city. For instance, Paris' Toreador remember all too well Gustav's maniacal hatred, and grimace every time they remember the horrors perpetrated when his jackbooted Nazi lackeys ruled the city.

Francois Villon and his allies have been especially active in pushing for Camarilla intervention. However, they do so quietly. As long as they can make everyone believe Schreckt and the Tremere are responsible, they will be free from vengeance — and they remember Gustav's vengeance.

The rulers of Hamburg, on the other hand, want to see Berlin stay split. They gained a great deal of power when West Germany's government moved to their city; now they may lose it. As long as Berlin remains in anarchy, however, they will still maintain their control over the kine.

Finally, Baba Yaga has begun casting a grotesque, yellow, pus-filled eye in Berlin's direction. It's such a tasty morsel, and just ripe for the plucking . . .

Berlin does not exist in a vacuum. Almost every city in Europe has a stake in the outcome here, and the intrigue in the city is only part of the whole. As things become more chaotic, Kindred from across Europe and the world will begin to make their weight felt.



# Book Two: The Ascension of Caine

*Then Caine went away from the presence of the Lord, and  
dwelt in the land of Nod, east of Eden.*

— Genesis 4:16

"The Ascension of Caine" is a story designed to strike terror and confusion into the Kindred of your chronicle. The story is both a political thriller and a murder mystery; a story built with the solid fears of Gehenna buried in its roots. It forces players into confrontation with the Camarilla, the Sabbat and very possibly with Caine himself, as the Third Mortal appears in Berlin, intent on gathering all Kindred to his side.

Berlin's Kindred realize the Camarilla watches their city closely, and the last thing any of them want, regardless of their political beliefs, is for the Justicars and Archons to take control of Berlin. No matter which prince the troupe agrees with, or even if they are members of the Final Reich, there should be no doubt that the Camarilla is the worst possible alternative.

The source material in *Berlin by Night* is very pertinent to the story, and Storytellers should read it thoroughly before attempting to run "The Ascension of Caine." The book details many of the characters important to the story, along with more Kindred who may be able to assist the characters. The Storyteller should read through "The Ascension of Caine" completely before playing the Story. This Story will likely unfold in ways that cannot be predicted, as your troupe will do its best to solve problems in its own unique fashion.

By all means, let the players run the gauntlet in any way they see fit; this story is designed to allow such freedoms. The story has several pitfalls built into it for a troupe that walks on the wrong path and could easily lead to a troupe's

destruction. On the opposite side of the coin, this story could lead to an entirely different lifestyle for the troupe, allowing a change of pace from a chronicle that has grown all too familiar.

At the end of this story are suggestions as to how to use "The Ascension of Caine" as a starting point for the Berlin Chronicle. There are any number of changes that can be made, including having the characters start as Archons or members of the Sabbat pack in Berlin.

## Theme

The themes of "The Ascension of Caine" are the causes, effects and the exploitation of chaos. If the end of your world was upon you, would you be ready? If you came face to face with God, and He told you that all of your beliefs about Him were wrong, how would you react?

Kindred Lore tells of the Third Mortal, the First Vampire, Caine. The stories tell how he killed his brother and how the Lord punished him with the Mark of Caine. The legends tell of Caine's wanderings and his founding of a great city, Enoch. The stories detail how he sired three children, who in turn sired still others, leading Caine to forbid the creation of Progeny. The story of Caine ends with the destruction of Nod and Caine's disappearance from the world of Kindred and kine, perhaps destroyed, perhaps simply desiring solitude.



But unwritten legends tell other tales; tales of Caine reappearing to walk among his descendants. Is there any truth to these fanciful tales? If the stories are true, what would Caine think of the gross numbers of his kind that now walk the Earth? How would the Third Mortal respond to the Jihad that has raged in his absence?

Throughout the story, the players should be left to wonder whether or not the figure claiming to be Caine is as he says. The players should be terrified, for if Caine has returned, Gehenna has arrived. In the furor that builds, in the tensions that arise between those that would follow Caine and those who deny Caine's existence, a group of Kindred wait for the right time to make their move.

Are the players strong enough to survive if Gehenna truly is here? Surely not. Nonetheless, they must try.

## Mood

"The Ascension of Caine" requires a great deal of the Storyteller. She must keep the players constantly on edge in a town where the rules change constantly.

"The Ascension of Caine" may well cause the Camarilla to interfere in Berlin because if this is The Third Mortal, the sect will certainly want to know. The Camarilla has certainly not followed Caine's rules, and his presence would very likely be taken as a sign of the Gehenna's impending approach.

Even worse for the troupe — or better, depending on their allegiances — the Sabbat has a group of Kindred that is fanatical about Caine and the history of the Kindred. These Noddists will come to Berlin in droves, ready to meet and learn from Caine, or ready to prove him false. In either case, the Sabbat influence in Berlin will rise substantially.

Even if the vampire claiming to be Caine is not the Third Mortal, he is surely up to no good. He claims that the Camarilla is false and demands that all Kindred follow him. He is an unknown factor which must be destroyed, and the Camarilla will certainly find the city that harbors such a threat dangerous as well.

So what can the troupe do? They can find out who this alleged Caine is, and expose him. Or they can follow him. Caine is as a god to the Kindred; if Jesus Christ came down in the center of town and claimed he would lead us all, how would you react? Would that reaction be changed if he had the power to back up his claim? How would governments react?

Storytellers might try the Hitchcock method. Give the players just enough of a description to let their minds settle the finer details on their own. Before all is said and done, the players should be wondering who in town they can trust, even going so far as to wonder if they can trust their own troupe.



Political intrigue can often lead to back-stabbing, and this particular story is far from being an exception. With the proper promises from various parties and the careful manipulation of the characters, the entire troupe could easily be ready to tear out one another's throats.

The Storyteller could decide how to handle the situation, but the decisions are also the players'. Let the characters fight if it is called for, but to add to the confusion in the right areas, feel free to add outside characters to calm things down — for a time. Again, with proper manipulation, you can decide when and where the characters fight, as well as who they fight, be it an interloper or each other.

If the Storyteller opts to play Berlin as a different city away from where the troupe normally runs, she may find the suggestions below all that is needed to bring the characters to Berlin.

## Setting the Scene

Music and lighting can go far to add spice to the story. Harsh, stark white lights can put the players slightly on edge. This is especially true if a player is meeting with one of the princes or with an important elder, particularly if the lights are placed so that the glare is always on the periphery of their vision.

By the same token, soft lights and pools of darkness can foster a feeling of ignorance, appropriate if the characters are in a new town or a strange part of town. While soft, soothing music can help in scenes of intrigue, a fast, hard beat can also add to the thrill of combat.

Try to choose music that fits each individual scene. One recommendation for the quieter scenes is the sound track from "Twin Peaks;" the music is ethereal and slightly unnerving. Or perhaps you should try The Alan Parsons Projects' "Tales of Mystery and Imagination by Edgar Allen Poe;" again, the music can be slightly unnerving.

A solid dose of thrash music is always a safe bet for keeping players hyped up during the more violent scenes. Try Metallica's "Enter Sandman" or possibly a good dose of Ozzy Osbourne. Either way, make the music frantic. Pick and choose your own music for each scene, or follow the suggestions in *The Storytellers Handbook*.

## The Plot

*I am going to tell you now of a dream that led ... to an odd discovery.*

— J. Sheridan Le Fanu, *Carmilla*

"The Ascension of Caine" allows players to send their characters in any direction, but Storytellers have more than enough ways to send the characters back on track if they stray too far from the proper path. Again, please read over the information in the first half of this source book to help with any necessary improvisation.

If the Storyteller has already run more than one or two stories, she should be familiar with how players will throw a wrench into the best-laid plans. Sooner or later it is going to happen, no matter how carefully you prepare. Remember, players love nothing more than making a Storyteller sweat; a few even look at succeeding in this task as the pinnacle moment of the gaming session.

"The Ascension of Caine" is designed to make sure they can't do so too much, as long as the Storyteller has control of events. If the characters go off on a tangent at the wrong moment, simply speed the story up, or have them run across a few members of the Hunting Party that just happen to be in the mood for a little Kindred vitae.

## Chapter One

The first chapter involves horrific dreams experienced by Kindred all across the world. This section has a dual purpose: first, it sets the mood for the remainder of the story; second, it is a tool for getting the characters to Berlin if they are not already there. This shouldn't be too difficult as most of them will actually be having dreams about landmarks in the city.

If the characters do not begin in Berlin, and the dreams do not get them motivated to go there, the Storyteller might have a few of their sires or maybe even a prince "request their aid" in no uncertain terms. The actions that take place in their dreams should be quite enough to motivate them, however, and if any of them have the Danger Sense Merit or Auspex, they might well get additional information through their dreams.

The dreams revolve around a figure of darkness who calls Kindred from around the world to join him. The dreams bring with them feelings of anxiety and hope, depending on the individual character. Even if the characters are not talking about the dreams, they will soon hear others doing so. Another way to get the troupe involved is to have them drafted by the Justicar detailed in Chapter Four.

## Chapter Two

This is an optional chapter for getting the troupe to Berlin, and one that is unnecessary if the characters are already in the city. It is highly recommended that the troupe be a part of Berlin before the story starts, as knowing at least a few of the figures in town would be useful.

If they begin elsewhere, the characters must get to Berlin. This chapter primarily deals with meeting both of Berlin's princes and possibly a few elders. It also includes an encounter with Ravnos clan members, who have just arrived themselves.

The Princes each demand the characters' loyalty, and their reactions could be very important in determining whether or not they survive the meetings. Gustav will tolerate absolutely no insolence unless the characters are servitors of the Justicar.

After the meeting, the troupe will encounter the Ravens, apparently a group of happy-go-lucky individuals. They can make life very difficult for the troupe, they can be extremely useful at a later time or they can be both.

The main purpose of this chapter is to allow the characters to cultivate a few channels of information for later use. The chapter ends with a panic-stricken Kindred screaming and stuttering about the meeting he just had with Caine, and the certainty the vampire feels that this was indeed the Third Mortal. Caine, it seems, demands an audience with all Berlin's Kindred.

### Chapter Three

The characters (if they have any common sense at all) meet Caine the following night. Caine explains a great deal to the Kindred of Berlin and issues an ultimatum: "Join with me, my children. Separate yourselves from the bonds that hold you enslaved to the Camarilla and the Sabbat! All who follow me shall reap the great rewards I have to offer. All who side with my enemies shall be my enemies!"

Directly afterwards, the characters have the chance to join Caine, and are told where they can meet him at a later time. At present, he will meet with no one and disappears into the night. Soon after this meeting, the troupe will have its first encounter with the Hunting Party, during which they are invited to dinner — as the main course. The troupe's only hope is the newly arrived Justicar.

The Justicar questions any members of the troupe who survived the encounter with the Hunting Party. If the characters prove helpful, he invites them to be of further aid, giving them a phone number where they can reach him or his assistants. The Justicar will promise the characters rewards, and will remain civil as long as they cooperate.

This chapter also involves a secretive meeting between Caine's twin retainers and a mystery figure, one the characters have never met. While they will not hear many details, the troupe should come to realize that all is not as clear cut as Caine would have them believe.

### Chapter Four

Now the players get a surprise. Over the course of the next few nights, the Kindred population increases at a

terrifying rate. The characters meet Kindred from all over the world. The political game explodes, as new Kindred meet the established vampires. The new Kindred claim to have met Caine before and start to break the Traditions. The Masquerade is in danger, and so are the characters if they should attempt to interfere with those doing the breaking.

Just when all seems completely lost, and it seems that no one will come to the troupe's rescue, aid appears in the form of Caine. All he requires in return is fealty.

The next night, the troupe meets with Caine and his followers, a group that has already grown to include the entire Hunting Party. Caine repeats his previous promises and gives a demonstration of his power, causing a non-believer to die in hideous agony before the character's eyes.

The mysterious stranger from the other night speaks with Caine as he is leaving. So does another, one that the troupe knows — a carefully hidden member of the West Berlin Primogen!

### Chapter Five

The characters can follow the mysterious stranger or the primogen member, only to discover that both go to the same place: the Egyptian Museum. The characters encounter a deadly trap in the form of the Aabbt Kindred, cobras trained and Embraced, with lethal results. Should they survive this encounter, they will meet with yet another threat in the form of Saaret-ta, a Bane Mummy and servant of Set.

They will either fight or talk, depending on the troupe's mood, and the characters can learn many secrets, including the truth about Caine. During this encounter, Caine and his growing army of followers have grown tired of waiting for others to see the light. The time has come to join him or be destroyed, and Jihad is waged on the battle field of Berlin. The characters must act quickly, or it will be too late to save the city and possibly even the Camarilla.

### Chapter Six

The final conflict, a chapter with too many possibilities to discuss until we actually reach that point.

# Chapter One: Nightmares in the Daylight Hours

*And all my days are trances,  
And all my nightly dreams  
Are where thy dark eye glances,  
And where thy footstep gleams —*  
— Edgar Allan Poe, "To One In Paradise"

## Scene One: In Dreams I See Him

### The Plot

Each of the players should be separately told their character's dreams, told of the nightmarish figure who stands with his face hidden in shadow, beckoning to the character and calling him by name. No two dreams should be quite alike, and the Storyteller should decide how each individual character reacts to the dreams.

For some, the dreams should be almost erotic. The scent of sweet smelling blood hangs in the air, and distant moans of ecstasy come from the Emperor William Memorial Church, before which the mystery figure stands.

For others, emphasize the power emanating from the imposing figure, and describe the screams of anguish that nearly rupture the dreamer's ears. All the while, blood flows in torrents from the devastated church's remains.

Each individual character awakens in her haven, feeling uncomfortable with the intensity of the dream, and begins a normal night's existence. If the Kindred do not mention to each other what they have dreamt, then feel free to add one of their associates who has no such hesitation. The Kindred should soon come to realize that they have all experienced variations of the same dream.

If none have been to Berlin, again use an associate who has either lived there or visited and remembers the church. This scene should be replayed over the course of a couple of nights unless the troupe gets the hint the first time.

This scene takes place anywhere the Kindred normally sleep. The idea is to make them realize that what they have seen in their dreams was definitely not just a fluke that they alone suffered. Placing them in their normal, safe habitats is a good way to demonstrate how alien everything in the dream was.

All this scene's action takes place in the characters' minds. Let them try to manipulate their dreams; if they want to look around, let them see signs in German, show them other landmarks that may or may not actually exist, and give them stronger hints as to where the dream takes place.

For instance, the Storyteller, could have them see Adolf Hitler speaking to the masses in front of the church before switching to an image of the church as it now stands. Under no circumstances should they be able to see the face of the one who beckons to them. If they get too close, have them wake up in a fine sheen of blood sweat, too terrified to do anything but gasp for several moments.

The only dialogue in this scene takes place between the characters and possibly the associate who reveals her dream to the characters.





# Chapter Two: Outsiders

## Getting the Players to Berlin

This scene is entirely optional, and depends on whether or not the dreams have had any real effect on the characters. If they have not taken the hint, Gustav or Wilhelm (or the prince of their city) will step in and request a favor that is not necessarily a favor.

Should the character's be on the prince's bad side, the city's elders might issue the same request, explaining that they are far too busy to handle the problem themselves and offer a reward of some type.

This scene takes place in the prince's place of business or the troupe's hangout. If the prince asks for assistance, it will be at a place where he feels comfortable and in control. If it is the elders, the chances are good that they feel comfortable wherever they are.

As the troupe discovers that the prince or elder wants something they can provide, they may well request rewards or favors in return. Depending on how the players act, the drama can be very subtle, or as harsh as a hammer blow.

This scene involves careful political manipulation on the part of the prince or elder. No prince or elder willingly takes too much flack from the characters, but promises can be made and gifts exchanged.

If the characters refuse, the Kindred making the request can and will make the unlikes of the players very difficult. The prince or elder will be very civil and pleasant so long as the conversation goes his way, but should the issue be pressed, he could get very nasty. The prince will try to explain why he needs the information.

"I find the thought of all the Kindred in my city having nightmares to be unsettling, and I believe that the dreams have their roots in Berlin. Either someone is playing games

with my city, or the fiefdom of Berlin will soon be of great importance to Kindred everywhere. In either case, I want to know what is happening there, and I have no intention of being disappointed. If you should choose to do this little thing for me, you will be amply rewarded, or you can deny me this small favor and gain my enmity. The choice is entirely yours."

It is only natural for the vampires to want to know why they have been selected. The answer is simple. "I have watched you from afar for some time, and I have seen the ways in which you work together. I believe that if anyone can get to the bottom of this little dilemma, it is the group of you as a whole," which, loosely translated, means, "You are expendable."

The only characters necessary to this scene are the prince or perhaps a couple of elders. This scene should involve someone in a position of power above the troupe, who wants their aid (wants them to go to Berlin) and has the power to force them into doing so.

## Strangers in Town

*People are strange when you're a stranger.*

*People look ugly when you're alone*

*Women seem wicked, men are unwanted,*

*Faces are uneven, when you're down*

— The Doors, "When You're a Stranger"

This scene involves having the troupe meet the princes of Berlin. If the Prince of their own city has been involved in getting them to Berlin, he will have arranged a letter of introduction as well as airfare on a plane and packing crates for their trip.

The prince of their own city will also provide rooms for them at the Europa Center. If the troupe is on their own, make them sweat how to travel and where they will stay. The characters should make meeting with the separate princes their first priority. The second problem they might run across is not knowing that there are two princes, unless they have discussed the matter with the prince of their own city.

Either of the princes can be seen first, but if they have been sent by their prince, they will know that Gustav would take it very poorly if he were made visited second. Berlin's Nosferatu will not hesitate to pass information about the troupe's arrival to the princes, seeing the favor as a small price to pay to add to the cold war between the two rulers of Berlin.

While the characters would be well advised to treat both princes with respect and deference, only Gustav will take it poorly if the characters are not impeccable in their approach. Wilhelm is a good deal more liberal in his dealings, and will ignore any but the most blatant of slanders, deliberate or not.

The first part of the scene takes place either at the airport or at the prearranged rooms of the Troupe. The rooms at the Europa Center are gathered in one wing of the hotel, and the prince of their home city will have even

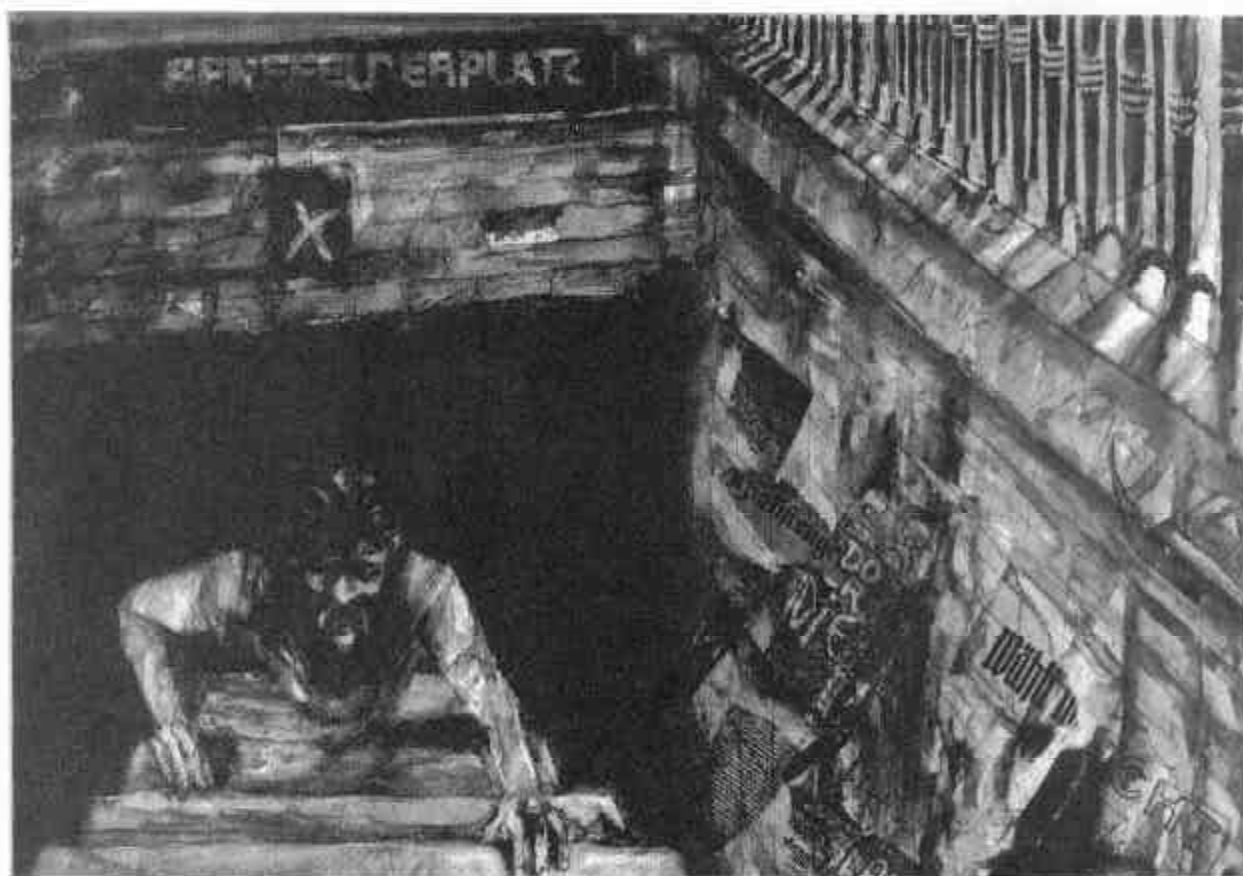
arranged for a small conference room for the duration of their stay, a room with little more than a large table and enough chairs for the characters to gather around.

The next part of the scene will take place in the princes' palaces, one in East Berlin and one in West Berlin. Both are luxuriously decorated and come complete with one prince, two Kindred assistants and a minimum of two Retainers.

The season in which this Story takes place is entirely up to the Storyteller, but winter in Berlin can add a certain chilling charm all its own. Snow, pressed by the footsteps of countless hundreds into a dangerous gray ice, covers the wet and slippery streets, and the whole city appears forlorn and desperate.

Meeting with a new prince in a new city is bad enough, but meeting with two princes can be a harrowing experience. The princes will both explain the laws of their Fiefdom in similar ways, but Gustav will seem more insistent on knowing exactly why the characters are in town. If the characters have a letter of introduction, they will be greeted warmly on both sides.

If they lack the letter, Gustav will seem bored and indifferent, explaining his laws and sending the characters out of his sight as quickly as possible; he has a very busy schedule. Gustav's brooding presence makes it clear that he would just as soon not see the characters ever again, and that



if they are brought to him for having done something wrong, he will have them killed without hesitation. He is very stiffly proper and polite, but obviously doesn't wish to be bothered.

Wilhelm is just the opposite. He will ask questions about where the Kindred are from, inquire as to their present situations, hope that their stay in his city is pleasant, and even volunteer aid should they need it. If anything, Wilhelm is almost too pleasant.

There can be a great deal of roleplaying and dialogue in this scene if the troupe plays its cards right. Gustav will be brusque, but can be a font of useful information. So long as deference is shown and respect given, Gustav will be fairly pleasant, almost preening under all the admiration. Should they simply ask questions of him as though they were asking a stranger the time, Gustav will dismiss the characters abruptly, ignoring any questions about the city.

Wilhelm will be friendly in either circumstance, shaking the men's hands and kissing the women's hands with equal gusto. He is more than willing to give information and possibly even a guide to aid the troupe (guides are very handy when it comes to keeping tabs on visitors to his fiefdom). If he troupe accepts the guide, Wilhelm introduces them to Peter Kleist, who will show them any sight they wish to see on the west side of Berlin.

If questioned, Kleist will explain that going to the east side would ensure his death in a moment as he has only sworn fealty to Wilhelm and has no desire to join Gustav.

The main characters in this scene include both princes and Peter Kleist. All of these characters are detailed in the Kindred section of *Berlin by Night*.

## Scene Two: Caravan

In this scene, the characters meet the Ravnos — two clan members and five Retainers — shortly after leaving Prince Wilhelm's haven. The Ravnos are searching for something important to them, and the Troupe will notice a small caravan of battered and aged mini-buses.

The meeting with the Ravnos may take place in any part of the city and can lead anywhere. If the troupe is already part of the Berlin Kindred, they can pick and choose their location. Optional choices are given in "Getting to Berlin" if the troupe is not originally from the city.

East Berlin has large areas where buildings destroyed in World War II have been removed to make parks, and the Ravnos enjoy seeing these parks. The east side is also a great deal darker, having less stores open after night fall and less street lights than the west.

If the characters are in West Berlin, the kine on the streets should be more evident, and the shops and night-clubs should light the area more effectively. The troupe should feel more secure in such an area, where there are too many witnesses to allow much to occur without a violation of the Masquerade.

The Ravnos' buses are all covered with odd paintings and slogans that appear to be utterly meaningless, unless one or more of the characters happens to understand Romanian. In the event that they do understand, the slogans translate into warnings against potential thieves to avoid risking their health by breaking into the vans.

As is proper, the Ravnos are preparing to introduce themselves to Wilhelm and request permission to visit his fine city. The Ravnos intend to visit the city whether or not permission is granted, but they thought it would be nice to ask.

If the characters make any comments at all, friendly or hostile, that the Ravnos can overhear, they will be acknowledged and approached. The Ravnos will return whatever attitude is shown them, be it patronizing, friendly or hostile.

If asked why they are in town, the Ravnos will be vague. "We lost something a few years back, and we are trying to find it. Maybe it is in this city, maybe not." The Ravnos ask questions of their own in return, but they will ask nothing of a personal nature after determining whether the characters intend to stay in town for a while.

If asked about strange dreams, the Ravnos will acknowledge that they have experienced the dreams, and will express their belief that the dreams are likely a summoning from Caine. Naturally they had to come to town and find out for certain. The Ravnos will gleefully join the party on any excursion the troupe members might suggest, but they will not join in on anything that is too openly shady if Kleist is along for the ride.

In any event, when the Ravnos and the troupe separates, the characters will each have lost something personal. The Ravnos took watches, wallets, rings, hand guns and, if appropriate, Sabbat medallions. The characters should not notice this right away, unless they actually mention that they are looking over their possessions. If they do notice and decide to retaliate, the Ravnos will use their Chimerstry to create a false image of the caravan moving in a different direction, thus allowing themselves a quick get away.

The Ravnos are naturally unsettling to be around, but are also remarkably friendly. They are only out to have a good time and really do not desire any conflict with the characters.

Should the characters be civil, the Ravnos will return the favor. Should the characters grow overly hostile, the Ravnos will simply leave; they mark the characters as a potential threat and as definite targets of later abuse.

If Peter is along as a guide, he will warn the troupe to be wary of the Ravnos, though he will have the common sense to wait until the Ravnos have departed. "Those ruffians are thieves and liars, and they would merrily steal the newborn baby from its mother's loving arms if given a chance. Watch your back when they are near."

The dialogue in this scene depends entirely on how the troupe reacts to the easy-going Ravnos. A great deal of fun can be had with the Ravnos teasing the characters, and the

characters can feel free to return the jokes. At the first sign of hostility, the Ravens will leave. They have no desire to fight Kindred — only to have fun while searching for what they have lost.

The only characters introduced in this scene are the Ravens. The clan is looking for a lost member of their group, Anka Hotep, who is believed to have been on the Lusitania when it sank.

At the same time Kindred around the world started having nightmares, Natalia, the group's informal leader, started having dreams about Berlin as well, but in the dreams her old lover and friend Anka Hotep is lost and locked in a small dark prison cell. She will tell no one of her motivations. Natalia is a very dark and lovely girl who appears to be no more than 17. Like all of her brethren, she acts completely carefree and even goes so far as to flirt outrageously with the characters.

### Natalia

Generation: 8th

Clan: Ravens

Nature: Bon Vivant

Demeanor: Jester

Embraced: 1203

Apparent Age: 17

Physical: Strength 3, Dexterity 5, Stamina 2

Social: Charisma 4, Manipulation 5, Appearance 4

Mental: Perception 4, Intelligence 3, Wits 5

Talents: Acting 4, Athletics 3, Dodge 5, Leadership 2,

Mimicry 4, Seduction 3, Ventriloquism 4

Skills: Bribery 2, Dancing 5, Drive 3, Hagglng 3,

Herbalism 3, Lock Picking 4, Melee 4, Repair 3, Music 3,

Pickpocket 6, Sleight-of-Hand 3

Knowledges: Linguistics 4, Occult 3



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

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

Humanity: 6

Willpower: 8

Image: Slender and sultry, Natalia is a dark-haired, dark-eyed beauty with more colors on her clothes than the entire United Nations entourage of flags.

The Remainers and the other Ravens, Alexi (9th Generation) are substantially weaker in ability, but almost as good as she when it comes to Seduction and Pickpocketing.

## Scene Three: Doomsayer

*This moment a piece of news has reached me like a thunderbolt.*

—J. Sheridan Le Fanu, Carmilla

This scene is the first in which Caine is directly mentioned to the characters. The purpose of this scene is, again, to instill anxiety in the players. Its only purpose is to tell the troupe that Caine has demanded a meeting of the Kindred and where the meeting shall be. If the Storyteller uses this scene, it may be placed anywhere in the story.

The streets are foggy and almost completely deserted when the terrified Kindred approaches them. Their words and his echo off the damp walls around them, and in the distance they can hear the rumble of thunder as a morning storm approaches from the east.

As the characters retreat toward their havens, a running figure approaches them. The figure sails out of the early morning mists with panic in his eyes and a barely contained scream in his throat to tell them of his encounter with The Third Moral. The terrified vampire is Hans Vroenik, a Toreador. While not the clan elder, other Kindred respect him for his calm thinking and easy-going manner.

If the characters have met him before, point out the differences between the serene individual they have seen in the past and the babbling maniac they see now. The characters should also be reminded of their dreams and the significance of the Memorial Church.

Disheveled and dirty, Hans stammers when he speaks. On this night he has attended the opera, and his silk tuxedo appears to have been dragged through the mud. Characters with Auspex will be able to read his blind fear.

Hans Vroenik stutters down the street at a full run, unaware of all that is around him. Unless the characters are very observant (Alertness + Perception, difficulty 8), Hans will slam into them while running full tilt. Should the characters assume this is an attack and try to retaliate, Hans will ignore them, if possible, and continue on his way. He screams the same words again and again in garbled German.

"Dear God, He's returned! He'll destroy us all! Run for your lives!" If the characters manage to calm him down enough to talk, using Dominate or Leadership is a resisted



toll versus Hans' Willpower, he will explain. "I was leaving the meeting, walking home, and He appeared! Caine! I saw him! He's come back, God help us, He's returned!"

If the characters ask what Caine wanted, Hans will add the following: "He calls for a meeting, at the Memorial Church. He said to tell everyone. Spread the word if you want to live! Caine has returned!"

If the characters continue to try and calm Hans down, he will go on to tell them that Caine has called a meeting at the Emperor William Memorial Church at 10 p.m. the following night. He will continue with the threat that Caine made.

"He said to tell everyone that failure to attend the meeting would be dangerous. He did not ask that Kindred

attend — he demanded it." Hans will run on, exclaiming that he must tell the princes. *Auspex* can again be useful, as it will allow Kindred to know that he is telling the truth as he perceives it. Hans will attack anyone who tries to keep him from leaving, as he intends to tell as many Kindred as possible about his unexpected meeting.

This scene takes place on the streets of Berlin, approximately an hour and a half before sunrise. As the city is filled with Kindred, the characters might or might not get the chance to tell anyone else of what occurs. With the current political stresses, it should be exceedingly difficult for them to know who to tell — who is on their side? They could, however, contact the princes and let them know of the message from Caine.

# Chapter Three: When Gods Are Angered

*Hey, I'm your life, I'm the one that takes you there.  
Hey, I'm your life, I'm the one who cares.  
They, they betray, I'm your only true friend now.  
They, they betray, I'm forever there*  
— Metallica, "Sad But True"

## Scene Four: The Gathering

This scene takes place in the original Kaiser William Memorial Church. Destroyed during World War II, the ghosts of the past seem to lurk in the darkened ruin. Scorch marks decorate the interior, and echoes carry an odd, mournful sound. Those with *Auspex* will feel the movements of the angry and mournful dead seemingly passing through their very souls. The only light inside seems to come from a few flickering torches set in place before any of the Kindred entered. No kine walk the street outside to-night.

This scene has no physical action. It primarily deals with the gossip surrounding "Caine's" decision to call a meeting of all the Kindred in the city. As the Kindred start to gather in the gloomy wreck of the church, the characters have a chance to gather any type of information they desire. Every clan in the Camarilla is represented, as the Kindred of Berlin have decided not to risk whether or not the demands really come from Caine.

The only drama in this scene comes from the players' desire to learn of the city. With a few careful Manipulation rolls and the right questions, the troupe could easily gather information on almost any of the Kindred in town. Most of

the information would be false or tainted by the beliefs of the Kindred asked, but the seeds of the truth would still be there.

The only dialogue is left to the characters, with the exception of rumors running rampant through the small crowd. Rumors might include anything from "I saw Caine once, he wasn't so tough," to "Last I heard, Caine was dead." In any event, the Kindred of Berlin will seem much more interested in Caine than in anything else.

The Malkavians, in particular, will throw wild speculations at the ears of anyone who cares to listen. "It was Caine who brought down the Soviet Union. I understand that Gorbachev refused to be his Retainer," and, "Of course I know Caine. He's my sire!" are good examples of the talk they'll talk. Unless asked a specific question, the Nosferatu will ignore any out of towners not of their clan. Should they meet with a member of their own, they will greet her with open arms.

Almost every single Kindred in Berlin, even the Ravnos visitors, are present. Some anticipate a good joke, some are curious, and some have come to see the Final Death of a Kindred stupid enough to claim that he is Caine. No one really expects to see the Third Mortal.

Even both princes show up, and the gathered Kindred break into factions immediately. Clan by clan they separate, each coterie stepping into its own area. Only the Ventrue of Berlin are separated. The two princes each sit with those

loyal to them, and a third portion of the clan sits by themselves, between the two princes. From time to time one of the Ventrue will move to another group, talking with an associate.

As the groups continue to speak to one another, the rumors about Caine start to float around the room. When it seems that the rumors have reached their pinnacle, and the characters have heard just about all that there is to hear, Caine arrives.

## Scene Five: Please Allow Me To Introduce Myself

*The rumors of my death have been greatly exaggerated.*

— Mark Twain

This scene also occurs in the church, but the mood has drastically changed. The air is charged with fear, as Caine follows his retainers into the hulk of the church. The retainers are powerfully built twin brothers. Both are albinos, pale white in skin color and snowy white in hair. Their eyes burn like red suns, and their faces are entirely impassive. The power emanating from the retainers alone is enough to unsettle the gathered Kindred. Caine speaks in the maddening silence.

There is no drama in this scene unless someone is foolish enough to attack Caine, in which case there is a quick and brutal death. If anyone with Auspex attempts to read Caine's aura, she is temporarily blinded by a painful white aura as bright as the noon day sun. There is no roll necessary for this blinding, but if the character has Fortitude and insists on rolling, she is only blinded for an hour if she gets one or more successes. If the same character botches the roll, she is blinded for the rest of the night.

The only dialogue in this scene comes from Caine. As he walks into the church ruins, the Kindred of Berlin fall silent. The terror is palpable. The atmosphere is charged with Caine's power, rather like the calm before a storm.

Caine looks over the entire room, locking eyes with every single Kindred before he speaks. "I am the sire of you all. I was the first of our kind. I am Caine. I have watched as the Kindred have grown in number and in power, and I have watched as those who sleep have risen from their resting places to feed on all those too weak to resist. That time is done.

"I have observed the passing of millennia and done nothing to interfere in the unlives of my Get. That too is over. From this moment on, there is no Camarilla, there is no Sabbat. There is only the Kindred.

"No longer will I allow the foolish leaders who believe me gone to wage their Jihad against one another, using my people as their pawns. You who have paid with your souls for my sin will now be freed of the manipulations of my Get and the Get of my Get. We will walk as one, and we will rule this



world. The kine have thought us legend for too long; they have no concept of what we can do. They have grown weak in their arrogance and complacency."

"Join me, my children. Join with me in the battle to rule this world. The Lupine, the kine, and any others who would oppose my rule and that of my Get will learn the penalty for their foolishness. The world will be our Herd."

Caine stands solemnly for a moment, staring again at each Kindred in the room. "I have been away far too long. Know you now that I have returned. I know this to be a shock. I too have heard the rumors of my demise. You will have seven nights to make your decision. Join with me, separate yourselves from the bonds of the Camarilla and the Sabbat and rule by my side. Reap the rewards that I alone can offer you! Or remain with the fools who use you as their pawns. But, know this: those who side with my enemies are my enemies!"

He turns to stride proudly from the room. "If you would join with me, speak to my Retainers. They shall tell you all you need know." Caine leaves the building, vanishing into the night. Both princes and a good number of the Ventrue leave only moments later, talking in whispers.

Should any characters take the opportunity offered, Caine's Retainers will ask them their names and give them a vial of blood. The Blood is Caine's, and will temporarily add two to all physical attributes. This effect only lasts the night.

Every member of the Hunting Party will immediately step towards the two Retainers. Most of the Kindred will leave, going their own ways in groups or in pairs. The Toreador stand in small groups talking excitedly. The Nosferatu leave immediately to call a meeting of their coterie. The few Brujah in Berlin are stunned into silence for a moment, and then proceed to argue as to whether or not this could have been the true Caine. The Malkavians of Berlin run through the night, some laughing, some crying, and in the case of Ozzy Hyde-White, pondering the implications of what has occurred.

## Caine

Caine is more powerful than any other Kindred on the planet. Don't expect statistics. Anyone foolish enough to tackle him is dead.

**Appearance:** Caine should not be described in solid terms. Instead, describe him in ways that let the players imagine what he looks like: "Caine stands before you. You can feel the power that emanates from him. His eyes draw your attention like flames draw the attention of moths. He moves sinuously, gliding into the dark chamber. He stares at you, a grim look of determination on his powerful face."

Caine is a figure of myth and awe. To give him features like anyone else in the game would make him too real and detract from the players' nervous energy. Make the characters know that this is Caine, but never tell them what Caine looks like.

**Roleplaying Hints:** You are afraid of nothing. No one in the world can compare to you. You are doing everyone a favor. You are powerful and, in your own way, caring, but these vampires were a mistake. They should not have come to pass. They are not at fault in their dilemma — you are. They are the Damned because you let them come to pass. They are your sheep and you their shepherd. Still, you will tolerate no scoffing. Should anyone attempt to mock you, you will direct the full force of your personality on them, causing Röttschreck that cannot be resisted.

## Tristan and Travis

The two ghouls are identical in every way, from the leather outfits they wear to the part in their hair. Neither speaks much, save to pass out the vials of blood, and to take the vials back when they have been emptied. No one keeps a vial. No one.

**Nature:** Fanatic

**Demeanor:** Fanatic

**Willpower:** 9

**Humanity:** 5

**Born:** 1000 B.C.

**Apparent Age:** 25

**Physical:** Strength 5, Dexterity 5, Stamina 5

**Social:** Charisma 3, Manipulation 3, Appearance 2

**Mental:** Perception 5, Intelligence 5, Wits 5

**Talents:** Alertness 4, Athletics 4, Brawl 5, Dodge 5, Intimidation 5

**Skills:** Firearms 5, Melee 5, Security 5, Stealth 5, Survival 5

**Knowledges:** Kindred Lore 5, Linguistics 5, Occult 5

**Disciplines:** Celerity 2, Fortitude 4, Potence 5, Protean 2

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





**Image:** The brothers have powerful bodies, lean and hard with not an ounce of spare fat on them. They are as pale as Kindred, and could easily be mistaken for them. The brothers stand 5'10" tall and are dressed in matching boots, black leather pants and vests, and scowls.

**Roleplaying Hints:** You are loyal only to your brother and to Caine. You never smile in the presence of others, and you never take flack from anyone. You answer questions brusquely, ignoring those that don't deserve answers. You would die for your master; he is all that keeps you alive.

**Notes:** Both of the brothers carry five sharpened stakes as well as throwing daggers forged of silver. The brothers meet any attempt at hostility immediately.

## Scene Six: Reich Feast

*Scary monsters, supercreeps*

*Keep me running scared.*

— David Bowie, "Scary Monsters"

News has traveled quickly even to distant locations, and the first result of the Ascension is now felt. The purpose of this scene is to allow the players to realize just how solid an influence the vampire claiming to be Caine is already having. The Hunting Party has stayed behind, receiving the vitae from Caine's retainers. Emboldened not only by the vitae but by the promise that Caine will once more give the world to the Kindred, they have decided to feast. The laws of the Camarilla no longer seem to matter to the Hunting Party, and this includes the Masquerade.

When the rumors started last night about Caine calling a meeting, both Maxwell Ldescu of the Tremere and Nichole of the Ventrue called their sires. Enough is enough, and both realize that the chaos about to spread would be too much for the city if the Camarilla does not intervene.

The setting is the streets of West Berlin, and again the night is wet and dark. Remember, the streets are almost totally deserted tonight, as most kine have apparently decided not to leave their homes.

In this scene, the troupe has the misfortune to run across the Hunting Party soon after leaving the church. The Hunting Party has decided that tonight would be a good time to feast on the vitae of a few unwilling Kindred and the characters have been elected dinner. It numbers approximately 15 strong, and includes the entire Hunting Party except for Himmler. It should have little or no trouble destroying the characters.

The situation is utterly hopeless for the players; they may manage to injure or even kill a few of the Hunting Party, but the sheer numbers will be overwhelming.

All of the anarchs carry wooden stakes, and they do their very best to stake the characters as quickly as possible. Should they succeed, they parade the characters through the streets and take them to the Hunting Party's headquar-

ters. They will never reach that destination, however. The Justicar and his Archons will stop the attempted Diablerie long before it can actually take place.

Yes, relief comes in the form of Justicar Schrekt and his Archons. They do not kill any of the anarchs, though that is certainly within their power. Instead, the Camarilla enforcers merely drive them away. Before the characters can thank them, Schrekt starts asking the troupe questions.

Should the players opt to truthfully answer any and all questions asked of them, all will end well. If they should make any sarcastic comments or to lie, the Justicar and his Archons will immediately bear them into submission. These are not the nicest Kindred a character could run across. They take their duties very seriously and will not hesitate to set an example. If the troupe is civil, they will be well thought of and possibly even rewarded at a later time.

The first part of this scene has little or no dialogue. The Hunting Party is not here to be civil. The second part of this scene can contain immense amounts of dialogue, starting with the thank yous and continuing on to the Justicar's questions. Schrekt is a very direct inquisitor and trusts no one but his Archons. He will be using his Auspex to know whether or not he is being lied to.

The Archons themselves can be very friendly, but the affection is a ruse and a way of enticing the players to be honest. They play good cop to Schrekt's bad cop.

### Member of the Hunting Party:

**Physical:** Strength 5, Dexterity 5, Stamina 6 (All Physical Attributes are increased by Caine's vitae)

**Social:** Charisma 3, Manipulation 2, Appearance 1

**Mental:** Perception 3, Intelligence 2, Wits 3

**Talents:** Alertness 1, Athletics 1, Brawl 4, Dodge 2, Intimidation 3, Streetwise 2

**Skills:** Firearms 3, Melee 3, Survival 1, Stealth 3

**Knowledges:** Linguistics 3, Occult Lore 3

**Disciplines:** Celerity 1, Fortitude 1, Potence 3, Presence 2

**Background:** Allies 3, Mentor 2

**Virtues:** Conscience 0, Self Control 2, Courage 5

**Humanity:** 1

**Willpower:** 5

### Karl Schrekt - The Justicar

Karl Schrekt is a very powerful Tremere, and the rumors and legends concerning him have grown as the years have passed. Some say Schrekt is not even officially a Justicar any longer, and that he simply continues in the work that has long been his life's goal.

Schrekt believes the Camarilla is the most important single occurrence in the history of the Kindred, and that the Camarilla's laws must be upheld at any cost. While most modern vampires only think of the Camarilla in a vague way, Schrekt maintains the laws and their enforcement as



the central goal of his life. Karl Schreckt still recalls the fires of the Inquisition, and his primary goal is to insure that the kine never again discover the existence of vampires.

In an attempt to prove to every Kindred that the Camarilla is a powerful organization, Schreckt has actually recruited ambitious Kindred from various clans as his Archons. The Archons know their life expectancy is short, but there is always a price for power, and they are willing to pay it. Some say Schreckt has even bound a Setite to himself in an attempt to prove his beliefs to all.

No one in the city knows anything concrete about him, but the rumors have been flying for years. It is said that he once hunted Kindred. It is said that he once killed and committed diablerie upon a Lupine. Rumors have even flown that he once met Caine. Whatever the truth of these rumors, Schreckt is not talking.

**Sire:** Lotharius.

**Nature:** Fanatic.

**Demeanor:** Judge.

**Generation:** 5th.

**Embrace:** A.D. 1235.

**Apparent Age:** 40.

**Physical:** Strength 7, Dexterity 6, Stamina 8.

**Social:** Charisma 6, Manipulation 8, Appearance 4.

**Mental:** Perception 7, Intelligence 8, Wits 8.

**Talents:** Acting 4, Alertness 5, Athletics 5, Brawl 4,

Dodge 4, Intimidation 7, Leadership 6, Streetwise 4, Subterfuge 5.

**Skills:** Etiquette 6, Firearms 3, Melee 5, Music 3, Repair 2, Security 5, Stealth 1.

**Knowledges:** Bureaucracy 5, Camarilla Lore 6, Investigation 5, Law 5, Linguistics 5, Medicine 3, Occult 7, Politics 7.

**Disciplines:** Auspex 7, Celerity 4, Dominate 5, Fortitude 6, Necromancy 4, Potence 5, Presence 6, Protean 3, Quietude 2, Thaumaturgy 8 (Taste of Blood 5, Lure of Flames 5, Movement of Mind 5, Spirit Thaumaturgy 3, Weather Control 4, Path of Corruption 3, Path of Conjuring 3, Elemental Mastery 3, Path of Luminescence 2).

**Rituals:** Communicate with Kindred Sire, Wake With Evening's Freshness, Deflection of Wooden Doom, Defense of Sacred Haven, Devil's Touch, Purity of Flesh, Ward Versus Ghouls, Principle Focus of Vitae Infusion, Ward Versus Lupine, Flesh of Fiery Touch, Noncorporeal Passage, Rending Sweet Earth, Pissant Shield, Geas, Splinter Servant, Heart of Stone, Escape to a True Friend, Ward Versus Spirit, Blood Contract, Raise the Dead, Ritual of Holding, Divorcing the Soul, Chain of the Bloodline, plus a whole lot more.

**Backgrounds:** Allies 5, Fame 5, Herd 3, Influence 5, Mentor 6, Resources 6, Retainers 4, Status 7.

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



**Humanity:** 2

**Willpower:** 10

**Notes:** Schrekt's extra levels of *Auspex* allow him to know immediately if he is being lied to as well as the nature of the lie and to engage in Telepathic communication with a number of people at once. His extra level of *Presence* lets him create an exceptionally calming effect on those around him, which lulls many of them into disclosing all the facts they had not meant to.

**Image:** Karl Schrekt is a stocky 5'10". He has wide shoulders and a grim but dignified appearance. His face is well weathered and his eyes are always hooded. Karl's hair is just under shoulder length and light blond, with streaks of gray throughout. He is never without a trench coat, no matter what the weather is like. Undereneath he wears business suits of moderately expensive cut.

**Roleplaying Hints:** Never smile. Never show fear or anger. Everything you are is hidden from the world. If your best friend was being murdered in front of you, you would casually walk to his assistance. No one gets to you. You are a man of ice.

**Influence:** We're talking *Justicar* here. Most people see Schrekt coming and pray that he fails to notice them doing anything wrong. He has the respect or fear of all of his acquaintances, with the possible exception of the Inner Council of the Camarilla.

## The Archons

The following statistics are usable for the Archons. However each has separate *Disciplines* next to the appropriate name.

**Generation:** 8th

**Physical:** Strength 5, Dexterity 4, Stamina 5

**Social:** Charisma 4, Manipulation 5, Appearance 3

**Mental:** Perception 5, Intelligence 4, Wits 4

**Talents:** Acting 5, Alertness 3, Brawl 3, Dodge 4, Intimidation 4, Leadership 3, Streetwise 3, Subterfuge 5

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

**Knowledges:** Bureaucracy 3, Computer 1, Finance 2, Linguistics 4, Politics 3, Science 3 Investigation 5

**Backgrounds:** Allies 5, Influence 1, Mentor 5, Resources 4, Retainers 2, Status 4

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

**Humanity:** 4

**Willpower:** 7

**Cashmere:** Dominate 5, Fortitude 5, Obfuscate 2, Presence 4

**Jules:** *Auspex* 4, Dominate 3, Thaumaturgy 5

**Ian:** *Auspex* 3, Dominate 2, Thaumaturgy 4

**Charity:** *Auspex* 4, Dominate 3, Obfuscate 4

**Ra:** Bardo 2, Celerity 3, Obfuscate 3, Presence 4, Serpents 5

**Rick:** Celerity 3, Fortitude 2, Potence 3

**Tomlynn:** Animalism 3, Celerity 2, Obfuscate 5, Potence 3, Protean 3

**Angel:** Celerity 3, Potence 5, Presence 4

**Gates:** Animalism 5, Fortitude 2, Protean 3

## Jessica Morrow - Cashmere

Jessica Morrow is a beautiful red-haired woman who appears to be in her late 20s. Her nickname apparently comes her wardrobe, which includes limitless numbers of cashmere suits and casual clothes. For Jessica, casual means it was probably purchased at Sak's Fifth Avenue, off the rack. Jessica is outgoing and friendly, and armed with a dozen cans of aerosol hairspray with lighters, used as mini-flamethrowers.

## Julian Sanderson - Jules

Julian Sanderson is a lean energetic man, with long blond hair normally worn in a ponytail and sparkling blue eyes. His attitude is mercurial, leaping from cheerful to morose in a matter of seconds. Julian will wear whatever clothes he finds appropriate to the situation, but prefers the GQ look.

## Ian Carfax

Ian Carfax prefers the dramatic approach and can normally be found in fine English clothes, complete with a formal Opera Cloak and a silver-headed cane. Ian is an observer, soft spoken and quiet, until the time comes for him to act. Ian acts more like a Ventrue than a Tremere. It is Ian's goal to one day become Justicar of the Tremere clan, but Ian is patient and will wait for the time being.

## Charity Caize

Charity is a Malkavian through and through. Her style of dress ranges between suitnazi and cowboy, all the way through to the occasional black leather outfit. Charity suffers from multiple personalities, which have so far been remarkably tolerant of each other. Some of the other Archons have wondered whether or not the personality schism isn't just a ruse, hiding her analytical mind behind a dozen different stereotypes. She appears to be approximately 20 years old.

## Samat Ramal - Ra

Samat Ramal is indeed a Setite, but as his nickname points out to one and all, he doesn't really seem to find the Setite way of existence pleasurable. He will not admit to being a Sand-Snake, but he normally doesn't try overly hard to deny it, either.

Much to his perpetual chagrin, his natural tendencies often win out against his desire to be "just another one of the guys." He'll end up in deep water with the other Archons over some little mistake like having a Blood Hunt called on one of them by the prince of whatever city they have visited. A few have accused Ra of being a Child of Osiris. If Ra likes the accuser, he gives her a chance to apologize; if not, he simply removes her head from her shoulders.

## Richard O'Shea - Ricochet Flambe

Rick is a Brujah, or at least he claims to be. Many of the group have pondered whether or not he is actually a Caitiff, but never where other Kindred could hear. Rick seems to have taken his Embrace as a personal affront to his sensibilities and gone overboard. Perhaps it was the time he spent in Vietnam and Cambodia that sent him over the edge. Either way, he has a great fondness for firearms and a powerful fear of fire. Rick is fairly tall and heavily muscled. His short black hair and brown eyes have caught the eyes of more than one Kindred, only to have them driven off by the sour expression on his face.

## Tomlynn Sinclair - Tom

Tomlynn is a brutally tall man, standing a full 6'6". It has been hypothesized that he would be taller if he could straighten his hunched back, or shorter if his preposterous ears were cut down to size. Tomlynn is a Nosferatu, with dark blue skin and a face almost identical to the one he had

when he was human. He has a quick smile for any and all comers, and revels in insisting that he and Cashmere are husband and wife, a fact that she vehemently denies. Tomlynn's thick Cockney accent and relatively high voice are the brunt of many a joke; he'll even laugh along with them, unless the joke comes from someone he does not know.

## Angelino Hammer - Angel

Angel appears to be a 24-year-old Italian man, but his American English is flawless, down to the numerous and prolific profanities that flow from his mouth like water. In truth, he was born in Italy, but after his Embrace in 1948, he moved almost immediately to Schrekt's U.S. haven. Angel is a Brujah in every sense of the word, even in his attitudes towards his employer. Schrekt is willing to tolerate the gross verbal abuse Angel throws in every direction so long as the Archon still performs. So far there have been no problems. He is normally dressed in black boots and the attire of a L.A. gang member.

## Gates

The only name this Gangrel answers to is Gates. If formally introduced, that is the name he gives. Gates has a solemn face with haunted eyes, and hair that is always windblown. Like many of the Archons, Gates always wears a trench coat to conceal the numerous weapons he carries. Gates speaks only when spoken to, and normally in monosyllabic responses. He often walks away in the middle of conversations, or looks around carefully while talking with someone, as if waiting for an attack he knows is due.

## Scene Seven: The Walk Home

*Well I was there and I saw what you did*

*Saw it with my own two eyes,*

*So you can wipe off that grin, I know where you've been*

*It's all been a pack of lies.*

— Phil Collins, "In the Air Tonight"

This scene is remarkably short, and could be played as just something seen by one or more of the characters as they are walking home, but only if they are actively seeking information about Caine. If the players are just walking and talking, the difficulty to see anything should be raised to 10.

In a dark alleyway, not far from where the characters are staying, a Perception + Awareness roll (difficulty 8) will reveal the twin Retainers, Tristan and Travis, speaking with three obscured figures.

Anyone with Auspex can tell that the three figures are obviously Kindred, but they were not at the meeting earlier in the night. Should anyone get overly curious as to what is going on in the alley, the ghouls and the vampires notice them and quietly leave. Any of the characters who try to



follow the ghouls lose track of the twins almost immediately. Anyone following the other group will lose them near the Egyptian Museum.

Even the best rolls will not permit the characters to hear what is being said, but on a Perception + Linguistics roll (difficulty 9) the characters will be able to recognize the

language being spoken by the small group. The language is ancient Egyptian. Should the characters examine the empty alleyway, Auspex reveals the following: the colors purple and green emanate from all figures seen.

There are no serious developments in this scene, merely a new piece to add to the puzzle.

# Chapter Four: Changes

*Live for yourself today or tomorrow look after your health  
forget all your sorrows*

—Big Audio Dynamite, "Innocent Child"

## Scene Eight: Population Explosion

This scene takes place over the course of the next few nights. As the characters walk the streets, doing whatever they desire, they start to notice more and more Kindred faces new to Berlin. It is even possible that they will run across the faces of Kindred from their own home city if they are from another part of the world.

The primary purpose of this scene is to show just a hint of the chaos to come should this indeed be Caine. The Kindred appear from all around the world. This is only the beginning, and the population explosion has already added half again to Berlin's Kindred population. If this continues unchecked, the Masquerade will be broken beyond repair.

Word of Caine's return has spread across Europe and to the United States. None of the new Kindred should be much older than the characters, and most seem to be anarchs. The story of Caine is a promise of equality which many look to as a better deal than they get at home. A number of Sabbat have also come to find the truth about this "Caine."

As the characters witness the dramatic increase in Kindred population, almost anything is possible. If the players show interest in the meeting between Caine's twin Retainers and the mystery figures, it is a very distinct possibility that the troupe will go back to the Egyptian

Museum. If they do so, move forward to Scene Ten, revealing the Setite Haven of Nefertiti and her minions as well as Saetet-ta, the Bane Mummy.

The events in that scene can be moved forward without any major shifts in the story. The troupe might also decide to report their minimal findings to the Justicar and his Archons. At least a few of the Archons can be found on the streets, walking in small groups.

Finally, the characters may wish to talk with any number of the new Kindred in town. If that is the case, let your imagination run wild. The Kindred population is exploding. By the time of the second meeting with Caine, the number of Kindred will have increased from 40+ to almost 70!

Old friends or old enemies could be in town as well, and that can always lead to trouble. A few of the incoming Kindred will be old and powerful, and some may have even met Caine, or claim to have done so.

If the Storyteller wants to take a break from the immediate story, this would be an ideal spot to insert a few new characters and scenes. It is even remotely possible, though not very probable, that a few truly powerful Kindred will make their presence known. Imagine the fun your troupe can have, dying at the hands of someone as powerful as Baba Yaga! Have fun and put the fear of Final Death into the players.



## Scene Nine: A Demonstration

*I can't believe my dilemma is real*

*I'm competing with the Man of Steel*

— Spin Doctors, Jimmy Olsen Blues

Caine calls for another meeting with Berlin's Kindred, and without exception, they show up. It is still two days from the deadline Caine set for the Kindred to make their decisions, but Caine wishes to give his speech a second time, and actually answer a few questions from the Kindred in Berlin.

Berlin now hosts more than twice its normal population, and everyone shows up at the meeting, again held at the Memorial Church. The characters should feel uncomfortable here, for the sense that ghosts haunt the desolate shell of the church are even stronger than before. The Church appears empty from outside, but this is obviously an illusion of some sort. Inside, it is crowded with Kindred who practically line the entire inside wall.

The effect should be unsettling to those not prepared for so many vampires. The players should realize just how much power Caine has if he could call a meeting of this size and not have everyone at one another's throats.

Caine's speech is covered in Chapter Three. As he finishes, an unknown Malkavian stands and yells, "You say that you are Caine, and I know this to be a lie! I have met Caine, I have seen him in person and I know what he is capable of. You could not possibly be the Third Mortal! He is as a god!"

As the Malkavian finishes his accusations, Caine disappears and reappears at his side. Caine quickly and efficiently tears the Malkavian limb from limb, covering himself and anyone too close to the unfortunate vampire in blood. Pieces of Kindred body cover most of the church's floor, and Caine holds his victim's head for all to see.

The rage on Caine's face is apparent, and he calls for others who feel the same way to face him. No one does. Logic may tell the players that this is not Caine, but their emotions should say otherwise.

Now Caine will answer any questions civilly put to him. Any accusations, even if they come from the characters, are met in the same way as the unfortunate Malkavian's. For the purpose of attacking a player, consider Caine to have Claws of the Wolf, a Potence of 10, Fortitude of 10 and Celerity of 10. His Strength and Stamina will match those numbers, as will his Dexterity.

After Caine finishes, he leaves the church with his retainers and the dark figures from Scene Seven. The characters may follow if they so desire. Again, Caine will disappear, along with his Retainers. The Setites, however, can be followed.

As in the previous scene, anything can happen. For instance, the characters might want to investigate the destroyed Malkavian, and a Tremere in the group might want to use Taste of Blood to learn more about him. His

name was Hassan, and he was a Seventh-Generation Malkavian. In truth, Gustav dominated him to test the "False Caine."



# Chapter Five: Lessons in the Dark

## Scene Ten: Into The Snake Pit

Should the characters follow the strangers now seen twice with Caine, they will come across the Setites. *Auspex* can help track them, but the characters should have no real trouble. Even the Followers of Set do not expect to be chased through the city by other Kindred. Soon the Setites climb through a small hole in the ground and pull a manhole cover over it. With *Stealth*, the characters can follow undiscovered.

The tunnel leads to the edge of the Egyptian Museum in West Berlin. A carefully concealed section of wall leads into the sewers, and a manhole cover leads directly to an access door for the museum. The museum has surprisingly advanced security at this section, complete with a solid steel fire door.

If the characters manage to get in unnoticed, they can hear the Setites discuss their plans. If they are unfortunate enough to trigger the delicate alarm systems, they will encounter the Aabbt Kindred. Then they will encounter the Bane Mummy. Finally they meet the Setites, along with Peter Kleist, the right hand to Prince Wilhelm and the Blood Bound Thrall to Nefertiti, leader of the Setite Coterie.

The first half of this scene takes place in a very clean and well concealed access tunnel to the Egyptian Museum in Charlottenburg. The tunnel is poorly lit and echoes with the sounds of the Setites ahead. Trying to gauge the distance from the Setites will take a *Perception + Alertness* roll

(difficulty 10). If the characters fail in the roll, the Setites are farther away than they would seem. If the roll is botched, then the Setites are a great deal closer.

The second half of the scene takes place in the Egyptian Museum. The Egyptian Museum contains several mummies, more than 15,000 papyrus scrolls and various large artifacts. It is completely dark.

For the first part of this scene, stress the echoing nature of the Setites' path. Tensions should be high, as the enemy Kindred could be anywhere ahead of the characters. The troupe may wish to actually attack the Setites here, but the Setites should manage to escape along the way.

The characters have to actually get into the museum before they can gather any more information. The security door is very strong, and the characters have to succeed at a *Feat of Strength* of 8 to break it off its hinges. This will immediately alert the Setites, who will send their special pets to deal with the interlopers.

If the characters attempt to sneak in, they need a *Dexterity + Security* roll (difficulty 9) to avoid setting off the silent alarms that will alert the Setites inside. After actually getting in, the characters will have to fight the Bane Mummy Saaret-ta and the Aabbt Kindred in order to capture the Setites or ask them any questions.

The Setites will say nothing of importance to anyone unless they capture the characters. They do have one last surprise in store for the troupe — Peter Kleist is siding with the Setites.

In the unlikely event that the players actually capture the Setites, they will find it hard to do much about it. Kleist will immediately defend the Setites to Wilhelm, and while



Wilhelm is not known to be influenced by many Kindred, Kleist is one of the rare few who can convince him to act against his normal instincts.

If the Setites capture the troupe, they will tell the characters all about Caine as they prepare to burn the troupe to ash.

### Saatet-ta - Darkener of the Earth

Saatet-ta may once have been a child of Set, a vampire. Most who know of her existence are certain that this is not possible, but she has not confirmed or denied the rumor. What is known is that under a different name she was one of Set's favored. Saater-ta may have been his lover at one time.

It is also rumored that she betrayed great Set by trying to inform the Cult of Isis about Set's plans for its final destruction. The only ones who would know for certain are not talking. In any case, when the time of her first rebirth came, Set renamed the woman Saater-ta after one of the incarnations of Apophis, the ruler of ancient Egypt's demons.

Saatet-ta was once a truly beautiful woman, but Set's rituals changed that for all time. She stands just over five feet tall, with a body that is a reflection of her twisted soul. She appears to be scorched in the way that long-term exposure to the sun burns a vampire. Her skin is blackened and cracked like a dried lake bed, and her once magnificent hair is a sparse tangle of steely gray. In her natural form, Saater-ta's eyes burn with a feverish light.

If there was ever any lack of trust between Saater-ta and Set, it is long in the past. She, alone of the Bane Mummies, is considered an equal of the Kindred she works with, often using her shrewd mind to add new perversities to Setite plans.

Set normally uses Saater-ta on missions of subterfuge and chaos, two of the few things in this world that still bring her pleasure. Saater-ta is a vile entity and a vain one. Whenever there is a chance of her being encountered, she will use her Obfuscate to appear as she once did.

**Nature:** Plotter

**Demeanor:** Jobsworth

**Born:** 132 B.C.

**Occupation:** Lieutenant to Set. Magician. Beggar. Doctor

**Physical:** Strength 2 (4), Dexterity 3, Stamina 4 (6)

**Social:** Charisma 0, Manipulation 5, Appearance 0

**Mental:** Perception 5, Intelligence 5 (7), Wits 5

**Virtues:** None

**Talents:** Alertness 3, Intimidation 5, Search 4, Streetwise 3



**Skills:** Firearms 5, Melee 3, Security 3, Stealth 4, Survival 2

**Knowledges:** Bureaucracy 3, Kindred Lore 5, Lupine Lore 5, Mummy Lore 5, Occult 5, Politics 3

**Magie Skills:** Amulets 4, Necromancy 2, Obfuscate 4

**Background:** Allies 4, Contacts 2, Influence 3, Resources 5, Supernatural 3

**Willpower:** 6

**Notes:** Attributes in parentheses signify the use of magical amulets which she has created and wears. Bone Mummies, first introduced in *A World of Darkness: Mummy*, can never really die. If destroyed, they will be reborn when the time is right. Storytellers who use *Mummy* should feel free to elaborate on Saater-ta's powers in any way they like.

## Nefertiti

**Sire:** Set

**Nature:** Fanatic

**Demeanor:** Director

**Generation:** 4th

**Embrace:** 1032 B.C.

**Physical:** Strength 6, Dexterity 8, Stamina 7

**Social:** Charisma 5, Manipulation 9, Appearance 6

**Mental:** Perception 4, Intelligence 5, Wits 5

**Virtues:** Conscience 0, Self-Control 5, Courage 5

**Talents:** Acting 3, Alertness 3, Brawl 2, Dodge 4,

Intimidation 6, Leadership 5, Subterfuge 6, Diplomacy 4,

Intrigue 6, Mimicry 3, Seduction 7, Sense Deception 3

**Skills:** Animal Ken 4, Etiquette 4, Firearms 5, Melee 3,

Security 6, Stealth 3, Survival 6, Animal Training 4,

Escapology 3, Demolitions 4, Fast-Talk 4, Game Play-

ing 6, Herbalism 4, Forgery 4, Interrogation 5,

Hypnotism 5

**Knowledges:** Finance 4, Investigation 5, Linguistics 6, Lupine Lore 4, Kindred Lore 7, Medicine 4, Mummy Lore 4, Occult 7, Politics 5

**Disciplines:** Animalism 3, Celerity 5, Dominate 5, Fortitude 4, Necromancy 3, Obfuscate 6, Potence 5, Presence 7, Protean 4, Serpents 8, Thaumaturgy 3 (Path of Corruption 3, Movement of the Mind 3)

**Background:** Allies 5, Influence 3, Resources 5, Retainers 4, Status 3

**Humanity:** 0

**Willpower:** 8

**Notes:** Nefertiti's extra level of Obfuscate allows her to make her aura always appear pink. Her two extra levels of Presence let her make other people feel as though they have been Blood Bound to her and destroy the ties between people. Her extra levels of Serpents allow her to cause targets to become obsessed with something, completely afraid of something or completely addicted to something.

**Image:** Nefertiti is a stunningly beautiful woman with long black hair and eyes even blacker. She smiles only slightly, and her eyes have an evil gleam. She stands roughly five feet tall. Normally she wears loose-fitting clothes of black or green, and several small gems in rings and other jewelry.

**Roleplaying Hints:** You are the Get of Set himself, and have been one of his trusted lieutenants since the time he sired you. You fear nothing, content in the knowledge that you and your assistants can handle any problem. You will kill anyone foolish enough to be discovered inside your haven. Plans have progressed too far in your great revenge to allow anything to get in your way.

## Aabbt Kindred

The Aabbt Kindred were once simple African Cobras. Almost a century ago, Nefertiti decided to test whether or not animals could be Embraced, and sired a number of the creatures. The cobras have long been Blood Bound to Nefertiti, allowing her to train them as her guardians. While the cobra's are amazingly powerful in a physical sense, Nefertiti discovered that the animals have a greater difficulty in learning Disciplines of a mental nature than they do of a physical nature.

The creatures have increased in intelligence over the years, allowing her to teach them new tricks, including the ability to use Serpents to change into quasihuman shape. These beasts are still very driven by their natural instincts, a fact shown by their fear of fire. Nefertiti has seen the results of the cobra's venom, and is highly pleased by the effects on both Kindred and kine. It will kill a mortal almost immediately, but when striking a vampire, the venom is only lethal if the character fails to make a Stamina + Fortitude roll (difficulty 9). With one such success and the expenditure of



one Blood Point, the character can avoid any ill effects. If a Blood Point is not spent to force the venom out of the body, the Kindred will drop into torpor immediately.

Nefertiti has sired a total of 15 Aabbt Kindred, learning as she went that if they were not Blood Bound and Dominated or nocturnal in nature, the animals would eventually wander outside of their Haven in the daylight, effectively committing suicide. To ensure their continued loyalty, Nefertiti continues to feed the Aabbt Kindred her own blood. However she has noticed a tendency on the part of the Aabbt Kindred to hunt down and drain the blood of rodents, simply out of habit.

Next on her agenda of pets is a gorilla. She is most curious to see what effect the Embrace will have on the simian nature.

**Sire:** Nefertiti

**Nature:** Cobra

**Demeanor:** Cobra

**Generation:** 3th (Something in the nature of these creatures makes them only as effective as 8th generation Kindred.)

**Embrace:** Varies

**Apparent Age:** Who could tell?

**Physical:** Strength 4, Dexterity 5, Stamina 3

**Social:** Charisma 0, Manipulation 0, Appearance 1

**Mental:** Perception 5, Intelligence 2, Wits 4

**Talents:** Brawl 3, Dodge 3, Intimidation 3

**Skills:** Animal Ken 4, Stealth 4, Survival 4

**Knowledges:** None

**Disciplines:** Celerity 2, Fortitude 3, Obfuscate 1, Presence 4, Serpents 3

**Backgrounds:** None

**Virtues:** None

## Animal Kindred

Any animal can be a vampire, but they will always be creatures of instinct with a limited brain capacity. Most animal Kindred would not instinctively know that the light of the sun could now kill them; their instincts do not change as a result of their new forms — at least not immediately.

Animal Kindred also have a greater difficulty in using any Mental Disciplines, such as Dominate or Thaumaturgy, simply because the animal's mind works on instinct. They can still learn the Disciplines, but they have a much harder time doing so.

Animal Kindred go through other subtle changes as well. For instance, their Mental Abilities continue to grow very slowly, and they can become more intelligent as time goes on. Animal Kindred also have a natural tendency to adapt, so as often as not they will instinctively grasp how to manage and control Disciplines that do not normally appear within their clan.

Most Kindred are appalled by the thought of Animal Kindred, feeling that the creatures should have been left to their normal lives, or simply killed, not damned to vampire existence.

**Humanity:** None

**Willpower:** 7

**Image:** The Aabbt Kindred appear to be ordinary cobras in their natural form, but if using their Serpents, they can transform into a humanoid shape. The humanoid form stands roughly six feet tall and is covered with fine scales. While the faces of the humanoids are more mobile, the cobras seem to lack control of the new muscular shapes, and often have nervous twitches. The cobras maintain both their black, snake-like eyes and their venomous fangs in either form.

**Roleplaying Hints:** Upon occasion you will hiss, then you will bite.

## Scene Eleven: Battle Lines

This scene is actually a continuation of the last scene. It assumes the characters have lost to the overwhelming forces of the Setite elder and the Bane Mummy. If the troupe has won (what!), there will be no drama or setting changes made. Simply move on to the Dialogue section of this scene.

This scene takes place in the sublevels of the Egyptian Museum, in a section that appears on no maps. The floor is covered with sand, making the room seem like it belongs somewhere other than Germany. The walls are covered with tapestries of stunning design and variety, depicting various aspects of ancient Egyptian life. The only bare wall





is now decorated with the troupe's chain-bound forms. Both doors leading into this room are solid steel and guarded by retainers with wooden stakes.

Nefertiti gloatingly tells the characters, now staked and placed against one wall of Nefertiti's hidden haven, her plans, almost drawn to fruition. Nefertiti will then prepare to kill the characters. Any Setites among them will be offered a chance to join forces with her and the other Setites.

The Kindred will be bolted into chains built into the Haven wall, and briefly left to their own designs as Nefertiti has a conference with her remaining assistants. The only guards left will be ghouls and, possibly, any remaining Aahbt Kindred.

Nefertiti is confident, overly so. The chaos that has fallen on Berlin and is now ready to spread through the rest of the world clears a path for Set to rise and conquer. In her vanity and confidence, Nefertiti will talk of all she has accomplished. She will gleefully tell the troupe everything in a joyous, triumphant tone.

"I've been working on unleashing Caine for almost 50 years. Caine is my crowning achievement. He's not really Caine, you know. His name is Ankla Hotep, and he's a Ravnos. Once, long ago, we were lovers, back when I was still just a mortal and long before I was ever queen of Egypt.

"What I did not know was that he was Kindred. We met on many a night as the kingdom slept, and we made passionate love. It was only much later, after many months of his seduction, that I learned the truth of his nature. He was a thief and a liar! He stole my innocence and my jewels, no doubt going back to his clan and laughing at the foolish girl of the royal family. Like all his type, he was long gone by the time I discovered the theft. Still, after great Set took me as his own, I remembered Ankla Hotep.

"Imagine my surprise when I found him in torpor almost 60 years ago. I was already in Berlin by then, and I would have never found him myself. But another of my clan did find him, injured severely and sleeping as if he were dead.

"The ties that bind him are not to me, but to Peter Kleist. Perhaps you saw him as he was leaving here earlier. In any case, Peter is bound to me, and has always given me the information I desired, when I desired it.

"I had Peter bind the fool Ravnos even as he slept in torpor. When he awoke, I worked through that double Bond, and managed at last to have my revenge.

"Ankla Hotep actually believes he is Caine. I have ways of taking care of these things. He is very powerful in his abilities. He is mighty in his use of Chimerstry, made even mightier through my manipulations.

"Whenever he so desires, he can alter the world around him and make others see it as he wants them to. Or, as I desire. When people are close enough, they have no reason to doubt that he is Caine. His reality changing abilities have made him almost as powerful as the genuine article.

"I decided to use this ability in the best possible way. With Caine at my side, I will destroy the Camarilla and the Sabbat. Great Set will work his way into the ensuing chaos and seize control of the warring factions. That I can use Anklaf Hotep to these ends makes my victory all the sweeter."

While talking to the characters, Nefertiti caresses the faces of any attractive males in the group and uses *Serpentis* to cause the character to become obsessed with her. She rolls 11 dice (difficulty 8), and if she can accumulate as many successes as her target has Humanity, he becomes obsessed with her. She leaves her victims to suffer for a while and contemplate the best ways to serve her.

After Nefertiti leaves the room, characters who look closely notice the Retainers are in some form of trance. In truth, they have been drugged.

After Nefertiti has left and the characters have had their chance to think, they may decide to try escaping. The chains and manacles are of wrought iron, and require a Strength Feat of 7 to break.

In the event that no one can succeed in the necessary Strength roll, one of the cobras sliding across the ground will manifest itself into the form of Samat Ramal, the Setite Archon.

Samat Ramal has a very serious predicament on his hands. He now knows who Caine is, but the people behind the false messiah are of his own clan. He is uncertain as to what he should do. The characters will be given a chance to convince him, but only if they were helpful in the past. Ramal is Blood Bound to Karl Schrekt, and the Bond is powerful. If the characters try to persuade him rather than insult him, he will let them go and even show them the best route from the dungeon to the sewers.

Samat Ramal observed all that transpired while in cobra form, and will do what he can to free the characters. The characters have to be at least civil, or he will not warn them about Nefertiti's subtle powers. If they insult him in any way, they will likely be back in their original predicament. In any case, he will hand the keys to their locks to whichever Kindred has been the most cooperative in the past.

## Scene Twelve: A Call to Arms

There is a distinct possibility that not all of the troupe will go to battle the Setites. Maybe none followed the secretive Kindred. If that is the case, they will know more of what is happening in the world outside the Egyptian museum.

Caine has called all Kindred to follow him in a meeting that takes place two nights after the last one. A sizable number of the anarchs (and possibly even the characters) have now done so. A good percentage of his followers are also Sabbat Noddists. With this group under his control, Caine will call for the destruction of all nonbelievers, and the anarchs agree.

Now it is the weekend, and along the Kurfurstendamm protesters have already come close to rioting. What better place for the Kindred to join the fun?

In a chaotic riot, Caine and his anarchs will start a gross violation of the *Masquerade*, slapping kine out of their way and stalking towards the Charlottenburg Palace, where Wilhelm resides.

Unknown to Caine and the anarchs, Karl Schrekt has convinced the two princes to set aside their personal differences for the time being. Both Gustav and Wilhelm are here and, along with Schrekt, are plotting the best way to destroy the false Caine. It is Schrekt's belief that if this false Messiah is not stopped now, the rest of the Justicars will have to be called in. There is little doubt that the Kindred of Berlin will all be destroyed should this occur.

Which side of this battle are the characters going to be on? Both? If so, then the troupe should be separated. At this point, the palace holds a great number of the Kindred who have not gone over to Caine. Both primogens are represented here. Now is not the time for petty squabbles — the end of the city could well be near at hand.

## Scene Thirteen: War!

This scene takes place on the late-night streets just outside of the Egyptian Museum, and proceeds down the Ku'damm. The rain is falling in torrents, and thunder blasts the skies. The main drama in this scene is the chance for the troupe to decide where they will go and who they will fight.

While some or all of the characters have been locked away, Caine has decided to change the rules. If the characters lost to Nefertiti and her minions, they will be unaware that a substantial amount of time has passed. They spent two nights in the dungeons.

The third meeting with Caine has come, and he has called on all of his followers to join him in destroying the reluctant. A veritable war is gathering, with the Final Reich and Caine as well as 30 or so other Kindred on one side. The rest of the massive overflow of Kindred is on the other.

As the characters emerge from the sewers, they have the option of joining either group or going with Samat Ramal to let the Justicar know what is going on. Before they have decided, Caine and his followers make their appearance, heading toward the Charlottenburg Palace, not far away.



At the same time, Justicar Karl Schrekt, his Archons, both princes and the more loyal (or Blood Bound) Kindred of Berlin are trying to prepare for the wave of violence headed their way. The Ravens stand on the sidelines.

There is a great deal of dialogue in this scene, primarily between the troupe and Samat Ramal. He urges them to join in the final fight against Caine and asks them to help him find Schrekt. The roughest part of this entire affair might just be deciding where to look for the Justicar. With free reign over the city, he could be anywhere.

## Ankla Hotep

**Sire:** Smenkhara

**Nature:** Bon Vivant (Judge)

**Demeanor:** Jester (Judge)

**Generation:** 5th

**Embrace:** 1727 B.C.

**Physical:** Strength 8(10), Dexterity 6 (10), Stamina 7 (10)

**Social:** Charisma 7(10), Manipulation 8, Appearance 4(10)

**Mental:** Perception 7, Intelligence 6, Wits 7

**Talents:** Acting 5, Alertness 5, Brawl 5, Diplomacy 4,

Dodge 5, Intimidation 6, Leadership 7, Seduction 7,

Subterfuge 3

**Skills:** Animal Ken 4, Demolitions 4, Escapology 3,

Etiquette 4, Fast-Talk 4, Firearms 5, Forgery 4, Game

Playing 6, Herbalism 4, Hypnotism 5, Interrogation 5,

Melee 3, Pickpocket 8, Security 6, Stealth 3, Survival 6

**Knowledges:** Finance 5, Investigation 5, Linguistics 6,

Medicine 4, Occult 7, Politics 5

**Disciplines:** Animalism 2, Celerity 5 (10), Chimerstry 8

(10), Fortitude 7 (10), Obfuscate 6, Potence 5 (10),

Presence 7, Protean 5 (10)

**Backgrounds:** Allies 5, Influence 5, Resources 5, Re-

tainers 4, Status 5



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

**Humanity:** 4

**Willpower:** 9 (10)

**Notes:** Ankla Hotep has been locked away in torpor for the last 60 or so years. Even with his amazing powers, he could not stop the explosion of the Lusitania from causing enough damage to throw him into torpor. One of the few facts the nazis never revealed was that they had managed to get hold of the Ravnos and had him sealed away for later experiments. Both Himmler and Göring knew of the vampire, but they had no idea who he was or how powerful he is. He has been forgotten over the decades.

All characteristics in parentheses are only good for when Ankla Hotep is in his Caine persona. Saatet-ta has designed a powerful amulet for Nefertiti, which increases Ankla Hotep's Chimerstry to the same level of power that

one of Caine's own childer would possess. When using his Chimerstry, Ankla Hotep is for all intents and purposes Caine. He has altered reality much like the Level 10 Chimerstry power Reality, but he has altered it to such a level that it affects everyone within a five-mile radius. Without the amulet to increase his Chimerstry, he could not hope to convince the more powerful Kindred that he is Caine.

**Image:** Ankla Hotep is a large, dark-skinned man, wide in shoulder and generally attractive, in a roguish way. He wears colorful clothes typical of the Romany and smiles frequently.

**Roleplaying Hints:** You are confident in your power and friendly, for the most part. You have traveled the world more times than most people could imagine, and love to tell stories of the amazing things you have seen.



# Chapter Six: Revelations

*I can't remember anything  
to this very day  
'Cept the look ... the look  
Now I can't ... I just stare  
— Pearl Jam "I'm Still Alive."*

## Scene Fourteen: The Players Answer

The fate of Berlin is in the players' hands. There are three ways to turn at this time — to the Justicar, to the Ravnos or to Caine.

Should they choose Caine, there is a strong chance that the entire chronicle will take a hard turn as Caine conquers Berlin and prepares to move on to the next town. Politically speaking, this is not a wise choice for any characters who believe in either the Camarilla or the Sabbat.

If the characters go with the Justicar, he will cure Caine of his delusions through use of his Dominate. If the Ravnos are chosen, Nataria will break through to Ankla Hotep through the power that has held her in thrall for centuries — her True Love for him.

The other option is for the characters to handle Caine on their own. This would not be as difficult as it sounds, because Ankla Hotep desperately wants to remember all that he has been made to forget. If the characters can convince him, using Presence, Empathy or whatever, he will remember who he is. This should not be easy, however, and if he gets tired of the characters, he has the ability to

destroy them. He has been attempting to fight against his Blood Bond all along, and he has gotten close to breaking through.

A final possibility is to simply kill Peter Kleist, in which case the Blood Bond is effectively destroyed. Ankla Hotep will remember everything at that moment. In any case, any solid and definite action on the part of the Players is likely to end the conflict before it starts.

## Scene Fifteen: Resolutions

The Storyteller is now on her own. This story can be used as a turning point, a way to change the directions in which the chronicle has set itself. It can end any number of ways, depending on how the players reacted. Should the characters alert Karl Schreckt, he stops Ankla Hotep and may destroy him on the spot, unless the characters intervene.

He believes himself in the characters' debt, because his next step in this battle would have been to call in the rest of the Justicars and their Archons. Should the characters explain that Ankla Hotep was but a pawn and plead for leniency, he will grant it, and they will gain the favor of

Ankla Hotep and the Ravnos in Berlin — but they will lose any further influence over Schrekt, as he feels his prestation debt is no more.

Justicar Schrekt will take the Ankla Hotep's amulet with him, demanding it for the sake of safety. He need not worry; only Ankla Hotep can use the amulet, as it was created specifically for him.

Should the characters save the day on their own, Schrekt will not only be in their debt, but very possibly offer them the chance to work as his Archons, a position of great risk and potential.

Should the characters join Caine, there is a very real chance that the Setite plan will continue, changing the face of the Gothic-Punk world as it stands. Those changes would be up to the Storyteller to control, but a great deal would change, not the least of which would be a new faction breaking from both the Camarilla and the Sabbat.

It is always possible that the newly formed Get Of Caine will continue on without the false messiah, leaving him behind to seek out the true Caine or to plan for his return. On the other hand, a Storyteller might opt to have the real Caine show up, but that is not recommended. Some things are best left as legends.

Another way to resolve the situation if the characters cannot is to have Caine killed messily and noisily some night in the distant future. There should be no indication as to what happened to him. Perhaps it was the true Caine. Perhaps it was a Lupine in a very bad mood. In any case, it should leave the players with something to think about.

## New Chronicles

"The Ascension of Caine" can be used to start a new chronicle in Berlin. If the Storyteller wants to use the story in this way, then a good starting point is Scene Three: When the Princes Call. The primary change is simply that the characters would know fewer of the Kindred in Berlin, and a great deal less about them.

Meeting with the princes is mandatory if the characters wish to survive for long. To date, only the Setites hidden in their tunnels and a few members of the Sabbat have been able to avoid presenting themselves, and by the end of the Story, even that has been rectified.

The largest change in the story would be in its pacing. On their first night as Kindred of Berlin, the troupe must meet the princes, and by the end of their second night, they must meet Caine!

Alternatively, they could be sited during the population boom in the story, leading them to great troubles as they have to learn about the Camarilla, the Sabbat and the anarchs at the same time the story takes place.

If it is a Sabbat chronicle, then the pack has additional concerns. Being Sabbat in a Camarilla city is risky at any time, but when the city has two princes and a Justicar, the risks are even greater. No one in Berlin is fond of the Sabbat, and the visiting Archons and their master will be sure to make everything difficult.

By the same token, what better time to increase the Sabbat population than during or after the battle for Berlin? When all eyes are on Caine, when the city is suffering from a population explosion of epic proportions, who would notice a few dozen neonates coming out of the woodwork? Well, maybe a Justicar and his Archons ....

Speaking of Archons, if the characters start the story as such, then they would be in the dubious position of dealing with rival Archons and Justicar Karl Schrekt. Schrekt and his Archons have a reputation for causing grief. With the old animosity between Schrekt and Gustav Breidenstein, it would not be difficult to add tension by simply having the troupe's Justicar on good terms with Gustav.

Cloak and dagger, played the Archon way, can be a very deadly game. While the goal is the same, the means to an end can be very different. Storytellers could also have the troupe completely replace Schrekt's Archons. They are stuck with the task of getting to the bottom of this mess while the Justicar is off in Venice, pleading for extra time before all of the Justicars are forced obliterate Berlin. In that case, all the Kindred in town would be watching the troupe carefully, and quite a few would want to see them killed before they could interfere in the schemes that brew beneath Berlin's civilized veneer.

A great deal could be changed by adding any of the aforementioned complications. Give them some thought and, above all, have a good time!

# Index

## A

Aabbt Kindred 96, 114, 116-118  
 Academy of Arts 35  
 Adolf Hitler 17, 21  
 Airports 11  
 Albrecht 13  
 Amelia (Nosferatu) 53-55, 88  
 Amerika Gedenkbibliothek 39  
 Anarchs 19, 28, 32, 38, 59, 91  
     Final Reich (Anarch coterie) 78, 79  
 Anklä Hotep 101, 120-121  
 Anntoinette (Toreador) 35, 55, 76, 88  
 Archons 33, 108-109  
  
 Arsenal 24  
 Assamite 33  
 Austrian-Prussian War 15

## B

Baali 34  
 Baba Yaga 21, 52, 88, 91  
 Beauregard Krueller (Malkavian *antitribu*) 66-67  
 Bellevue Palace 36  
 Berlin Film Museum 38, 56  
 Berlin Museum 24, 32  
 Berlin Palace 24  
 Berlin Wall 19  
 Berholt Brecht 9, 24  
 Bloodfeud (Malkavian *antitribu*) 69  
 Borrelli 68  
 Botanical Gardens and Museum 34, 39  
 Brandenburg Gate 38  
 Brandenburg Quarter 33-34  
 Breidenstein see Gustav Breidenstein  
 Brothers Grimm 27, 71  
 Brohan 30  
 Brujah  
     Clan Members 44-47

## C

Cairiff 47  
 Charice Fontaine (Ventrue *antitribu*) 70-71  
 Charlottenburg 29  
 Charlottenburg Palace 41  
 Communism 19, 24, 28, 78  
 Congress Hall 36

## D

Daryl Lutz (Gangrel) 18, 47-48, 85  
 De Lutrius see Thomas Del Lutrius  
 Dieter Koltar (Brujah) 19, 32, 44-45, 76  
 Dmitju see Illyana Dmitju

## E

East Berlin (Districts) 23-29, (Map) 26  
 East Berlin Zoo 36  
 Edward Hyde 23, 49, 74, 75, 78  
     see also J. Oswald Hyde-White  
 Egyptian Museum 30, 38  
 Eigermann 13, 34, 84  
 Ellison Humboldt 16, 40, 41, 51, 74, 70, 88  
 Elysium 24, 27, 28-29, 32-33, 35-41  
 Erik Eigermann 13, 34, 84  
 Erika Geiger 45, 67, 78  
 Europa Center 40-41, 99  
 Europe (map) 10

## F

Faeries 18, 34, 71  
 Film 38, 56, 76  
 Films about Berlin 9  
 Final Reich (coterie) 78  
     see Anarchs  
 Followers of Set 33, 109, 114-119  
 Fontaine see Charice Fontaine  
 Franco-Prussian War 15  
 Frank Litzpar (Nosferatu *antitribu*) 67  
 Frederick the Great 15  
 Friedrich Kraus 19  
 Friedrichshain 23

## G

Gangrel  
     Clan Members 47-48  
 Garou see Lupines  
 Geiger see Erika Geiger  
 George William 14  
 Gestapo 17-18, 59  
 Ghosts 28, 71  
 Goring see Herman Goring  
 Gropius City 30  
 Groppusstadt 86  
 Grunewald 18, 32, 37, 48, 85  
     q.v. Lupines

Gustav Breienstein (Ventrue) 7-9, 13, 15, 24, 39, 43, 60-62

## H

Hans Vroenik (Tremere) 56, 88  
Hanseatic Quarter 36, 41  
Heckler 66, 69, 86  
Heinrich Himmler (Tremere) 18, 24, 27, 59, 74, 82  
Henry Jeckyl 35, 48-49, 74, 76  
    see also J. Oswald Hyde-White  
Hermann Goring 18, 27, 50-51, 86  
Himmler see Heinrich Himmler  
Hitler 17, 21  
Hunting Party 41, 80-81, 82, 106  
Humboldt University 16, 24, 27  
Humboldt see Ellison Humboldt  
Hyde-White see J. Oswald Hyde-White

## I

Ilyana Dmitju (Taimisee) 69  
Ilse Reinegger 13, 61  
International Congress Center 40, 76  
Isabelli Corelli (Brujah) 28

## J

J. Oswald Hyde-White (Malkavian) 37, 48-49, 86  
Johann (Toreador) 24, 57, 84  
Justicar see Karl Schrekt

## K

Karl Schrekt (Ventrue) 13, 107-109  
Katarina Kornfeld (Ventrue) 28, 65, 74  
Kleist see Peter Kleist  
  
Kopenick Palace 24  
Kotlar see Dieter Kotlar  
Kreuzberg 32  
Krueller see Beauregard Krueller  
Ku'damm see Kurfurstendamm  
Kurfurstendamm 29, 37

## L

Ldescu see Maxwell Ldescu  
Libraries 24, 27, 29, 36, 39  
Lichtenberg 23  
Litzpar 67  
Lupines 15, 17, 18, 32, 36, 85  
Lusitania 16, 101, 121  
Lutzsee Daryl Lutz  
Lubars 34

## M

Mages 17, 35, 71  
Malkavians  
    Clan Members 48-51  
Maxwell Ldescu (Tremere) 28, 58, 76  
Memorial Park 28  
Mitte 24, 28, 40  
Museum of Antiquities 30  
Museum of Applied Arts 24  
Musical Instrument Museum 36  
Muggelsee 24

## N

Napoleon 15  
Natalia (Ravnos) 101  
National Archives 37  
Neferriti 116  
Neukolln 33  
Nichole (Ventrue) 63-64  
Nosferatu  
    Clan Members 51-55

## O

Oswald see J. Oswald Hyde-White  
Otto von Bismark 16  
Otto-Nagel Haus 39  
Ozzy see J. Oswald Hyde-White

## P

Pankow 27-28  
Paris 15, 70, 91  
Peacock Island 33, 38  
Pergamon Museum 24  
Persia (Malkavian) 50, 78, 86  
Petter Kleist (Ventrue) 64-65, 100, 114, 118, 122  
Pfauserinsel 33  
Prenzlaur Berg 28  
Project: Werewolf 18, 32, 50

## Q & R

Rasputin (Nosferatu) 28, 52, 88  
Ravnos 90, 101  
References 9  
Reinegger see Ilse Reinegger  
Reinickendorf 33-34  
Rutigar see Stephan Rutigar

## S

Saaret-ta (Settite) 115  
Sabbat 60, 66-70, 83, 86  
Schoneberg 34



Schöneberg Town Hall 34  
Schreck see Karl Schreck  
Settites see Followers of Set  
Society of Leopold 28  
Soviet Union 16, 44, 103  
Spandau 34  
Stefan Rutigar 23, 46

## T

Tegel Airport 11, 33-34  
Tempelhof Airport 11, 35  
Thomas Del Latrius 27, 57-58  
Tiergarten 35-36  
Tiergarten Park 36  
Tierpark 24, 36  
Tonio Borrelli (Brujah *antriribu*) 68  
Toreador  
    Clan Members 55-58  
Tremere  
    Clan Members 58-60

Tristan and Travis 105-106

## U

Unter den Linden 24

## V

Ventrue  
    Clan members 60-66  
Vroenik see Hans Vroenik

## W

Wilhelm Waldburg 15, 18, 20, 62-63, 65  
Wolfgang 54-55, 78, 80  
World War I 16-17, 53  
World War II 17-19  
Wraiths see Ghosts

## XY & Z

Zehlendorf 37

# Map Of Europe



# 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.

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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*

<b>Chapter One: The Big Orange</b>	<b>7</b>
<b>Chapter Two: History</b>	<b>19</b>
<b>Chapter Three: Geography</b>	<b>35</b>
<b>Chapter Four: The Damned</b>	<b>61</b>
<b>Chapter Five: The Politics of Anarchy</b>	<b>101</b>
<b>Chapter Six: Welcome to the Free States</b>	<b>111</b>



94



# 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 disenchanting. 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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*The Drowning Pool* et al., Ross Macdonald

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## Movies

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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

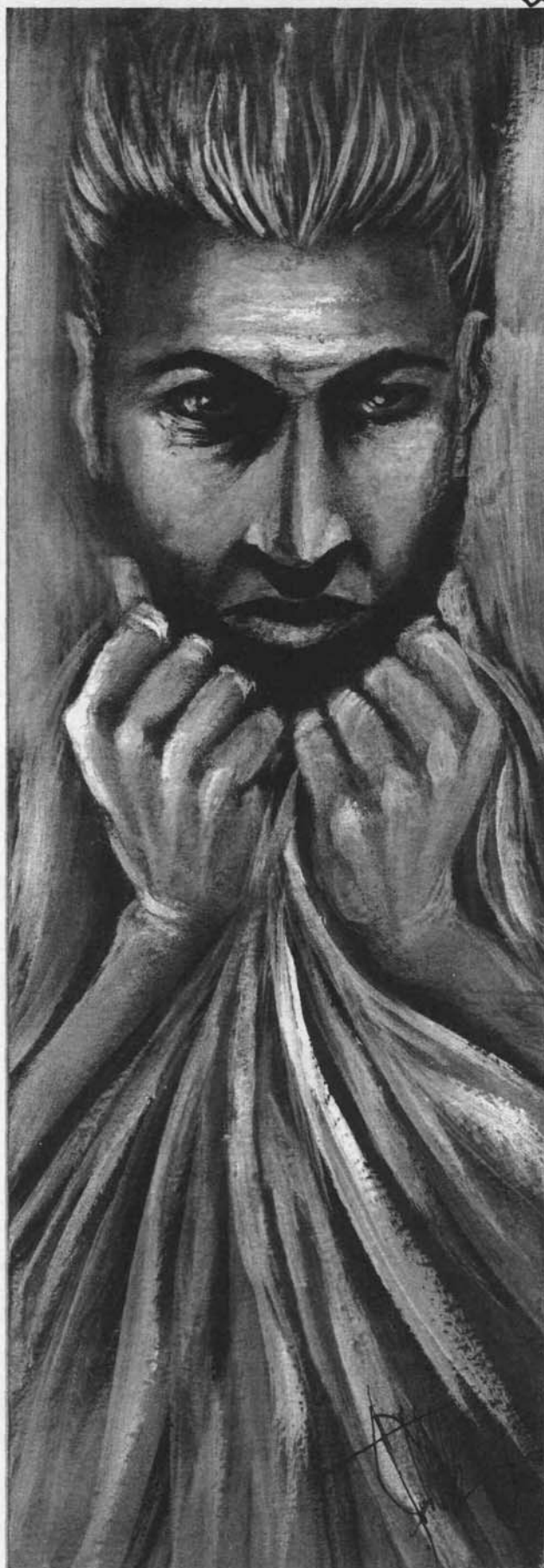
Things suddenly changed for Christopher — and Los Angeles — in 1870. One night the realization struck that he was wasting his unlife and dissipating his precious resources. He had lost his dream of the new Carthage in an orgy of blood. He needed to build a city that would attract the kind of vampires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



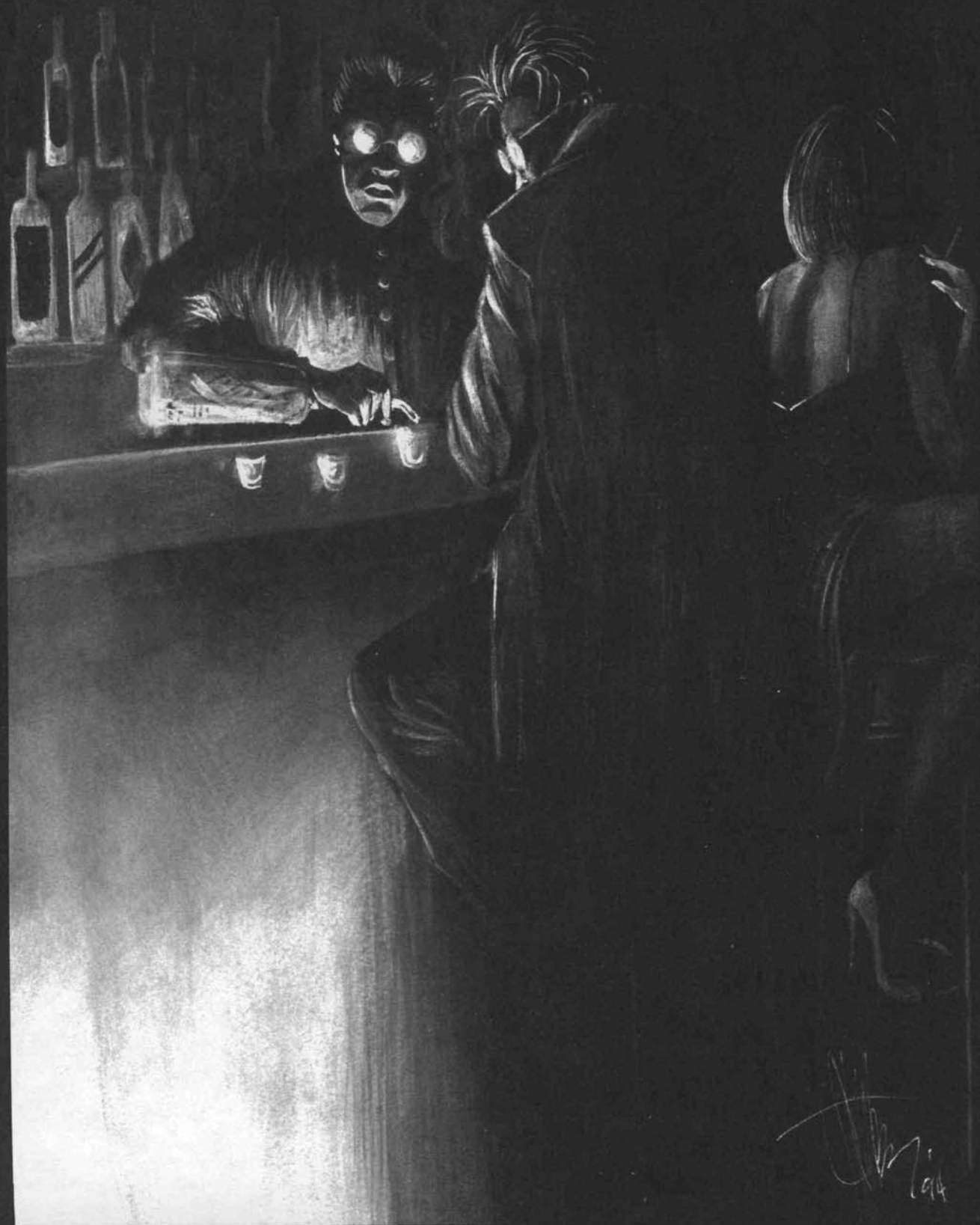


south central Los Angeles remained unchanged. The two sides currently maintain an uneasy truce while they rebuild their much-depleted war machines.

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

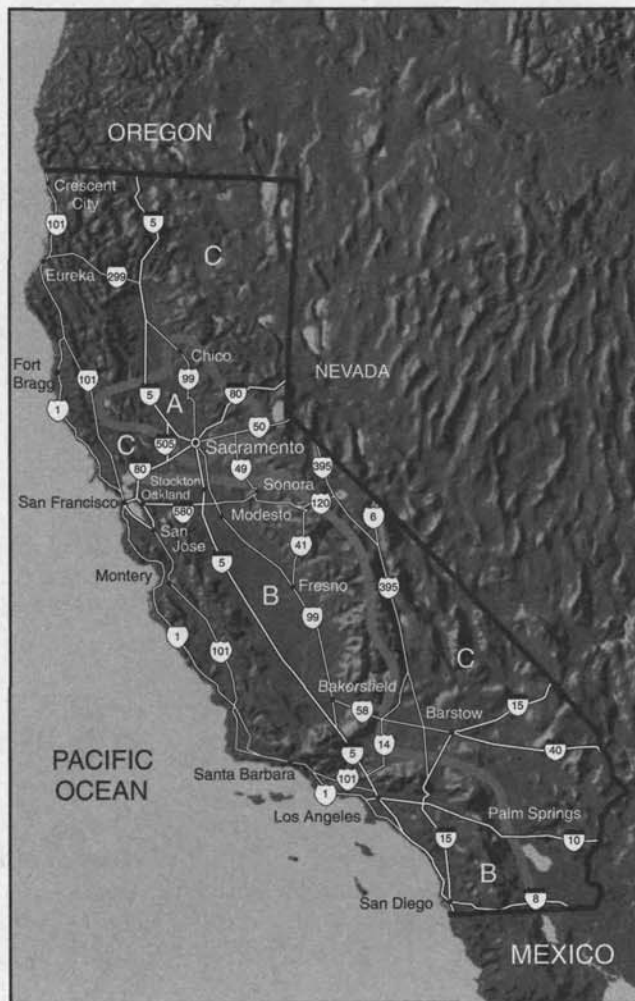
The City of Los Angeles itself is divided into several areas, as far as the vampires are concerned. There is south central Los Angeles, which is controlled by Mohammed al-Muthlim and his Crypt's Sons, while El Hermandad controls East L. A. Louis Fortier oversees West Los Angeles from his estate in Beverly 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.

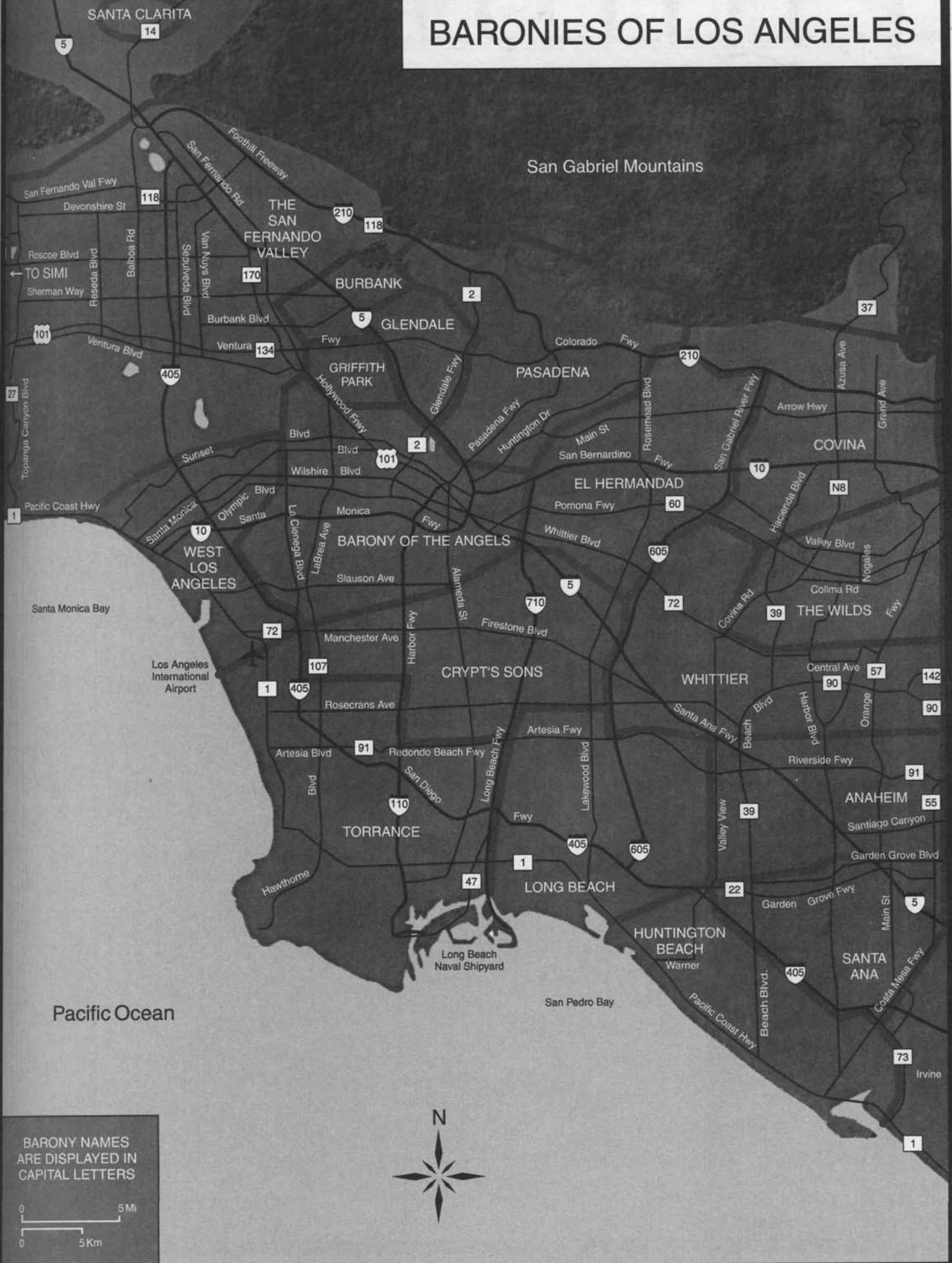
- **Chinatown:** With the depletion of gold in Northern California and the completion of the railroad, Chinese laborers began to move south to Los Angeles. By 1870 there were approximately 200 Chinese settlers; however, most of them were restricted to living in rundown areas northeast of the city center, 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



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.

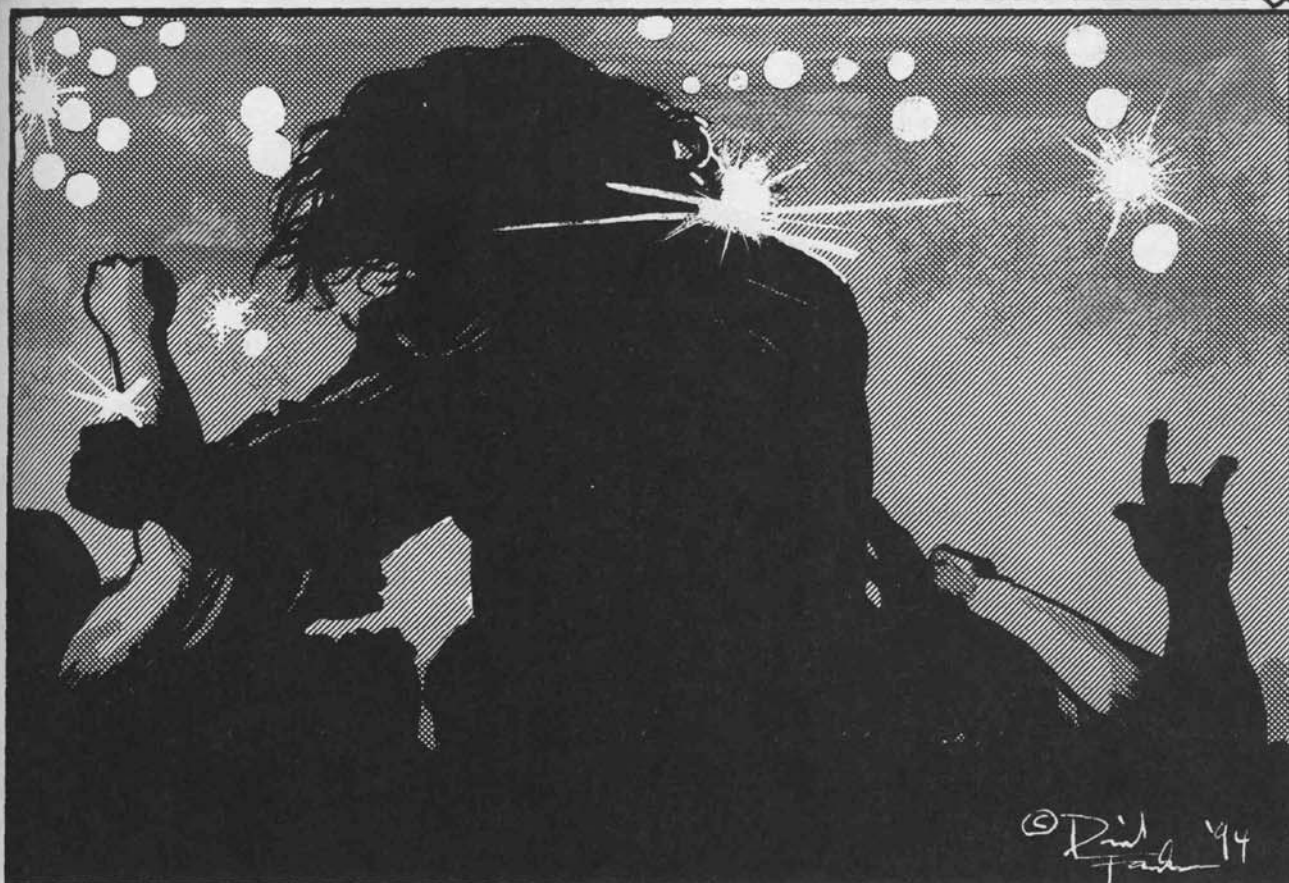
• **Los Angeles County Museum of Art (LACMA):** Located in the complex that also houses the La Brea Tar Pits and George C. Page Museum (q.v.), LACMA is home to an international collection of art from prehistoric to modern. Permanent exhibits in the Ahmanson Building include: Far Eastern art; American 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

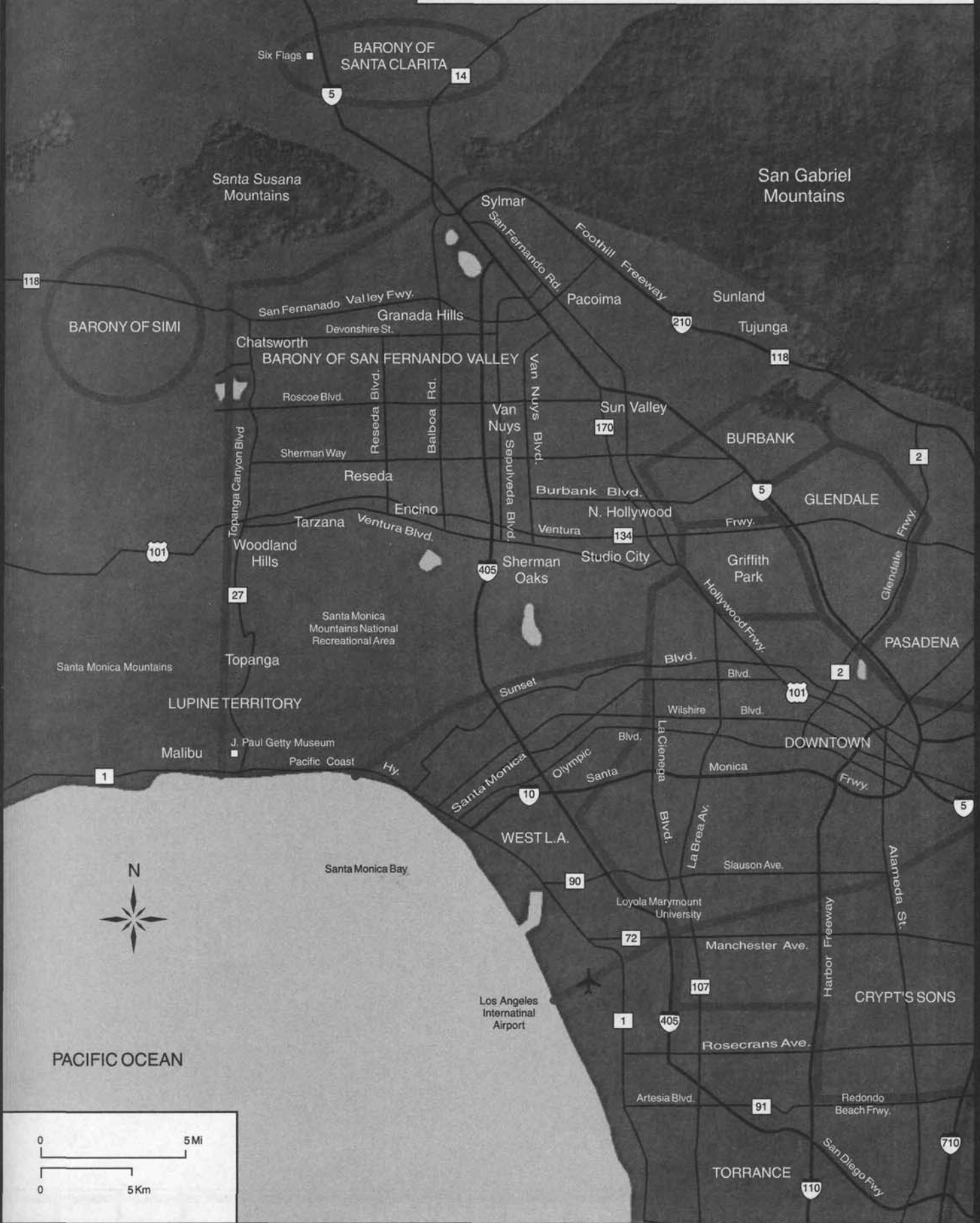
This region stretches from the Santa Monica mountains east to the San Gabriel Mountains and contains the communities of Studio City, Sunland Tujunga, Sun Valley, Lakeview Terrace, Granada Hills, Chatsworth, Van Nuys, Encino, Sherman Oaks, North Hollywood, Sylmar, Pacoima, Arleta, Tarzana, Reseda and 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:

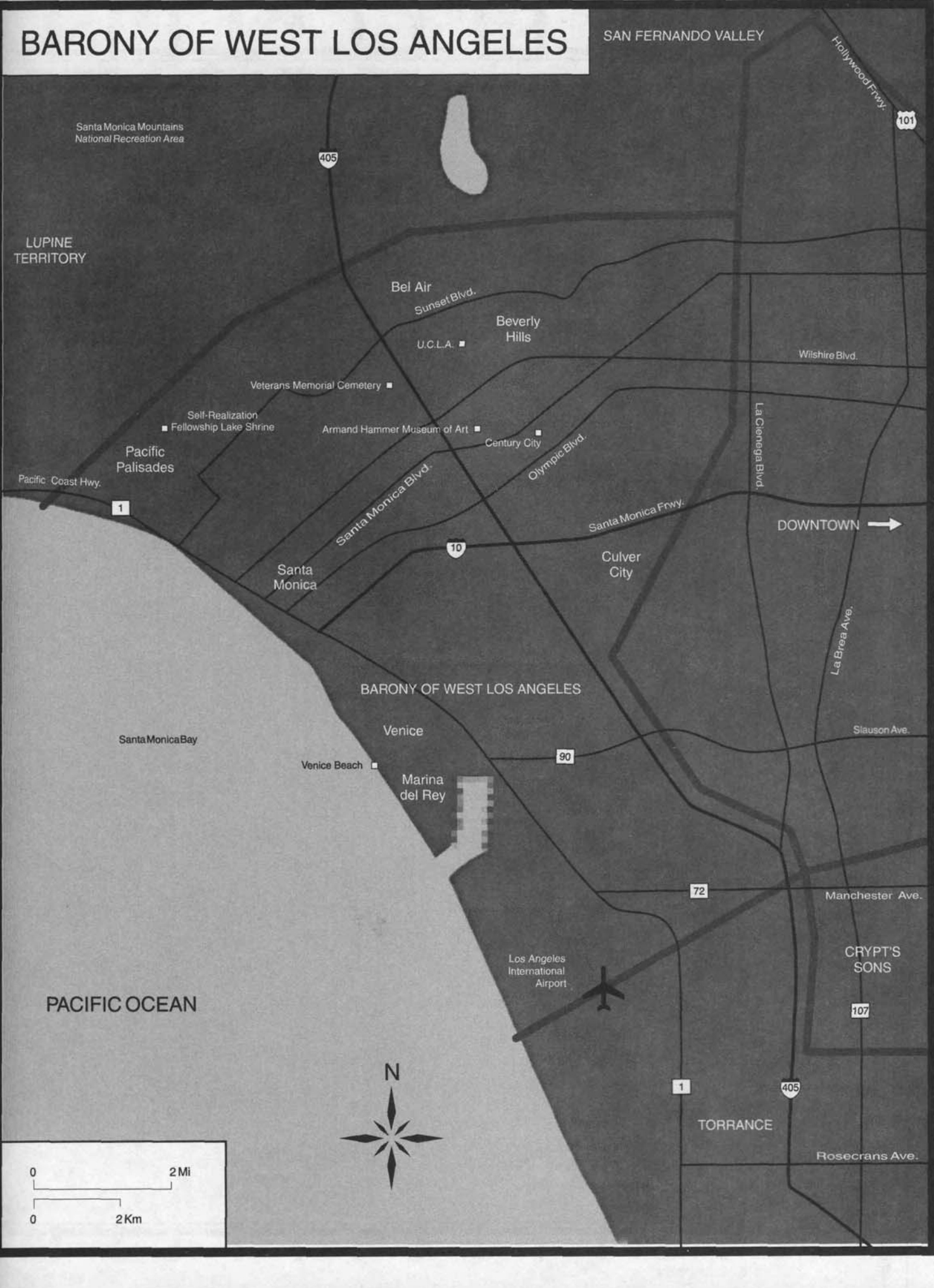
- **The Coast:** One of California's main attractions is its long stretch of coastline. Southern Californians enjoy a world-wide reputation for spending hours at the beach, surfing and pursuing other apparently idyllic activities. At regular intervals along the coast there are small communities with 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



• **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.

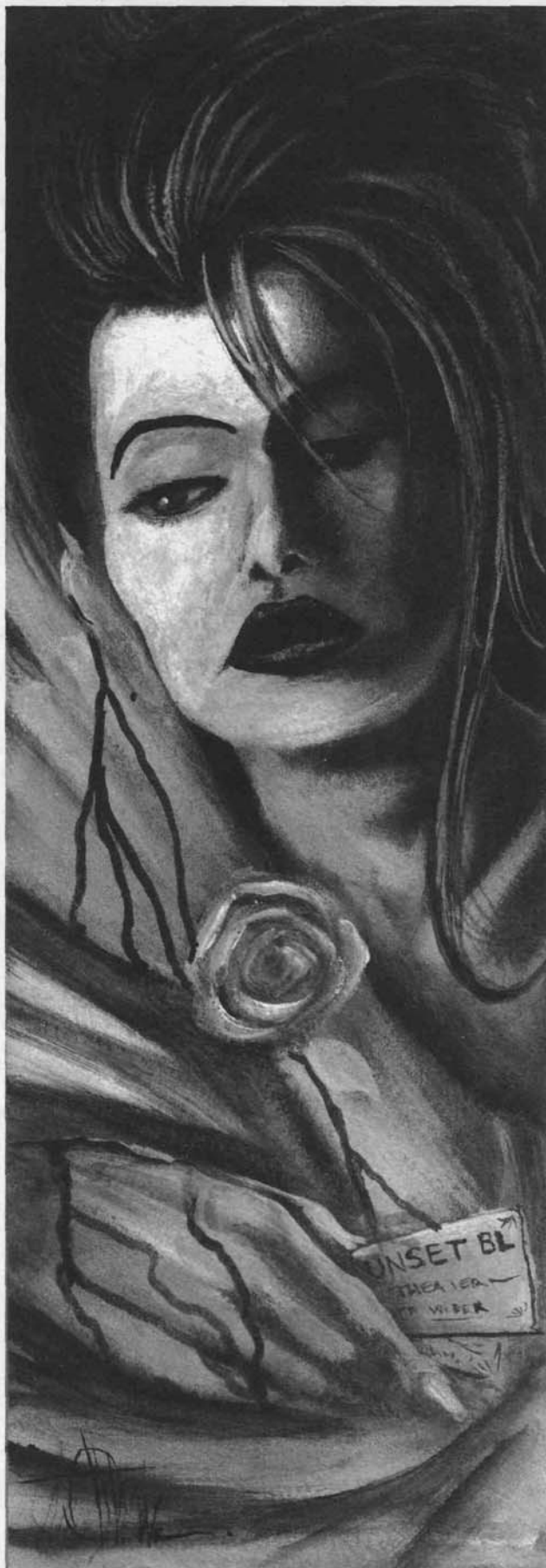
• **Beverly Hills:** This world-famous city, which is separate administratively from the City of Los Angeles which surrounds it, is a favorite place for some of the wealthiest people in the world to make their homes. North and south of Sunset Boulevard, which winds through Beverly Hills, are huge mansions 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.

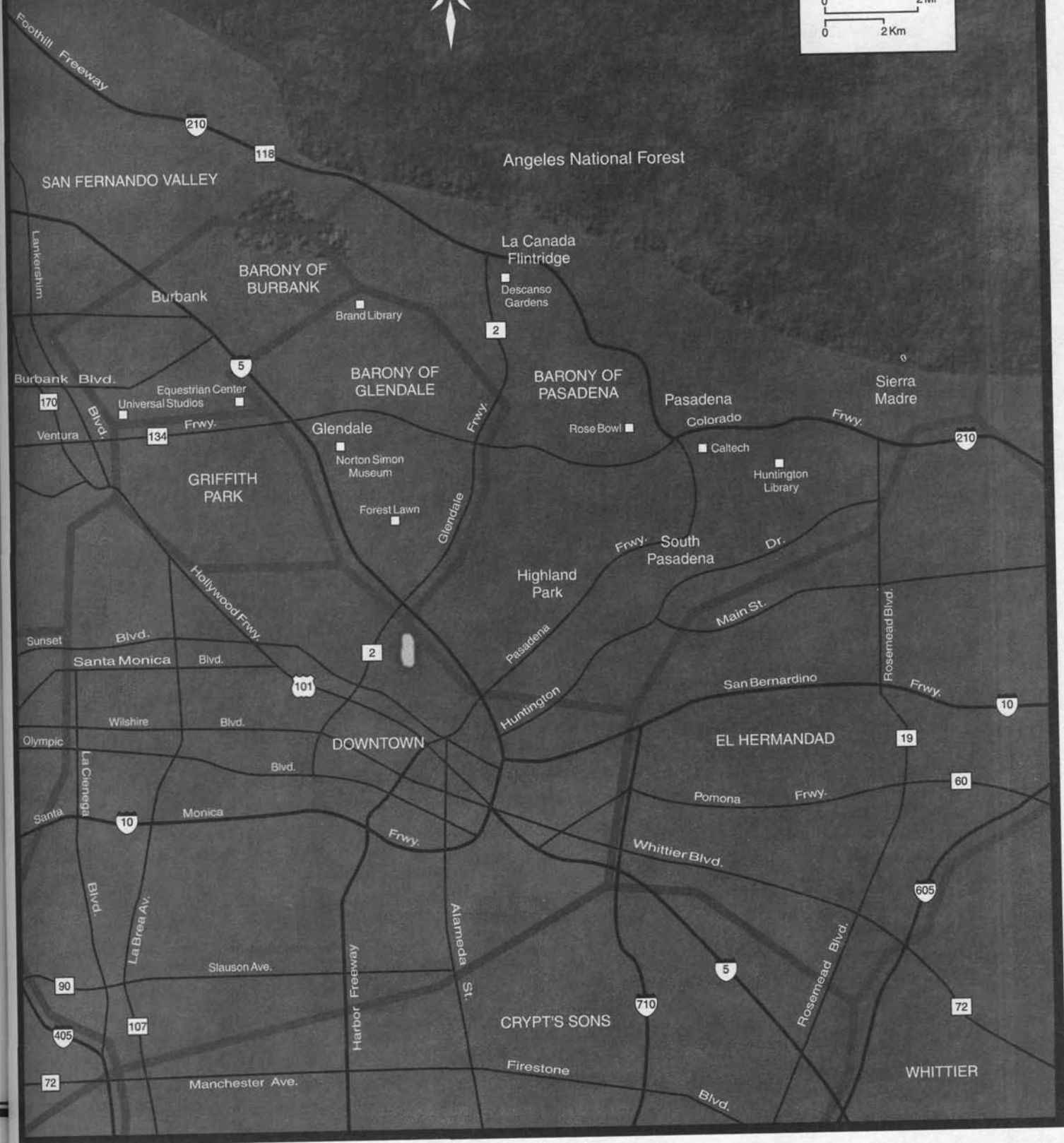
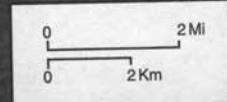
• **California Institute of Technology (Caltech):** This internationally-famous institution has been home to some of the great scientific minds of the past century. Of Particular interest are the miles and miles of tunnels in which some frighteningly realistic live action games have been run by the clever 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.

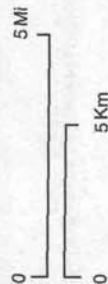
- **Forest Lawn Memorial Park-Hollywood Hills:** This 340-acre cemetery contains (more) Carrara marble statuary, a 15-acre Court of Liberty with a 60-foot marble-and-bronze copy of the Washington Monument, a replica of the Liberty Bell and a 30x165-foot mosaic entitled "The Birth of Liberty." There is 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 Looft 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.





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

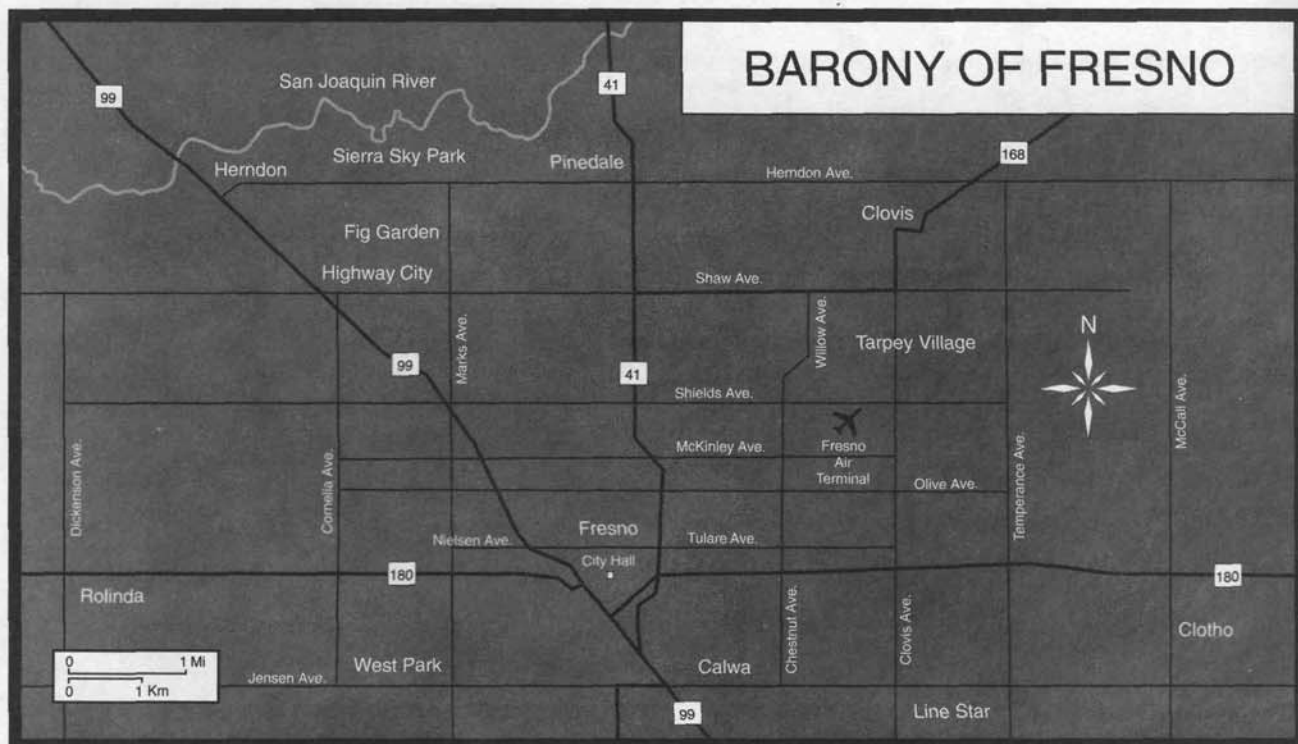
Calling Fresno a "barony" is perhaps overstating it a bit. Three Brujah and two Gangrel roam the city and surrounding farmlands, but they are all solitary creatures and have little to do with each other, much less anyone else. Nonetheless, they consider themselves part of the Free States, and strongly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

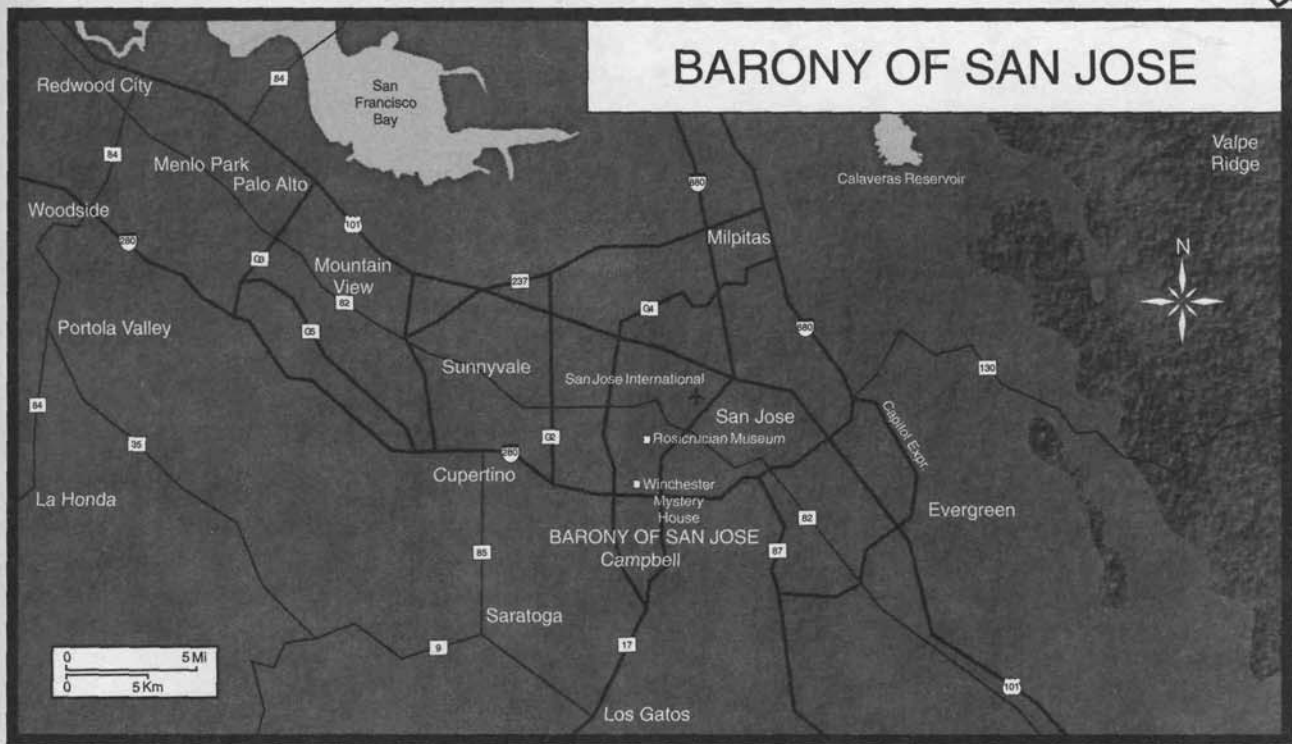
## San Jose

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:





• **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 ghoul 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 anarchy 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 Ventrué, 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:** Phillippe 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.

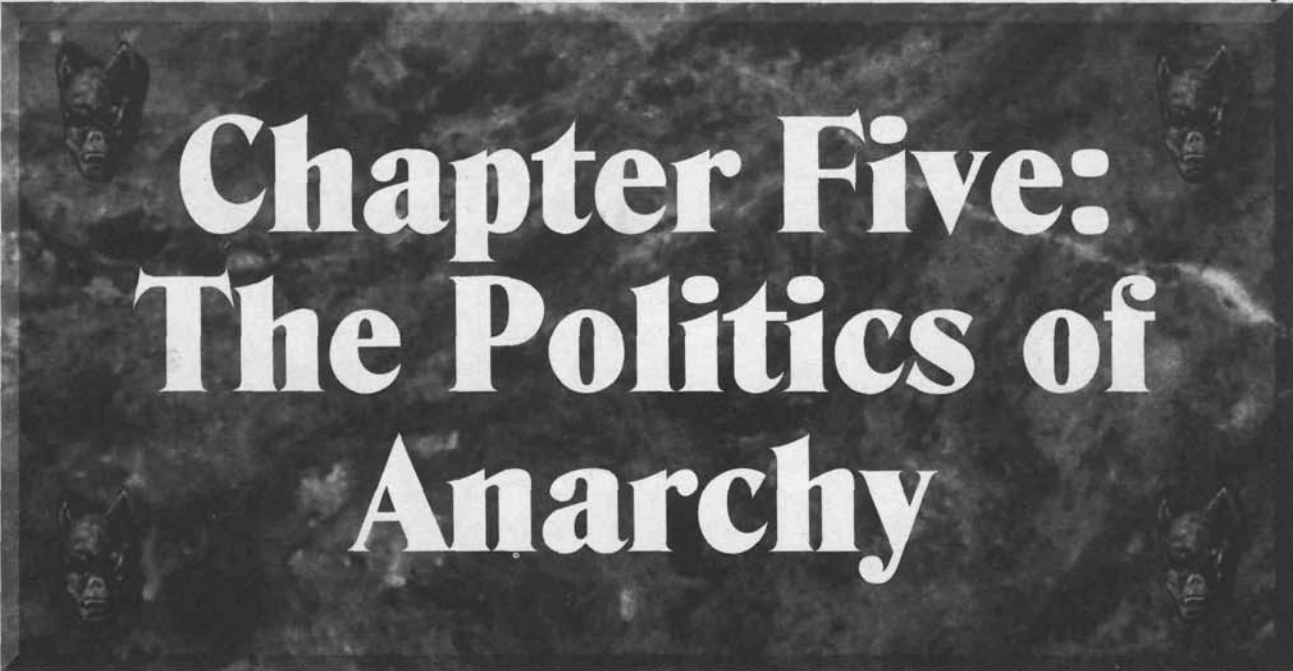
**Haven:** In a large van.

**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.



the L.M.





# 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.

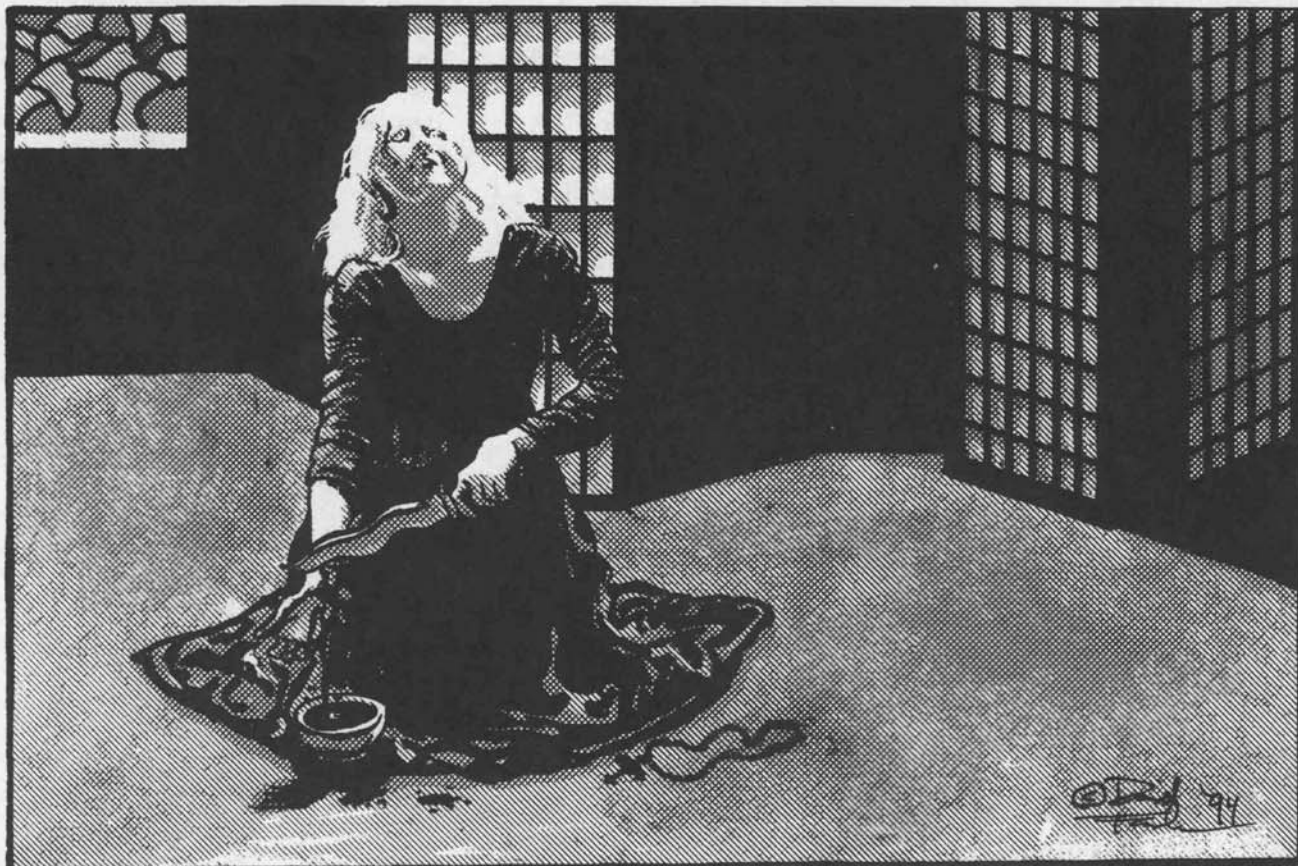
The medium-sized gangs, which have between six and 11 members, are different from their smaller rivals: they are mostly organized on a standard gang model, with a leader surrounded by a group of followers who are more or less loyal to her. On the other hand, politically they are similar to the smaller 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 anarchists 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. anarchists 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**

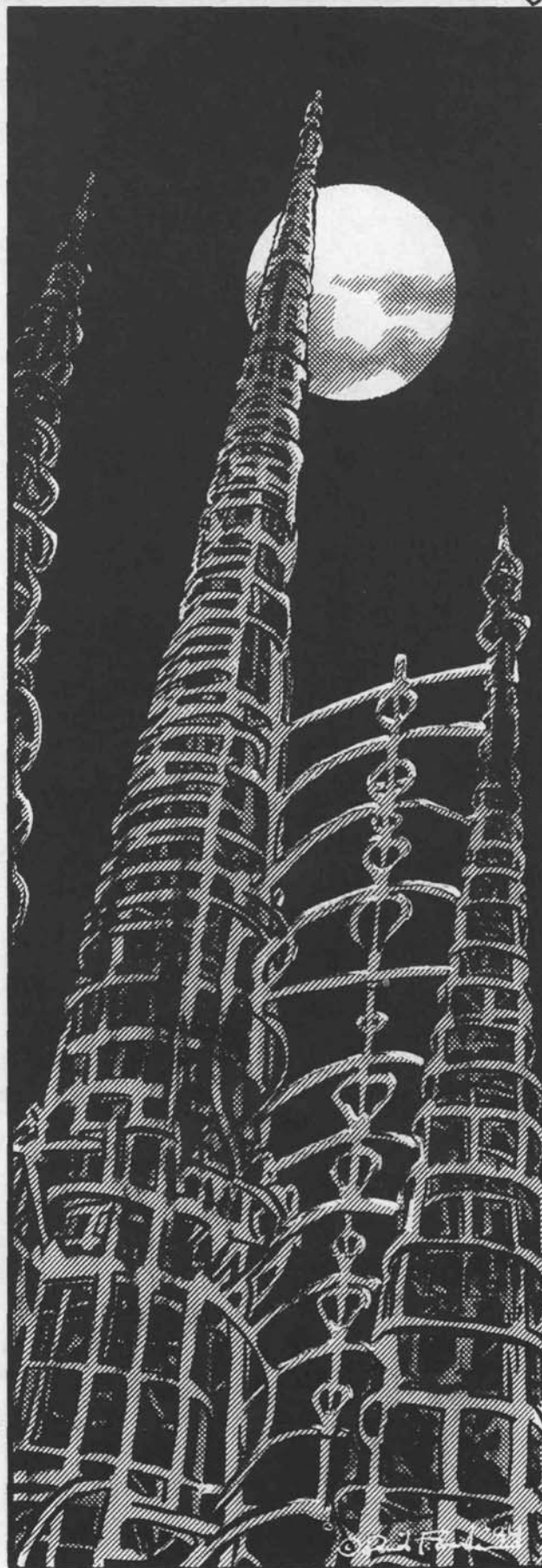
The Camarilla has been waiting for its opportunity to bring the Free States back into the fold. It is very likely that at the 1997 meeting, the Inner Circle will decide to take a more active role. Of course, 1997 is just the date used in our campaign. You are welcome to make the meeting sooner if you 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, it 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 anarchist 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

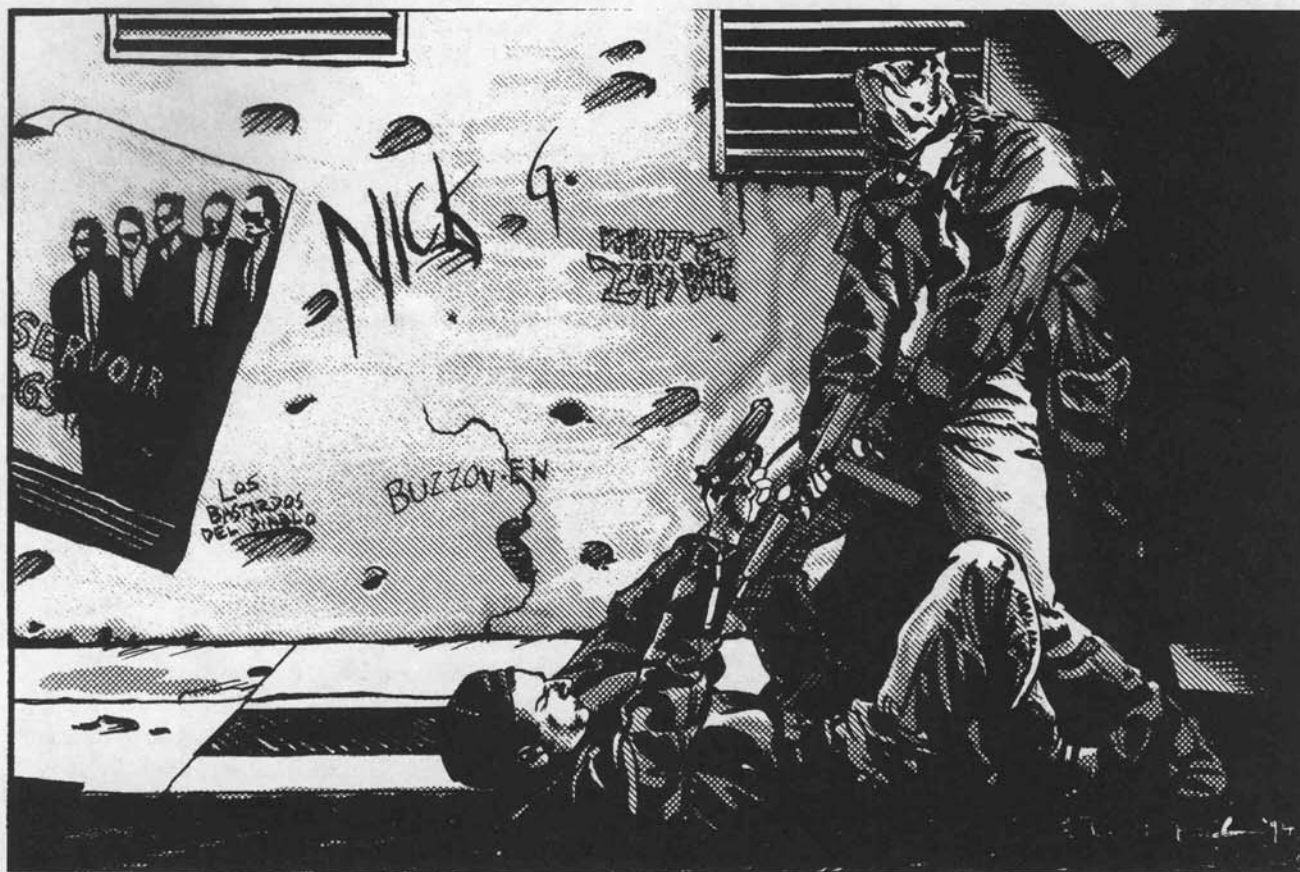
Fortunately the characters are very near their car, so they can still see their quarry as they start up and tear after them. The jeep turns onto Cahuenga and roars north, driving under the Hollywood freeway and continuing along the access road that parallels the freeway at that point. They make a screeching 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.



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