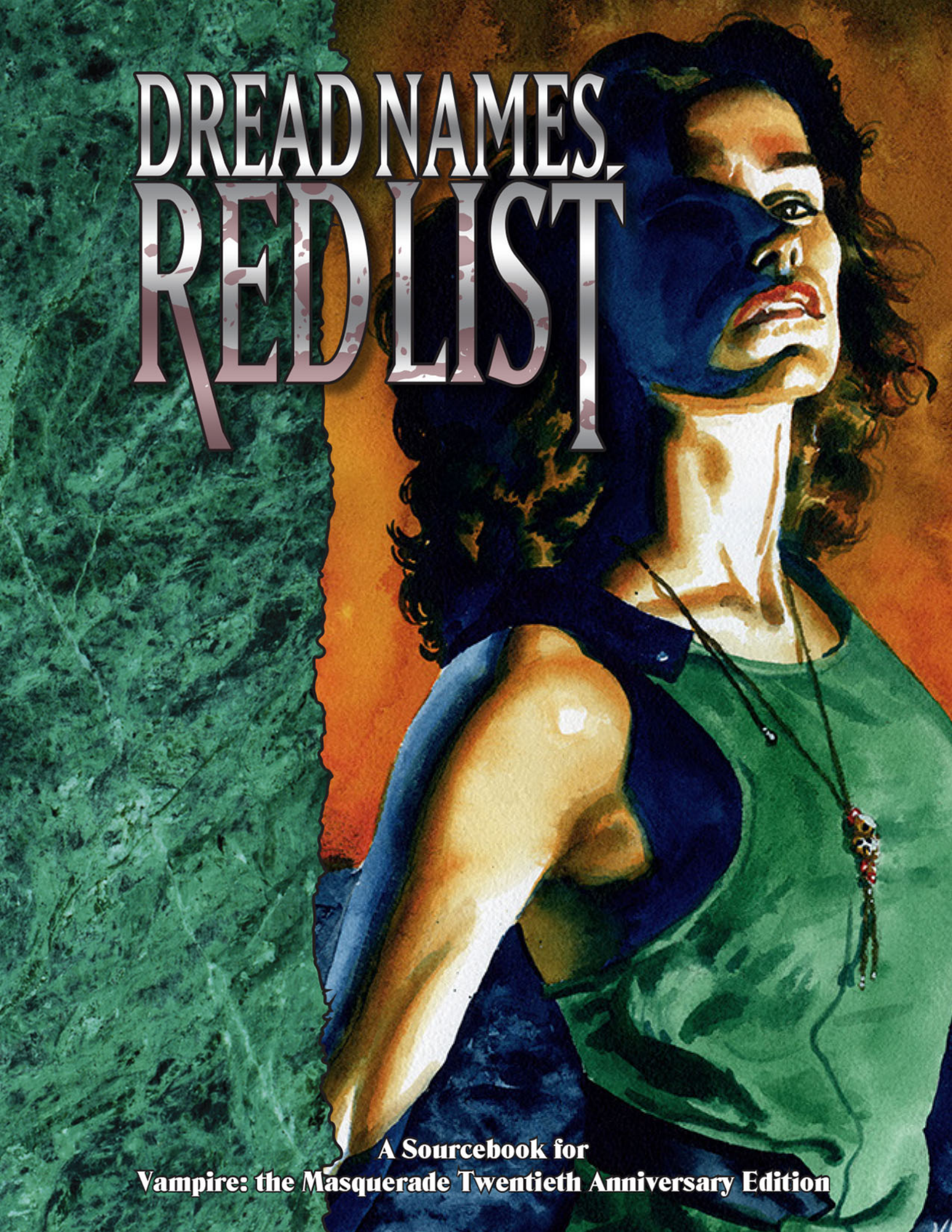


DREAD NAMES RED LIST



A Sourcebook for
Vampire: the Masquerade Twentieth Anniversary Edition

DREAD NAMES RED LIST



Monica Valentinelli and Matt M. McElroy

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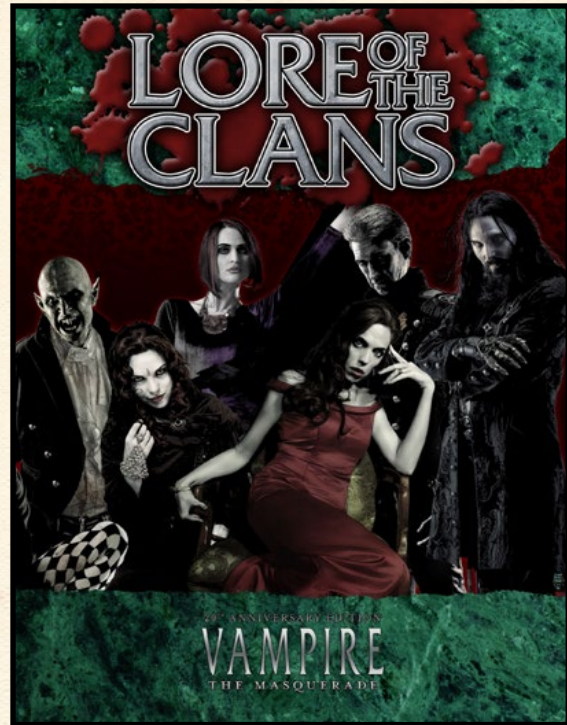
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Coming Soon for
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July 13, 1994

My Darling Valerius,

If you are actually reading these words, two things have occurred. The first is that our transaction has proceeded without treachery and I have not had to butcher you. Secondly, I have verified that the Concoction of Vitality that you've procured from the Sabbath is the genuine article, and it is now in my hands. The potion's recipe is a suitable exchange for this letter's information concerning the Red List, also known as the Camarilla's Most Wanted. I know you will find it as absorbing as I have.

Here is the point where warnings are in order. The first concerns your fascination with me, your questions, and your pathetic attempts to woo me over to your banner. You would do well to forget about me, as your curiosity is becoming hazardous to your own survival. If you ever attempt to contact me again, I'll make certain that your odd-colored eyes are burned out by the sun. I do hope we have an understanding.

Beyond this, I think your attempt of assembling the Most Wanted is highly impractical, if not a little insane. If you trust no one, what makes you believe that anyone will trust you? Still, we are all spiders in human form, thirsting for blood and for conspiracies. Why deny yours? Perhaps, if you fail, I'll succeed in molding the Anathema into a sect of my own.

The second warning comes with the information that I have included in this letter. Do not be misled by the appearance of the Most Wanted List. Even though you may have heard it was created during J. Edgar Hoover's era, along with his mortal version, I've since learned the Red List was kept secret for a few centuries — even from me. There are fundamental differences between the two. Pay attention.

The Camarilla's Most Wanted is not a mere list of guilty criminals; it is an arena for vendetta, pitting the Justicars against their opponents. Since the names on the List are under a Camarilla-wide blood hunt, it acts as a cooperative foil against any foe whom the Justicars may want to destroy. There are few on the Red List, with the exception of you, Dylan, Petaniqua, and I, who deserve the weight of the vampire society on their heads. Any of them will tell you that they are innocent. But, you and I know that the innocent voice is usually small and often drowned in an ocean of heartlessness. We also know the power of the Justicars, and the danger of their whims.

You will find a computer disk enclosed in this package containing the names of those who are currently on the Red List. You understand that the information could be out of date. I do try to keep up on the politics of the List; call it a pet project of mine if you like. However, my contacts are not as reliable as they have been in the past, thanks to infernalists like you.

You'll note that my own name occupies the top of the List. This should not surprise you. It's been there for some time.

The Red List was originally created in the early nights of the Camarilla on the European continent. I first learned of the List in London, many years ago, but had forgotten about it until I was back in the Camarilla. The Red List was revised in the United States during the 1930s when Hoover, the head of the FBI, assembled his own register of enemies. Of course, the Camarilla was not immune to the political tides sweeping the world in that era. Their two-century war with the Sabbath in the New World left them in a perpetual state of anxiety. It was a time for dissent, indecision, and broken rules. Such chaos, my darling, and such mouth-watering ruthlessness! It was a glorious time to be in power.

During that time, the Justicar of Clan Ventrue was replaced by an impostor: me. I held his position for five years, manipulating the vast resources of the bloodline as well as removing enemies I've acquired through the centuries. Don't ask me how I did it. It's a matter of record now; I am not the sort to boast on past successes, nor do I relinquish personal secrets.

My time as Justicar allowed me to glean the secrets of the Red List and how it was maintained. I learned that Alastors were a special group of Archons devoted specifically to hunting the Anathema, and I was able to nominate a few candidates before I was discovered in 1937 and forced to flee. Oh, but I frightened the Camarilla badly. The Red List was revised in the wake of my departure, right after the Ventrue appointed a new Justicar. The humiliated clan fairly shoved it down the Camarilla's throat.

In the early nights, the Alastors had some impressive successes. They moved in silently and murdered Anathema who didn't even know the Red List existed, much less that they were on it - but their prowess in battle did not last. I took out a fair number of them myself, after they hunted me.

We both know how hard it is for the Toreador to keep secrets. Give them a soapbox and they will blab on it until the sun comes up. Following my departure, the secrecy of the revised Red List was broken after a decade. I heard that the Justicars changed their minds, and decided to slowly ramp up their efforts to hunt the Anathema following the Toreador's gossip to expose the names - my name - on the List. The exposure of the List to the rest of the Camarilla didn't sit well with every Kindred, especially the Princes, and the Justicars had a political mess on their hands. Many Kindred lost interest in becoming an Alastor, even with the potential rewards they'd earn, to avoid earning a stigma.

Besides a lack of Alastors, the Justicars are plagued with other problems in the twentieth century. Some lucky Brujah punk took down an Anathema and actually committed diablerie on him. I also heard that the additional headaches are being caused by Gehenna cults, and some Alastors are losing the will to hunt the Anathema.

Instead of putting the hunt on hold, the Justicars have recently been doubling and tripling their efforts by conscripting more Alastors to hunt the Anathema. Their ranks have swelled, Valerius, and I fear that several of the names contained on this computer disk might already be irrelevant.

Now the nineties are here. Who knows what will happen? Obviously, the Anathema have been galvanized to adapt to the danger. We are becoming perfect in our desperation, our hostility, our instinct to survive. We are the cockroaches of vampire society, scurrying in the shadows of our hunters and feeding on their ruin. If our reflection of Kindred virtue is vile, then shouldn't our crimes become the epitome of vileness?

We have no chance for redemption or reprieve. None of us, Valerius. It really doesn't matter what we did or who we pissed off. We advance in the hierarchy of our sins, sins committed in defense of our lives. We justify our existence on the Red List by defying its makers, our only comfort is the Big Night that approaches, bearing down on all of us.

In closing, I need to remind you that computer disk contains the names, histories (as much as I could gather), and other vital pieces of information. By giving you this valuable data, along with the Anathema's Wanted posters, I am fulfilling my end of the bargain. Whatever your warped plans, the information should be enough to sustain your efforts.

Keep in mind that if one of us is taken down, the List is re-prioritized and another name is put somewhere in the vacuum. I, of course, am far too fond of my place at the top to give it up. You'll hear more of the terrors that I'll bring to the Kindred in the nights to come. In time, the Camarilla will understand how wise it was to put me at the very top of the List. I'll continue to use the Alastors as my scratching posts, and you will, too, if you have half a brain. We are deadly when we're backed into a corner, but whatever infernal entity you worship will eat you alive if you allow the Kindred to thwart whatever it is you're planning.

Good luck. I'll see you around Gehenna - if the Alastors don't get you first.

Black Kisses,

Kemintiri

INTRODUCTION

Liv: "What is happening to me?"
Constantine: "You're waking up. You're seeing the world for what it really is."

— "Non Est Asylum", Constantine TV series (2014)

Dread Names, Red List explores the Camarilla in a different light – by introducing the Kindred's biggest enemies and the hunters tasked with eliminating them. Secrets kept hidden for centuries will be revealed when the Red List is exposed and the truth about those who hunt them, the Alastors, is shared.

Theme and Mood

Each Anathema is the heart of a chronicle, a force that powers many stories. Combined, the thirteen names on the Red List represent what the Camarilla fears the most. Regardless of the role the players might have, the theme in a chronicle involving the Anathema explores the difference between the **Hunter and Prey**. Specifics aside, all Kindred are either hunting the Anathema – or have become the hunted. The tense relationship between hunter and prey sets the tone for the entire chronicle, forcing the players to choose sides in order to pursue the damned or become unwitting pawns themselves. Here, the hunter not only represents the Alastors who are tasked to bring down the Anathema, but Camarilla loyalists who will do everything in their power to help them. The prey, then, isn't just the names on the Red List, but all enemies of the Camarilla who are helping the Anathema, too.

The mood of a chronicle with a hunt as its centralized theme will vary widely, but there is one that will saturate every story – **Paranoia**. Any game that incorporates the Anathema will result in vampires looking over their shoulders, talking

to their contacts, and acting with more caution than they usually might. The level of paranoia and mistrust will be amplified as the details of the Anathema sighting are revealed. For example, if the Queen of Disguises, Kemintiri is spotted, Kindred might think twice about what secrets they disclose to allies they trusted in the past, but that fear could reach epic proportions if infernalists like Dylan Bruce, Valerius Maior, and Francisca Santos dos Rodrigues start recruiting or manipulating Kindred to join them as a profane vampire.

Theme and mood is also covered more in depth in the Storyteller chapter on **p. 103**, and offers advice that applies to the type of chronicle you want to run.

How to Use This Book

Dread Names, Red List covers a darker, more dangerous aspect of V20. The chapters presented will allow Storytellers to add the Anathema to a chronicle either directly or peripherally. Players, on the other hand, may decide to fulfill the role of the hunter, by becoming an Alastor.

Chapter One: History and Tradition – This chapter acts as an overview to address how the Anathema, the Camarilla's most dangerous threats, intersect with the history and political nature of the organization.

Chapter Two: 13 Anathema – The members of the Red List are revealed in this chapter. Each Anathema on the current list is described for Camarilla members.

Chapter Three: Role of the Alastor — Alastors are well-equipped hunters who are specially assigned to hunt the Anathema until they succumb to torpor or Final Death. This chapter covers their role in depth from a variety of angles.

Chapter Four: Character and Traits — To play an Alastor, players require a customized set of rules that are geared to handle the rigors of their position. This chapter leverages material from *V20* and offers new rules geared for Alastors.

Chapter Five: Storyteller's Toolkit — This chapter offers a wealth of advice for running a chronicle using the material found in this book and includes story seeds to drop the Anathema into any chronicle.

Appendix: Path of Evil Revelations — The Path of Evil Revelations, followed by infernalists, is revealed in all its darkest glory. Dark Thaumaturgy rituals are also included here.

Lexicon

Alastor: A Kindred who hunts down the Camarilla's worst enemies. Alastors are appointed by the Justicars, and are expected to hunt until their Final Death.

auditor: A loose term that describes Kindred who serve Alastors. Auditors are typically part of an Alastor's coterie, and are non-ranking Kindred.

Anathema: A vampire, mortal, or other type of supernatural creature who threatens the stability and safety of the Camarilla in such a way that the Justicars have ruled the only way to deal with these threats is to kill them.

bellator: Any capable Kindred who is called upon to assist in a physical confrontation with one of the Anathema. The bellator include both ranking and non-ranking Kindred and are paid, in some fashion, for their services.

Clan boon: Valuable favors, in the form of gifts or social commerce, a specific Clan offers as incentive to hunt the Anathema.

Clan Sponsor: Each Anathema's hunt is sponsored by a specific Clan. Typically, the Clan Sponsor is the one who stands to gain the most from an Anathema's death or capture. May also be referred to as the Trophy Clan.

Mark of the Beast: A slur used to describe the Mark of the Trophy.

Mark of the Trophy: A thaumaturgical mark all Alastors receive once they are appointed to their position. The mark is created by the Tremere.

Red Alastor: An elite, highly-skilled squad of Alastors. Red Alastors are named based on the Kindred's actions whilst on the hunt.

Red List: A list of thirteen Anathema who represent the Camarilla's Most Wanted.

red ordeal: The Justicars may force Kindred who invoke their wrath to suffer this type of punishment as penance for their slight. Red ordeals are designed to benefit the Alastors in some way.

Trophy: The rewards a hunter earns for eliminating an Anathema. The Trophy is offered by the Clan Sponsor, and is awarded to one Kindred.

Source Material

Dread Names, Red List follows in the footsteps of **Children and the Revolution**, **Rites of the Blood**, and **Hunters Hunted II** to offer a fresh perspective on vampires who hunt vampires, mages, and other high-powered threats with the Camarilla's blessing.

Hunting the supernatural is a common theme in books, TV shows, and movies. Many of the investigations are applicable to the types of tasks Alastors may need to carry out on their hunts. From shows like *Buffy the Vampire Slayer* and *Supernatural* to books like the *Dresden Files*, *Anita Blake: Vampire Hunter*, and *Greywalker* series, there's no shortage of inspiration to draw upon.

Vampires hunting vampires, on the other hand, tends to be a rarer type of investigative story since vampires are traditionally presented as either amoral or evil, which can be hard for readers and viewers to latch on to. *Angel* and *Blade* are two such examples, but there are specific characters like Mikael Mikaelson from *Vampire Diaries*, too, that seek to destroy other vampires for various reasons.

In addition to these influences, source material that deals with investigating the denizens of hell is also relevant to the material presented in this supplement. To draw inspiration for a chronicle that involves infernalism, the *Hellblazer* comic and *Constantine* TV series are excellent resources. Similarly, the *Hellboy* comic series and films are also good to revisit as well.



HISTORY AND TRADITION

"Security is mostly a superstition. It does not exist in nature, nor do the children of men as a whole experience it. Avoiding danger is no safer in the long run than outright exposure."

— Helen Keller, "The Open Door"

Since its inception in the 15th century, the Camarilla has been plagued by vampires who claw and scrape at its attempts to bring a sense of order to the night. Some of the Camarilla's adversaries are old and organized, like the Sabbat, or may even be former members who were once respected. Other enemies rise up after decades of planning — like the Tlacique who are reportedly moving against the Camarilla in Central America.

While a larger group of vampires may be easier to identify as a threat, other rivals are more challenging to spot — at first. Few individual vampires have enough power and authority to threaten a global organization of Kindred and survive. The ones that can are subjected to the laws of the Camarilla and dealt with accordingly. Even then, the leaders of the Camarilla don't always publicly expose its perceived threats for what they are.

The founders of the Camarilla believe that the organization's laws, in the guise of the Traditions, were created to protect all vampires to varying degrees, regardless of clan or bloodline.

The Role of the Traditions

To shape and guide vampire society into a worldwide organization, the early leaders of the Camarilla anticipated the need for a common set of beliefs. They understood the challenges of ruling Kindred who hail from different clans and share a variety of beliefs, but also understood that a Prince's

nuanced interpretation would always exist. Though no two domains are exactly alike, the founders thought that politics within the Camarilla would function best if the majority of Kindred would agree on a basic assumption or set of principles on a fundamental level.

Enter the six Traditions. Enforced by the Camarilla and never questioned, these laws bind all Kindred together and unify them through their beliefs. It is assumed that most vampires, regardless of where they live or who their sires are, know what these six Traditions are. As such, the penalty for breaking *one* of them can result in Final Death — or worse. The punishments meted out are at typically at the discretion of the Prince or Justicars. Exactly *how* the Traditions are enforced is dependent on any number of factors ranging from the specific circumstances surrounding the breaking of a Tradition to the perpetrator's rank or allies.

Though the Traditions may be broken, misinterpreted, rewarded, and punished by varying degrees, in many ways the six Traditions are the one piece of lore that binds all Kindred together — they are the laws that govern all vampires who belong to the Camarilla. These laws serve as the legal foundation for all of its decrees and can be manipulated by its enemies who don't take the Masquerade as seriously as the Princes do. After all, it's one thing for a vampire to know her rival's resources, location, or allies. It's entirely another to get into the mind of an enemy, and manipulate a rival's faith or force them to break a Tradition.

Without the Traditions, many believe, vampires wouldn't survive for very long in this modern era filled with fierce weap-



THE SIX TRADITIONS

THE FIRST TRADITION: THE MASQUERADE

Thou shall not reveal thy true nature to those not of the Blood.

Doing such shall renounce thy claims of Blood.

THE SECOND TRADITION: THE DOMAIN

Thy domain is thine own concern.

All others owe thee respect while in it.

None may challenge thy word while in thy domain.

THE THIRD TRADITION: THE PROGENY

*Thou shall only Sire another with the permission of
thine Elder.*

*If thou createst another without thine Elder's leave,
both thou and thy Progeny shall be slain.*

THE FOURTH TRADITION: THE ACCOUNTING

Those thou create are thine own children.

*Until thy Progeny shall be Released, thou shall
command them in all things.*

Their sins are thine to endure.

THE FIFTH TRADITION: THE HOSPITALITY

Honor one another's domain.

*When thou comest to a foreign city, thou shall present
thyself to the one who ruleth there.*

Without the word of acceptance, thou art nothing.

THE SIXTH TRADITION: THE DESTRUCTION

Thou art forbidden to destroy another of thy kind.

The right of destruction belongeth only to thine Elder.

Only the Eldest among thee shall call the Blood Hunt.



onry, high-tech communication, and sophisticated hunters. The Justicars are wise, they say, and know that these ancient laws protect all Kindred — especially now.

Call for the Blood Hunt

When the Camarilla must deal with an individual vampire or his coterie that has committed a serious crime, the Prince calls a blood hunt to order the Final Death of the Kindred who broke that Tradition. These acts can range from an accidental breach of the Masquerade, like a badly-timed frenzy in a night club that resulted in one too many witnesses, a misguided one, like a Thirteenth Generation vampire testing the boundaries of her relationship with her sire by creating more progeny, or an intentional crime, like sneaking into another Prince's city to spy on a rival clan or committing diablerie.

Though it is ultimately up to the Prince whether or not a blood hunt is called, the call for such a hunt is a serious matter and typically requires evidence and testimony proving the suspect's misdeeds. Still, within the Camarilla it is almost impossible to prevent a clan rivalry, quest for vengeance, or some other slight from impacting the mood of Elysium and the Prince's leadership. It is possible that a Prince may take extra special care to prove, undeniably, that a rival Kindred deserves to have a blood hunt called upon him — but it happens more rarely than most vampires might think.

Blood hunts are reserved for direct threats to the Camarilla within a Prince's domain; the surest way to draw a Prince's ire is to kill a fellow Kindred or commit diablerie and spark a clan feud. Even so, there are a few other crimes that may warrant a blood hunt. These crimes tend to be intentional, for they must be proven as acts that may result in direct opposition to the Prince's rule. Any premeditated actions that result in the breaking of a Tradition, like violating the Masquerade or creating progeny without the Prince's permission, will typically result in a blood hunt.

Hunted vampires are often given until midnight to vacate the Prince's domain — an area that is usually within the confines of a Camarilla-led city like Chicago or London. In some cases, however, geography may dictate that two Princes must ally together to ensure that the blood hunt is effective in both of their domains, like New York and New Jersey, or Seattle and Portland.

The legal principle that guides a Prince's decree is called *lex talionis*: "an eye for an eye." Once a blood hunt is called, all vampires within a Prince's domain are affected by that ruling, and are expected to participate.

Most vampires understand that breaking a Tradition may result in a blood hunt or some other penalty. They may be

neonates or elders, Thirteenth Generation or Fourth, no one vampire is protected from a Prince's ruling — even if that vampire happens to have all the right allies in all the most convenient places. To break the Traditions, according to the Camarilla, could result in a severe punishment or Final Death.

The Red List

Though calling a blood hunt has been sufficient to keep the vast majority of vampires in line, there are vampires who have proven to be so dangerous — who threaten *all* Kindred worldwide — that this decree does not go far enough to protect the Camarilla. These vampires are not terrifying because they are judged by their beliefs, abilities, or skills, but by their actions.

COUNCIL OF SCALES

Though a Prince rules her domain and upholds the Traditions in the manner she sees fit, there are those who seek to study her rulings, comment upon them, and influence future decisions and her audience. The Council of Scales is one such clandestine, informal group.

Founded by the Brujah Critias in the sixteenth century, the Council of Scales first began as a social group of philosophers who infrequently gathered together to study Camarilla law, the Traditions, and the implications surrounding the blood hunt. As time passed, however, the Council took a more active role in Camarilla politics. Now, the Council is rumored to be behind the organization of blood hunts with local Princes across multiple domains, investigations of a Prince's misconduct, and may have even gone so far as to suggest new Anathema, Justicars, and Alastors.

Though the Council of Scales is an informal group, its members hope to be acknowledged and folded into the Camarilla's ruling body one day. Thus far, it has been officially recognized as a social club within the Camarilla that meets once-a-quarter to trade favors, information, and criticisms. Unofficially, the Council of Scales has a few dozen Camarilla members — mostly Brujah, Nosferatu, Tremere, and Ventrue — and is under the dubious assumption that they are somehow better watchdogs than the Justicars themselves.



The fear of Final Death, the goal of self-preservation, and the desire to not run afoul of the largest society of vampires the world has ever known, means that *most* vampires within the Camarilla will uphold the Traditions and not intentionally bend their rules unless they are absolutely sure they should and can get away with it. After all, Kindred have their own self-interests at heart, and the Camarilla doesn't always line up with what they desire. Vampires that not only bend the rules, but break, twist, and destroy them, are likely to be condemned to the Red List. This group of thirteen Anathema is a collection of vampires that the Camarilla has ordered be taken down *regardless* of domain, *regardless* of sire, *regardless* of politics.

Unlike a blood hunt, the members of the Red List haven't just broken "a" Tradition, committed "an" act of infernalism, or simply sided with the Sabbat — they've willingly acted against more than one Tradition and committed serious crimes against the Camarilla *many* times over. What's more, unlike the Sabbat or an upstart coterie in Berlin, some Anathema are believed to have the power to infiltrate the Camarilla and dismantle it from within.

The Prince's Role

The Red List, and all matters surrounding its upkeep and maintenance, operates *outside* of the Prince's jurisdiction, a fact that annoys and angers many leaders worldwide. Anathema may be hunted with or without a Prince's cooperation, though most wouldn't dare to cross the Inner Circle, and are sure to throw any city into chaos once spotted. To remain in control, Princes understand that the Red List serves the betterment of all, and that the Anathema must be taken down.

While some Princes are more concerned about protecting their unique position than they are about the Camarilla on a broader scale, even petty leaders understand the danger the Anathema represents. What they fear isn't the fact that most Anathema threaten the stability of the Camarilla worldwide, but that these vampires likely don't operate by themselves as a lone antagonist. Princes often regard the Anathema as being the heads of their own malformed organizations or see them as possible allies with even more powerful threats. Thus, no matter where the Prince's domain might be found, the Princes grudgingly accept the fact that all matters pertaining to the Red List is outside of their power to directly affect or influence. Sometimes, too, the Prince is the last vampire to know when an Anathema is spotted in her domain. The lack of information often upsets the Princes more than anything, and wise Justicars wield this knowledge like a sharp sword.

Anathema

It takes a special type of vampire to be condemned to the Red List. Each Anathema is a powerfully cunning and dangerous being, capable of tearing a city apart and able to destroy foolish neonates who decide to go after her. Though creatures other than vampires occasionally make it onto the Red List, it is a rare occurrence — after all, the Red List is a Kindred institution created by the Camarilla, and the most common type of high level threats against the organization are almost always vampires.

Though the Anathema exist as whispers and rumors in most cities, they are more than urban legends told to frighten (or impress) neonates. Most of the vampires on the Red List are legitimate threats *because* they operate outside of the Camarilla's edicts and care little for the Masquerade. They don't care about the Camarilla, its political inner-workings, or the Traditions. What's more, they tend not to follow anyone else's rules except the ones they create — because they don't have to. Even former Kindred that wound up on the Red List for political reasons, like Germaine or Rabbat, might eventually wind up proving the Justicars were right to put their names on the list.

Arguably, there is no other enemy of the Camarilla that produces as many rumors and speculation as the Anathema do. Many Kindred will analyze the names on the Red List hoping to find some rhyme or reason to them. Some might believe that there's a hidden meaning to be found in the way the names are ordered, what clan the Anathema hails from, or when they were added. Still others may think that the Justicars have devised a strategy based on the vampire's Generation, sire, or bloodline. Once the Red List was eventually made public it has, like every aspect of the Camarilla, become a highly politicized subject.

The truth, however, is that each Anathema's case is dealt with separately. Each member of the Red List is different and has unique motivations, connections, and long-term goals. The only common thread among the Anathema is that the Camarilla views each of them as a high-powered risk that needs to be eliminated. Still, that doesn't stop many Kindred from seeing a connection where none typically exists, for the Anathema don't usually seek each other out to create an unholy alliance. When and if a thread ties two Anathema together, it is usually because in the World of Darkness — no powerful vampire can remain unnoticed for very long.

In the past, the ranks of the Anathema have included carriers of mystical diseases, Sabbat warlords, serial diablerists, infernalists, threats to the Masquerade, and other horrors that even the elders fear. Their crimes great and their stories even greater, the Anathema represent all that the Camarilla seeks to destroy.

Whereas the Cainite known as Dylan has committed grievous acts which threaten both the Camarilla and the survival of our kind entire
and

Whereas he has committed numerous acts in violation of the Traditions, such that he has breached the Masquerade, assaulted and killed other Kindred in express violation of the laws of our kind and consorted with the Kindred of the Sabbat
and

Whereas he has confessed to these acts without repentance, and sworn blood-oaths to the effect that he intends to repeat these crimes

Be it noted that

By the will of Clan Tremere, he is hereby declared Anathema. His name is to be placed on the Red List, and a blood hunt against him is to be declared in all our domains. Any who grant him succor are likewise guilty and shall likewise be punished. Let there be no penalty or censure against any who drinks the blood of Dylan, for he has declared himself outlaw and enemy of the Children of Caine.

So be it decreed this 23rd night of June, 1987

Quaestor

Johannes Dee

Domina

Gabrielle di Righetti
(Justicar)

Witness

Petrodon
(Justicar)

History of the Red List

The first decision to name the Anathema is one that's tied to the history of the Camarilla and the formation of the Justicars. For many years, only the Inner Circle and their trusted agents knew that the Red List existed. Even when the List was made public, it was not discussed openly — not even in Elysium — for fear of what the ramifications might be. The Red List is, in many ways, the equivalent of an urban legend that existed for hundreds of years before it was proven to be real. For every story told about the Red List, as most Kindred come to realize, a kernel of truth lies waiting to be discovered.

Though most vampires assumed that a secret hit list had to have existed, few have been able to verify that the Red List and its Anathema were, in fact, more than stories. To many Kindred, they thought that vampires like Petaniqua were long-standing enemies of the Camarilla simply because of their affiliation with the Sabbat. In other words, it never occurred to those outside the Inner Circle that it was abnormal to call (what they interpreted to be) a blood hunt on the same vampire in multiple cities at the same time. Such a ruling seemed likely, given that some vampires — Kemintiri in particular — had a reputation for always being on the move. What better way to effectively target a specific vampire than to ensure that Camarilla-led territories were off-limits?

Still, such a belief is the type of magical thinking that a neonate unskilled in Camarilla politics might hold. While this *could* be possible theoretically, in practice a multi-city blood hunt would require the cooperation and agreement of multiple Princes across long distances and many domains. To say this is a major undertaking is an understatement, for the political ramifications of a multi-Prince edict would ripple throughout the Camarilla for decades.

Interconnected Origins

Though there are many facts about the Red List and the Anathema that aren't widely known or shared today, there is one that is — the Red List originated in Europe at the end of the Anarch Revolt. The truth of the Red List's origins is obscured by time, and is connected to the formation of the Camarilla. Some maintain that the first Red List is linked to the first blood hunt; others believe that the Founders formed the Red List out of necessity when blood hunts weren't enough to maintain order.

Traditionally, when a blood hunt was called, the condemned's sire was responsible for tracking down and eliminating her child by order of the Prince of a domain. It was a way to earn favor with the Prince, to make amends for a wayward child by taking care of the problem, and to prove one's loyalty to the Camarilla since the fourth Tradition states that sires should be

held responsible for their childer's actions. What better way for a sire to prove his devotion to a new Prince than to carry out this devastating order? In truth, the blood hunt and the hunt for the Anathema are linked in the minds of several Kindred.

Eventually, rumors started circulating about vampires that the Justicars had declared Anathema as "a person or thing accursed or consigned to damnation or destruction" to the entire sect. The early Justicars declared these so-called undesirables to be enemies of the entire Camarilla. Since Justicars don't hold domains like a local Prince does, their naming of the Anathema was taken seriously because the Red List was thought, at first, to be their equivalent of a blood hunt. After all, most Kindred understood what that edict meant. Until more details came to light, many couldn't grasp what the Red List represented.

Details and specifics have intentionally been obscured from low-ranking members of the Camarilla. The exact origins of the Red List have been kept secret for centuries; it has only been in the last few decades that the list was even discussed openly in Elysium. For many years, a number of the so-named Anathema didn't even know they were on the Red List or that they were being targeted by the Camarilla in such a manner. Up until the 19th century, the list was only known to members of the Inner Circle, the Justicars and their Archons, and their appointed Alastors. When the Josians formed, they were also tasked with hunting infernalists on the Red List alongside the Alastors, and the circle of secret-keepers grew.



First Mention

At first, the Red List was an unofficial, politically-motivated hit list that was privately created by the Founders-turned-Justicars to take out enemies that threatened the newly-formed Camarilla. Only the vampires involved were aware of its existence and could carry out the sentence of Final Death.

Then, when the Founders left their roles at a special conclave in 1504, the new duly-elected Justicars were informed behind closed doors about the Red List's existence, and were given the option of making the Red List official. All seven Justicars agreed that the naming of Anathema could, without oversight, be misused. Thus, they took the rough idea of the Red List and molded the concept to function within Camarilla politics. The Founders were still involved, albeit behind the scenes as part of the newly formed Inner Circle, but for the most part the Justicars have since taken this responsibility upon themselves. To this day, the Justicars still report to the Founders via the Inner Circle so they are kept apprised of the Anathema's comings and goings.

Some of the first Anathema were top-ranked enemies of the newly formed Camarilla scattered all over Europe, and

primarily consisted of accursed Assamites like Tariq and early Sabbat such as the Lasombra Robert Weston. Thanks to the Red List's secretive nature and the turbulent Anarch Revolt, most Anathema were unaware that they were being singled out by the Camarilla. After the Convention of Thorns, the trio of open slots on the Red List was filled with the names of Sabbat members, like Petaniqua who was selected in part because of her role and rank. Following her nomination, her threat level increased — especially after she successfully hunted and killed an Assamite *antitribu* infernalist named Rafi ibn Najam and called on the Camarilla elders to award her the Trophy. It is likely Petaniqua was more concerned with removing a threat to the Sabbat, but she could not pass up the opportunity to humiliate the Justicars.

In many ways, the names of the former Anathema reflect the history of the Camarilla. Though past iterations of the Red List are no longer a carefully-kept secret, the names by themselves are only meaningful to those members of the Camarilla who still remember who the Anathema once were. To know one's enemies, as Justicar Hayden used to say, is to know thyself. Each name on the Red List, while exceedingly dangerous, also represented what the Camarilla feared most when that Anath-

By This Decree in the Year 1504, we the undersigned do hereby agree to the following:

That the thirteen most dangerous threats to the Camarilla shall be so named Anathema, and they shall be hunted until their Final Death.

That there shall be no more than thirteen Anathema hunted at any one time, regardless of location.

That these names shall be collectively referred to as the Red List.

That the Anathema are to be judged independently of Generation or clan, and are to be held accountable solely for their deeds.

That the names of new Anathema, along with a body of evidence proving their crimes, are to be brought by two Justicars before a specially-held conclave to be approved or denied.

That the hunters of the Anathema shall be appointed and managed by the Justicars, and they shall be called Alastors.

And, that the Red List, all Anathema, and Alastors shall be considered a matter of security to be discussed privately amongst members of the Inner Circle.

Signed,

Targin of Clan Brujah, Griga of Clan Gangrel, Lethe of Clan Malkavian, Anachrius of Clan Nosferatu, Lenore Braundice of Clan Toreador, Holtz of Clan Tremere, and Democritus of Clan Ventrue

September 20, 1922

Dearest Antonia,

I have received your concerns regarding the recent additions to the Red List and, on behalf of our Clan, I can assure you they have not fallen on deaf ears. Outside appearances being what they are, the idea that the Camarilla's obsession with the Sabbat and the Anarchs has proven true when considering the Anathema.

Respectfully, while I am not beholden to clan politics in this regard, I can confirm that which you already know: on occasion, an Anathema's position can influence a great many things. While I understand our spies within the region have uncovered a great many troubling details about certain elders among Clan Malkavian, none of these behaviors are severe enough to warrant the curse of the Anathema.

Be assured: once a Kindred is named to the Red List, that Anathema is cursed by all Kindred and our allies. A madman who spouts off cryptic poems about the Book of Nod in an opium den is nowhere near as dangerous as a Sabbat crusader.

I recommend passing the news of our enigmatic poet to your local Prince where he can better deal with this troubling news.

Nastasio

Nastasio, Ventrue Justicar

ema was named. Some, like Rabbat and Kemintiri, have been on the Red List the longest. Others, like Ayisha Jocastian and Kyoko Shinsegawa, have only recently become a threat.

Over time, the Red List was proven to be so effective that some Justicars believed the elimination of key Anathema helped secure the survival of the Sect. The Anathema were hunted down with impunity, many not knowing they were being targeted or why, up until the 18th century.

Publicly, there are confirmed mentions of Anathema going back to the 1700s with the destruction of former Justicar and traitor Jean-Paul Pierre LaMont. The Camarilla had been hunting LaMont for years, letting word spread that there would be quite the reward for anyone assisting in his capture or death. When he was finally brought down by Anachriss, locals discovered that she and her team had been given sanction by the Inner Circle to track down and destroy this enemy. Naturally questions arose about who else she had been ordered to locate and just how much leeway she had been given to carry out that assignment.

As the war with the Sabbat continued across the Atlantic Ocean to the New World, the Red List was the subject of much

debate. Justicar Sterling Hayden, who replaced Justicar Mary Anne Blaire as the Ventrue Justicar after the Sabbat infiltrator was removed in 1725, floated the idea of managing a second Red List to account for what was happening in the Colonies.

Ultimately, the Inner Circle decided against the creation of a second Red List and, instead, suggested that more Alastors be named and sent to the Colonies to cover more ground. The Red List still a secret, many Alastors shipped out and were never to be seen again, as their effort coincided with the Camarilla's growing foothold in the Colonies, the Revolutionary War, and the Sabbat's activities throughout the 18th century. After the Purchase Pact, some of the Sabbat-affiliated Anathema in the New World decided to move further south into Mexico, preying on settlers, soldiers, immigrants, and natives.

The details are sketchy as to what happened next, but for whatever reason the Red List remained mostly static during the 19th century. The American westward expansion, advancements in technology, multiple wars, and the formation of better-defined territories influenced the Justicars somewhat, but not as much as their preoccupation with the Sabbat did.

Modern Era

The Inner Circle hoped that their more powerful enemies would fade back into the shadows along with the Sabbat. To accomplish the destruction of the Sabbat, the Inner Circle asked the Justicars to make a concerted effort to spy on its members and keep them apprised of events, since the Sabbat was embroiled in a second civil war. To that end, the Justicars focused on bringing down Petaniqua and ordered the Alastors to concentrate on infiltrating the Sabbat. For a time, the Alastors did take down several members, but by the time the Code of Milan was formally acknowledged, the Inner Council suspected that the Sabbat was beginning to stabilize and Petaniqua would be harder to kill.

Up until the start of World War II, Alastors reviewed which Anathema would make good targets based on their political affiliations. This type of strategic maneuver was a rare occurrence, and one that will likely never happen again, for the Alastors would soon learn a lesson they'd never forget.

In the 1930s, Clan Tremere exposed Kemintiri posing as the Ventrue Justicar Michaelis, an act which undermined the Justicars in the worst way possible. While the Inner Council was busy worrying about the external threat of the Sabbat, the number one Anathema on the Red List had successfully murdered and posed as a high-ranking member of the Camarilla. This betrayal was not to be taken lightly, and the Justicars immediately named several new Alastors — all tasked with hunting the Dark Queen of the Night. This act of conscription was so widespread, that it not only proved the existence of the Anathema for non-ranking Kindred, but all matters pertaining to the Red List were exposed. This had a positive effect on the number of Alastors, for many younger generation Kindred felt becoming an Alastor was an “easy” way to earn the respect of their elders.

Following the influx of new Alastors, two key events in the 1950s occurred that impacted their numbers. The third Sabbat War, while short, exposed a number of undercover Alastors who lost their unives when the Brujah *antitribu* in New York City began pointing fingers at Kindred in the area. The second event was related to the hunt for profane vampires, a pursuit that continues to this day. In 1953, an infernalist Ravnos Anathema named Rebecca Kotova was brought down by a joint task force of Josians and Alastors in Poland. As the Alastors were sifting through the infernalist's belongings, they learned that Kotova had been working with a Babylonian demon named Pazuzu and she had written a journal filled with the names of profane vampires hiding amongst the Sabbat and Camarilla — along with many of their secrets.

While this journal was assumed to be packed with lies, the psychological impact of the journal's existence took its toll. As

THE CAMARILLA'S JUSTICARS

Following the 2011 conclave, the list of Justicars were thusly named:

- Ventrue - Lucinde
- Tremere - Ian Carfax
- Malkavian - Juliet Parr
- Gangrel - Geoffrey Leigh
- Brujah - Manuela Cardoso Pinto
- Toreador - Diana Iadanza
- Nosferatu - Molly Macdonald

For Storytellers using the optional continuity of having a faction of Assamites join the Camarilla, if they want to give the Assamite Clan a Justicar, that Justicar would be Kasim Bayar.

word of the journal spread amongst high-ranking Camarilla members, many Alastors, like the Ventrue Basilio Radovan, were tasked with investigating Kindred on suspicion of being an infernalist. Few were found guilty, but the contents of the journal upset the Justicars so greatly that they pledged to renew their efforts to fight profane vampires, and named more Josians as a result. Most Alastors don't mind accepting help from the Josians, but as their primary concern is the Red List, they would prefer to fight the thirteen Anathema rather than spread their efforts too thin. To this day, some Alastors refer to the battle between Kindred and infernalists as “The Fisher King's War,” for who else but a remorseful Caine would battle the twice-damned?

Profane vampires were not the only Anathema who were hunted during this time, but while the Alastors were more successful following the demise of Kotova, they experienced many mysterious casualties. For example, a team of Alastors spotted in Ireland was reportedly wiped out in the 1970s — by each other. This was the first time in modern history that such an event had occurred. Most suspect that Kemintiri was responsible, for the Alastors on her trail often wound up missing.

Sometimes, too, despite the fact that Alastors were charged with bringing down the Camarilla's Most Wanted, they were not always treated with respect. In the late 1970s, the Tremere *antitribu* Jie Han was added to the Red List and destroyed



in less than a year by a group of Alastors and Archons. The Gangrel Archon Klaudia Lange was awarded the Trophy, and was insulted by the Tremere Justicar Karl Schrecht during the presentation, who tried to make her frenzy. Tensions between the two were smoothed over by Tremere Archon Ian Carfax, but the Gangrel Clan has yet to forget the slight.

Vicious battles with Anathema, combined with mysterious disappearances, brought the number of Alastors down to a few dozen Kindred worldwide. For a few years, the Justicars set aside the Red List and worked internally to strengthen the role of the Red Alastor in order to support their charges. All that changed following the murder of Linette de Brisay, the Malkavian Primogen of Marseille, in the 1980s. When it was revealed that Petaniqua killed her, the news shocked many Kindred, for they suspected she had fled to the Sabbat stronghold of Mexico City following the end of the second Sabbat Civil War in the 1930s. Petaniqua's sighting far outside the Sabbat stronghold half a world away reinvigorated the Alastors and added several new volunteers — who hated the Sabbat — who signed up to join the hunt. A number of Alastors were dispatched to the area, but found nothing.

The failed search for Petaniqua did not weaken the Alastors' resolve — it strengthened it. This time, the hunt for the Sabbat Inquisitor was personal and immediate; de Brisay's death caused a ripple effect which encouraged Alastors to play to their strengths and hunt the Anathema with a renewed vigor that they had not felt since Kemintiri's betrayal was exposed.

In the mid-to-late 1980s, the Alastors began to incorporate the younger generations in their hunt, creating a vast network of spies. In part, this effort was launched in conjunction with the Nosferatu Clan's desire to study the human technology that was clearly advancing faster than any Kindred had suspected it would. While the Nosferatu were learning how to use computers, the younger Kindred were on the lookout for the Anathema, combing the streets for any information about the Camarilla's Most Wanted. This effort eventually proved fruitful, for even the Anathema cannot avoid the sheer number of eyes and ears that were waiting to cross paths with them. In the early 1990s, a Gangrel named Martello Sanchez intercepted a message written by Kemintiri herself that was meant for the Anathema Valerius Maior. According to the contents of that letter, Maior wanted to gather the Anathema together as part of his plan to bring down the Camarilla.

Following the verification of Kemintiri's letter, the Justicars placed the Alastors on high alert and offered them unprecedented access to Camarilla resources. Over the next few years, this resulted in the destruction of several Anathema. In 1998, the Justicar Lucinde was credited with eliminating Genina the Samedi in San Francisco. Shortly afterward, Angelo was brought down outside Milwaukee in 1999 through the com-

bined efforts of then-Scourge of Milwaukee Thomas Gerhieren and Balthazar, the Sheriff of Chicago. The Gangrel, Thomas Gerhieren, was awarded the Trophy following the report of several eyewitnesses present during the fight that claim he felled the killing blow — an act which angered Balthazar, spurring a rivalry that continues to this day.

The other notable Anathema's death occurred in the mid-2000s, for it is the most controversial. The Fourth Generation Gangrel Methuselah, Enkidu, whose sire was rumoured to be the Gangrel Antediluvian Ennoia, was an ancient being shrouded in mystery. Ennoia's powers of Animalism were rumored to be legendary. It was long thought that she could absorb the body of any animal into her own, and eternally preserve it within her flesh. This power, many Alastors believe, was passed on to her childe, Enkidu — only he was unable to withstand the toll the animals he fused into his body had on his Beast.

In years past, many Alastors had faced off against Enkidu, who was also referred to as The Noah, and lost their lives to Its fierce wrath. This time, a special team of Alastors and the Camarilla Warlord's best fighters were sent to hunt and bring down the Methuselah, who they tracked to a small clearing outside of Prague.

Officially, the battle between Enkidu and the Camarilla lasted from dusk to dawn and involved over 30 Kindred and a number of Ghouls. Before Enkidu could meld with the earth, some of Its ghoul animal companions escaped, and the Alastors slaughtered these beasts — and the Gangrel Methuselah along with it. Unofficially, however, no one will admit seeing Enkidu die, nor do they want to talk about what happened further for fear they'd either invoke the Justicars' wrath or the ire of Clan Gangrel.

Since the fall of Enkidu, the Alastors have continued to rely on the resources the Justicars have offered them. Recently, however, these assets have been put to other uses, like finding rogue Alastors or conducting rescue missions. In 2005, one such renegade Alastor, Alyssa Maas, was captured by a group of Josians. Maas confessed what several Alastors had already feared — the Anathema Dylan Bruce had found a way to subvert the Mark of the Trophy and spread the taint of infernalism through that thaumaturgical mark.

In the modern nights, the number of Alastors that have been killed or corrupted by infernalists has sharply risen. Now, the Camarilla has a mess on their hands, for the Alastors are being targeted by their enemies, the Mark of the Trophy has been tainted, and some Kindred feel like being named an Alastor is akin to being given a death sentence. Thus, the Justicars have tasked the Josians with finding Dylan Bruce and have decreed that, for the time being, Alastors may enjoy the hospitality of any Trophy Clan whilst traveling or remaining in a Camarilla-held territory until further notice.

Some Princes are uncomfortable with this change, for the presence of an Alastor in their city turns the local Kindred population upside down. As the Alastors are no longer visiting a city on their way "to" another one, they felt it wasn't right all Kindred were expected to support them, either morally or physically. Enter Brody MacKenzie, a Toreador Alastor whose talent as an orator rivaled the great philosophers of old. His speeches fired up the younger generations, encouraging them to protect the Camarilla and regaling the crowd with tales of what happened on the hunt.

Many believe that if it wasn't for MacKenzie's passionate speeches, the Alastors would never have been able to bring down Enkidu, nor would they have been able to glean information about the infernalists on the List. Because of MacKenzie's speaking tour, some regard for Alastors is on the rise, combating the rumors, encouraging new recruits.

Whether or not Alastors will remain in high standing depends on their actions for their job, despite its perks, has no end. There will always be one more Anathema to fight, one more Trophy to claim, one more night to survive.

Nominating an Anathema

The thirteen vampires who "earn" a spot on the Red List are deemed to be such a threat, that a pair of Justicars will team up together and call a special conclave. At this conclave, which is held in a city of the presenting Justicars' choosing, evidence may be presented in the form of recorded testimony, live witnesses, etc. to present the Justicars' case that such a decision was warranted.

The conclave is typically attended by those who are most loyal to the Camarilla, those who wish to appease the Justicars, representatives of the clan who's proffering a Trophy, or those who have a vested interest in ensuring that the Red List is maintained. Like other Justicar-led assemblies, the Prince of the host city is obligated to provide vitae and temporary havens for all those who attend. Typically, the conclave lasts no more than a night or two. However, this conclave and all its trappings is at the Justicars' discretion.

Though conclaves can be politically-motivated, this particular assembly is typically not the arena for petty politics or low-level favors. When discussing the Anathema, old wounds are reopened and clan rivalries heat up. The Justicars are there to announce before the assembly why the new Anathema deserve to be so named. The Justicars treat this event gravely and, while a conclave is often a formality, they expect that all those who attend will do the same.

Nominations

Nominating Anathema to take a spot on the Red List is an ongoing process. When the List is full and all open slots have been accounted for, the Justicars discuss other threats with the Inner Circle and how the Anathema should be ranked during their regular meetings. High-ranking Clan members and some Alastors can petition the Justicars to propose new Anathema – and usually do. In this way, once a spot becomes open the Justicars have already prepared a list of transgressions, potential candidates, and Trophy Clan sponsors for the next conclave.

Proposed names are considered and ranked based on how easy it is to take that particular Anathema down and what the hunted's perceived threat level is. The lower the number, the more dangerous the Anathema is. Angelo, for example, was considered a threat to the Masquerade but wasn't assumed to be as dangerous as the higher-ranked Petaniqua, who'd been on the List for centuries. The bigger the threat, the longer those names may remain on the List – especially since those Anathema know how to protect themselves by using their powers or by lying low, surrounding themselves with allies, or hiding for longer periods of time.

When a spot becomes available, evidence of the new Anathema's crimes is typically presented in the form of witness testimony, either written or in the flesh, before a conclave by two concurring Justicars. The proposed Anathema's case is traditionally broken up into three parts: an opening ceremony, a speech, and the presentation of the finalized Red List and new case files to the Alastors.

In the opening ceremony, the presenting Justicar names the potential Anathema and confirms her identity, generation, affiliation, and sire. Then, the Justicar repeats each Tradition and recites how and when she broke that particular law. The presentation of the Anathema's name and crimes may vary depending upon which Justicar is conducting the opening ceremonies. Some Justicars may opt for a more ceremonial presentation than others, and may even go so far as to chronicle the event to separate fact from fiction, as was the case with Ayisha Jocastian.

The speech is typically presented by the second Justicar and varies in length. Careful listeners will no doubt hear the subtext and read between the Justicar's spoken words – which is especially true should the Anathema hail from a Camarilla Clan. Loaded with innuendo, these speeches assert the Justicars' authority, reinforce the role of the Founders, and remind all Kindred of the Inner Circle's true power.

That said, not all conclaves are prestigious affairs, for the primary issue with any nomination is time. Neither the Justicars nor the Inner Circle want any spot on the List to remain open for very long, and typically new Anathema are named within a year. While there is no shortage of Camarilla

A MATTER OF DEGREE

Those who aren't well-versed in Camarilla politics may not realize the differences, at first, between a blood hunt and the Red List. The two do share some similarities, the most visible being that the end result for both is Final Death and the affected vampires are both hunted, but there are many differences between them.

A blood hunt:

- has no limits as to how many may be called
- is called by the Prince of a domain
- is typically in response to the breaking of a Tradition or a minor threat to the Camarilla
- impacts a specific domain and/or neighboring domain
- means that all vampires within the impacted domains are required to hunt
- may or may not result in a boon
- could be called off
- the target is called the “hunted”

On the other hand, the Red List:

- is a collection of thirteen transgressors
- is presented before a conclave by a pair of Justicars
- is typically in response to the breaking of multiple Traditions, multiple times over, representing a great threat to the Camarilla
- impacts all Camarilla-held domains
- means that all vampires within the impacted territory are suggested to report sightings
- will result in a specific boon called the “Trophy”
- cannot be called off for any reason. The only way to get a name removed from the Red List is through Final Death.
- the target is called an “Anathema”

la enemies, however, the Justicars won't fill a name on the List just because there's an opening. These conclaves can take months to prepare for, especially since these gatherings require extra security.

Regarding the subject of Melinda Galbraith,

I received your letter of concern regarding the nomination of Alex Swift to the Red List. I must say, I was surprised by your candor in this matter, since I do not remember your presence at the conclave. By your letter, you're aware that there have been an increased number of ambushes on Camarilla-controlled havens over the past five years, and that Melinda Galbraith, a ranking member of the Sabbat, had ordered these attacks. What you do not understand, is that Justicar Cartwright and I deemed the vampire responsible for carrying out these attacks, the Civil War veteran and military strategist Alex Swift, is a more tactical threat to Camarilla cities than the Regent, who is holed up in Mexico.

Should Swift's actions continue, in five or ten years he could be as dangerous as Tariq or even Petaniqua. Swift's rank within the Sabbat was not a sole factor in deciding whether or not he should be on the List. His actions, and the potential of his future actions, were a deciding factor. Better to take out a capable enemy now, than scramble to confront an unstoppable foe later.

If you decide you'd like to pursue Swift yourself, you are certainly welcome to do so.

Regards,

Justicar Lucinde

Nomination delays, however, can and do happen depending upon where the conclave takes place, who's said to attend, and if there are any political issues that need to be addressed beforehand. For example, if an Anathema hails from a Camarilla Clan, the Clan's elders and the Anathema's sire are both alerted as a courtesy prior to the conclave where the nomination is presented.

Removal

Typically, the only way for an Anathema's name to be removed is through his Final Death. When that death occurs is up to the Trophy Clan and the Justicars; most case files will come with a stipulation attached to them that varies from Anathema to Anathema. The Trophy Clan may request, as was the case with Sabine the Shadow from Clan Toreador, that the Anathema be returned to them staked. Upon removal of the stake, the Clan's elders may interview or exact their own form of punishment. If an Alastor accidentally kills an Anathema instead of staking him, the Trophy Clan may refuse to award the Trophy.

Since its inception, it's rumored that approximately one hundred Anathema have been named, hunted, attacked, and killed. The vast majority of the Anathema who are no longer on the List have been proven dead — but getting undeniable proof of an Anathema's destruction and transporting that evidence safely to the Trophy Clan can be complicated.

In the wake of a fierce battle, such as the one with Enkidu, the Justicars may decide that witness's testimonies are a worthy substitute for the Anathema's remains and serves as proof of death. However, even if the Justicars believe that Anathema is dead or, secretly thinks that the Anathema is damaged so much that he won't resurface for centuries, the Trophy Clan must also accept the Anathema's demise before awarding the Trophy.

Politics

Thirteen spots. A global blood hunt. Specially-named hunters called Alastors. Clan-sponsored Trophies. On the surface, the Red List may seem like a simple list that keeps the Justicars focused on the Camarilla's biggest threats. Unlike the FBI's Most Wanted List, where the nominees may be switched up after a few decades, candidates on the Red List may remain Anathema for centuries. The Red List is not immune to Kindred politics, nor is it safe from the Camarilla's enemies and *their* politics, either.

Ever since the Red List has become public knowledge, the subject has weaved its way into Clan assemblies and backroom discussions. Some of the Justicars, namely the Tremere Justicar Ian Carfax and the Ventrue Justicar Lucinde, are making the case that since the Anathema are commonly known, certain aspects need to be more formalized — a notion many Kindred find obstructive and cumbersome. For example, Cartwright believes that the nomination of Alastors should be struck into a new for-

mal military division, expressly outlining how the Justicars can conscript the hunters and what their relationships are. Lucinde, on the other hand, is championing the idea that the Red List needs to be expanded to fit the Camarilla's ever-growing needs.

The primary issue, as Lucinde has explained passionately, is that thirteen slots limit the Justicars' ability to protect the Camarilla's interests. The Sabbat isn't the only enemy of the Camarilla, and as the human population continues to grow, it's becoming harder to uphold the Masquerade. Not only have the Anarchs in an age filled with protests and political infighting been increasing their influence, younger generations of Kindred are beginning to sympathize with the enemies of the Camarilla as well.

In general, Clan elders are worried that younger Kindred aren't taking the threats the Anathema pose seriously, and don't understand that vampires like Kemintiri could easily rally them to her side — and kill them on a whim. The younger generations, on the other hand, are caught up in a whirlwind between their duty and obligation to their sire, the Camarilla, and the rapidly-changing times. For them, the Red List is filled with urban legends, and they don't really expect to run into the Anathema anytime soon.

Role of the Justicar

While the Inner Circle and Clan elders offer advisory support, the Justicars have absolute authority to maintain the Red List in the manner that they see fit. For example, the Justicars may decide to re-rank existing threats on the List to better reflect the activities of the Anathema. The lower the number, the bigger the threat that Anathema represents. How they go about maintaining, updating, and hunting the Red List varies widely and depends upon the Justicar and the Clan they represent. While the Justicars' methods aren't consistent, they share common roles and responsibilities and tend to operate in pairs.

In summary, the Justicars:

- Nominate Anathema and maintain the List
- Hunt Anathema
- Call conclaves
- Administer the Mark of the Trophy
- Name Alastors
- Choose Red Alastors
- Manage the Trophy Clans
- Hear grievances related to the Red List
- Help coordinate efforts between ranking Kindred

THE RED ORDEAL

The Justicars may decide not to punish transgressors who commit acts worthy of punishment within the Camarilla in the same way as other Kindred. Instead, they might opt to force the accused to perform a specific task called a "red ordeal." Unlike other ordeals, like withstanding fire for a period of time or going without feeding, these acts benefit the Justicars or the Alastors in some specific fashion.

The nature of a red ordeal will vary widely. For example, a Justicar might give the command that the vampire has to try and withstand a new thaumaturgical ritual, or be used as an experiment to test new Alastors to sharpen their hunting skills. Kindred who endure this type of ordeal are forbidden to speak of what transpired afterward.

Justicars also issue punishment for Camarilla members who aid the Anathema. These, too, differ depending upon the severity of the crime. Unlike blood hunts, however, which can be politically-motivated and can also be messy, the Justicars often exercise less patience when issues arise here.

Punishment for crimes may be carried out by the Justicars, their Archons, or the Princes, and may be doled out in front of witnesses. These punishments may range from minor to serious offenses, and are typically done to benefit the Alastors on their hunt. These punishments may include:

- Forced servitude to an Alastor
- Menial labor, running errands for another vampire
- Display in the stocks of Elysium
- Temporary exile from a city or Domain
- Stripping of debts or boons
- Loss of Clan friendship
- Blood bond
- Destruction of vampire
- Destruction of progeny
- Forcible donation of blood to be used in Thaumaturgy rituals

Though it's not uncommon for higher-generation vampires to be forcibly blood bound or otherwise used as pawns by the Anathema, crimes are punished more often than they are forgiven, a fact that is well-known. Politically, this sends a clear message that the Justicars take the Anathema more seriously than blood hunts.

Hunting the Anathema

Most Kindred understand that there is no hunt more dangerous than to follow the trail of an Anathema. Not only is each candidate deadly, the Anathema know how to protect themselves and are surrounded by a network of spies, allies, and others who share their beliefs. Rumors often circulate about the Anathema, but are spoken in whispers and backrooms. Some Kindred believe that the reason why certain vampires have remained free for so long is because they've infiltrated the Camarilla at the highest level — and none would dare to make any accusations publicly.

While many Kindred don't always participate in the hunt of an Anathema directly, they often do behind the scenes. Every vampire tends to be involved in Camarilla politics in some fashion, whether that's trading secrets, testing clan loyalties, or instructing later generations how to conduct themselves at a conclave. This is especially true when a member of the Red List hails from a Camarilla Clan or if a Lasombra *antitribu* has it within his power to help capture an Anathema to prove his loyalty to the Sect.

It's an unwritten rule that withholding information about the Anathema could have unintended repercussions for the Kindred involved. Often, sires will advise their childer to report sightings any

Dear G,

I wish I could explain it, but I can't. We were outside Mexico City, deep in Sabbat territory, and surrounded by the enemy. I was hot on Petaniqua's trail, when we were ambushed by a group of Lasombra. Turns out they weren't there to fight. They told me about the last time they saw Enkidu and, before I had a chance to move, they faded back into the shadows.

I'm beginning to understand what you've been trying to tell me. I guess hunting the Anathema isn't as black-and-white as I thought it would be. Obviously, that's not going to stop me from thinking the Lasombra wouldn't kill me the first chance they get, but this? I think I'll be trying to figure this puzzle out for decades.

Echo



time an Anathema is spotted in Camarilla-held territory. Others may recommend the neonates to steer clear and, instead, will contact the Justicars after confirming the Anathema's location. Unlike a blood hunt, vampires are not necessarily obligated to participate in the hunt unless they are compelled to do so. Some sires think that their progeny are better off not getting involved, for they see them as a security risk and would rather leave the hunt to those more capable than them.

For those who are qualified, assisting the Justicars with the Red List can help boost a Kindred's status, and there are many reasons why a vampire might want to do so. From paying penance for past slights to seeking a higher status as an Alastor, the list of a vampire's motivations to become involved with the hunt grows longer with each passing year.

Alastors

Alastors are the direct, secret servants of Justicars who operate on behalf of the Inner Council. Though they may perform other duties, Alastors devote most of their efforts to the never-ending hunt for the Anathema. Though no one knows for sure, most Kindred believe that most Archons are also Alastors. The Justicars' process for selecting an Alastor is so secret, however, that these hunters are little more than a rumor whispered in Elysium. Though new Alastors are presented during a second conclave, it's highly unusual for an Alastor to make herself known to anyone but the Justicars, Archons, or Prince in a specific domain. Most Kindred suspect, however, that any vampire who manages to destroy an Anathema on their own will be recruited immediately.

Regardless of who they were before they became an Alastor, these hunters receive an astonishing array of perks, including the severance of blood bonds, training in rare Disciplines, and lavish amounts of money and other resources. Each Alastor receives different bonuses to compensate for agreeing to an eternal unlife hunting the most dangerous creatures known to the Camarilla.

Within their rarified ranks, some believe that the Alastors are further divided and rewarded based on that vampire's accomplishments. The Red Alastors, for example, are a known faction composed of those elite Alastors who coordinate hunts and train recruits. Red Alastors are rumored to possess even greater authority and power than regular Alastors. Whether there are other ranks with the Alastors is the subject of much gossip in the halls of Elysium.

Temporary Truces

To most Kindred, the Anathema are the stuff of urban legends, powerful myths that grow each year they walk free.

RED ALASTORS

Unlike Alastors, Red Alastors are promoted from their numbers by a pair of Justicars and are afforded more oversight to hunt the Anathema. Many Red Alastors choose to remain in a Camarilla-held territory to oversee the Alastors and gather reports to plan for combat, uncover havens, or defend against full-scale attacks from Anathema like Alex Swift. Other Red Alastors, such as Lucinde before she became the Ventrue Justicar, operate more in the political sphere and report to the Justicars on behalf of all Alastors, collaborate with other Red Alastors, root out moles or fallen Alastors, or immerse themselves in local politics to smooth over any misunderstandings with the local Prince.

In the past, the identity of the Red Alastors was secret to all but a precious few. Most Kindred assume correctly that Red Alastors tend to be high-ranking Kindred: Archons, Sheriffs, and a few Princes, representing the Camarilla's elite. Now, Red Alastors reveal their role at their discretion, since some have argued that anonymity is just as powerful as a frightening appearance.

Highly-capable, Red Alastors can fight alongside Alastors or choose remain behind to strategize ways to take down their enemies until the final showdown. Like their charges, Red Alastors never stop hunting the Anathema, even if they ascend to the rank of Justicar. Once a Kindred becomes an Alastor, she will always be an Alastor even if her focus shifts to accommodate her rank and role within the Camarilla.

Alastors, on the other hand, are trained mentally and physically to hunt these phenomena. As competent as they may be, the Anathema are fully capable of taking down a hunter and her allies during a fight by themselves – and the Alastors are aware of this fact as well.

Hunting the Anathema may require more than the possession of high-level Disciplines, retainers, and knowledge of their weaknesses. Those who occupy a spot on the Red List have their fair share of enemies – foes that are not always associated with the Camarilla. Some Alastors may forge temporary alliances with their enemies or welcome the help of an

unlikely or unusual ally to take down one of the Anathema. These truces may benefit the Alastor or his fellow hunters, but may result in drawing an Archon's ire once the truth gets out how an Anathema was captured.

Other Hunters

While the Alastors are granted special favors in exchange for their life-long devotion to the hunt, other Kindred can and do hunt the Camarilla's fiercest enemies, even though they do so without the blessing of the Justicars. Other Kindred may want to hunt the Anathema for any number of reasons. One Tremere may want to go after Dylan Bruce, for example, on behalf of her clan to curry favor internally. Another may wish to become an Alastor and feels his best shot of becoming one is to take out a lower-ranked member like Christopher Barrow. Most Kindred, however, aren't foolish enough to go after a name on the Red List — not without planning, training, and a lot of luck.

Mortal hunters, mummies, werewolves, and other supernatural entities may also seek out one of the Anathema for their own aims. For example, a mummy might pick up Kemintiri's trail or a mage could set her sights on getting close to Karen Anatos. Whatever the reason, it's possible that Alastors may cross paths with these and other hunters while tracking down a member of the Red List.

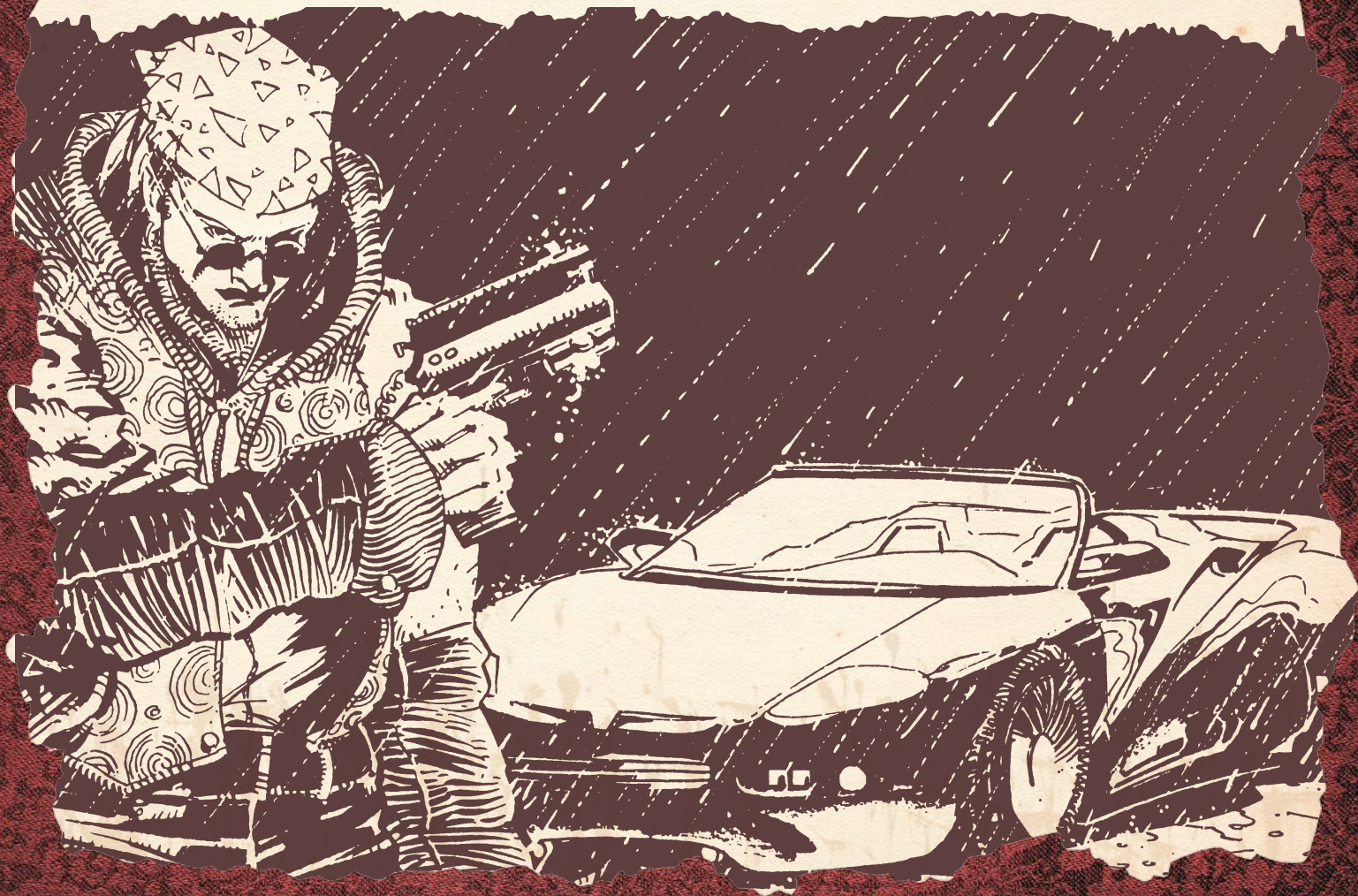
Claiming the Trophy

After the Anathema has been successfully dealt with according to the Justicars' instructions, the Alastors and vampires involved in the hunt are then called to assembly.

This second conclave is a ceremonial event, a rare occasion that occurs only when the Mark of the Trophy or the Clan boons are rewarded, and it is a grand affair held in a city of the Justicars' choosing. For example, one Justicar could designate a city that is favored by the Trophy Clan, while another might select a defensible location to accommodate a larger gathering of elders.

Similar to the other conclaves, the Prince is required to offer sustenance and hospitality for visitors. However, the Trophy Clan may decide to share the burden of the cost and may even provide some decorations or security for the event. What the Trophy Clan will and won't do is influenced by any number of factors, including the clan's relationship with the local Prince.

Unlike the first conclave where an Anathema is presented, this assembly tends to have an aura of excitement. Since the Anathema are legendary, the awarding of the Trophy is a popular event. It's not uncommon for Kindred to travel



hundreds of miles to witness the presentation of the Trophy and the Camarilla's new, rising star.

Refusing the Rewards

Between the time the Anathema is either captured or killed, the Justicars will meet privately with the Kindred responsible. Because the Trophy can only be awarded to one vampire, the Justicars will ask the group — provided there's more than one Kindred that survived — which hunter will be honored to receive the Trophy.

The Justicars will explain that there is no dishonor in refusing the Trophy, and will express their gratitude for taking down the Anathema. Those who refuse the Trophy will take a place of honor by the hunter's side, and will secretly receive other boons or favors for this act.

Often, hunters in the group will defer this decision to any existing Alastors as a sign of respect. Should no Alastors exist, however, the hunters will have to decide who will wear the Mark of the Trophy and become an Alastor.

Mark of the Trophy

The Mark of the Trophy is both an obligation and a fast track to status within the Camarilla. For killing an Anathema, a Justicar will magically tattoo the hunter with a special Mark during a conclave, representing her fearlessness in the face of certain death and loyalty to the Camarilla. In short, there is no action that will earn a vampire more prestige in a shorter period of time than this Mark.

In return for the hunter's great deed, the tattoo signifies her obligation to the Inner Circle. Hunters who receive the Mark of the Trophy are permanently assigned to be an Alastor. The only way to step down from that obligation is to remove the Mark of the Trophy, an act that would be viewed as a crime against the Camarilla. Former Alastors who have dared to go rogue have found themselves subject to a blood hunt and, in one case back in 1854 — on the Red List. Some Alastors call the Mark of the Trophy by another name, the Mark of the Beast, to reflect how Dylan Bruce, one of the Anathema, has manipulated this magical bond to use for his own nefarious ends.

The Mark of the Trophy also guarantees the Alastor certain privileges when hunting and traveling in Camarilla-led territories. When an Alastor arrives in a Camarilla city like Luxemborg, he can call upon the aid of a Prince and other vampires when necessary, hunt freely, and expect the Prince's hospitality for a minimum of thirteen nights, more may be offered at the Prince's discretion.

The Mark of the Trophy isn't just a symbolic gesture, it acts as an identifying tattoo to help Archons locate the Alastors. The tattoo ink is first mixed with blood. After a ritual is performed, the prepared ink is ready to be tattooed on the new Alastor during the ceremony.

Kindred who have Thaumaturgy 3 can sense the Mark of the Trophy and know where the wearer can be found, even if the Alastor is trying to cover it up. (The Thaumaturgist spends a Blood Point and rolls Perception + Occult versus a difficulty rating equal to the Alastor's current Willpower.) Though Alastors aren't aware of this fact, most suspect that the tattoo has some Tremere trickery attached to it.

The Mark is not without its fair share of rumors and speculation, too. Some Alastors wonder if it's even possible to remove the tattoo — and who'd be willing to do it.

Clan Boons

Unlike the Mark and the privileges it grants, the Trophy boons vary widely and are awarded by the sponsoring Clan at the conclave. Boons are perhaps the most politically-charged aspects of the Red List, for nothing in the Masquerade comes without a price.

Upon acceptance of the Anathema's demise (or body in torpor), the Clan will confer with the Justicars to receive a list of potential recipients. Behind closed doors Clan elders will match potential boons to the Trophy candidates, learn of the final recipient, and will decide what's to be rewarded before the conclave begins. The Justicars understand that boons have the potential to change the political landscape and, as such, give the Clan elders time to mull over the specifics.

Boons may help an Alastor in many ways, but may also hinder him. Publicly-declared boons stir up trouble in the form of jealousy and clan rivalries — especially with those Kindred who have been around longer, but have less prestige. The Justicars are well aware of this fact. However, the Clan boon makes a statement — one that is difficult for the Sabbat's spies to ignore. For all its bluster, the ceremony to reward the capture of an Anathema is a public show of the Camarilla's strength. That, more so than the boons themselves, is its own reward.

Commonly-awarded boons may be:

- Immunity to blood hunts
- Right to create progeny
- Financial or material rewards
- Life boon
- Grant of Domain in a Camarilla-led city, pending Prince's agreement

- Teaching of Disciplines not possessed by the hunter
- Complete forgiveness by a Justicar for past transgressions
- Sanctioned slaying of a known enemy
- Safe passage to another Camarilla domain
- Clan friendship
- Specialized training in a field of the Alastor's choice
- Keepsake and belongings of the former Anathema
- Wearable token of the Anathema as proof-of-kill
- Grant of haven
- Grant of retainers, ghouls, or non-Kindred allies

While most Alastors expect that a Clan boon should be awarded to them, there are times when the Trophy Clan decides *not* to – as was the case with Enkidu. The Gangrel elder's nomination to the Red List and eventual removal was later considered to be an internal clan matter. Though other clans were present during the battle, all three survivors – none of whom were Gangrel – refused the Trophy knowing that the Kindred who accepted it would be forced to deal with Gangrel politics for centuries to come. In this instance, the Justicars conscripted all three into their service as Alastors, and they received hidden favors from the

Justicars for their actions – and the prevention of ongoing hostilities and veiled threats from the Gangrel.

Secret boons may include:

- Sanctioned diablerie
- Able to recommend a new Alastor
- Access to Trophy Clan lore or secrets
- Learn of uncovered secrets the Anathema was keeping
- Breaking of a blood bond, if possible
- Ability to request high-level Thaumaturgy rituals
- Low-ranking Clan representative contact
- Retainers to keep constant watch in a city of the Alastor's choosing

The rewarding of a Clan boon is rarely symbolic in nature but can, on occasion, be less of a gift than the recipient might expect. Should the hunter show, in any way, displeasure or ingratitude to the Trophy Clan or the Justicars during the ceremony, the repercussions would be severe. Thus far, in the five hundred year history of the Red List, no Alastor has ever committed such a slight. The Justicars thoroughly prepare the hunters on what to expect prior to the ceremony, and often encourage younger generations to reach out to their sires for advice beforehand.





RABBAT

Carrier of the Onyx Plague

"The fear that follows in my wake will eventually wither and die. Only then will I return to my Clan as humble as the night I was sired, begging for their forgiveness."

The once-respected Nosferatu Elder Rabbat was Embraced by one of Baba Yaga's childer in the ancient city of Karakorum during the days of the great Temujin's rule. Prior to her Embrace, Rabbat was an old peasant woman begging for scraps from the Khan's table and her deplorable state attracted the attention of the vampires in his court. She became a favored plaything, an amusement that entertained the rulers even after she was Embraced and became even more disfigured than she was in life. When Rabbat asked her Sire, Sabanu, why she was chosen, he simply laughed and said she should be grateful for the gift he had granted her in recognition of her desire to survive. It was this gift, he claimed, that would allow her to thrive amidst terrible conditions and fight back despite the harsh treatment of the mortals that occupied Khan's court.

A few years after her painful transformation into a hideous monster, Rabbat left her homeland of Mongolia and traveled into the west following the death of Khan and the division of his kingdom into four parts. Along the Silk Road, Rabbat had heard whispers of the pandemic that swept along the route into Europe, and secretly feared the impact the Black Death would have on the cities she longed to visit. She worried about the plague's effects on mortals, for the Nosferatu understood that desperation, panic, and fear were fuel for unrest and angry mobs were dangerous.

For a time, Rabbat decided to avoid traveling too far inland toward the cities hit hardest by the plague, and spent her long nights wandering alone in Constantinople's back alleys and side streets, until she was spotted by the Nosferatu

elder Malachite, who welcomed the Elder into his coastal estate. Malachite was unlike any vampire Rabbat had ever met before. Instead of taunting her, the Nosferatu took great pains to share information with her about other vampires, the Clan, matters of faith, and his beliefs on how vampires and mortals could co-exist.

Inspired by Malachite's example, Rabbat stayed in Constantinople and slowly became a respected member of her Clan over the next hundred years or so, until she was summoned to Prague along with several other Clanmates shortly after the formation of the Camarilla. Rabbat, along with several other vampires, were charged with offering counsel and support to deal with the widespread attacks carried out by local and foreign hunters. While Rabbat had never dealt with the Inquisitors before, she offered her services anyway, pledging to help elders escape through the sewers and labyrinthine catacombs located far beneath the city.

Rabbat and her fellow Nosferatu combined their efforts to forge new, secret tunnels that allowed other Kindred to safely leave the city, take haven, and spy on the Inquisitors to formulate a plan of attack earning her the nickname Cloacina, goddess of the sewers. After her advice proved to be instrumental in saving the Malkavian Primogen Mezey Vayak, he offered her a boon — but the goddess of the sewers declined the offer. By doing so, Rabbat earned the respect of her Clan and her peers.

By the time the Inquisitors left the city of Prague, the Black Death had already taken its toll on much of Europe. Some Kindred abandoned the cities altogether, traveling

further west to the Americas in the belly of prison ships and east to India and China. Rabbat, on the other hand, journeyed to Venice where she became the Primogen for her Clan and created a few childer. The European population was decimated by the plague, and while most Kindred were immune from the disease their herds were not. The few vampires that were affected by the plague became carriers of the Black Death, spreading it from one human vessel to another, until eventually the disease evolved into a new strain called the Scourge that affected Kindred regardless of Clan or supernatural defenses.

Though the Black Death had, for the most part, worked its way through the continent, this new threat to vampires had not yet taken its toll. It was said that the Scourge spread so quickly it drove a number of prominent elders to either flee the continent or drop into torpor. Those who did were unable to be resuscitated by any means. When rumors of the Scourge reached Rabbat's ears, she worried for her own safety, for she was still new to Kindred politics and she was not immune to the Scourge. Still, the goddess of the sewers was a practical vampire, and tried to secretly investigate the source of the Scourge herself, fearing that her or her Clan would be blamed.

She was right.

Whether by design or by accident, Rabbat's name became synonymous with the Scourge. Whenever an elder suffered, Cloacina was to blame. Whenever a vampire went into premature torpor, whether he was touched by the Scourge or not, the Nosferatu elder was to blame. These seeds of discord had first been planted by the Giovanni, for while Rabbat was preoccupied investigating the death of the Cappadocians, they sought to prevent her from uncovering the truth. Worse, the Giovanni's lies were all too easy to believe, for their claim that the Nosferatu elder's movements matched the path of the virus was true.

The rumors swelled, and eventually the Prince succumbed to the local Kindred's demands and declared a blood hunt. Only, instead of Final Death, the Prince demanded that Rabbat be brought back staked. This decree was unsettling to a lot of Kindred, for if Rabbat was truly guilty of carrying the Black Death and responsible for the Scourge, they believed a sentence of Final Death was a just punishment. But, before anyone had a chance to question the Prince's motives, Rabbat fled Venice to find refuge with the Malkavians in France, hoping they'd remember what she did for their elder in Prague.

As she had hoped Gaston Guibord, another Malkavian elder, did offer her a safe haven in France provided she promised to turn herself into the local Sheriff, to prove she was not afflicted by the Scourge. Rabbat agreed, and enjoyed Guibord's hospitality. Within a few nights, however, the

Name: Rabbat

Trophy Clan: Nosferatu

Sire: Sabanu

Alias(es): Cloacina, Sewer Rat

Clan: Nosferatu

Nature: Penitent

Demeanor: Eye of the Storm

Generation: Seventh

Embrace: 1237

Apparent Age: Indeterminate

Physical: Strength 4, Dexterity 5, Stamina 5

Social: Charisma 2, Manipulation 4, Appearance 0

Mental: Perception 5, Intelligence 2, Wits 4

Talents: Alertness 3, Athletics 3, Awareness 3, Brawl 2, Empathy 3, Expression 2, Intimidation 3, Leadership 2, Streetwise 4, Subterfuge 3

Skills: Animal Ken 4, Crafts 3, Drive 3, Etiquette 2, Firearms 2, Larceny 4, Melee 3, Performance 1, Stealth 4, Survival 4

Knowledges: Academics 3, Computer 2, Finance 1, Investigation 3, Law 2, Medicine 2, Occult 3, Politics 2, Science 2, Technology 2

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

Backgrounds: Contacts 2, Resources 1

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

Morality: Humanity 4

Willpower: 7

Blood Pool/Max per Turn: 20/4

Image: Rabbat has the appearance of a disfigured elderly woman who has succumbed to the ravages of a terrible disease. Her face is deeply lined, her hair is stringy and gray, and her features are incomplete. She has one eye, her lips are chapped, and she's missing part of her nose and ear. She is unable to stand up straight, and has a deeply curved spine. Due to her physical limitations, Rabbat wears bagging clothing to blend in as much as possible when she can. To avoid being spotted, she'll wear layers and layers of dirty shirts, sweatshirts, and jackets to pretend she's a homeless vagrant.

Roleplaying Hints: The years of your life and unlives have not been kind to you, but you carry the history of all that's happened to you with an unsurpassed grace. To everyone but the Nosferatu Clan, you're a monster, a thing to be feared and hunted. You know the truth. You know that all vampires are monsters to varying degrees, and you will wait out the storm, because you believe the Red List is a temporary measure used to persuade Kindred that there's a bigger, badder monster waiting for them in the dark.

Allies and Contacts: Rabbat used to have a considerable number of allies and contacts within the Camarilla that reflected her once-honored rank. Now, she's been spending a lot of time using free wi-fi and getting herself acclimated to the modern world. While Rabbat makes use of modern mortal social media to communicate, lately she has begun posting on the Nosferatu ShreckNet under different handles from different locations, hoping she won't be caught.

Malkavians she encountered had dropped into torpor. Rabbat tried rousing them with her potent vitae, but none of them would rise and their condition worsened. When she realized she was unaffected by the Scourge, the Nosferatu elder fled again, this time with the understanding that she was indeed carrying the disease.

Tragically, Rabbat journeyed from city to city, seeking refuge in the North only to watch every Kindred she encountered suffer from the Scourge. When she grew lonely, she surrounded herself with childer, but they, too, were not immune from the plague's effects. For the first time since her Embrace, Rabbat contemplated meeting the sun. Her powerful sense of self and her iron will, the same traits that led Sabanu to Embrace her all those years ago, were about to be broken.

According to a Clan historian, Rabbat did seek her death and negotiated her return to Venice to face judgment. On the way back to Italy, a Sabbat pack found her haven in Madrid and attempted to set fire to it. Rabbat was unaware that the Cainites also suffered from the Scourge, and many of them blamed the Camarilla for creating this disease to decimate their numbers. By doing so, Clan historians are convinced this bizarre twist of fate helped Rabbat discover the true cause of the Scourge. They imagined how the flames licked the back of her robes, burning off several fleas and ticks that shrouded her, before she could get to safety. And it was this act that made Rabbat realize these insects, a burden many Nosferatu who travel through sewers and rat-infested catacombs deal with, had fed on her potent vitae and were filled with her blood, becoming something like ghouls. Like other vampires, Clan historians had always suspected she had carried the plague, but weren't sure she was the source of the Scourge — until much later.

Rabbat never surrendered herself to the Prince in Venice and disappeared from the historical record. By the time she was spotted in Copenhagen a few decades later, the Justicars named her Anathema and warned all Kindred that the plague Cloacina carried was still a threat. The once-respected Nosferatu elder was a monster, the one that every Kindred feared. Younger generations would whisper about her in the night, secretly wondering who would be her next victim and where she would be spotted next.

Most, if not all, members of Clan Nosferatu are reluctant to talk about Rabbat, for though they have done their duty to the Camarilla by proffering the Trophy, she still represents a respected Clan Member to them. Others do not fear Rabbat for the plague she may or may not still be carrying, but the secrets she was once entrusted with, knowledge



THE SCOURGE (7PT. FLAW)

The Scourge is a vampire-specific plague that infects the Blood. This disease is a mutated strain of leprosy crossed with the bubonic plague which directly attacks the vampire's vitae. Once infected, the victim must spend more blood each time they expend vitae. The cost for any vitae expenditure increases by one for each night the victim suffers from The Scourge. In some cases, the victim also suffers from a disfiguring malady that impacts their appearance but does not threaten their life.

While The Scourge is curable on a case-by-case basis, the disease itself cannot be exterminated. In extremely rare cases, an afflicted vampire becomes a carrier of the disease and immune to its effects. The carrier then spreads The Scourge to other vampires.

Currently, there is only one known carrier of the disease.



that could be sold or traded in exchange for her safety. For though she's been sighted many times over the years, most recently in New York, Charleston, and Toronto, Alastors either can't get close enough to bring the Nosferatu elder down or they're too afraid to go near her.

Now, rumors swirl and the fear Kindred once felt for Rabbat is renewed, for new diseases and old plagues — like Ebola, typhoid, yellow fever, and Malaria — threaten the lives of millions of mortals. How long, the Alastors wonder, before the Scourge begins to spread through the Camarilla? If other diseases evolve, the Justicars worry that Rabbat could carry an even greater threat to the Camarilla, a plague more devastating than the Scourge was originally. Alternatively, the Justicars fear the possibility that Rabbat has finally found a way to deal with the fleas and ticks embedded in her flesh, and the Nosferatu runs because she's been forced to. If Rabbat has figured out a way to rid herself of the disease, there is no telling what Clan Nosferatu would do in order to get her removed from the Red List — an act that the Justicars have sworn to never do.



RAYMOND NARCISSE

Hand of Caine's Redemption

"I have a message from God for you."

At the tail end of the witch hunts in the early 1600s, French hunters targeted peasants in southwestern France. They claimed, at the behest of their political leader, that the villagers' pagan gods and goddesses were, in fact, demons and creatures of the night that preyed upon them, preventing them from taking the Christian god into their hearts. These hunters scoured the countryside and engaged in a massive witch hunt traveling all along the Spanish-French border at the behest of hunter-and-judge Pierre de l'Ancre, before focusing their efforts on the townspeople in the French province of Labourd. De l'Ancre, who was charged by the King to eradicate witchcraft in Labourd, wrote many treatises on the subject of demons, werewolves, and witchcraft. To assist him in his duties, de l'Ancre recruited many hunters from all over France — including Father Raymond.

Father Raymond, as he was called prior to becoming a vampire, was plucked from a monastery in Normandy to fight by de l'Ancre's side. A devout Catholic convert, Father Raymond was born in the West Indies to a family of traders, and became a ward of the Church shortly after his parents and two sisters died from smallpox complications. Like his fellow priests, Father Raymond was trained to become an Inquisitor to rout out heretics in the Church's name.

To further his training, Father Raymond was assigned to help de l'Ancre along with dozens of other men — politicians, priests, and opportunists — to provide backup. In truth, Judge de l'Ancre had always expected that the local population would resist him and secretly wished to build an army of witch hunters to end the practice of witchcraft in the name

of the King once and for all. Behind closed doors, de l'Ancre would whisper that there were several thousand witches, warlocks, werewolves, and demons scattered throughout the godless regions of France.

While Father Raymond did not share the Judge's fanaticism, he placed his faith in the belief that creatures of the night did exist, and that humans served them. This priest was a simple man who thought that the testimonies and confessions of the accused, many of which were extracted during intense torture sessions, were proof that he needed to look beyond the cries of innocence, to peer into the night and find out what truly hid in the shadows.

Not long afterward, Father Raymond did pierce the veil of darkness and glimpsed a horror unlike anything he had ever seen. That night, the priest searched for a missing young girl on the outskirts of Labourd. A midwife described her as having the appearance of an eight-year-old child, and her sweet face was the sign of the Devil Himself, for this girl poisoned her parents and managed to escape before attacking her. Father Raymond relied on his training and found the girl sleeping on a pile of rotting corpses in a forest clearing a few miles away. Believing her to be damned, Father Raymond drew his cross and reached for the girl. Before he touched her, however, one of the corpses moved. It glared at him with its filthy, wild eyes, and then threw Father Raymond across the room. Battered and bruised, the Inquisitor tried to get up, but the creature pinned him to the ground and forced him into servitude.

Following that fateful meeting, Father Raymond served his lunatic master as a ghoul for a number of cruel years, long after the witch trials faded away. The priest's master, who was called Jardine by some, enjoyed toying with his blood slave, and was delighted to keep the Inquisitor as his pet. Raymond was stripped of his former identity and was provided with a surname — Narcisse — to better serve his master. As Raymond Narcisse, the former priest hid the truth of his master's murders and was often forced to listen to the victim's tormented screams. The combination of the blood bond and mental manipulation kept Raymond Narcisse frozen in place, powerless to fight back, unable to rescue his master's victims.

Then, after many long years, Raymond Narcisse's subconscious prayers for salvation were answered in an unusual way: he was saved by another vampire. As it turned out, Jardine had been meeting in secret with an Anathema named Erik Kuster. The Alastors had been tracking Kuster for decades all over Europe, but had yet to confront the Anathema face-to-face. Finally, the Alastors decided to ambush his ally, Jardine, believing that Kuster's avenues of escape would be cut off. They were right. Luckily for the Alastors, Kuster was present during the night of their attack and sustained many wounds before escaping through the wine cellars that crisscrossed beneath Jardine's lair. In the commotion, the Alastors destroyed Jardine but were unable to capture the elusive Kuster, who fled into the night.

Ironically, it was Kuster who saved Narcisse from the Alastors, for the Anathema's escape prompted his hunters to quickly chase after him, leaving the ghoul behind. A few nights later, the cloudy haze that infected his mind cleared, and Narcisse realized what he had been doing for the last few years. A terrifying guilt infected him, and Narcisse vowed to use the knowledge he gained to destroy vampires. For a few months, the reinvigorated Inquisitor managed to set fire to a few abandoned havens, not knowing that they belonged to the Anathema. In retaliation, Kuster turned Narcisse and damned him for all eternity, believing it was a just punishment for the former ghoul's failure to protect Jardine from the Alastors. Shortly afterward, the Alastors caught up with them in Paris, Kuster fled once more. The Alastors captured the neonate and brought Narcisse to the local Prince for judgment.

For a time, Raymond Narcisse was slowly indoctrinated into Kindred society at the behest of the Alastors who captured him, believing that the former Inquisitor would become one of them. A careful and quiet student, Narcisse was instructed in the Traditions and ways of Kindred society, before secretly becoming obsessed with Noddist lore. Lost and without purpose, Narcisse interpreted the ancient passages differently than his fellow Kindred, and believed that God had reforged him into a dark weapon, so that he might wipe Caine and all his children from the face of the

Name: Raymond Narcisse

Trophy Clan: Brujah

Alias(es): Ray Narc, Father Raymond

Sire: Erik Kuster

Clan: Toreador

Nature: Judge

Demeanor: Fanatic

Generation: Eighth

Embrace: 1731

Apparent Age: Early 30s

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 4, Appearance 2

Mental: Perception 4, Intelligence 3, Wits 4

Talents: Alertness 4, Athletics 2, Awareness 2, Brawl 3, Empathy 2, Expression 2, Intimidation 3, Leadership 3, Streetwise 3, Subterfuge 2

Skills: Animal Ken 1, Crafts 3, Drive 1, Etiquette 3, Firearms 3, Larceny 2, Melee 4, Performance 2, Stealth 4, Survival 3

Knowledges: Academics 4, Computer 1, Finance 2, Investigation 4, Law 3, Medicine 2, Occult 3, Politics 3, Science 2, Technology 2

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

Backgrounds: Allies 2, Contacts 3, Resources 1

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

Morality: Humanity 7

Willpower: 7

Blood Pool/Max per Turn: 15/3

Image: Raymond Narcisse wears a silver cross around his neck. He has shoulder-length hair he keeps in a ponytail. He finds comfort in dressing all in black like other priests — minus the collar, of course. Raymond is rarely seen without his clothes and his gloves on, for he's self-conscious about the deep scars that riddle his body, marks he has yet to heal from. The scars remind him of the time he spent as a ghoul, and anger him to this day.

Roleplaying Hints: You despise what you are and are filled with a sick, deep self-loathing you cannot admit to anyone, not even yourself. You have channeled your hatred for vampires, honed it to a sharp point, and kill your own kind indiscriminately. Neonate or sire, lower generation or higher, Kindred or Cainite — you hate them all with equal measure and you would rather meet the sun than play their games. You will, however, pretend to follow their rules when it suits you, to take out more vampires.

Allies and Contacts: Raymond has begun making connections with mortal hunter groups. So far, he has avoided contacting the Inquisition directly as he fears they would hunt him down. Instead, he prefers to contact smaller, local groups and hunts with them until they begin to suspect his true nature.

earth. A capable hunter and skilled investigator, Narcisse eventually tired of Europe and stowed away on the belly of

a prison ship that was bound for the Americas. There, Narcisse traveled West across the great plains, killing as many vampires as he could find.

Then, after a nasty fight with the Lupines, Raymond Narcisse disappeared from the historical record for a hundred years or more, and emerged from torpor in the 1980s, only to resume the hunt in Nevada and New Mexico. Eventually, the Justicars felt that his vigilante justice could no longer be tolerated, and was recently named to the Red List to show that every Tradition — including Tradition of Destruction — was to be equally enforced. Thus, Narcisse's addition to the Red List counteracted the popular and misguided belief

that the Justicars only named Anathema if they were a risk to the Masquerade.

Neither the Alastors nor the Justicars care why Raymond Narcisse is slaughtering Camarilla and Sabbat members alike. Should it be revealed that Narcisse believes himself to be the one Kindred who has been tasked with redeeming Caine's terrible sin all those years ago, they would certainly sit up and take notice. After all, a vampire who hunts other vampires is certainly a threat to the Camarilla, but a self-righteous vampire who believes he's an agent of God is even more dangerous, for he has the one thing many Kindred desire: a purpose for being.





KYOKO SHINSEGAWA

Enigmatic Instrument of Vengeance

"I will make you bleed for what your precious sire did to me. You will all pay."

Though she's the former Scourge of San Francisco, not much is known about Kyoko Shinsegawa prior to her arrival on the shores of California at the dawn of the twentieth century. An apt warrior and linguist, Shinsegawa rightly earned her place by the Prince of San Francisco's side, working closely with the Sheriff to bring down trouble-making Sabbat, Anarchs who couldn't follow the Traditions, and other threats to the stability of the city. Fortunately for Shinsegawa, the local vampire community had their hands full, for as soon as one catastrophe ravaged the city in the form of the bubonic plague, the Great Earthquake of 1906 followed in its wake.

The earthquake that almost destroyed San Francisco cracked the earth, disrupting the resting place of Fa Chen Leong, a Nosferatu Elder embraced sometime in the 1850s. Leong, who went into torpor following a vicious battle with a Sabbat Pack during the Gold Rush years, awoke in the middle of a raging fire. Not knowing what had happened, the Elder believed she was still being targeted by assassins who had taken advantage of the earthquake to find her resting place, and went on the attack. Shinsegawa is credited with handling the situation, and brought back the elder for the Prince's judgment.

For decades, Shinsegawa acted as the Prince's mailed fist, weathering wars, natural disasters, Anarch and Sabbat-led raids, battles over domains, and oversaw negotiations with representations from other cities. All the while, high-ranking Kindred – including the Justicars – believed the Scourge

to be a devoted protector of the city's many Kindred, kept safe through the defense of the Traditions they thought she was willing to uphold by hunting Anarchs and thin-bloods.

Unfortunately for them, the only thing that was true about Shinsegawa was her name.

From what the Justicars have pieced together, Shinsegawa was either sent to San Francisco or headed there to set a plan in motion that would take a century to unfold. Beginning with that key coastal city, Shinsegawa is believed to have undermined the Prince's authority in small, negligible ways while his attention was focused on larger, more pressing matters. A favor here, a bribe there, and over the years the Scourge had a network of unwitting allies and informants that reported to her. At first glance, this collection of Kindred, ghouls, and mortals may seem disconnected and random, but was built purposefully until she needed to use them.

When Prince Vannevar Thomas was finally overthrown in the 1990s and replaced by Jochen Van Nuys, most Kindred believed it was elders from Clan Ventrue who mistrusted Thomas and so they successfully installed the new puppet Prince – right up until Shinsegawa vanished. Her disappearance, coupled with Thomas's fall, opened a line of inquiry, drawing the Justicars' attention to San Francisco. Their investigation, which was led by Ventrue Justicar Lucinde, who had been in the city hunting the Samedi serial killer Genina, resulted in Shinsegawa being named to the Red List for reasons that were once known only to them and the Inner Circle.

At first, the actions of the Justicars naming Shinsegawa to the Red List were not questioned by the Alastors. Some felt slighted that the Justicars didn't reveal more than the Anathema's name, Clan, and last sighting in Vancouver, Canada. Others believed that it's not their job to question the reasons why the Anathema was condemned to the List, and felt that some secrets shouldn't be exposed if the truth puts the Camarilla at greater risk. However, thanks to the efforts of the Red Alastors, more details have since come to light about this mysterious and enigmatic figure to help aid all Alastors when hunting her.

Most Alastors are aware that Kyoko Shinsegawa spent years as the Scourge in San Francisco. This role allowed her to master the art of hunting down undesirable Kindred, and has forged her into the perfect predator. Once she earned the skills necessary to hunt vampires, Kyoko has since taken those skills on the road to hunt down unique Kindred targets in different Camarilla domains. Instead of focusing on Caitiff and Anarchs, Kyoko struck down the Seneschal of Seattle in a pre-dawn raid prior to her addition to the Red List. Initially, a Nosferatu Archon called Weasel tracked her movements and cornered her in Portland. In the battle, Kyoko killed Weasel and vanished for a year into parts unknown. After she resurfaced in Nevada, she nearly destroyed Montrose, the Sheriff of Las Vegas, and left him for dead. Two of his ghouls died in the attack and Montrose still has not risen from Torpor. It was not long after this the Justicars added her to the List when a vacancy opened up.

Now, the former Scourge is now a considerable threat to the Camarilla. No one knows what the Anathema's true goals are or who she was before she came to the United States, and the Justicars are afraid that whatever answers lie in her mysterious past, the Alastors may not be able to uncover them before it is too late — for it's been confirmed that the former Scourge of San Francisco is slowly succumbing to her Beast and has been spotted in a frenzy on more than one occasion. Kyoko's violent nature and rising number of kills have turned her into a nightmarish creature sires warn their neonates about. Because of this, her reputation often generates just as many false leads as it does valuable clues to her past and her current whereabouts. Sightings of the Anathema and Esumi, her ghoul, have been reported in several major Camarilla domains including Baltimore, Minneapolis, and London.

One Toreador Alastor, named Barnes, has a theory why this Anathema has been hard to track down. He believes that Esumi or someone from Kyoko's past is hiding her in mortal populations where Kindred normally don't have a strong influence. He further theorizes that there may either

Name: Kyoko Shinsegawa

Trophy Clan: Toreador

Sire: Friedrich Kreizer

Alias(es): None

Clan: Tremere

Nature: Sadist

Demeanor: Chameleon

Generation: Tenth

Embrace: 1897

Apparent Age: Mid 20s

Physical: Strength 4, Dexterity 4, Stamina 4

Social: Charisma 3, Manipulation 2, Appearance 3

Mental: Perception 4, Intelligence 2, Wits 4

Talents: Alertness 2, Athletics 2, Awareness 2, Brawl 3, Empathy 1, Expression 1, Intimidation 3, Leadership 2, Streetwise 3, Subterfuge 3

Skills: Animal Ken 2, Crafts 2, Drive 2, Etiquette 3, Firearms 1, Larceny 3, Melee 4, Performance 2, Stealth 4, Survival 3

Knowledges: Academics 2, Computer 1, Finance 1, Investigation 4, Law 2, Medicine 2, Occult 3, Politics 1, Science 1, Technology 1

Disciplines: Auspex 2, Celerity 2, Dominate 1, Fortitude 2, Potence 2, Thaumaturgy 2 (Path of Blood 2)

Thaumaturgical Rituals: Bind the Accusing Tongue, Deflection of Wooden Doom

Backgrounds: Contacts 2, Retainers 1

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

Morality: Humanity 2

Willpower: 6

Blood Pool/Max per Turn: 13/1

Image: Kyoko Shinsegawa has wild black hair, brown eyes, and sharp pointed nails. When she remembers to keep up appearances, she targets a fashionable woman, kills her, and takes her clothes. When she doesn't, however, her dress is ripped, muddy, and stained with blood.

Roleplaying Hints: You used to fit whatever part you're required to play to get close to your quarry, but you're starting to slip. You're not a master of disguise any longer, and you're having a hard time blending in. Your fading Humanity interferes with your ability to think clearly. You know you're a loose cannon, but you're not sure you care. You're losing control over your Beast, and you won't stop targeting your prey even if you could rein in the Beast. You have a reason to seek revenge, and you will not stop until your dark desire is fulfilled.

Retainers: Kyoko has a Ghoul named Esumi that is fully dedicated to her cause. Not much is known about Esumi, and no one knows if she was with Kyoko in San Francisco or arrived later.

be another supernatural faction that their connected to, or Esumi is not a run-of-the-mill ghoul and has access to secrets that she's using to help the Anathema. Not everyone is convinced that Barnes' theory is correct. However, his questions have forced people to take a second look at this Anathema and what she's truly capable of.

Alastors have been put on high alert and are encouraged to strategize their attack before engaging with the former Scourge. There is no telling what Shinsegawa will do if and when her Beast takes over, and the Justicars fear it's only a matter of time before the Toreador breaks the Masquerade in a way that cannot be fixed.





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CHRISTOPHER BARROW

Mysterious Manipulator of the Supernatural

"There are two kinds of occult dealers: those who believe the trinkets they sell are real, and those who can guarantee it. Guess which one I am?"

The only mortal currently on the Red List, Christopher Barrow is a British occultist who Kindred have encountered in New York City and London. At first glance, Barrow is an unremarkable and plain businessman, his hair is graying at the temples and his flat, grey eyes are completely forgettable. In many ways, Barrow seems like any other profitable entrepreneur with no eccentric behavior to speak of – with one exception. The occultist may pretend to sell pop culture spell books and “kitchen witch” guides for the masses through his personal shop and throughout the rest of his franchise, but behind closed doors Barrow operates a prestigious occult bookstore that boasts a rare collection of tomes on witchcraft, demonology, supernatural creatures, and psychic phenomena from esoteric publishers dating all the way back to the seventh century.

Handwritten journals written by acclaimed occultists (not all of whom are mortal) along with one-of-a-kind curios are usually kept in a locked room toward the back room of the shop, where approved patrons can read and study them. On any given day, there are usually a handful of people browsing the store’s shelves, discussing magical theory over coffee or taking careful notes while studying in the back. At night, the shop is locked up tight and a state-of-the-art system signals Barrow at the first sign of movement.

While being a well-to-do occult bookstore owner is hardly a threat to the Camarilla, Barrow’s *other* hobby – turning supernatural creatures into his personal slaves – is. The Justicars believe that Christopher Barrow operated out of his sanctum, The Raven’s Nest, for many years plotting and

planning in secret. His actions through the 1980s weren’t cause for much concern. Many of his transgressions, like the curious experiment he conducted on a Lupine, were negligible for some time. Sometime during the 1990s, however, Barrow grew bolder and was caught attempting to kidnap a Thirteenth Generation Gangrel by the rest of her coterie. Much to their surprise, the Gangrel were ambushed by a Brujah and a Lupine who seemed to be protecting Barrow. They reported the incident to the local Sheriff, and claimed that these unwitting servants had a milky film covering their eyes.

Like all city-specific matters, the attempted kidnapping was considered to be a local matter for the Prince to deal with. Since the Gangrel managed to escape, the Sheriff decided not to escalate the situation, and it was quickly forgotten. The Gangrel Clan, however, did not forget the incident and felt that of all the clans in the city, theirs and the Brujah would be the most at risk. Too, the Gangrel Elders wondered what else Barrow had kept hidden in The Raven’s Nest and if the rumors were true. After they decided to deal with Barrow in their own way, the Gangrel Clan sent a small hunting party to infiltrate The Raven’s Nest with instructions to report their findings in Elysium. They never returned, and their absence did not go unmarked. This time, a blood hunt was called, but by the time local agents of the Camarilla arrived at The Raven’s Nest, all they encountered in Barrow’s sanctum were his supernatural slaves.

The mystery of who Christopher Barrow really is and how he has managed to control werewolves, vampires, spirits, and

Name: Christopher Barrow

Trophy Clan: Gangrel

Nature: Perfectionist

Demeanor: Conniver

Apparent Age: Late 50s

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 4, Appearance 3

Mental: Perception 4, Intelligence 5, Wits 3

Talents: Alertness 3, Athletics 2, Awareness 4, Brawl 2, Empathy 3, Expression 3, Intimidation 3, Leadership 4, Streetwise 2, Subterfuge 4

Skills: Animal Ken 1, Crafts 3, Drive 2, Etiquette 4, Firearms 3, Larceny 1, Melee 4, Performance 3, Stealth 3, Survival 2

Knowledges: Academics 5, Computer 2, Finance 3, Investigation 3, Law 3, Medicine 2, Occult 5, Politics 3, Science 3, Technology 3

Numina: Hedge Magic (Path of Alchemy 5, Path of Curses 5, Path of Divination 5, Path of Healing 4), Psychic Numina (Astral Projection 4, Pyrokinesis 4, Telekinesis 5)

Backgrounds: Allies 3, Contacts 3, Resources 5, Retainers 4

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

Morality: Humanity 5

Willpower: 9

Image: Christopher Barrow is a businessman with a full head of silvery-grey hair, piercing green eyes, an aquiline nose, and a strong chin. His face is riddled with laugh lines and he wears a neatly-trimmed beard. The occultist is almost always seen in a well-tailored three-piece suit and tie. His hands are adorned with rings of various shapes and sizes, each one adorned with

a unique stone. He is known for wearing a wind-up pocket watch and abhors battery-operated devices. He often carries a cane and almost always brings it with him when he travels.

Roleplaying Hints: You are a savvy businessman who is far older than you appear and do your best to hide it. Sometimes, though, you slip up and make a joke no one gets or drop in a reference hardly anyone else understands. You prefer to let others do the talking, and you're careful not to tip your hand. You've barely scratched the surface of what lies waiting in the shadows, but take comfort in the fact you have a secret weapon of your own. Sometimes, you put too much faith in your occult knowledge, but so far your secrets have not failed you.

Allies and Contacts: Barrow has a number of well connected allies within his order and the occult community at large. They can be called upon for information, materials, or muscle at a moment's notice.

Retainers: Barrow keeps two junior occultists and, at minimum, one bound supernatural, either a werewolf or a vampire nearby whenever possible. It is said that Barrow's prowess to detect the supernatural is due to a demonic imp he has chained to a shadow. The imp pierces the veil of Obfuscate and other illusions with ease, and whispers in his ear. This, unfortunately, has yet to be confirmed.

Note: Barrow has a number of powerful Relics and Artifacts that he has collected over the years, including a cane that's been outfitted with the Eyes of Melampus, a dagger that causes aggravated damage to supernatural creatures and a ring which grants him a bonus pool of Willpower (stores 7 points and replenishes itself 1 point per day). Barrow's Numina can be found in **Hunter's Hunted II** (Alchemy pp. 142-143, the rest pp. 70-83). If you do not have access to that book, feel free to assign a mix of Thaumaturgy Paths and Rituals from **V20** to reflect the occultist's mastery of magic.

lesser demons has slowly begun to unravel over the past decade. The Prince of New York believed the mortal to either be a Sabbat ghoul or a mage, right up until an Archon proved these suspicious were incorrect. While Christopher Barrow is over a hundred years old and may have been born in the Victorian era, he hasn't aged much and is not a vampire. What's more, Alastors have since discovered that the occultist sits at the center of a vast web, a global black market that collects and sells the supernatural — slaves, relics, ancient artifacts, and body parts — to the highest bidder. Obscured in dummy corporations and fake names, Barrow's operations have been uncovered thus far in Venezuela, Germany, South Africa, parts of India, China, and the Philippines. Unfortunately, thus far no one knows how Barrow ships his "inventory" to these countries and who his long list of buyers is. Are they hunters? Other supernaturals? Or the insanely wealthy and superstitious? And, to make matters worse, the Gangrel suspect that more of their clanmates have gone missing, including a Gangrel Scourge named Borya Stansilov.

Now, Alastors have been tasked with collecting information to uncover as many details as they can about Barrow and his operation. At the request of the Justicars, they've recruited

more technologically-savvy Kindred to coordinate with the Nosferatu and record their findings on ShreckNet. Some Kindred, most notably Gangrel, Brujah, and a few Tremere, believe that the Camarilla should pool their resources and go on the offensive. The Tremere Clan's involvement in this case has also generated several rumors that many Alastors find difficult to ignore. Some believe that the Tremere are plotting to confront Barrow on their own terms, and that's why they are refusing to offer more assistance to take down this Anathema. Others think the addition of Barrow to the List is a plot by the Tremere to keep the Alastors occupied. It's thought that Barrow was either once recruited by the Tremere, or may have served an elder in the past. The smoke and mirrors surrounding this Anathema is, in part, due to the secrets the Tremere aren't ready to reveal.

Regardless, most vampires take this threat very seriously and won't willingly walk into any one of Barrow's sanctums unprepared. Without a full understanding of the full extent of his powers, or the knowledge of how many supernatural allies and Kindred he's enslaved, all vampires are at a disadvantage when facing off against the occultist.



EYES OF MELAMPUS

Shrouded in mystery, the sparkling sapphires known as the Eyes of Melampus are reported to be the preserved eyes of the legendary Greek soothsayer who claimed to have unlocked the secrets of Egyptian mystics. Barrow has embedded the Eyes of Melampus into his cane. The relic is encased in a crystal skull, which is welded to the black-painted, metallic base cleverly engineered to fend off Lupines and the fae. Any normal means of investigative analysis will reveal that the twin gemstones are of an average grade and are not noteworthy. However, use of supernatural methods will reveal that their supernatural properties are only effective if they are in close proximity with one another. Should one of the Eyes be removed from the skull, the other will be rendered ineffective.

The relic grants the wielder three extra dots in Awareness (even if this brings the wielder's Awareness rating above 5). For more on Relics and Artifacts see page 157 of *The Hunters Hunted II*.





ALEX SWIFT

Savage Military Mastermind

"See that city over there? You think the Camarilla owns every building. Me? They're just targets."

Born into a prominent Southern family in the early 1800s, Alex Swift grew up in Virginia and eventually enlisted in the Confederate Army alongside his father in 1861. To inspire his fellow soldiers, Swift frequently extolled the virtues of Southern values and the Confederate Army's ranks swelled as a result of his passionate speeches. Swift's rhetoric benefited him in other ways as well, far beyond his ability to recruit other soldiers to fight at his side. Not only was he promoted to the rank of officer more rapidly than his peers, Swift's magnetic personality led him to become friends with historic figures like Stonewall Jackson, who often held long conversations with him discussing various military approaches both before and after their many battles together.

Swift's aptitude on the battlefield as a strategist and soldier eventually earned him a key position on the front lines. Only a short while after he enlisted for the Confederates' cause, Swift participated in high profile battles like the first Battle of Bull Run. Eventually, however, war took its toll on the young officer and he was finally shot down during the Battle of Fisher's Hill. Unconscious and bleeding, Swift was declared dead on the battlefield and, as was the custom of the time, his commanding officers had planned to carry his body and clean it for burial after the shooting was over the next day. As soon as night fell, however, a terrifying force of nature swept across the blood-stained field, picking over the remains of soldiers both dead and alive, draining the dying soldiers of their blood. Amidst their screams, one solitary soldier was chosen to spend his remaining nights alongside this monster of mercy. Alex Swift became a vampire that very night, chosen by an unknown Gangrel.

Swift and his mysterious sire spent the next few decades exploring the forests and Camarilla-held domains all along the Eastern

seaboard, traveling as far north as Nova Scotia and as south as Texas. Though they took special care to avoid any unwanted attention, the pair had been spotted near New York City by clan-mates of the Lasombra Francisco Domingo de Polonia. Before they had a chance to react, the two Gangrel were ambushed by the archbishop's highly-skilled agents in the surrounding forests. Swift was able to take out one of the spies, but he was no match for the Lasombra, and was staked and carried to Polonia's estate. His sire's fate, on the other hand, has never been determined. The Gangrel is thought to have disappeared in the commotion and has yet to come forward or be revealed.

Following the ambush, Swift was carefully transported to a sprawling Lasombra estate in the state of New York. The site, a mansion that may have once belonged to the Cabot family, had been converted into a military training facility for the Lasombra and a dedicated paramilitary cell of ghouls known as the Talons of the Black Rage. In the bowels of this sprawling estate, Polonia and his allies unstaked Swift with the intent on converting him into a member of the Sabbat. After supplying him with vitae, Polonia told the former officer a chilling tale about how the Lasombra had discovered him during his last days in the Confederate Army. Much to their shock and sorrow, as Polonia claimed, their greatest enemy — a Camarilla Clan — stole the honor of granting him unlife from their clan.

Over many nights, Polonia drew parallels between the Sabbat and the Confederacy, knowingly manipulating Swift into believing the two groups shared similar beliefs. This technique was very effective, and the archbishop managed to sway Swift into joining the Sabbat by promising him additional training and an opportunity to earn a new title in exchange for his

loyalty — which the former Confederate officer gladly gave. Motivated by a newfound sense of pride and discovery, Swift returned the favor by teaching military tactics to the Lasombra's secret organization of ghouls for several months.

Polonia was true to his word, and did begin to instruct his ally in Obtenebration and other Disciplines as he had promised. Unfortunately, no matter how well the Lasombra treated Swift, the soldier wasn't satisfied with his lowly position. Eager to prove himself, Swift wanted more — to make a difference within the Sabbat, to do what other vampires often fail to. Instead of plotting and scheming for decades or centuries, Swift felt that the Sabbat's greatest advantage would be to strike quickly and fearlessly, to attack the institution of the Camarilla haphazardly and chip away at the slumbering beast. But, to do that he needed Cainites that would follow his lead.

After a few months, the Archbishop finally relented to Swift's proposal that his time was better served recruiting new Cainites he could train for war with one stipulation: Swift was free to carry out his plans provided he did not reveal the existence of the Talons to anyone else, not even to other Cainites. Polonia reluctantly explained that his ghouls were a secret police formed to expose anti-loyalists, and brought Swift up-to-date on the events of the Second Sabbat Civil War. In exchange for his silence, the Archbishop sent Swift south to Mexico to serve under then-Cardinal Melinda Galbraith, and was accompanied by a pack of Lasombra. Swift understood that he was taking a huge risk leaving Polonia and the protection he offered him behind, but was determined to make a name for himself.

When Swift finally reached Mexico, he smartly kept Polonia's secret and pledged to help Galbraith end the Second Civil War with his expertise. Cainite politics were still very new to Swift, and while he did not wish to embroil himself in internal matters, Swift felt that ending this internal conflict would help him satisfy his true goal: the destruction of the Camarilla.

In many ways, Swift's role in the Second Sabbat Civil War mirrored his actions and position during the American Civil War. He passionately recruited new members for the Sabbat, exposed unbelievers, and made friends with high-ranking members — like Galbraith. Swift seemed like the perfect soldier and was good to his word for many years, listening and waiting to learn more about his enemy. Over time, Swift associated all of the so-called "Kindred" of the Camarilla, with his sire — the one who damned him to this unlife, the one vampire who has never identified himself or returned to claim his child.

After the Code of Milan had been ratified and Galbraith had been named Regent, Swift found he vastly preferred to bare his fangs than hide them behind a thin veneer of politics and flattery. He craved action and conflict, and wondered what had become of his benefactor, Polonia. In the mid-1930s, Swift traveled back to New York to find the Archbishop and his ghouls, only to discover his former mentor had moved on. In his place,

Name: Alex Swift

Trophy Clan: Gangrel

Sire: Unknown

Alias(es): Stonewall Jackson (a nickname he hates)

Clan: Gangrel *antitribu*

Nature: Survivor

Demeanor: Director

Generation: Eighth

Embrace: 1864

Apparent Age: early 20s

Physical: Strength 3, Dexterity 4, Stamina 5

Social: Charisma 2, Manipulation 4, Appearance 2

Mental: Perception 4, Intelligence 4, Wits 4

Talents: Alertness 3, Athletics 3, Awareness 2, Brawl 4, Empathy 1, Expression 2, Intimidation 4, Leadership 5, Streetwise 3, Subterfuge 3

Skills: Animal Ken 3, Crafts 3, Drive 2, Etiquette 2, Firearms 4, Larceny 2, Melee 4, Performance 2, Stealth 3, Survival 4

Knowledges: Academics 3, Computer 1, Finance 1, Investigation 3, Law 3, Medicine 3, Occult 2, Politics 4, Science 2, Technology 2

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

Backgrounds: Contacts 2, Retainers 2, Rituals 2, Status (Sabbat) 3

Virtues: Conviction 3, Instinct 3, Courage 3

Morality: Path of Power and the Inner Voice 5

Willpower: 8

Blood Pool/Max per Turn: 15/3

Image: Alex has short, wavy brown hair and a wide forehead. He has a ruddy complexion and an oval-shaped face. Other than his clear blue eyes, his appearance is unremarkable. A military veteran, Alex is always on high alert and doesn't hide behind a costume. He dresses in fatigues and, when questioned, will claim he's a survivalist training for a disaster.

Roleplaying Hints: You don't share the same concerns that other vampires do. You look at the Camarilla, and you see a weak organization that can be brought down through a series of battles. When you walk into a room, you assess the situation by figuring out the entrances and exits, who to take down first, who your biggest threats are, and who'll be the most use to you. To everyone who knows you, you're pleasant and amiable. Should they cross you, however, they'll see a cold, calculating murderer.

Allies and Contacts: Alex has spies planted in several Camarilla-held cities that keep watch for vampire activity. Some of them are planted Revenants or Ghouls, others are Dominated and do not realize what they are reporting when called.

Retainers: Alex has two members of the Talons of Black Rage (Lasombra Ghouls) assigned to him to act as bodyguards and daytime assassins should he wish it.

he accidentally stumbled across another vampire occupying the abandoned manor — a visiting Brujah elder named Benedykta Gorski who had claimed the building as her temporary haven.

Like most members of the Camarilla at that time, Gorski wasn't aware of Swift's history and did not know he was affiliated with the Sabbat. The two fought, Gorski lost, and Swift burned the mansion — with the trapped elder inside — to the ground. Unbeknownst to him, the vampire's actions did not go unnoticed, and Gorski's coterie encountered Swift during his escape from the grounds. Though they wanted to confront the vampire head on, as they later told the Prince of New Jersey, a wall of flame separated them. Despite these challenges and the severity of their wounds, the coterie got a good look at the member of the Sabbat — and managed to accurately relay a description of the newcomer to the area.

Gorski's death in 1936 forced the Prince to call a blood hunt. When the local members of the Camarilla were ordered to find and eliminate Swift, they were able to glean important information: his name, his suspected Clan (Lasombra), and his affiliation (Sabbat). Though no one within the Camarilla is certain what happened next, it's assumed that Swift was boxed into a corner because he wasn't prepared to deal with the Prince's ire. Every place Swift turned, his Kindred hunters made sure that he was unable to rest or feed for very long. What has been proven, however, is that this young member of the Sabbat did not cower and resorted to doing what came naturally to him: he quickly gathered allies and planned a counterattack. Swift recruited Cainites heavily and even tried to sway Camarilla neonates to join him, to wage all-out war.

The evidence of Swift's recruitment efforts were seen in the rise of defections from the Camarilla, most notably among the Anarchs, to the Sabbat over the next ten years. Some of these alliances, however, were forged by Camarilla loyalists, Brujah spies who sought revenge for their elder's death. As these Brujah got closer and closer to Swift, rumors followed as their secret messages reached the Justicars' ears. Swift was not a Lasombra as they first surmised, but a Gangrel who had abandoned the Path of Humanity and was now under the tutelage of a Sabbat elder. Swift was getting ready to attack the Prince of New Jersey. Swift had no intention of leaving New York, and would lead a full-on assault against the Camarilla. These whispers, combined with Swift's puzzling if not random guerilla attacks, convinced the Justicars to start considering the Sabbat member as a larger-scale threat that could not be contained. Unfortunately, the Justicars' decision to name Swift to the Red List came far too late, for this Cainite was responsible for the fall of Pittsburgh.

Though many Brujah and Gangrel continued to hunt him, Swift faded from view sometime during the Third Sabbat Civil War and didn't reappear again until the mid-1990s. Whilst others believed he took a break from the fighting, Swift pre-

pared for war and retreated to the Appalachian Mountains where he recruited members of the Bratovich revenant family to increase the number of able-bodied soldiers at his command.

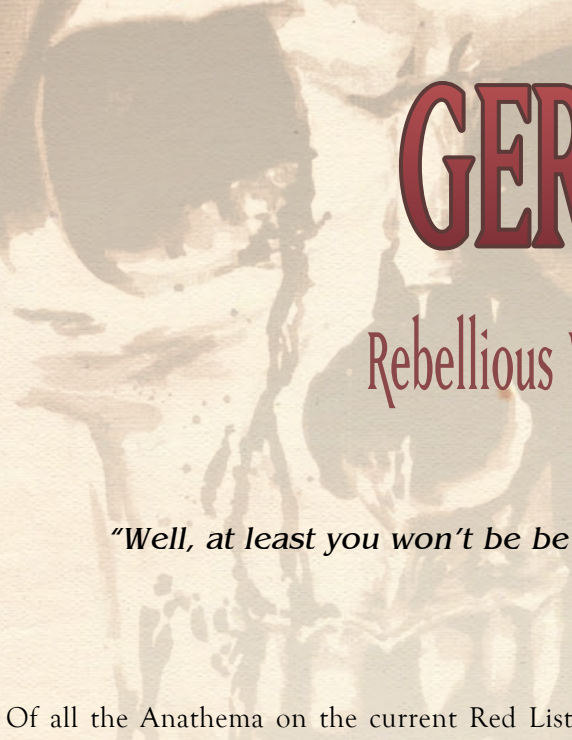
After decades of training, rallying, and moving up in the Sabbat ranks, it seemed the former Confederate officer finally obtained what he wanted — a prestigious rank and title within the Sabbat, high-ranking Disciplines unique to Clan Lasombra, and the license to punish the Sabbat's enemies however he saw fit. With the Sabbat behind him, Swift exercised the powers available to him and wiped out a coterie of Archons who had been found hunting for Anarchs outside of Camarilla-held lands. Then, when the Ventrue Archon Wilhelm von Bran investigated their disappearances, Swift took the Kindred hostage and tortured von Bran for several weeks before sending him battered and bloodied back to the Camarilla with a chilling message: "I am coming for you."

Concentrating on one Camarilla target after another, Swift and his newly-formed Sabbat army, filled with Lasombra, Gangrel *antitribu*, Panders, younger Tzimisce, and a brood of Bratovich revenants, attacked without mercy and without question. They target a strategic location, hit hard, and leave one survivor behind. Swift's actions have decimated the havens of the Nosferatu, Toreador, Brujah, and Gangrel, leveraging the Nosferatu and Assamite *antitribu*'s wrath to settle old debts with their former clanmates. So far, the Sabbat Gangrel has taken over Augusta, South Carolina and installed some of the more stable members of the Bratovich family into local positions of power there. He has been inching closer toward Atlanta ever since, accompanied by young members of the Sabbat who fall in love with the idea of a war against the Camarilla, never truly knowing what they're fighting about or why.

The Sabbat war leader's systematic and unflinching approach to destroy the Camarilla earned him a spot on the Red List, and his recent actions have put the Prince of Atlanta on high alert. When the Justicars were determining who the Trophy Clan would be, they were surprised to find that several Clans were not only anxious to sponsor the Trophy, they were eager to offer up new recruits for the Alastor and Archon ranks, to fight against this dire threat on behalf of their clan. For while it's been confirmed that this Anathema killed more than one elder, dozens of unsuspecting members of the Camarilla who have crossed paths with this military mastermind have wound up staked — or worse — at his hand. In the end, however, Clan Gangrel was granted the honor of being the Trophy Clan, and is now leveraging this position to find Swift's sire and offer assistance to the Alastors.

Alex Swift does not care about protocol, Kindred society, or the Traditions. What he is concerned with, however, is to witness his beloved Sabbat rise to powerful heights, to remain unchallenged and unchecked for all time. And, just as many Alastors fear, this is the one vampire who can make that happen.





GERMAINE

Rebellious Voice of the Damned

"Well, at least you won't be around to annoy anyone else after tonight."

Of all the Anathema on the current Red List, Germaine may not have deserved his nomination. He is an example of the lengths certain elders would go to protect themselves, despite any wrongdoing on the target's part.

Embraced by a savvy Brujah statesman named Critias during the French Revolution, Germaine was chosen to become a vampire because of his role in politics. Germaine was a double agent who unwittingly stumbled into an intricate plot that pitted the Toreador and Brujah Clans against each other amid the intrigues surrounding the French monarchy. Unbeknownst to Germaine until much later, his lover — the Countess d'Adhemar — was a Toreador, the childe of Madame Guil, and it was she who begged him to flee the city out of fear for his safety. Despite his protests, Germaine was ill-equipped to handle the Countess' pleas to stay out of the fight — until after his Embrace. As a Brujah, he did not feel constrained by his lover any longer, and quickly threw himself into the battle for the royal throne. This act infuriated Countess d'Adhemar and eventually led to the neonate's downfall.

After Critias witnessed the signing of the new French constitution, Germaine was left to fend for himself and quickly ran afoul of the Toreador Clan. Though they may claim otherwise, the Toreador hoped to find a scapegoat to blame for their problems in France, and Germaine proved to be a good candidate for their ills. Unable to lie low or keep quiet, the Brujah neonate continued to fight against the system, railing against the local authori-

ty, and rejecting the status quo — even though the major battle had already been won.

While some Kindred assumed that Germaine's volatile behavior was due to the lack of a mentor, the Brujah's unfortunate tendency to piss off the wrong vampire didn't win him many friends. Unfortunately for Germaine, the truth about his former lover and the reason why he was Embraced was eventually revealed publicly. The Brujah felt betrayed by both Clans, and sought to punish his sire and his ex-lover. The Toreador, on the other hand, felt that Germaine's actions since becoming a vampire didn't justify the wrath of the Brujah, for he was clearly behaving like a true rebel. After a brutal fight with the Countess d'Adhemar in 1793, Germaine abandoned his beloved Paris to avoid the Prince's judgment. On the eve of his departure, the Brujah swore he would return to France one day and finish what he started. So far, Germaine has yet to return and the Countess is rumored to still be active in the region.

Instead of traveling across Europe, the Brujah opted to cross the Atlantic and discover for himself what the New World had to offer. When Germaine arrived in the New World, he was struck by how absurd and complex the political landscape was. To him, the open conflict between the Camarilla and the Sabbat was filled with petty squabbles he had no interest in. Worse, the Toreador and Brujah were both active on the Eastern seaboard, and Germaine did not know where his sire was. Though

he managed to avoid being staked or reprimanded, the young Brujah secretly feared Critias' wrath and worried his sire would willingly sacrifice him up as a peace offering to the Toreador.

Germaine tried to stomach joining a Sabbat pack in Florida, but quickly found he hated the Sabbat almost as much as the Camarilla. Fortunately for him, the Anarch Movement was just gaining ground again, though they had not yet formed the California Free State. On his travels further West, Germaine ran into other Brujah who had joined the Anarchs. For a time, Germaine felt he had finally figured out where he belonged. To prove his worth he lent his considerable might to drive enemies from Anarch-held territories throughout the 1800s wherever and whenever he could. Though he excelled in battle, Germaine held true to his nature and shunned all responsibility, even when his peers tried to appoint him leader. The minute the other Anarchs fell in line behind him, Germaine moved on to the next Western city to search for his own answers, hoping his sire would one day forgive him.

After the Anarch Free State was formed, Germaine headed further west to California and spent some time with the Barons of Los Angeles before moving on to Seattle. There, the Brujah had his first run-in with the Justicar Petrodon, a violent and powerful Nosferatu who fiercely hated Anarchs unlike anything Germaine had experienced before. After he barely survived the battle, Germaine fled the west coast and wound up to Chicago, where he sought to better the Anarchs' position following the death of their Prince.

As he had done so many times before, Germaine stirred up local trouble attempting to rattle the Brujah Sheriff Balthazar — but he didn't have much luck. The Anarchs in the Windy City may have talked about how they wanted to overthrow the Camarilla, but their actions didn't fit their speeches — until he met a fellow Brujah named Damien in the mid-1990s. Since that time, Germaine and Damien have been inseparable. While one Anarch recruits new vampires, the other shows them how to start a fight. Then, they seek to shatter perceptions and challenge would-be anarchists to make something worth fighting for. Combined, they seek to educate the Anarchs on the true meaning of what they are all about.

Though Germaine mostly involves himself with the Anarch Movement and hasn't proven to be a global threat to the Camarilla, the Toreador Clan would not let an old grudge die. Despite the fact that Germaine doesn't make it a point to break the Traditions (often) and believes in protecting the Masquerade, the Toreador Clan has

Name: Germaine

Trophy Clan: Toreador

Alias: Count St. Germaine, Marcoux

Sire: Critias

Clan: Brujah

Nature: Fanatic

Demeanor: Bravo

Generation: Sixth

Embrace: 1792

Apparent Age: Mid 20s

Physical: Strength 4, Dexterity 6, Stamina 5

Social: Charisma 5, Manipulation 4, Appearance 4

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Alertness 3, Athletics 2, Awareness 3, Brawl 5, Empathy 4, Expression 3, Intimidation 3, Leadership 3, Streetwise 4, Subterfuge 5

Skills: Animal Ken 1, Crafts 2, Drive 2, Etiquette 4, Firearms 2, Larceny 4, Melee 3, Performance 2, Stealth 4, Survival 3

Knowledges: Academics 2, Computer 1, Finance 1, Investigation 2, Law 2, Medicine 2, Occult 2, Politics 3, Science 1, Technology 2

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

Backgrounds: Allies 2, Contacts 3, Resources 2, Status (Anarch) 3

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

Morality: Humanity 5

Willpower: 8

Blood Pool/Max per Turn: 30/6

Image: Germaine has short, tawny hair, hazel eyes, and a meticulous goatee. He prefers to wear the exact opposite of whatever the latest trend is, and will take off his shirt whenever the occasion calls for it. He often wears cargo pants, a white T-shirt, and combat boots.

Roleplaying Hints: You hate the status quo. If somebody's going left, you go right. If there's a protest going on, you'll side with the least popular view. You know that other Anarchs think you're the champion of their cause, and you abhor being in charge. What you love most is causing trouble for the sake of causing trouble, and now that the entire Camarilla is set against you, what you want most in the world is to make life difficult for them. You have no intention of going down without a fight — several if you can help it.

Allies and Contacts: Germaine maintains a few connections with biker gangs and fences in cities that have a strong Anarch presence such as Chicago, Las Vegas, and New York. He primarily uses these allies for information and quick infusions of cash for his next road trip. Of course, they are also keeping an eye out for Germaine's Sire, which he doesn't expect them to find, but he likes to keep his options open.

fabricated a list of all his transgressions, both real and imagined, to justify adding him to the Red List. When he was named, however, the addition was so controversial it caused a rift between the Brujah and Toreador Archons, one that exists to this day.

Some Alastors don't bother hunting Germaine because they don't wish to get in the middle of a war between the Brujah and the Toreador. Others seek more valuable or dangerous targets, like the infernalists on the List, that are worthy of their efforts. Those that do wish to cross

Germaine off the Red List will find he's a capable fighter who isn't afraid to throw down. As to his whereabouts, Germaine hasn't been spotted in a few years. It's possible he's chosen to hit the road again or perhaps he has gone into torpor prematurely. It's just as likely that Damien is protecting him, or they got into a fight and they are actively avoiding one another. Other Brujah, however, suspect that Critias is silently supporting his childer from the shadows, and is still using them to bring down Madame Guil.





15

FRANCISCA SANTOS DOS RODRIGUES

Cryptic Servant of the Accursed

"Blood is not the only power a vampire has."

A Brazilian native, Francisca Santos dos Rodrigues is the most recent addition to the Red List. Not much is known about this infernalist, beyond what the Brujah Justicar Manuela Cardoso Pinto has claimed when she recently campaigned to condemn her to the List. Rumors swirl in Francisca's wake, and some Alastors wonder if the information Manuela has supplied them with is either false or not the whole story.

Francisca Santos dos Rodrigues is an infernalist who's thought to have been Embraced sometime within the last two-to-three hundred years in Brazil. Most Alastors have pieced together that the profane vampire was born in the coastal city of Santos and likely moved to Recife in the northeastern part of Brazil as a small child. After working for many years on a meager farm, Francisca abandoned her life of poverty and went out into the wilderness, where she stumbled into a group of Portuguese settlers who called themselves the Bandeirantes.

After falling in love with a life filled with adventure, Francisca Santos married one of the Bandeirantes, whose first name remains unknown to this day, when she reached her teenage years and moved to São Paulo. As Francisca Santos dos Rodrigues, she fulfilled the duties of a young bride and had twins a year later. Then, on her 25th birthday, records show that Francisca was arrested for slaughtering her sons and offering their organs to the Devil as payment for her blessings. She spent a single night in prison, and escaped shortly afterward.

Manuela Cardoso Pinto, who was a Josian before becoming Justicar, believes that everything she has learned about Francisca, every piece of evidence the Archons, Josians, and Alastors have uncovered – including the Anathema's name – are all lies planted to disguise the Anathema's true identity. Whether she was Embraced prior to the death of her twins or afterward, Manuela has confirmed that, so far, she can find no record of a Francisca Santos dos Rodrigues or her vampiric allies. Both the name and the story, she claims, are false.

Pinto first learned about Francisca Santos dos Rodrigues in 2009. As a Josian and the Sheriff of Natal, Manuela was tasked with hunting down a powerful infernalist to protect the artifacts and grimoires hidden away in the local Roman Catholic churches. Francisca had already been investigated by the time Manuela got involved in the hunt, and the local Archons helped uncover basic details about her life, hoping those facts would lead to the discovery of her sire and Clan.

Unfortunately, Manuela's involvement triggered a bizarre chain of events she was unable to stop. When the Archons attempted to entrap the Anathema in one Church, Francisca was performing Dark Thaumaturgy rituals, opening doorways into hell, in another. By the time Manuela cleaned up the Masquerade in one sanctum, however, the infernalist had ghouled a local priest and watched as he conducted an unholy rite on his altar using the blood of his parishioners. The desecration of a mortal's holy place

Name: Francisca Santos dos Rodrigues

Trophy Clan: Brujah

Known Alias(es): Ozana Vargas, Julia Azevedo

Sire: Unknown

Clan: Lasombra (Rumor: Angellis Ater bloodline)

Nature: Deviant

Demeanor: Enigma

Generation: Ninth

Embrace: Exact date unknown. Sometime in the 17th or 18th century.

Apparent Age: Mid 20s

Physical: Strength 3, Dexterity 3, Stamina 4

Social: Charisma 2, Manipulation 2, Appearance 3

Mental: Perception 3, Intelligence 4, Wits 4

Talents: Alertness 2, Athletics 3, Awareness 4, Brawl 3, Empathy 2, Expression 2, Intimidation 2, Leadership 4, Streetwise 2, Subterfuge 4

Skills: Animal Ken 1, Crafts 2, Drive 2, Etiquette 3, Firearms 2, Larceny 2, Melee 3, Performance 2, Stealth 4, Survival 3

Knowledges: Academics 4, Computer 2, Finance 3, Investigation 3, Law 4, Medicine 3, Occult 4, Politics 4, Science 2, Technology 2

Disciplines: Auspex 2, Celerity 2, Daimoinon 4, Dominate 4, Fortitude 2, Obfuscate 3, Obtenebration 4, Potence 2, Thaumaturgy 3 (Hands of Destruction 3, Weather Control 2)

Dark Thaumaturgy Rituals: Curse of Oedipus, Video Nefas, Call Forth the Host, Bind the Interloper

Backgrounds: Alternate Identity 3, Contacts 2, Rituals 2, Status (Sabbat, as Ozana)

Virtues: Conviction 3, Instinct 3, Courage 4

Morality: Path of Evil Revelations 5

Willpower: 7

Blood Pool/Max per Turn: 14/2

Image: Francisca has dark black skin, brown eyes, and wears her hair naturally, in an Afro. She has not lost touch with her fellow Brazilians, and has adopted a signature style that speaks volumes about who she is and what she wants. Francisca wears tight, tapered jeans, high heels, and a form-fitting wrapped blouse that's tied at the side of her waist. She wears gold jewelry and a pendant that's hammered into the shape of an ancient demonic sigil. Though her clothing may change to fit her task, the Anathema will never remove the sigil from her neck when she's interacting with other infernalists.

Roleplaying Hints: You prefer to project an aura of mystery and go out of your way to avoid being typecast as a member of the Sabbat, Kindred, Anarch, or infernalist. The minute one vampire thinks you're easy to deal with you'll intentionally switch tactics to keep him on his toes. Your obsession with becoming "the" enigma of the vampire community means you're interested in taking the path least traveled when it suits you — and your demonic master.

Allies and Contacts: Francisca has connections to other infernalist cells in different cities across the world, but does her best not to call on them lest they be discovered by those hunt her. As Ozana, she has been doing her best to make a solid reputation for herself within the Sabbat, all the better to throw suspicion off her activities. As Julia, she does much the same within Camarilla cities.

of worship was an act that meant little to the local Kindred, but Manuela understood how dangerous attacking a church was. Infernal deeds were sure to ignite a mob or force the locals into a state of paranoia — upsetting the balance between mortal and vampire in the city.

At the Prince's urging, Manuela, along with the visiting Archons, lured the infernalist into the ruins of an abandoned church by planting a ceremonial obsidian dagger and a protected vial, one that could contain the blood of a vampire, as bait. Shortly before dawn, Francisca snuck into the church where the Kindred were hiding, but did not spring the trap. The Josian watched in horror as a demonic entity plucked the infernal artifacts from their hiding place, and handed the objects to Francisca. Then, the profane vampire proceeded to try and recruit all who were present for, she claimed, a great darkness was rising, greater than the Baali Methuselah that was reawakening in Mexico City. And nothing — vampire, kine, or demon — would stop her. By the time Manuela was ready to strike the infernalist down Francisca had already gone on the

attack. She blinded her enemies for several hours, giving her the chance to escape into the night.

To this night, Manuela is not sure what Francisca meant by her cryptic message. The Brujah Justicar continues to be puzzled by the profane vampire's actions, for while it's true Francisca is an infernalist and is a master of Dark Thaumaturgy, she seemed to blend into the shadows — like a Lasombra. Could she be a Baali? Or was did she belong to the enigmatic Angellis Ater bloodline and is reviving that infernal faction? Why was she hunting for blasphemous tomes and infernal artifacts, unless he planned on handing them over as gifts to the Baali Methuselabs she planned to resurrect?

Once Manuela discovered that Francisca might have the *Book of Tobit* in her possession and the bones of a dead god, the Josian realized how dangerous she was and knew that a blood hunt wouldn't be enough to rally other Kindred to her side. Manuela's spies tracked her movements and attest the infernalist did reach Mexico City, but so far no

one remembers spotting her. It has also been confirmed, however, that the great earthquake felt throughout Mexico City in 2014 was supernatural in nature.

Now, Manuela is the Brujah Justicar and has used her considerable resources and political prowess to successfully add Francisca to the Red List out of fear for what the infernalist will do next. While she may not want to admit it, Manuela was rattled by the ease at which Francisca performed high level Dark Thaumaturgy rituals and opened gateways into hell. Either Francisca doesn't realize that the evil she's spreading, along with the demons she's summoning, could consume her in the fires of vengeance eventually, or Francisca has succumbed to the touch of the infernal and is beyond reason. Whatever demonic lord

she serves, is one that has forced her to operate unlike any infernalist Manuela has ever seen before. This profane vampire does not hide under the guise of a friend or ally. Instead, Francisca Santos dos Rodrigues flaunts her dark powers whilst recruiting her peers, all the while spreading the taint of the infernal for whichever demon she serves.

Should any Alastors decide to hunt Francisca Santos dos Rodrigues, they'll no doubt be asked to collaborate with the Josians and, if necessary, send a message to the Sabbat Inquisition to warn them of the infernalist's schemes. After all, the Baali have not been spotted since the Victorian Era. If Francisca truly plans to find and awaken Baali Methuselahs scattered all across the world, this act could spell the end of both the Camarilla and the Sabbat combined.





AYISHA JOCASTIAN

Malign Destroyer of Traditions

*"I am blessed with the blood memories of my sire.
Who ordered me to publish that damn book?
He's innocent. No, I'm the one who's guilty!"*

One of the most famous vampires in the modern era was born during the rule of the Ottoman Empire sometime during the 1800s. Ayisha was a Turkish Cypriot who grew up on the island of Cyprus in the Mediterranean Sea. Unfortunately not much is known about Ayisha's family lineage or history, for her family's surname has since been forgotten. Ayisha has hinted to other vampires that her relatives fought in the many uprisings that took place during the period, and forbade her from straying too far from home for fear she'd be stolen, kidnapped, or worse. While her parents struggled to put food on their table, the young girl rebelled against the strict rules of her house, sneaking off into parts unknown during the middle of the night.

By the time she reached her teenage years, Ayisha claims she became increasingly convinced that she needed to get off the island by any means necessary. First, she tried to smuggle herself on board a trading ship, but was caught before the boat left port. Then, she lied about her age and pretended to be a young man, to volunteer for military service. Finally, when that didn't work, she unwittingly joined a cult of Satanic worshippers masquerading as rebels, and quickly succumbed to the allure of the occult. This act kept her on the island, but it would also lead to her damnation.

At first, the dark world of secrets fascinated Ayisha. She often tells the story about how the cult's mysterious master revealed much about magic and monsters, promising her power she could use to protect her family, to get off the island, to learn magic, whatever it took to entice her just a bit more. What Ayisha didn't know, was that the cult did

not serve Satan or any other demon, the group was a ruse to garner vessels for the local Kindred population. These vampires could, after a fashion, step into the role of a warlock or dark magician without fear of breaking the Masquerade. Using half-truths and any number of tricks, the Kindred warped the minds and hearts of the cultists, teaching them fake rituals designed to summon the infernal. Of course, these rituals were not guaranteed to work, and they almost always required blood-letting and human sacrifice.

While other mortals had fallen prey to the local Kindred and their clever use of Disciplines, Ayisha did not and proved to be resistant to their efforts. Insatiably curious, the teenager grew increasingly skeptical of the rituals that never seemed to produce any demons, and pledged to investigate the masters further. One night, Ayisha snuck into the inner chamber where a few vampires were preparing for sleep just before the dawn – and was caught. The master of the cult, an Assamite sorcerer named Rahila, did not strike the teenager but, instead, bargained with her, to help get her off the island in exchange for a simple task. Other Kindred have long suspected that the Assamites desired to attack the other Clans by taking out specific targets, and the Malkavian scholar – a foe named Sennacherib – was high on the clan's list. What Rahila proposed was simple: she would allow Ayisha to leave the island provided she journey to Damascus and draw Sennacherib out into the open. To secure this arrangement, Rahila recorded the deal on a piece of parchment signed with blood which is now in the possession of the Tremere.

Records show that Ayisha did travel to Damascus and, as

Rahila suspected she might, became a local curiosity. Whispers followed in the teenager's wake, for she sowed the seeds of discord wherever she walked. How dare a kine stand so fearlessly before her betters? Why was she resilient to Dominate? The blood bond? Eventually, Sennacherib had to see the teenager for himself. When he emerged from his haven to inspect her, however, a team of Assamites was there to greet him. Despite being outnumbered and outmaneuvered, the Malkavian managed to defend himself.

Following the battle, Sennacherib plucked Ayisha out of the crowd, but did not murder her. Instead, Ayisha claims the Malkavian Embraced her for reasons known only to him. Whether he damned her out of malice, a desire for vengeance, or curiosity, the end result is that the teenager's resistance to Disciplines and blood magic eroded after her Embrace. In some ways Ayisha became more susceptible to the influence of other vampires in her unlife than when she was mortal. In others, becoming a vampire is what eventually drove her into becoming the now-infamous Malkavian Anarch she is today.

Ayisha's rebellious tendencies held true after her Embrace as well, and some Alastors mistakenly believe that this played a part in the Assamites' goals. Though Sennacherib attempted to teach her the secrets of the Jocastian cult, Ayisha longed to get rid of her sire. What she desired most in the world — freedom — was not something the scholar was willing to grant her. Still, the neonate understood that there were some things her sire could, in fact, teach her and decided to stick around for a little while.

Unfortunately, after she heard her fill about the myth of Caine and the sanctimonious Traditions, Ayisha refused to fall in line and follow her sire's wisdom. To her, she thought both the Jocastians and the Mnemosynes were not any different from the cult she fell into back on Cyprus. Worse, she thought it was silly that the cults' rivalry, which she later discovered had been fueled by Aristotle de Laurent, had started over an argument about whether or not the cults were Malkavian bloodlines or not. Clearly, either her sire wasn't telling her the truth, or the curse of the Malkavians could only be cured by diablerizing him so she would consume his memories and his sire's before him.

According to a private journal found in Tripoli that's since been claimed by the Ventrue, Ayisha did diablerize her sire because she believed that his blood would provide her with the answers she sought. She quickly became obsessed with the idea of Gehenna, turned her back on the Camarilla, and felt that the Sabbat wasn't worth her effort, either. Instead, she described herself as self-proclaimed nihilist who favored anarchy and chaos over the stagnant balance between vampires and kine. Secretly, she hoped to end the lies and felt the only way to save all vampires was to reveal the truth

Name: Ayisha Jocastian

Trophy Clan: Ventrue

Alias(es): Evelyn Yermakova, Randi Austin

Sire: Sennacherib Jocastian

Clan: Malkavian

Nature: Enigma

Demeanor: Monster

Generation: Eighth

Embrace: 1922

Apparent Age: early 20s

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 3, Manipulation 4, Appearance 3

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Alertness 2, Athletics 2, Awareness 3, Brawl 2, Empathy 3, Expression 2, Intimidation 3, Leadership 3, Streetwise 3, Subterfuge 4

Skills: Animal Ken 1, Crafts 2, Drive 2, Etiquette 2, Firearms 1, Larceny 3, Melee 3, Performance 2, Stealth 4, Survival 2

Knowledges: Academics 4, Computer 2, Finance 2, Investigation 3, Law 2, Medicine 2, Occult 5, Politics 2, Science 2, Technology 3

Disciplines: Auspex 3, Celerity 2, Dementation 3, Dominate 2, Fortitude 2, Obfuscate 4

Backgrounds: Allies 2, Contacts 2, Resources 2

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

Morality: Humanity 4

Willpower: 4

Blood Pool/Max per Turn: 15/3

Image: Ayisha Jocastian has almond-shaped eyes, tan skin, and black hair. She knows she's being hunted, and has updated her look to avoid unwanted suspicion. Currently, she dresses like a college student to appear much younger than she is and blend into the background. Normally, her costume is a college sweatshirt, black leggings, and ugly boots. When she's not in disguise, Ayisha wears an elaborate, emerald green ball gown she believes her sire, Sennacherib, has chosen for her to wear in his honor.

Roleplaying Hints: Due to your Derangements, you believe the voices of those you've Diablerized have infected you, forcing you to stop mid-sentence occasionally, change the tone of your voice, feel phantom emotions that don't necessarily belong to you. When you're unhappy, you're not sure "who" is miserable, and that makes you jumpy. Now, you feel these voices are urging you on to bigger and better things. You take their lead, even though you don't completely trust what they're doing.

Allies and Contacts: Ayisha has connections within a few different occult communities of rare book collectors and professed mystics. Most members are not actually occultists, and specialize in finding books on the occult and similar manuscripts. Ayisha uses her contacts to seek out any publications that might contain information about vampires.

Derangement: Ayisha's madness manifests in a delusion that she has consumed the feelings and memories of those she has Diablerized. For example, Ayisha thinks she has access to all of her sire's thoughts and memories, and can sometimes hear his voice speaking in her mind.

about their nature to all. The Malkavian neonate even went so far as to claim that Sennacherib, himself, prompted her to break the Masquerade. These ramblings, combined with oft-repeated phrase which was later published in *The Book of Nod*, “You’ve gotta shake ‘em up, before you shake ‘em down,” have led some Alastors to believe that the diablerie of her sire had a significant and negative impact on her psyche. Others suspect that some other force or vampire — such as the ancient Malkavian occultist Louhi — began to manipulate her from the shadows, forcing her to do their bidding without her knowledge.

For some time, Ayisha disappeared from the historical record and resurfaced in Peru, where she was spotted hanging out with some local Anarchs who devoted an unusual amount of attention to fighting the Sabbat instead of the Camarilla. Here, in Ayisha’s own words, she described her travels in a letter published in the 1993 version of *The Book of Nod*, focusing on her discovery of the Giovanni’s and Setite’s influence, and her observations of an esteemed elder calling itself Nunéz and how it manipulated everyone from the local Prince down to the lowliest of Caitiff.

Shortly afterward, when one of the Childer of Nunéz (the elder had previously departed for Europe) was found at the brink of death, Alastors began to sift fact from fiction, and suspected that Ayisha Jocastian is, in fact, a separate personality than whomever Ayisha was prior to that. Whether her namesake indicates she considers herself a member of the Jocastian cult or not, the Jocastians don’t want to have anything to do with her, especially since she’s fond of Gehenna lore. For this reason, coupled with her dealings with the Anarchs and Gehenna proclamations over time, Ayisha Jocastian is often considered to be both an Anarch and Autarkis — even though no one knows for certain.

The infamous tome that was published in 1993, *The Book of Nod*, was compiled by Aristotle de Laurent and Beckett of the Mnemosyne faction in order to be studied by a select few Noddist scholars who were trusted. Though de Laurent had protocols in place to protect the book from falling into the wrong hands, Ayisha had tried to turn Beckett against him, an attempt to sow discord among the Mnemosyne. Ayisha murdered and impersonated one of Beckett’s allies,

and convinced him to hire her to help with the delivery of the precious few copies that existed at the time.

Ayisha Jocastian betrayed their trust and, instead of printing and distributing 200 copies to the trusted scholars, shipped it widely and freely all over the world. *The Book of Nod* is one of the more complete collections of Noddist writing to date and, though it’s forbidden to own a copy, there are several hundred rumored to still be in existence today — including digitized eBooks that circulate in various formats on the Internet and even more recently, a remastered print on demand version. The distribution of *The Book of Nod*, coupled with the destruction of other vampires, is what condemned her to the Red List.

Once the Camarilla got wind of this obvious breach of the Masquerade, they sent several Archons and cover-up specialists into action. At first, much of the blame landed squarely on de Laurent’s shoulders since he had been responsible for creating the manuscript in the first place. However, the accusation didn’t hold for long, for Ayisha Jocastian signed her name to *The Book of Nod* in the Afterword — and has since been blamed for its continued popularity. While there may be a few Kindred — including some of the Mnemosyne — who want de Laurent and Beckett punished for compiling Noddist lore and letting a troublemaker like Ayisha near the book to begin with, the Justicars feel Ayisha Jocastian is a bigger, more dangerous threat to the Camarilla. After Angelo was destroyed in 1998, Madame Guil nominated Ayisha for inclusion on the List and Maris Streck, a former Archon who had at one time been assigned to collecting and destroying wayward copies of the Book, quickly agreed to the addition.

Now, Alastors fear that Ayisha Jocastian is on the brink of either taking another personality, or breaking the Masquerade in a much larger, grander way. The Justicars are quick to dismiss rumors that she’s not capable of acting of her own volition, and that someone older, perhaps Vasantasena the Sabbat Priscus, or the mad occultist Louhi, both elder Malkavians, is pulling her strings. The elite of the Camarilla wants Ayisha Jocastian dead, because if a vampire like her can get away with breaking the First Tradition, then surely others would take her lead.



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KAREN ANATOS

Self-Proclaimed Blood Goddess

"There are a hundred cities I could spend my long nights in, but I can't think of a better one than Los Angeles, surrounded by my adoring fans."

The glamour of Hollywood combined with the allure of the mysterious, lush Black Forest brought a blonde, American actress named Lily Thorne to Germany in the late 1920s to star in a silent film. The movie was dubbed "Damsel in the Wilderness" and, despite a moderate reception during the period, it has not survived the ravages of time.

Lily Thorne, on the other hand, has — though not in the way most mortals and Kindred might expect.

During the filming of a chase scene near a riverbank Lily, whose is now known as Karen Anatos, hit her head and slipped into the water. For several hours, the cast and crew searched for their starlet, believing she had drowned. While the mortals conducted their fruitless efforts, Lily was "rescued" by a Gangrel Methuselah named Brunhilde who had been watching her and the filmmakers with their strange, boxy equipment for many nights. Brunhilde, who was hunting in the area, did not hesitate to Embrace the Hollywood beauty beneath the dark waters. Several hours later, Brunhilde carried Lily's body to the riverbank, set her down in front of her castmates, and vanished back into the wilderness.

The sight of Lily's miraculous recovery from the certainty of death had an impact on the cast and crew. Though Lily understood that she had become a vampire, she hid her vampiric nature from them and continued filming, despite the actress's aversion to sunlight and growing thirst for blood. The crew either didn't notice Lily's change or didn't care, for they always seemed to have an explanation

for her eccentric behavior. Her complexion suffered from her near-death experience, so her skin had to be protected from the sun. Her inability to hold down solid foods is because she was still sick from her traumatic experience.

Worried that the truth would eventually be revealed, Lily decided to create another vampire like herself, to protect her from the other humans. Unlike other neonates, however, Lily's knowledge about vampirism did not come from her sire, but from her experiences in film. When she fed Karl Williams her blood, she didn't realize that she was transforming her director into a loyal ghoul. Either way, her decision to ghoul the man in charge was a smart one, for everyone responded to Williams's commands, and Lily was safe.

Following the end of the project, Lily Thorne returned to Hollywood with Williams. Together, they slowly built her career, one film and one follower at a time until the night came when Lily Thorne was forced to retire to avoid suspicion in the 1950s. While many Hollywood actresses may look and appear young well past their prime, Williams and Thorne conspired to build an empire that continues to last to this day. To protect what they had built, Lily agreed to periodically leave the business and reemerge as a new personality. When Lily retired, a fresh-faced star — her black-haired daughter, Rose — assumed the actress' place in the mortal world. When Rose died in a car accident, a television personality with shocking red hair named Ophelia Vine shot up out of nowhere during the 1970s. All the while, Lily Thorne — who's now

Name: Karen Anatos

Trophy Clan: Gangrel

Known Alias(es): Midnight Queen, Mistress Black, Lily Thorne, Ophelia Vine, Rose Thorne

Sire: Brunhilde

Clan: Gangrel

Nature: Director

Demeanor: Gallant

Generation: Sixth

Embrace: 1923

Apparent Age: Varies. Karen will increase or decrease her age whenever she needs to play a part. Her apparent age, when she is not in disguise, is late 20s.

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 4, Manipulation 4, Appearance 4

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Alertness 3, Athletics 3, Awareness 2, Brawl 3, Empathy 3, Expression 4, Intimidation 3, Leadership 4, Streetwise 3, Subterfuge 3

Skills: Animal Ken 2, Crafts 2, Drive 2, Etiquette 4, Firearms 1, Larceny 2, Melee 3, Performance 4, Stealth 3, Survival 3

Knowledges: Academics 2, Computer 3, Finance 3, Investigation 3, Law 2, Medicine 3, Occult 2, Politics 2, Science 2, Technology 2

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

Backgrounds: Allies 2, Fame 3, Herd 3, Resources 4, Retainers 4

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

Morality: Humanity 5

Willpower: 8

Blood Pool/Max per Turn: 30/6

Image: Karen Anatos uses the tools of her trade to change her appearance in order to keep up with the demands of Hollywood. She uses makeup, fake lashes, contact lenses, and hair dye to accentuate the features of her current alias. Unlike other vampires, Karen Anatos is also not afraid to change her appearance to set trends, and can do so because she's got the means and the justification for it. Currently, Karen smolders on screen by favoring a curvy, retro look of a 1940s pin-up girl. She's prized for her porcelain skin and her glossy hair, which she's currently dyed red.

Roleplaying Hints: You are the embodiment of a Hollywood starlet who has fallen in love with her own image. You have the looks, the money, and the fans to get away with whatever you want. You pretend to be clueless, because that's gotten you far, but you're not as vapid as everyone else thinks you are. Slowly but surely, you are building an empire and enjoy reveling in what you've created so far. Right now? You're not worried about a thing, because you have what everybody else wants: immortality and the chance to enjoy it.

Herd: Karen's Herd is mostly made up of groupies and fans from her movie days. Most don't question her unchanging appearance, because they understand the requirements of her job. To this end, Karen supplies her Herd with access to her trainers, makeup artists, and plastic surgeons, too, in exchange for their loyalty.

Influence: Karen Anatos doesn't know much, if anything, about the ongoing battle between the Camarilla and Sabbat. Thus, the Gangrel has very little influence beyond her devoted fans and the cult she has begun to build. She barely has any contact among the Anarchs and doesn't recognize them either as a group or by their name. Despite her lack of knowledge, Karen does understand that vampires do exist in California and other parts of the world. Instead of worrying about them, however, she relies on her considerable Hollywood contacts to get what she wants.

Retainers: Besides her devoted director/manager, the starlet has turned a few of her bodyguards into her fierce protectors.

Merits and Flaws: Repulsed by Garlic

referred to as Karen Anatos — played her role perfectly, manipulating the “right” people at the “right” time with Williams’ help.

Unlike other Anathema, the Camarilla has always known where Karen Anatos has been lurking and what she's been up to. For decades, she was either considered to be a joke or a character in a dramatic play — especially after Karen claimed the title Mistress Black to tap into the scream queen hysteria of the 1980s. That, by itself, did not worry the Camarilla — up until she ghouled a fan on live television. While special effects and tricks of the light might explain what viewers saw, a local Archon was prompted to dig deeper into Mistress Black's background, and didn't like what she saw.

According to the Justicars, Karen Anatos was placed on the Red List after an unsuccessful attempt to take her out because, like Ayisha Jocastian, she has publicly broken the First Tradition and threatens the Masquerade. Behind

closed doors, a different reason is revealed, for Karen Anatos is unaware that the Camarilla, the Sabbat, and the Anarchs exist. How, the Toreador Clan often argue, can she be held responsible for breaking a Tradition she didn't know existed?

What the Justicars fear isn't what Karen Anatos doesn't know, but what she has access to. Thanks to a successful reconnaissance mission, they've learned that the Hollywood darling's entertainment empire is far-reaching and much more powerful than they had ever suspected. Should any members of Karen's cult become agitated or angry, the tools they have at their disposal to broadcast the existence of vampires, like the streaming video channel her production company has just launched, would significantly damage the Masquerade worldwide. With a few words, Anatos might launch a quest to prove the existence of Vlad Dracula or stage live, on-air demonstrations of her vampiric powers. Worse, with no Prince to

declare a blood hunt in Los Angeles, the Justicars are at the mercy of the Alastors to infiltrate a city filled with Anarchs and other threats.

The potential, widescale breach of the Masquerade may not be what Karen Anatos desires, but nonetheless her actions have condemned her to the Red List, anyway. It is thought that when she is destroyed, the Anarchs in Los Angeles will receive a clear message that, despite their lack of a connection to the Camarilla, certain behaviors will not be tolerated.

Though there are just reasons for hunting her, however, some Gangrel, Brujah, and Toreador Alastors are reluctant to infiltrate Anatos' camp. The Gangrel are worried what will happen when Brunhilde finds out she's been declared Anathema, the Brujah think Anatos is living by her own rules and should be left alone, and the Toreador secretly love and support her efforts. Regardless, if the Gangrel want to remain in good standing with the other Clans, they should make a reasonable effort to hunt one of their own, and fulfill the rewards as Clan Sponsor.





VALERIUS MAIOR

Zealot of Infernal Power

*"I have fallen, and I have returned.
I may fall again, but before I do... Oh, how I will rise."*

The details about Valerius Maior's life and unlife have mostly been revealed to the Justicars through the eyes of the Tremere Clan, who are desperate to capture and torture this *antitribu*. During the height of the Roman Empire, Valerius was born a slave who was taught to serve nobles and scholars in the capital of Rome. Due to his slim stature and frail body, Valerius was taught to read and write instead of perform physical labor. The boy's sharp mind and wits, coupled with his unusually-colored eyes, one green and one blue, were traits recognized by his masters. He was believed to be blessed by the gods, despite being born to slavery, and was thought to be a reminder of their greatness.

By the time he became a young man, Valerius was heralded as a valuable commodity and many of his masters often competed for ownership of the talented scribe. Eventually, Valerius was claimed by Varro, a dark mage who worshipped the forbidden gods, and participated in his secret studies to act as both his scribe and apprentice. Though many of the treatises, spells, and scrolls occultists were attributed to Varro, it was the slave Valerius who translated and annotated many of the writings himself.

Valerius's fate in ancient Rome went unnoticed and unremarked until centuries later when the Tremere — led by Grimgroth — were searching for the Scrolls of the Red Curtain in the Catacombs of San Gennaro. After several nights, the expedition finally discovered a hidden door which led to another underground passageway, opening into a centuries old library and an adjacent tomb. The scrolls, which were long thought to be written by Varro, were a set of treatises about

the vampiric condition and were written in blood. After tracing the blood found on the scrolls, the Tremere were shocked to learn the depths of Varro's experimentation on his slaves' bodies. There, in that secret mausoleum, the Tremere finally learned the fate of Varro's victims. The host bodies whose blood was found on the scrolls were still alive, just as they had thought, and had been magically frozen in time.

Over the course of several weeks, the Tremere smuggled the bodies out of Napoli and into their Vienna stronghold. It took several trial-and-error runs, often resulting in tragedy, before they were successfully able to wake up any of the slaves. One, in particular, became the focal point of their interest. When they spoke with Valerius, they were surprised to learn that he was the scribe who transferred Varro's instructions and wisdom onto papyrus and animal skins all those years ago.

According to Valerius and the surviving fragments that were stored in that room, despite all his dark power Varro was not immune to illness nor was he immortal. In a quest for immortality, Varro purchased many slaves, all roughly around the same age, to perform a preparatory ritual that would suspend their bodies in animation until he was ready to infuse their essence into his last and greatest ritual. Valerius confessed to the Tremere that whatever ritual Varro performed that night failed spectacularly and he was killed. Varro's final ritual took his life, but did not unravel the spell that affected his slaves. They had been trapped, unconscious but alive, in that dark mausoleum for centuries.

Already an old man, the sorcerer was desperate to unlock the secret to everlasting life, but Valerius admitted he was not aware of

Trophy Clan: Tremere

Known Alias(s): Odd-Eyes, Varro

Sire: Mistress Fanchon

Clan: Tremere *antitribu*

Nature: Architect

Demeanor: Enigma

Generation: Seventh

Embrace: 1652

Apparent Age: Early 20s

Physical: Strength 3, Dexterity 5, Stamina 6

Social: Charisma 3, Manipulation 6, Appearance 4

Mental: Perception 4, Intelligence 6, Wits 4

Talents: Alertness 4, Athletics 3, Awareness 4, Brawl 3, Empathy 3, Expression 2, Intimidation 4, Leadership 4, Streetwise 4, Subterfuge 6

Skills: Animal Ken 2, Crafts 2, Drive 2, Etiquette 3, Firearms 2, Larceny 2, Melee 3, Performance 3, Stealth 4, Survival 4

Knowledges: Academics 5, Computer 2, Finance 2, Investigation 3, Law 3, Medicine 3, Occult 6, Politics 3, Science 2, Technology 1

Disciplines: Auspex 6, Celerity 2, Dark Thaumaturgy 5 (Fires of the Inferno 5, Path of Phobos 5, Taking of the Spirit 5), Dominate 6, Fortitude 5, Obfuscate 3, Obtenebration 3, Presence 3, Thaumaturgy 6 (Path of Blood 4, Elemental Mastery 3, Path of Mars 3, Movement of the Mind 4, Weather Control 3)

Thaumaturgical Rituals: Bind the Accusing Tongue, Blood Walk, Clinging of the Insect, Devil's Touch, Domino of Life, Firewalker, Incorporeal Passage, Machine Blitz, Sanguine Assistant, Ward versus Kindred, Ward versus Spirits

Dark Thaumaturgical Rituals: Curse of Oedipus, Video Nefas, Felis Negrum, Plague's Secret Domain, Close the Ways, Call Forth the Host

Backgrounds: Contacts 3, Resources 4, Retainers 3

Virtues: Conviction 3, Instinct 4, Courage 4

Morality: Path of Evil Revelations 7

Willpower: Willpower 7

Blood Pool/Max per Turn: 20/5

Image: Maior has mismatched eyes: one blue, the other green. He usually hides one or the other behind the long, dark hair that covers half his face, so he doesn't reveal the intensity of his stare. He favors black, studded leather jackets and torn jeans, but is not against dressing up if the occasion calls for it. As he grows more and more desperate, Maior will steal clothes from other people on the street, and roughen his appearance to blend in with the homeless vagrants commonly found in every major city.

Roleplaying Hints: You're on the run, but you refuse to be cornered like a rabid dog. There's no way you'll back down, because you've done the impossible. You're Varro, an ancient sorcerer, who returned from the depths of hell only because your demonic master wanted you to. Now, you're consumed by your desperate will to survive. You'll do whatever your master wants, no matter how horrible the crime, just to live another night.

Influence: Valerius has been on the run since he was outed from the Sabbat, and he is now being hunted by the Camarilla's Alastors and Josians, as well as the Sabbat Inquisition. Thus, his influence in the vampire community is very low. However, Valerius maintains some influence over several, small demon-worshipping cults filled with naïve mortals who have no idea who it is or what they serve.

Retainers: D'Habi Revenant twins, who are both fanatic followers of the demon Nubarus, have been tasked with assisting Varro in his acquired body. Valerius's other Retainer is a recently acquired Ghoul bodyguard that once served one of the Alastors hunting Valerius, since corrupted and dominated.

Note: Valerius' Dark Thaumaturgy can be found in **Rites of the Blood** pp. 167-170. If you do not have access to that book substitute Lure of the Flames, Path of Corruption, and Path of the Father's Vengeance from **V20**.

the extent of his master's plans. The Tremere weighed his words carefully, trying to assess what his master was truly after. Thus, the Tremere mistakenly interpreted Valerius's story, and assumed that Varro was attempting to recreate the vampiric condition. Why else would Varro use the blood of his slaves as his ink? Use his slaves as his test subjects? No one, not even Valerius, fully grasped the sorcerer's true goal until it was too late: Varro sought to preserve his essence in a youthful body, like other sorcerers before and after him, because he served the demon Nubarus.

The Tremere were fascinated with Valerius for many reasons. At the time, he was the only surviving mortal who not only remembered the years spent as a slave in ancient Rome, but he had also worked with a renowned occult scholar. For decades, the Tremere ghoulled the slave, infusing his body with the strength to survive, instructing him to write down his observations from

the life and master he once had. Valerius did as he was told, but showed initiative in other ways, for he could not hide his passion for his work. Eventually, Valerius's value proved to be too great, and he was assigned to serve Mistress Fanchon as her aide. She, too, recognized the worth that Valerius had, and convinced the other Tremere that he was far more than a slave, a scribe, her aide, or a ghoul. Of all those they had Embraced, she once claimed, Valerius embodied the spirit of the Tremere and should act as their representative with other members of the Camarilla.

Valerius's time as a respected Tremere scholar and occultist led to many innovations in thaumaturgical rituals that continue to be used to this day. Though he was ambitious, Valerius channeled his desire to be seen and heard by well-respected members of the Clan, like Tremere himself, into his scholarly work. While other vampires fought over domains and con-

cerned themselves with petty squabbles, Valerius preferred the sanctity of his chambers and his library to the world of mortals. His treasured library became his domain, and it was a place of reverence. Eventually, Valerius was granted an audience with Tremere, and when the founder of the Clan asked him what he wanted in exchange for his many years of service, the scholar replied: "To become regent of my own chantry."

Valerius was granted the role of regent and was tasked with establishing a new chantry in the southern region of Calabria. Journals recording the event show that the Tremere believed this would be a challenging role for him, but not impossible. The Castle of Shadows, which was located on the nearby island of Sicily, was thought to be abandoned and its enemy agents scattered to the winds. While the Tremere desired to eventually take over the castle, they instead opted to send the Clan's most trusted and loyal agent, Valerius, to the area as a test to see how the young Tremere would handle his role as leader. Other than a few Lasombra and a handful of Giovanni, the Tremere didn't suspect that any real threats existed, and their ingénue would be safe.

Despite his knowledge of thaumaturgy, however, Valerius was not successful as regent and quickly failed. His ability to navigate Camarilla politics suffered from his time as a recluse, and it was this lack of political prowess that, according to what some believe, led him to be recruited by the Lasombra to become a member of the Sabbat. The testimony of Lucia Addari, a young Tremere who was assigned to help Valerius in his task, reveals a different story, however. It is this tale that the Alastors believe hold the key to finding the Anathema.

Once Valerius reached the coastal city of Roccella Ionic, near where the chantry was to be built, the soon-to-be regent's personality changed as if he had been possessed. The young Tremere began to call himself "Maior," a word that means elder, and attempted to set fire to his personal belongings. Caught in the act, the fire was quickly put out, and Valerius Maior fled south toward Sicily — straight into the arms of the Lasombra.

For a time, Valerius aligned himself with the Sabbat and remained at the Lasombra's stronghold in the Castle of Shadows for some time. The Tremere were baffled. How could a well-respected member of their Clan align himself with their enemies? Was he under the influence of another vampire? Why would Valerius become an *antitribu* when he had everything he ever wanted?

The answers to the Tremere's questions have yet to be found, and the mystery deepens. What is known is that though Valerius Maior joined the Sabbat he did not remain amongst them for very long. The Sabbat Inquisition was alerted to Maior's presence when the Lasombra caught him conjuring green fires and performing dark thaumaturgical rituals. The Sabbat Inquisition drove the Tremere *antitribu* out of Sicily because they realized what the rest of the Tremere did not — Valerius Maior was and is an infernalist.

Unlike the infernalist Dylan Bruce, Valerius Maior is not a victim of circumstance, nor is he being manipulated by another vampire. The Tremere now suspect that when they resurrected Valerius all those years ago, Varro's demon master Nubarus sent his soul back to live in the body of his slave — but there is no way to be sure. To all he meets, Valerius Maior claims to be the former slave and once-respected Tremere and member of the Sabbat. His actions, however, have become more and more erratic, as if the *antitribu* is responding to someone else's commands.

Wherever he goes, Maior captures mortals and vampires alike and stages elaborate rituals, the remnants of which resemble what the Tremere found all those centuries ago. The reports of his sightings are erratic and widespread. The infernalist was spotted in New York City one week, and in Athens, Greece the next. His breaches of the Masquerade are disastrous for the Camarilla, for no sooner than they clean up one mess Valerius is causing, another is sure to follow. Now that it's been confirmed the Tremere *antitribu* is, in fact, an infernalist, both the Camarilla and the Sabbat suspect the demon Nubarus has given him a terrifying ultimatum.

While he tends to operate of his own volition, Maior seeks allies wherever he can find them to funnel information about his hunters back to him. In exchange for their assistance, Maior grants each one a boon. Sometimes, Maior might write a new ritual or find an unholy relic. Other times, Maior might lead a satanic cult in a grisly sacrifice. Either way, the data he gleans from his allies is the reason the infernalist has avoided capture. Thanks to the work of his greedy spies, Valerius recently learned he had been condemned to the Red List, and through their intel he has uncovered the identities of other Anathema, too. In the 1990s, Maior attempted to use this knowledge to his advantage, to bring the other Anathema together and fight back against their hunters as a unified force. While the *antitribu* managed to track down a few of the others on the List, this time the Camarilla was one step ahead of them, and struck his allies down when he drew them out into the open.

Hated by the Tremere and driven out of the Sabbat, Valerius Maior is a dangerous infernalist who's an embarrassment to Mistress Fanchon, a Founder of the Camarilla, the Tremere Clan, and a threat to all vampires. Mistress Fanchon, herself, has exerted and exhausted her considerable influence to pressure the Alastors and the Josians into bringing this elusive Anathema down. Now, the Tremere *antitribu* is on the run from both the Camarilla and the Sabbat. He is both desperate and driven, for the Anathema is a slave himself — to the demon Nubarus who brought Varro back from the fiery pits of hell — and his next move will be dictated by his infernal master.

It is said that Valerius Maior is the one infernalist the Josians, Alastors, and Sabbat Inquisition would set aside all differences to destroy if given the opportunity.



DYLAN BRUCE

Vanguard of the Accursed

"Why bother ruling vampires?"

I am a king amongst the profane, and you will either worship me or meet the sun."

Born in Scotland, Dylan Bruce was only sixteen years of age when he moved to London to dig trenches and build bomb shelters alongside his father Malcolm in the late 1930s. Dylan was not privy to the details of his father's business dealings, and was unaware that Malcolm had been hired by a Ventrue lord named Gotsdam who was interested in their family's heritage and engineering expertise. Gotsdam rightly predicted a second world war was near at hand, and in anticipation the Ventrue paid considerable sums to the Bruce family to build bomb shelters (that were secretly fortified as havens) and defenses in key locations scattered throughout England.

When war was finally declared and the draft was imminent, Dylan's father begged Gotsdam to save his son, unaware of the Kindred's true nature. Malcolm's request was not unusual, for everyone had noticed how Gotsdam became increasingly interested in Dylan due to his keen, strategic mind and regal bearing. The Ventrue succumbed to Malcolm's pleas, and used his considerable connections to arrange for Dylan to join the short-lived British Expeditionary Force (BEF) to fight during the Twilight War. Under an assumed name, Gotsdam himself marched alongside Dylan on the Belgian-French border for a few nights leaving Malcolm to fend for himself in London.

Unlike other units in the British Army, the BEF spent their time patrolling the border and building fortifications and shelters as they had in England, during this early phase of World War II. Dylan worked tirelessly at Gotsdam's direction, unaware he had been building even more havens for the Camarilla for many months, until one fateful night. Dylan and a few other soldiers had been invited to a dance at a farmstead in the area and, like

many young men his age, was interested in meeting girls. The one who approached him during the party that night, however, was no girl at all – but another vampire, an infernalist and disavowed member of the Sabbat named Katherine.

Without revealing what she was or her deepest desire – to unleash the demon Drakonsyr that resided within the body of Gotsdam's ancient sire, Tiamat – Katherine attached herself to Dylan and guided him from the shadows. A Josian has since informed the Alastors that the infernalist likely plotted to use Dylan as a pawn, to twist his mind before he became Embraced by Gotsdam, so she could create a link to Tiamat through his blood. Though she could have left him near death at their first meeting, some Alastors believe that Katherine's goal was more complex than petty. After all, if Dylan had been Embraced by Gotsdam before she could influence him, Katherine might never get the chance later on.

Many Alastors have since confirmed that Dylan Bruce began to hunt vampires with his fellow soldiers while he was still mortal, and suspect that Katherine was somehow responsible for setting him on that path. Unfortunately, the specific details about what happened to Dylan during the first few years of the War are unclear. What is known is that the younger Bruce earned a fierce reputation as a highly-skilled vampire hunter who targeted Kindred and members of the Sabbat alike. By some miracle, Dylan continued to work for the Ventrue Elder despite the fact that he was killing vampires all across the countryside, even after their return to war-torn London to bury his father, Malcolm.

Shortly after their return to London, Gotsdam Embraced Dylan and began training him in the ways of his Clan. Not long

afterward, Gotsdam revealed his motivations to his child. He believed that Dylan could be honed into a weapon aimed at the Sabbat, and that the chaos of war provided them with the perfect opportunity to attack. Instead of waiting years to implement his plans, Gotsdam manipulated his progeny by implanting several deep suggestions into his mind. Then, the Ventrue sent Dylan off to find and join the Sabbat in Germany, unaware that Katherine was tracking the young Ventrue from the shadows all along.

Before Dylan reached the German border, other vampires suspected he had already begun to fall prey to taint of the infernal. He claimed he heard whispers in his dreams, promising him far greater powers and domains than the Camarilla or the Sabbat could ever grant him. They told Dylan secrets — some facts, some lies — about the world he knew, forcing the young Ventrue to question his knowledge about the various supernatural factions and his role amongst them, urging him to become a lord amongst the profane, if he dared.

Whilst most vampires believed him to be mad, they could not ignore what Dylan claimed to know about the Lupines, mages, and fae. By the time Dylan encountered his first Sabbat pack, his reputation had begun to speak for himself. Vampire hunter. Visionary. *Antitribu*. Whether it was by Gotsdam's suggestion or not, Dylan had no trouble convincing other members of the Sabbat that he belonged with them. Despite his ramblings and delusions of grandeur, Dylan successfully managed to avoid being labeled an infernalist, wisely fearing the Sabbat Inquisition, and often claimed his dreams were the result of an attack by a misguided Malkavian.

Dylan's time as a member of the Sabbat has been turbulent, in part because he didn't really buy the Sabbat's fear and raving about the Antediluvians and their pawns. Instead of abandoning them altogether, however, the *antitribu* manipulated his way into the Black Hand, and managed to convince them that any rumors they may have heard about him, like the growing claims that he has become an infernalist, were planted by agents of the Camarilla. It is well known that Dylan also boasted how he tricked Gotsdam into becoming his sire, simply because he was more powerful than the other vampires he had hunted. What is not, however, is that the Justicars have since shared evidence with the Alastors that reveals Katherine may not have been the only infernalist who exerted influence over the neonate. Letters written in a strange, cryptic language referencing "a young Ventrue lord" were intercepted near the Italian border in 1943, and have yet to be deciphered fully.

As a member of the Black Hand, Dylan had plenty of opportunities to prove himself at the tail end of the War. Eventually, he became a respected killer and was thought to be an exemplary member of the Sabbat — a fact he's used to his advantage. The prestige Dylan gained within the Sabbat, coupled with their hatred of the Camarilla, granted him more opportunity to deepen his connection to the infernal and recruit others to fall

as well. His position within the Black Hand helped him learn how to avoid the Sabbat Inquisition, betray other members, and frame unsuspecting vampires for his diabolical deeds. To this day, the majority of the Sabbat are unaware that he is, in fact, an infernalist — with the exception of Petaniqua.

Though he's been careful, Dylan is not as skilled as other infernalists who have the benefit of experience both as a vampire and spy. To a Sabbat Inquisitor like Petaniqua, the Ventrue *antitribu*'s actions didn't seem suspicious at first. Bold, brash, and forceful are traits many neonates have in common, especially those Embraced during the War. However, after a while certain details — like Dylan's obsession with knocking over a Bulgarian Tremere chantry in the mid-1950s — didn't add up. Unbeknownst to most Alastors, the more Petaniqua learned about the *antitribu*, the less she believed. Still, despite her suspicions that Dylan was an infernalist as the Camarilla claimed, she could not bring her fears to her fellow Inquisitors without hard evidence.

Following his successful mission into Bulgaria, Dylan focused his efforts on the study of thaumaturgical rituals, to unravel the rituals he had stolen from the Tremere. The act of stealing thaumaturgical rituals, assassinating members of the Tremere, and defiling occult artifacts enraged the Tremere Clan, an act that forced the Justicars to take notice. Though the Tremere's relationship with other Camarilla Clans is often on shaky ground, the local Justicars were quick to add him to their watch list and sent a group of Josians after him. For, hidden amongst the stolen rituals were the specific instructions the Tremere followed to create the Mark of the Trophy.

For years afterward, Dylan hid himself within the confines of the Sabbat and studied what he had found, not fully understanding what knowledge he had in his possession. Though he could have asked other members of the Sabbat for help, Dylan grew increasingly paranoid, worried that his actions would reveal his true nature. Instead, he lied low and pretended to devote himself to his duties as a member of the Black Hand. The *antitribu* would leave his pack for months at a time, pretending to go undercover in a hostile territory on a reconnaissance mission. The truth, however, was that Dylan needed time alone to listen to the voice inside his head — the words of Tiamat — until he was ready to make his move.

Recently, Dylan emerged from his self-imposed "exile" and claimed a great victory for the Sabbat — a way to wipe out Kindred who'd been marked by the Tremere. Most members of the Sabbat didn't understand that Dylan was specifically targeting Alastors, with the exception of Petaniqua and other vampires who understood what the Mark had been used for. Not wanting to tip their hand, the Sabbat Inquisition stood by and did nothing, waiting for Dylan to live up to his promise. When the infernalist subverted the Mark of the Trophy, exposing Kindred who posed as members of the Sabbat, some believed he scored a great victory. The Sabbat Inquisition feared otherwise, for if Dylan could do what no other vampire could, what else was he

Name: Dylan Bruce

Trophy Clan: Tremere

Known Alias(es): Vincent "Night" Carson

Sire: Gotsdam

Clan: Ventrue *antitribu*

Nature: Deviant

Demeanor: Rebel

Generation: Sixth

Embrace: 1944

Apparent Age: Early 20s

Physical: Strength 6, Dexterity 4, Stamina 5

Social: Charisma 5, Manipulation 5, Appearance 5

Mental: Perception 4, Intelligence 4, Wits 5

Talents: Alertness 2, Athletics 3, Awareness 3, Brawl 3, Empathy 3, Expression 3, Intimidation 3, Leadership 3, Streetwise 4, Subterfuge 4

Skills: Animal Ken 1, Crafts 3, Drive 2, Etiquette 3, Firearms 2, Larceny 3, Melee 5, Performance 3, Stealth 4, Survival 4

Knowledges: Academics 3, Computer 2, Finance 2, Investigation 3, Law 2, Medicine 2, Occult 5, Politics 3, Science 2, Technology 2

Disciplines: Auspex 2, Celerity 2, Daimoinon 3, Dark Thaumaturgy 5 (Fires of the Inferno 5, Path of Phobos 5), Dominate 4, Fortitude 5, Obfuscate 3, Potence 2, Presence 3, Vicissitude 2

Thaumaturgical Rituals: Bind the Accusing Tongue, Devil's Touch, Domino of Life, Blood Walk, Incorporeal Passage, Ward versus Kindred

Dark Thaumaturgical Rituals: Curse of Oedipus, Video Nefas

Backgrounds: Contacts 2, Resources 3, Retainers 1, Status (Sabbat) 3

Virtues: Conviction 2, Instinct 3, Courage 4

Morality: Path of Evil Revelations 7

Willpower: 8

Blood Pool/Max per Turn: 30/6

Image: Dylan is of medium height and build. He has clear blue eyes and long blonde hair that reaches past his shoulders. He favors wearing tight blue jeans and heavy black trenchcoats, but doesn't pretend to fit in or wear the latest fashions. In recent years, Dylan has become more confident, and can often be spotted without his shirt on. He often smirks, a feature that does little to reveal the extent of his arrogance.

Roleplaying Hints: You know who or what it is you serve, but you don't care. Power? Glory? They're yours for the taking now that you've stuck it to the Camarilla and have exposed the Alastors who're hunting you. All you have to do is reach out and snatch those fool enough to come after you. You are a lord amongst vampires, and you will show them who you really are. Won't your dear old Dad be proud?

Allies and Contacts: Dylan has proven himself as a member of the Black Hand and has full access to their allies and resources. The subversion of the Mark of the Trophy has earned him much acclaim and has benefited him greatly. Recently, other high-powered enemies of the Camarilla have begun to seek the infernalist out to pledge their allegiance to him. In addition to these known allies, Dylan has a number of contacts who manipulate him in various guises. He is the center of a diabolical plot, and many threads converge wherever he is found.

Herd: Dylan can only feed on the blood of college students. He often chooses wealthy members of a sorority, and enjoys showing up at their parties. Dylan's pattern of behavior has led to the rumor that is only able to feed from women.

Influence: Dylan is a well respected member of the Sabbat's Black Hand.

Retainers: Dylan's Retainer is a twisted Grimaldi Revenant that he acquired when he destroyed a Tzimisce who had discovered Dylan's infernalism. Dylan Dominated and blood bound the Grimaldi and has used him ever since.

Note: Dylan is incredibly capable for a vampire Embraced less than a century ago. Likely his Attributes have been artificially enhanced as a result of Investments from his demonic patrons. Dylan's Dark Thaumaturgy can be found in **Rites of the Blood** (pp. 167 - 170). If you do not have access to that book, substitute Lure of Flames from **V20** on page 218 and Path of Corruption on page 221.

planning? And, given his short unlife, was there someone else pulling his strings?

Subverting the Mark of the Trophy caused the deaths of several undercover Alastors deep within the ranks of the Sabbat. This act forced Gotsdam to publicly disavow his childer once again, which prompted the Tremere Clan to seek revenge. Though the Ventrue had just cause to sponsor Dylan's Trophy, the Tremere felt they had more than enough reasons to do so, especially following Dylan's theft from their chantry in Bulgaria. As soon as a spot opened on the List, Dylan Bruce was named Anathema, and the Tremere promised additional boons should their property be recovered.

Neither Dylan nor the other members of the Sabbat are aware of Katherine's plans, Tiamat's influence, or the deep commands

Gotsdam implanted into his mind. Dylan himself believes he has not seen Gotsdam since his Embrace, and counts the Ventrue amongst the hated enemies of the Sabbat and fools in general. Ironically, Dylan's ignorance is the only thing keeping him alive, for while he is being manipulated, he remains unaware of the many forces using him as a pawn in a much longer game.

Now, Dylan spends his time hunting exposed Alastors along with other members of the Black Hand. Some he kills, whilst others he holds for questioning. Behind closed doors, the infernalist exerts his influence over his captives using his Ventrue Disciplines. To what end, no one — including Dylan himself — is certain of. For while others may suspect Dylan is being used, the full extent of the dark forces at work may not be revealed for decades to come.



KMJ
2015

PETANİQUA

Obsessed Huntress of the Infernal

*"I see horned beasts lurking in the shadows.
They whisper to me from the emerald green flame.
I see the poisoned fangs hiding within the Camarilla.
They belong to those who dare not speak my name."*

Myrtale, Luna, Olympias, Celene, Petaniqua, Cybele. Known by dozens of names over the centuries, the Sabbat Inquisitor is an active a Malkavian elder and *antitribu* who hails from Ancient Greece. Embraced by a Childe of Malkav in the 3rd Century B.C.E., she rages against the tyranny of the elders whilst hunting infernalists. She claims the Camarilla has been eternally poisoned with the influence of the Antediluvians and the touch of the infernal that slowly creeps into the Sword of Caine. None dare to question her and none would – even if they were to know the truth – for fear she'd become unhinged, for her rivalries with other Methuselahs involve pawns and minions around the globe.

Petaniqua's hypocrisies abound for she is quite the storyteller. Few of her enemies remember meeting her when she was a neonate, and her allies have only recently begun to familiarize themselves with her eccentricities. Alastors have come to understand that the Inquisitor speaks in half-truths and metaphor. Even the smallest details conflict at the most random intersections, which makes her impossible to trust and track. Uncovering Petaniqua's past has turned into something of a game; the younger generations are convinced they've pieced together the fragments they've heard to reveal her secrets. The elders know better.

The truth is that Petaniqua herself has forgotten her true identity and her grand tales seem to get grander over time. In one tale, the Anathema will claim she was once queen and mother to the greatest emperor to have ever lived. In another, she'll say she was the ancient world's most powerful seeress, taught by the great Cybele herself to predict the future for pilgrims who

traveled miles to hear her prophecies. Depending upon which member of the Sabbat she's describing her early nights to, Petaniqua might confess that she spent her time with the one, true childer of the Brujah Antediluvian, not the wild upstarts of the traitor Troile. Or was it Kemintiri she once traveled with? Or was she really Cybele herself? None can say for certain – not even Petaniqua herself – the difference between fact and fiction. Who can say what mortal life was like for someone condemned to eternal madness nearly 1,800 years ago?

The rumors do not end with Petaniqua's mysterious past, for it is said that the Malkavian *antitribu* was nearly destroyed centuries ago by the Toreador Sultan of Tunis, Sophoniba, over a perceived slight. For whatever reason, the two were thought to come to blows one night on the streets of that great city until the first rays of sunlight drove them apart. Relentless, stubborn, and paranoid, when Petaniqua couldn't win the fight against Sophoniba she went after other Toreador to seek her revenge. Though the ancient sultan is long gone, Petaniqua continues to vent her rage upon the Sophoniba's bloodline to this day. Yet, the stories don't end there for Petaniqua perceives layers of greater conspiracies and threats to herself and the Sabbat.

When the fires and blood of the Anarch Revolt spread over Europe, Petaniqua quickly joined with the Anarchs and took the fight to the elders. Her madness and ferocity both impressed and frightened the Anarchs. At first, Petaniqua tore into the elders' minions and when she had the chance, the Elders themselves. She had a special hatred for elders of her own Clan, and often led the assault on Malkavian

holdings. One of most daring raids she led was a brutal attack on the scholar Avitus claiming the Malkavian elder worshipped devils. Her murder of Avitus was seen as an unforgivable act which slowly turned many of the other Malkavian elders against her.

Word of Petaniqua's misguided crusade against the elders of her Clan spread like a feverish plague throughout Europe. The situation quickly grew out of hand, for like Petaniqua some Malkavians feared the worst and manufactured visions and sightings of her when there were none to be found. Upsetting the Malkavians as others, like Josef Von Boren noted, had far-reaching consequences beyond Petaniqua's misguided crusade. So, proto-Camarilla agents hunted the Anarch from Russia to Spain hoping to put an end to the entire mess. Eventually, they were able to track her and her Pack down in the Italian Alps. The Anarchs put up a good fight in the valleys of the mountainous region, but they were outnumbered and eventually dispatched by the proto-Camarilla agents. One by one members of Petaniqua's fell into torpor or died defending her. When the battle was over, Petaniqua was left for dead. On the brink of Final Death, or so this Malkavian claims, she lied battered and bloodied for weeks until she was helped by an unusual group of rescuers — Lupines.

To anyone who asks, Petaniqua will gladly tell the story of how a handful of corrupted Lupines saved her undead life. With each telling, she'll add a new detail, each one stranger than the last. The Inquisitor will state that these twisted creatures, with their odd mutations and mad claims, spared her life because she was chosen to serve the spirits of corruption. They hunted her attackers and provided her with nearby villagers to restore her precious vitae. Their leader named the vampire Petaniqua, which means Black Eyes of the Wyrms.

Enthralled by their brutality and corruption, the Anathema recants how she reveled in the corrupted Lupines presence for three nights, dancing and laughing as they performed profane rituals to honor their master and communicate with twisted spirits. Once she recovered, however, Petaniqua will quip how she parted ways amicably to avoid another run-in with her enemies. While her newfound allies claimed her attackers had all perished, Petaniqua's trust had long since eroded. In remembrance of the thrill, she kept her new name and adopted a new, fiercer personality.

Her strength renewed, Petaniqua reentered the world just as the Anarch Revolt was ending and the Sabbat had started to form. Immediately, Petaniqua immediately joined the ranks of the Sabbat and turned her back once and for all on her Clan. On the front lines of the battle, she stood side-by-side with the Malkavian *antitribu* Vasantasena, taunting the Malkavian Elders who had once frightened her. When her threats went unanswered, Petaniqua challenged Camilla Banes, one of the Malkavian founders of the Camarilla, to a

METHUSELAH'S THIRST (7PT. FLAW)

Whether from advanced age, your addiction to Diablerie, or the degradation of your Humanity, you are no longer capable of drinking mortal blood to sustain yourself and must feed upon the vitae of other vampires to survive. You may attempt to drink the blood of mortals, but it will not nourish you. If you do not feed on other vampires — you will go into torpor.

duel — a challenge which lies unanswered to this very night.

Despite Petaniqua's hatred of infernalists, it is her unpredictable and violent actions against the Elders, her entire Clan, and the Toreador that have condemned her to be on the Red List. Her motives, similar to how other Malkavians operate, are unclear — which makes her a chaotic and dangerous foe since she's now targeted two entire Camarilla Clans for total extermination.

Worried Petaniqua will never end her hunt, for she sees profane vampires where there are none, Camilla Banes, first Malkavian Justicar and co-Founder of the Camarilla, petitioned to add Petaniqua to the Red List years after its inception. Banes claimed she was a threat to all vampires, and Petaniqua's madness and paranoia meant that she could not be reasoned with. She was a bomb that could go off at any moment. Who knows what lengths Petaniqua would go to see the Malkavians erased? Would she claim every Childe of Malkav was an infernalist?

Though Petaniqua was one of the first (and oldest) Anathema, Banes and the other Founders, the first Justicars, wrongly believed that the Cainite was an easier mark and would be taken down quickly. It was assumed that the Malkavian *antitribu* was not a schemer and that she simply acted without thinking, believing biblical demons lurked in the shadows where there were none to be found. Petaniqua, however, proved to be more enigmatic, lucid, and *right* about the growing threat of infernalists than any of the Founders had first thought.

Following the Anarch Revolt, Petaniqua focused her energies on dealing with the Sabbat's internal troubles. Instead of flinging herself headfirst into the Sabbat Civil wars, she steered clear of them knowing that her enemies among the infernalists were using the chaos to entice more impressionable members of the Sect. She was convinced that

Name: Petaniqua

Trophy Clan: Malkavian

Known Alias(es): Myrtale, Luna, Olympias, Celene, Cybele

Sire: Cybele

Clan: Malkavian *antitribu*

Nature: Fanatic

Demeanor: Autocrat

Generation: Fifth

Embrace: Third Century B.C.E.

Apparent Age: Mid 20s

Physical: Strength 6, Dexterity 6, Stamina 8

Social: Charisma 5, Manipulation 7, Appearance 5

Mental: Perception 5, Intelligence 7, Wits 8

Talents: Alertness 3, Athletics 3, Awareness 5, Brawl 6, Empathy 2, Expression 3, Intimidation 5, Leadership 6, Streetwise 5, Subterfuge 7

Skills: Animal Ken 3, Crafts 4, Drive 1, Etiquette 3, Firearms 2, Larceny 4, Melee 5, Performance 3, Stealth 5, Survival 5

Knowledges: Academics 4, Computer 2, Finance 2, Investigation 4, Law 3, Medicine 2, Occult 6, Politics 4, Science 2, Technology 1

Disciplines: Auspex 6, Celerity 5, Dementation 7, Dominate 5, Fortitude 3, Obfuscate 6, Potence 2, Presence 2, Thaumaturgy 5 (Elemental Mastery 5, Hands of Destruction 5, Path of Conjuring 4, Weather Control 4), Vicissitude 2

Thaumaturgical Rituals: Deflection of Wooden Doom, Devil's Touch, Illuminate the Trail of Prey, Blood Walk, Flesh of Fiery Touch, Ward versus Kindred, Pavis of Foul Presence, Fire-walker, and many more learned over hundreds of years.

Backgrounds: Contacts 2, Resources 4, Retainers 2, Rituals 4, Status (Sabbat) 4

Virtues: Conviction 3, Instinct 2, Courage 3

Morality: The Path of Caine 4

Willpower: 8

Blood Pool/Max per Turn: 40/8

Image: Petaniqua is intense and aloof at all times. Even when her Derangements are in full swing, she carries herself like an eternal judge who's been given the power over life and death. Her long, curly dark hair hangs over her shoulders. Her eyes are dark brown, and her sharp features reflect only a hint of madness. The Sabbat Inquisitor's vintage clothing is a few years out of date, but not so much that she stands out in a crowd. She usually wears one or more skulls, whether it's a pattern on her clothing or skull-shaped jewelry, incorporated into her current outfit.

Roleplaying Hints: You despise almost everyone. Those few true members of the Sabbat who have proven themselves over the years have earned the tiniest amount of your respect, but that doesn't mean you trust them. You are disgusted with the weakness of the modern Sabbat, and are fed up with the petty squabbles and thin-blooded mongrels that've infested the organization. You speak in riddles and parables and metaphor, for that is the only way you can reveal the truth that shocks you: profane vampires lurk around every corner. You are always on the alert for signs of infernalism among your peers, and you seek to eradicate the profane from the Sabbat and the Camarilla by any means possible.

Derangements: Petaniqua's Paranoia is evident in her relentless hunt for infernalists, going so far as to believe elders in her own Clan serve demonic masters. Her Megalomania manifests in a deep desire to control the Sabbat Inquisition. She feels that the best way to clean house would be for her to manage every aspect of the faction.

Influence: Petaniqua is one of the highest ranking members of the Sabbat Inquisition and one of the oldest active undead in the Sect.

Retainers: Petaniqua's Retainers are two Obertus Revenants. They assist in her hunt for infernalists by studying vampires for signs of corruption. They also keep watch over Petaniqua during her daylight slumber.

Flaws: The Malkavian *antitribu* suffers from Methuselah's Thirst, and can no longer sustain herself on the blood of mortals. She must feed from other vampires.

Regent Gorchist was trading favors with demons, but had no proof and was forced to step back into the shadows and plot her next move more carefully.

In the aftermath of Gorchist's mysterious death, Petaniqua continued to forge her own path among the damned by coming to be one of the leaders of the Sabbat Inquisition and monitoring the other factions of the Sabbat for infernal influence. It has long been assumed the Cainite fled to the Sabbat stronghold in Mexico City but, unfortunately for all Kindred, Petaniqua is bolder than ever and is currently active on American soil. The Justicars fear that she's picking and choosing which of her descendants to activate in order to take down the Camarilla from within.

What makes Petaniqua particularly difficult to track, besides her many assumed names and strange way of speaking, is her

childer. At this time, no one — not even the Tzimisce Sascha Vykos — has any idea how many vampires she's created. To one childer, the Sabbat Inquisitor might be Cybele, a member of the Baali. To another, the vampire's blood reflects she's descended from a highly-specialized bloodline that's been mixed with the Lupines who reportedly rescued her. Who knows what'll happen when her childer learn the truth? Or if they're compelled to help Petaniqua assassinate Malkavian Elders? Worse, what happens if Camilla Banes's worst fear — that members of Petaniqua's progeny are active in the Camarilla — comes to pass?

The fact Petaniqua is just now making moves after a long period of inactivity both worries and frightens the founders of the Camarilla, for they've made a terrible mistake: they underestimated her.



KEMINTIRI

Devourer of a Thousand Souls

*"I revel in my top spot on the Red List.
Do I really need to prove why I have been declared the Camarilla's enemy number one?"*

The mere mention of Kemintiri's name is enough to force many members of the Camarilla to sit up and take notice, for the Dark Queen of the Red List sows the seeds of paranoia and mistrust wherever (and whenever) she travels. Highly-adaptable, Kemintiri desires that which she cannot attain by any normal means, and only she understands the full extent of her schemes that stretch across the millennia. The Setite has rightly earned the title of Camarilla's Most Wanted after centuries of infiltrating the organization, scorning the Traditions, twisting unwitting Kindred into her allies, and punishing those who refuse to help fulfill her twisted fantasies.

As a mortal, Kemintiri was a young priestess devoted to upholding the mysteries of the Cult of Isis during the reign of Seti I in ancient Egypt. Dedicated and faithful, her appetite for magical rituals and occult knowledge proved to be too great for her peers. Though she was patient, Kemintiri quickly grew bored with the Cult's politics and vowed she would not wait decades to earn the right to unlock the Cult's answer to the greatest secret of all: everlasting life. To undermine her fellow Egyptian priestesses, Kemintiri took up the practice of assuming their guises so she might one day infiltrate the Temple of Isis's innermost sanctum and attract the attention of her gods.

For many months, Kemintiri studied her fellow priestesses closely, mirroring their mannerisms, appearance, and garb. Eventually, Kemintiri became so adept at mimicking them she was able to fool the temple guards and enter the inner sanctum to contact her gods. Kemintiri was convinced that her actions would impress Horus or Osiris, and one of them would surely reward her for her cunning and guile. Unfortunately for her,

the first god to reveal himself to Kemintiri was not a god at all, but an Antediluvian claiming to be Set himself. Set had become enamored with Kemintiri and her obsession to enter the sanctum, and the accursed vampire snuck into that holy place to defile the temple and set a deadly trap for the priestess.

Set was enthralled by Kemintiri's magnetic personality and felt that if she could get past the guards by herself she was indeed worthy of becoming his child. Knowing that his dark gift was a perversion of the eternal life she sought, Set tried to manipulate the knowledge-hungry priestess into believing that not only was he a god, but only he — and not Horus — was able to grant her eternal life. Over the course of six nights, Set claimed that he would show the full extent of his power and foretold the events of each day, beginning with Kemintiri's capture and ending with his reappearance. These were events that, unbeknownst to Kemintiri at the time, Set put into motion months before to draw the priestess to his side against her will.

As Set prophesied, Kemintiri's deception was quickly unraveled and the temple's guards placed her in isolation. Kemintiri, however, was no fool and whispered to the other priestesses her concerns about Set and his dark intent. Concerned members of the Cult of Isis shared her story with other temples for fear that Set's relationship with Kemintiri was proof that he was actively moving against the other gods, and decided to reawaken Horus before his prophesied time — an act that Set had also foretold. Undaunted, Kemintiri confronted the newly-reawakened Horus in his own temple to determine whether or not Set was lying to her all along. Horus explained that the dark secrets Set kept should never be shared with anyone who valued life, and

that he was not to be trusted. Set was, as everyone had feared, manipulating her into believing his pack of lies.

Kemintiri's greatest failure was not that she found Set untrustworthy, but that she believed one small falsehood over all the others he told. The priestess assumed that Set was planning to return to the Temple of Isis on the sixth night as he promised, and felt she had time to warn her fellow priestesses and prepare for a confrontation. She did not assume that Set would be so bold as to violate her temple without her presence. In fact, Kemintiri falsely believed that Horus would take pity on her and grant her the gift of eternal life before Set's return, to thwart the false god once and for all. While Horus and Kemintiri conferred in private, the Antediluvian plotted an ambush, knowing that the priestess would return early to warn the other members of the Cult of Isis.

Upon her return to the Temple of Isis after her conversation with Horus, the priestess stumbled into a nightmare and faltered before a terrible scene. The door to the inner sanctum had been reduced to rubble, the other priestesses had been bound and gagged, and the desecrated innards of the temple guards were artfully arranged into glyphs that welcomed her back home. Kemintiri panicked and attempted to flee, begging Set to let her go, refusing his dark gifts, and invoking the name of Horus. Set flew into a rage, and set his vengeance upon her. In her darkest moment of desperation, the angry Antediluvian Embraced Kemintiri against her will in front of the others. Then, he stood watch over her, forcing her to drink the blood of her fellow priestesses and their guards, leaving all but two — one man, one woman — alive. To these haunted followers of Isis, Set commanded them to cast Kemintiri out of her Cult, and vowed that all of his remaining childer — the Followers of Set — would hunt Kemintiri until the end of her days.

Horrorified by the monster she'd become, Kemintiri left her beloved temple and turned back to Horus for help. He refused to see her. At that moment, the then-neonate quickly realized that Set had not only deprived her of the one thing she wanted more than anything else in the world — the Spell of Life — it could no longer work on her due to his treachery. Set was no god, and worse Kemintiri was now the Antediluvian's most hated childer for all eternity. Not only had she been stripped of all that she loved, she'd been shunned by her sire, too — or so she thought. Eventually, Set recaptured his childer and locked her in an ancient crypt not far from the Labyrinth of Bones, promising to torture her long after the last kings of Egypt had fallen. This, he claimed, was an act of mercy to save her from the Followers of Set and to force her to be by his side.

With this last act, Kemintiri finally learned the one lesson she needed to understand above all others. Set wasn't dangerous simply because he was a monster; his treacherous plots and schemes lasted far longer than the span of any mortal's life. For several decades after her Embrace, Kemintiri succumbed

to despair and embraced the darkness, waiting for a chance to escape. In her prison, she vowed revenge for being shunned by Horus, cast out by the Cult of Isis, and for being humiliated by Set and hunted by his Clan. There, she devised plans of her own: find another temple that would grant her a safe haven and, in exchange for the absolutely loyalty of her newfound allies, she would grant them counsel and certain favors while she plotted her vengeance.

On one fateful day, an opportunity presented itself that allowed Kemintiri to test the limits of the powers Set had granted her by making her his childer. Kemintiri felt Set's vitae coursing through her veins, but did not understand the full extent of what gifts she now had. Through the confines of her crypt, the neonate spotted a guard peering in at her. She assumed the guard had heard of her renowned beauty, and concentrated on drawing him to her, planting the seed of lust in his mind. Kemintiri didn't know how she was tapping into her blood magic, just that she was, and that gave her a tiny sliver of hope. Using this newfound power, Kemintiri convinced the guard to set her free. Upon her release, she feasted upon the guard's blood and escaped through the labyrinthine tunnels that connected her crypt to Set's temple, and emerged in the desert wastelands of Tunis.

Kemintiri wasted no time and fled back to her homeland near the coastal city of Alexandria. Though she suspected that the other temples already knew what had happened to her, she was nonetheless surprised how many turned her away for fear of angering Set. Still, she pressed on into Upper Egypt looking for allies along the Nile where none could be found. Nearing the end of her travels, she was finally approached by Serethor, a Fourth Generation vampire who belonged to the Children of Osiris and the childer of Khetamon. Serethor explained that the Children follow a different, yet similar path to the priestesses within the Cult of Isis and shared her disdain for their common enemy — Set. For a time, the pair became inseparable and Serethor taught Kemintiri how to better use her Disciplines, how to hunt without being seen, and how to use her talent for deception and mimicry. For all intents and purposes, Serethor became Kemintiri's guide and introduced her to the wonders and terrors found hidden deep within eternal night.

While most modern-era vampires cannot understand the nature of Kemintiri's relationship with the Children of Osiris, Elders such as Kothar who were active in this region and era still remember the Dark Queen's tense relationship with the sect and the nights she spent with Serethor in particular, for it ended in tragedy. Upon discovering Kemintiri escaped from her crypt, Set hunted his childer, following in her wake. The Antediluvian watched from the shadows as Kemintiri developed a bond with Serethor and the Children of Osiris. Then, just as Kemintiri had begun to understand the true nature of what she had become, Set attacked the Children of Osiris and slew Serethor where she stood.

There is little proof of the Setite's activities that has survived the ages, but traces of Kemintiri can be found in surviving passages from ancient Latin texts dating back to the first century C.E. According to what few passages remained intact, a Ventrue-led initiative left Rome and traveled by boat into Egypt. The command, which was led by Mithras, gave safe harbor to refugees of the Children of Osiris and traveled back with them to Rome. Kemintiri was recorded as being on that barge, but the rest of the writings have long since eroded. A separate collection of scrolls written some time later describes a desolate figure, a dark mother who had unwittingly betrayed her adopted Children to Set, and this terrible beauty — an awe-inspiring force of nature who rivaled Venus herself — seduced Mithras and convinced him to join forces with her. So powerful was their love that a cult of followers formed around them, begging them for favors, and even went so far as to take up sword and shield in their names.

These fragments of the past may not mean much, if anything, to modern-day members of the Camarilla, but they do to the surviving Methuselahs who understand that the key to unraveling Kemintiri's intricate plots and current activities lies in her tragic and storied past. It is widely-known that Kemintiri had a passionate love affair with Mithras around the same time period, and that they eventually drifted apart. Following the affair, Mithras traveled north to Europe, while Kemintiri wandered into parts unknown. Not long afterward, the Children of Osiris suffered a mysterious attack unlike anything they had encountered and have never recovered from the decimation. Even today, the Children of Osiris cannot claim ties to the original bloodline, they are a shadow of the past, a sect formed out of belief. To this day, whenever there is rampant speculation about the Setites or the Children of Osiris, the Dark Queen is rumored to be responsible for their current status.

For over a thousand years, Kemintiri disappeared from the historical record. While her whereabouts have never been confirmed, some believe that Kemintiri traveled back to Egypt, to systematically eradicate the temples that refused her help. Others felt that Kemintiri abandoned the world she knew to venture further East into Asia, to track down rare and powerful spells that increased her blood magic potency and knowledge. Still others felt Kemintiri could never get past her thirst for vengeance, so she spent her long nights in the desert searching fruitlessly for Set's sarcophagus and his other childer.

The truth is known but to a precious few. Following the fall of the Children of Osiris, Kemintiri ventured north to the lands of the Celts to join her lover, Mithras. According to Lhainnan lore, the Dark Queen spent time with Mithras and an elder named "The Crone" in their respective domains. It was a memorable time for Kemintiri, one might even go so far as to say a happy one. During her time in the northern lands of mist, Kemintiri kept in contact with her childer, and expressed her love for Mithras, whom she treasured greatly.

Eventually, Kemintiri's selfish desire for vengeance overwhelmed her love for Mithras, and she abandoned the Celtic lands to return to the lands of the gods and pharaohs. On the way back to Egypt, she warred with a new enemy, a Methuselah named Tawaret, on the shores of the Red Sea. This rival, who was also a childer of Set, led a cult of Setite blood sorcerers who sought to collect every drop of Kemintiri's vitae to study for their own nefarious purposes. Following an intense battle, Kemintiri dove into the waves to fend off Tawaret's attacks, went into torpor at the bottom of the sea, and didn't resurface until a decade or so later.

For so many years, Kemintiri was assumed dead by all but Mithras and a few Methuselahs. Then, sometime in the 1300s, mentions of Kemintiri's name suddenly reappeared. Emerging from the sea, the Dark Queen crawled into the belly of a ship and assumed the captain's identity; the guise of a sea merchant was a profitable one, and Kemintiri used this guise to wander into Mesopotamia to take audience with the only friends she had ever known, the Ventrue. Before she could request a meeting, however, Kemintiri grew increasingly paranoid that she was being followed. So, Kemintiri took it upon herself to infiltrate the domain of the Ventrue Lord Rimmon and blood bonded a few younger generation spies to her, which were later discovered and dealt with by the Ventrue Hardestadt the Elder. Instead of reverting back to her old schemes, Kemintiri changed tactics and murdered the Ventrue Rimmon to assume his identity. By doing so, she gained power of a different sort, and used the blood-bonded Ventrue and other active clans in the area to reform the Children of Osiris. It was Kemintiri's desire to forge the cult into a weapon that was utterly devoted to her, but more than capable of fighting Set and all his childer.

Unfortunately for the Ventrue, Kemintiri's true identity was not detected at first, not until Ventrue elders uncovered her deception after learning how she, in the guise of Lord Rimmon, successfully tracked down several of Set's Founding Temples and reduced them to ash with the unwitting help of her followers. Fearing the worst and desperate to prevent a widescale panic, Ventrue elders turned to Mithras for guidance. They warned Mithras about Kemintiri's presence while he was in Europe, and claimed she might turn on him in the same way. Slowly, gradually, the Ventrue elders revealed more about Kemintiri to other members of the clan over time to prepare them for the worst. So great was the clan's paranoia that Kemintiri's true goal was to wipe out the Ventrue and assume their money and domains, that when the Red List was first created in the early 1500s Kemintiri occupied the top spot — and has yet to be removed.

While it is true that the Ventrue may have been misguided in their early assumptions about the Dark Queen, Kemintiri has since proved that she is a threat to all vampires, not just members of the Camarilla like the Ventrue Clan and their allies. The occult knowledge she gleaned as a mortal pales in comparison to the talents she has mastered — and the vampires

she has diablerized and impersonated — since her time with the Children of Osiris in Ancient Egypt. She now holds a deep and profound hatred for the Ventrue, all Setites including the Cult of Tawaret, the Cult of Isis, and the reformed Children of Osiris that most clan elders are aware of, but can never fully understand. Her thirst for vengeance may have initially justified putting Kemintiri on the Red List, but her aptitude for portraying high-ranking Camarilla members by becoming them — like the Toreador Lady Merritt in the late 1800s — forced the Justicars to step up the hunt and name more Alastors to pursue her.

Though many within the Camarilla believe that Kemintiri has only been caught impersonating a member two or three times, the Justicars fear that her reach is much stronger than anyone realizes for, like Set, this Anathema plots centuries ahead. To fund her obsession with undoing the Setites and mastering ancient sorceries, Kemintiri targeted the Ventrue Justicar Michaelis in the early 1930s. After diablerizing him, she stole the Justicar's guise and funneled Ventrue capital to lay the groundwork for an underground network of traders and thieves who specialize in the exchange of occult artifacts and discovery of archaeological secrets that have been buried for centuries — a business that exists even to this day. Kemintiri continued her performance for over a decade, right up until Michaelis's friend, the Tremere Athanasius, unraveled her deception and confronted her. Instead of fighting him, the Setite vanished, leaving Athanasius with more questions than he had answers to. Disappearing back into the shadows, the tale of Kemintiri's crime spread, along with the Ventrue's cries for justice, and the Red List was publicly revealed for the first time as a result of her crime.

After her exposure, Kemintiri fell silent for several decades. Rumors of her whereabouts circulated often, confirming the fact that her underground network of merchants, auctioneers, and thieves were still actively seeking occult artifacts. Kemintiri's activities in the twentieth century have caused some Camarilla members to think that she's become obsessed with ancient blood magic rituals and has abandoned her need for revenge. However, it's commonly believed that Kemintiri is targeting Camarilla members, like the Tremere, who specialize in the occult or ancient languages. Single-minded in her task, any time a high-profile crime is committed many Kindred wonder if either the Anathema or her unwitting agents are responsible. The boogeyman under the Camarilla's bed, even the Malkavians think they see Kemintiri hiding in every shadow, uncovering millennia-old secrets.

The only report that has been confirmed, however, is the Dark Queen's recent sighting in London walking side-by-side with the Assamite *antitribu* Montgomery "Monty" Coven. Kemintiri saw what other vampires could not, that Mithras's soul was hidden within Monty Coven's body, and it was the ancient Ventrue's force of will that dominated Coven's Sabbat Pack. Together again, Kemintiri and Mithras, in the guise of Coven,



THE ETERNAL MASK

This Level Six Thaumaturgy ritual is so rare, that the Justicars believe Kemintiri is the only blood magic user in the world who knows and uses it. While it's possible this Anathema may have traded her knowledge of The Eternal Mask to another for some dark secret over the years, no other Thaumaturgists have been caught with its effects.

The Eternal Mask grants the caster the ability to "absorb" her victim's aura, which allows her to wear it like a mask. When combined with Obfuscate, a caster may not only look like her victim, but "wear" her victim's aura, too, which allows her to escape detection by most means.

System: After committing her victim's aura to memory for an hour, the thaumaturge must ritually diablerize the victim to fully consume their essence. This is usually done after incapacitating the victim in some way.

The Eternal Mask lasts for a number of years equal to the successes rolled when first cast. When another vampire views the caster's aura, it will be displayed as the victim's aura in every way. Rumor has it that memories of the victim remain in the caster's mind even after the ritual has expired.



have spurred new pawns into action, fulfilling plans the two designed centuries ago.

Undaunted, unafraid, and filled with the knowledge that her blood magic can outdo most Kindred's, Kemintiri has gone on the offensive, taunting the Justicars with cryptic messages that reveals she knows who is hunting her and that the ranks of Alastors have swelled to capture her. She speaks of Alastors who are dripping with blood, a sign she's aware that Red Alastors exist, and hints of old friendships that have now soured — like her relationship with the Justicar Lucinde.

Unlike the Camarilla, the Followers of Set know little about their greatest enemy and believe that Kemintiri is a myth shrouded in legend. Some Setites speculate that Horus was either a single masked mummy (for Horus, like Set, was only seen in public wearing an elaborate headpiece) or, alternatively, that this "god" was more than one figure, men who hailed from a long line of Egyptian royal families

Name: Kemintiri

Trophy Clan: Ventrue

Known Alias(es): Lady Ophelia Merritt, Jennifer Stone, Hayed Khalidah Sleiman

Sire: Set

Clan: Followers of Set

Nature: Survivor

Demeanor: Chameleon

Generation: Fourth

Embrace: 1322 B.C.E.

Apparent Age: early 20s

Physical: Strength 7, Dexterity 9, Stamina 8

Social: Charisma 8, Manipulation 9, Appearance 8

Mental: Perception 6, Intelligence 8, Wits 8

Talents: Alertness 3, Athletics 7, Awareness 5, Brawl 6, Empathy 5, Expression 5, Intimidation 7, Leadership 6, Street-wise 5, Subterfuge 8

Skills: Animal Ken 2, Crafts 2, Drive 3, Etiquette 5, Firearms 2, Larceny 4, Melee 4, Performance 7, Stealth 5, Survival 5

Knowledges: Academics 8, Computer 3, Finance 3, Investigation 5, Law 3, Medicine 3, Occult 8, Politics 5, Science 5, Technology 2

Disciplines: Auspex 6, Bardo 7, Celerity 5, Dominate 5, Fortitude 5, Necromancy 5 (The Sepulchre Path 5, The Bone Path 4), Obfuscate 9, Potence 2, Presence 9, Serpents 9, Thaumaturgy 7 (Path of Blood 4, Elemental Mastery 5, Movement of the Mind 4, Path of Corruption 5, Weather Control 5)

Necromantic Rituals: Eldritch Beacon, Insight, Puppet

Thaumaturgical Rituals: Bind the Accusing Tongue, Devil's Touch, Domino of Life, Blood Walk, Incorporal Passage, Ward versus Ghouls, Ward versus Kindred, plus a number of forgotten Rituals, several of which Kemintiri created, including The Eternal Mask (see p. 80).

Backgrounds: Contacts 5, Resources 5, Retainers 5

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

Morality: Humanity 3

Willpower: 10

Blood Pool/Max per Turn: 50/10

Image: Kemintiri is short, with long black hair and tan skin. Her body and features are symmetrical, and her eyes are more serpentine than human, though she often disguises this remarkable feature with Obfuscate. The Anathema adopts fashion to blend in with whatever role she is currently playing, and favors silk and leather whenever possible.

Roleplaying Hints: You are a skilled actress who subsumes yourself into your current role, taking on the persona and mannerisms of your mark with ease. When forced out of a disguise, you'll become the Dark Queen of the Night, a role you created to befit the rumors and whispers that swirl in your wake. You prefer to take on the guise of other vampires, both male and female, however, for your grand schemes require you to move in the shadows. If attacked, you will drop your charade and viciously, mercilessly, eradicate your enemies or flee until a better opportunity to fight presents itself.

Contacts: Kemintiri has built up a network of Contacts among the archaeology and occult communities. She pays them well, either in cash, or with the promise of affection for information that may lead her to the lore on the Cult of Isis she seeks.

Herd: Her otherworldly beauty, when combined with the command of the Dominate and Presence Disciplines, means that Kemintiri never thirsts for blood. The Dark Queen builds a Herd of willing Blood Dolls just about anywhere she goes, but often has to suppress that if she is in disguise.

Influence: Her Influence often depends on what persona she is wearing at the time. She has a few well placed Childer in both the Camarilla and the Sabbat, though not all of them know they are descended from Kemintiri. For example, there are more than a few highly respected Toreador who trace their lineage back to Lady Merritt.

Notes: Kemintiri's Thaumaturgy is, in many ways, the result of a thousand years dedicated to the study of the occult. Keep in mind that it is likely she's plundered many secrets over the years, and may have stolen clan-or-bloodline specific rituals to use for her own purposes. If you have **Rites of the Blood**, feel free to swap out some of the Anathema's Thaumaturgy ratings with a mix of Setite Sorcery and Assamite Sorcery.

who were granted long life and presented before the commoners as proof the gods existed. Neither Horus' or Osiris' identity has been confirmed by the current leadership, so many Setites share the modern vampire's disbelief whenever Kemintiri's name is mentioned. It is not known how the Followers of Set would react if they were shown proof that Kemintiri had not only survived the ages, but was planning on moving against them once again — provided the remaining pieces of her plan fall into place. When that happens, many of the Justicars believe that not only would be entire Camarilla be at risk, but all vampires and, eventually, the entire world would fall at her feet. Should the Setites prove Kemintiri's existence, the Justicars believe they will tremble at the sight of her — for the Dark Queen is the oldest, active Follower of Set in the modern world.

Today, Kemintiri's humanity has all but disappeared. Kindred of the modern era find the stories of Kemintiri's ancient life hard to believe, and cannot grasp the full meaning of Set's betrayal and how it led to who the Anathema has become. The Dark Queen is obsessed with undoing Set's treachery and cares for little else. Those who meet her believe Kemintiri suffers from the greatest delusion: that she will unravel the accursed nature of her being and that she — and she alone — is worthy of becoming truly immortal. Seeking a way to end her own vampirism through the darkest pathways in various occult traditions, it's thought that Kemintiri can be found tracking down the last remaining keys to unlock the Spell of Life and undo Set's deceit that robbed her of her true calling.



ROLE OF THE ALASTOR

"Who can love to walk in the dark? But providence doth often so dispose."

— Oliver Cromwell, *"The Diary of Thomas Burton, esq. Vol. 2"*

Up until very recently, most low-ranking Kindred did not necessarily distinguish between Alastors and Archons, in part because the younger vampires either didn't know Alastors existed or, if they did, rarely came into contact with them.

For centuries, Alastors operated behind-the-scenes in the Camarilla both out of necessity and for political reasons. The secrecy shrouding the Red List, combined with the challenges of the hunt, isolated the Anathema's hunters. Until the modern era, the Alastors tended to be separated from the rest of the Kindred, which forced them to act or reveal themselves only when absolutely necessary. Unfortunately, some Kindred are secretly jealous of the Alastors, for while their role is treacherous, the rewards can be great.

In many ways, the first Alastors shared a lot of the same duties and responsibilities as the Archons did because they *were* Archons. Or, rather, they were a subset of Archons assigned to the List shortly after its inception a few centuries ago.

The early Justicars understood that hunting the Anathema required their agents to take unusual risks, bend Traditions, and act on the Camarilla's behalf. When deciding who would be trustworthy enough to hunt the Anathema, the Justicars realized they couldn't entrust this task to just any Kindred. To them, the Alastors needed to be honorable and loyal—at least, as much as any vampire can be. Who better than the Archons who had already proven their worth?

As the years passed, however, and the number of casualties began to rise, the Justicars expanded the role of the Alastors by adjusting how they were managed, and who was appointed to hunt the Anathema. History shows that many Justicars

have conscripted or forced Kindred to become Alastors out of necessity. Unfortunately, since vampires act out of self-interest, the Justicars learned that a heavy-handed approach wasn't as effective as working with willing volunteers. As long as Alastors had a reason to fight the Anathema that benefits them in some way—like fulfilling a personal vendetta, obtaining more status, increasing ties to the Trophy Clan, or earning the Trophy—they will do the job required until the end of their long nights.

To protect and encourage Alastors to stay focused on the hunt, the Justicars often remind other Kindred of what they do on their behalf to guard their way of life. Kindred may not always fear or respect individual Alastors like they would an Archon, but they do think twice about how they treat them. Nobody wants to draw a Justicar's ire, because those who do will feel the effects of their bad judgment for decades to come.

In recent years, the number of Alastors has risen considerably because the Camarilla has globally stepped up its offense; the Camarilla actively seeks to shake off its reputation as a passive organization that reacts only when situations are dire. As a result, the Justicars, such as Lucinda and Juliet Parr, have named more Alastors with greater frequency to hunt existing Anathema, identify new threats, and defend the Camarilla and all its Kindred for the remainder of their unives.

Qualifications

There are two ways a Kindred become an Alastor. The first method is rare, but it can happen on occasion. Any

Kindred who successfully eliminates one of the Anathema will automatically be named an Alastor — if he wasn't one already. That Alastor is effectively tossed into the hunt without more training because he's already hunted and caught his prey. Thus, in the eyes of the Justicars, that Kindred has proven to be a capable hunter and doesn't require as much support as those with no time in the field.

The second method to become an Alastor is for a single Justicar to appoint a specific Kindred to that position. While they are capable of doing so, the Justicars don't nominate Alastors by themselves and often share notes with one another on potential candidates before calling for a conclave. Collaborating in this fashion alleviates some of the Justicars' concerns about storing, transferring, and distributing information as well as worries about bad nominations. Thus, the Justicars now team up in pairs to nominate a candidate and must agree before preparing the Mark of the Trophy.

While the Justicars have widely differing opinions as to what innate qualities would work best, there are a number of points that they tend to review when mulling over a candidate's name. This list is, by no means, exhaustive or addresses the personal reasons a Justicar might have for naming an Alastor, but it does cover key aspects of a vampire's character that are important in the role.

- **Generation:** It may not be explicitly stated, but several Justicars tend to favor lower generations than higher out of necessity. A Twelfth Generation vampire would have little chance of survival in a face-to-face battle with Petaniqua, for example, and some Justicars believe it doesn't make sense to send incapable vampires to a slaughter without a good reason. Other Justicars feel that higher Generation vampires have their uses and should be incorporated in a more subtle way, especially against Anathema like Karen Anatos. Higher Generation vampires may also be tasked with research and investigation, because they tend to be more technologically savvy and aren't usually perceived as a threat by their elders. For these reasons and more, the higher generations tend to make great spies but still can, on occasion, be used to draw threats out like Christopher Barrow into the open.
- **Clan:** Officially, any Kindred from any Clan may become an Alastor. The Justicars, however, tend to nominate Alastors from Clans that are more loyal to the Camarilla than others, from those who have a vested interest in protecting the organization. The Ventrue, Nosferatu, and select Gangrel are often considered first. However, given that the Justicars frequently discuss in secret which candidates they're considering, it's more than likely a Justicar will nominate one from their own clan. While no one knows for sure, of course,

it's commonly thought that over half of the Alastors are made up of Ventrue and Nosferatu.

- **Sire:** Most Alastors understand that their relationship with their sire can benefit them in many ways. A Kindred's sire doesn't directly impact the Justicars' decision, but could help influence the nominations. Sires may speak behind closed doors on their progeny's behalf or, alternatively, might try to prove loyalty to the Camarilla by "offering" their progeny to protect it. After their nomination, Alastors may find that their sires can benefit them in other ways, too, serving as a resource for gossip and information or offering advice on how to avoid political missteps.
- **Rank:** Though the Justicars don't exclusively pick Archons to become Alastors any longer, they tend to favor Kindred who hold this rank for the same reasons they did centuries ago. Now, however, the Justicars don't want to be limited by their choices and have expanded their scope to include non-ranking Kindred as well as nominating a few Princes, Scourges, and Sheriffs, too. Kindred that the Justicars review may also be considered and recommended for support positions like the bellator or similar ranks like Josians.
- **Region:** Active Anathema, such as Kemintiri, often act erratically and move around a lot, more so than vampires, like Karen Anatos, who are comfortable in their domain. Sometimes, the details of an Anathema's sighting may influence the Justicars' decision to name new Kindred in a specific region. They might decide to name more Alastors already in Atlanta, for example, if reports can be confirmed that Alex Swift has been spotted nearby and plans on launching an attack. However, since active Anathema tend to avoid staying in one location, some Justicars prefer to nominate Kindred that are already comfortable drifting from place to place.
- **Role or Task:** Since the hunt for Anathema has shifted from a proactive, rather than reactive, approach the Justicars have begun to strategize long-term. In the past, Alastors were named only when necessary. Now that Alastors are being named more frequently, the Justicars may choose appointees based on what they'll be doing. Alastors might train new Alastors, analyze decades of evidence, go deep undercover, team up with the Josians to share information, etc. In recent years, Alastors have become more specialized than they have in the past, and utilize their skills in a more tactical way using the knowledge they've gleaned from other, more experienced Kindred. This coordinated effort has proved to be very effective, especially against Anathema that are thought to be less threatening than Petaniqua.

While loyalty to the Camarilla is important, the Justicars also value any number of innate and external qualities that Kindred may naturally express. Most Justicars start by reviewing how well their candidates uphold the Traditions, like the protection of the Masquerade.

Valued traits include self-discipline, an exceptional memory, a strong sense of focus, as well as the ability to correctly assess the threat level in tense situations, and remain level-headed in the midst of chaos. Kindred who do not succumb to their Beast and have learned to keep It in check are great candidates as well.

A mastery of Disciplines, or the creative use of more commonly-found Disciplines, is also preferred but not required. Disciplines, which are outlined on p. 99, are taken into consideration to ensure that an Alastor is capable of doing all that's required of her. Outside of Disciplines, allies and resources can be taken into account, too, especially since Alastors will find it very difficult to travel and obtain what's needed without being able to rely on their herd, coterie, or a far-reaching network of allies to assist them in their travels.

Kindred Politics

Like Archons and the infernalist-hunting Josians, Alastors are not immune to the political underpinnings of the Camarilla. Though they may be away from a Camarilla-held territory for months at a time, Alastors are often whispered about — because most Kindred don't know who they are or what they're doing night after night, and those secrets fuel the Harpies' rumors. While it's true that the Justicars have made it clear the Alastors hunt the Anathema, many low-ranking Kindred believe that the Red List is more urban legend than fact. Some think the Alastors are another secret police who travel from city to city to rout out agitators. Others go so far as to believe that the Alastors are living legends, for any Kindred tasked with bringing down an infernalist Anathema like Dylan Bruce or Valerius Maior must be nightmarishly powerful.

In a way, the Justicars encourage the belief that Alastors are the “heroes” of the Camarilla, hoping that Kindred will be eager to dedicate themselves to the cause and prove their worth. The role of the Alastor does require Kindred to make many sacrifices, and that level of selflessness does not come easy for anyone — especially vampires. However, the rewards are equally unheard of, for the Trophy can instantly lift a vampire's status for all time.

In particular, however, Alastors are most often influenced by their supervisors and collaborators because they don't have time to become embroiled in politics.

Justicars

Unless a Justicar is also an Alastor, like Lucinde, they tend to avoid favoring an individual Alastor, because they're overseeing the Red List on a grander scale. Usually, the Justicars don't concern themselves with the specifics of one Alastor's actions unless a disciplinary matter is brought to their attention. Justicars often think about the bigger picture, and sometimes look past smaller transgressions provided the Alastor is still dedicated to the hunt. The Justicars, as a whole, tend to take their roles very seriously and don't tolerate major missteps from their nominations like using resources for personal gain, violating the Traditions without just cause, and forgoing the hunt.

To the Justicars, the Alastors are a highly-specialized weapon they can wield to defend the Kindred's way of life. Archons can and do, to some degree, hunt the Anathema, but the Alastors spend their entire unives trying to bring them down, just like the Josians are uniquely outfitted to hunt infernalists. In this way, the three roles act in tandem with one another, whether they realize it or not.

In addition to requiring focused agents to deal with the severity of the threats the Anathema present, they also realize that the Alastors are a symbol of duty and loyalty for all Kindred. What they ask of the Alastors is to carry out the execution or capture of the Anathema without question, to have faith that the names on the List deserve their sentence. The reality, however, is that Alastors aren't mindless drones — they're selfish vampires who think and act for their own benefit. The Justicars don't care what moral quandaries the Alastors might find themselves in. In fact, they're hoping the Alastors will be so busy hunting the Anathema they won't bother to stop and think about the hard decisions they're often forced to make to bring those enemies down.

Archons

In general, Archons have mixed feelings about Alastors, but will work with them when it's appropriate to do so. Some Archons view the Mark of the Trophy to be a punishment as opposed to a boon, a trait that removes every ounce of free will and sets Alastors on a sure path. Others feel that hunting the Anathema for all eternity isolates Alastors from the very thing they're tasked to protect, for while they operate in secret and often take on multiple identities, Alastors often avoid ingraining themselves in politics or the day-to-day functions of the Camarilla out of necessity.

Still, this doesn't preclude Archons from wanting to become Alastors for the boost in status, the honor of pro-

tecting the Camarilla, and the benefits afforded to them by the Justicars and the Trophy Clan. When they petition for this role, however, they can become alienated from the other Archons if they're not careful, because they've now joined "that secret club." Overall, however, Archons tend to treat Alastors who've taken down one of the Anathema with more respect than those who haven't. While they won't admit it, they'll also prefer to become an Alastor rather than a Josian, because the rewards are greater in their minds.

Red Alastors

Unlike other Alastors, the Red Alastors are in a supervisory position and were initially created to oversee all of the Alastors operating in a specific region. Red Alastors tend to remain in a Camarilla-led city as opposed to going out on the hunt or travelling for weeks or months at a time. Though they coordinate hunts and mull over facts from a distance, Red Alastors are fully capable of tracking and engaging the Anathema themselves. They, too, bear the Mark of the Trophy but operate more openly than their underlings do, and often wind up protecting those who report to them. A Red Alastor's greatest asset is her perspective, and she uses that insight to help Alastors be more effective than they would without it.

Red Alastors don't always hide in the shadows because they feel they're required to make different sacrifices than their charges. When in Elysium, for example, they step carefully knowing other Kindred fear them. While no one questions whether or not they have earned their rank, Red Alastors operate outside of the Prince's jurisdiction and place greater emphasis on larger threats than the day-to-day functions of the Camarilla. In truth, this is partly why Red Alastors spend a considerable amount of time building ties to other Kindred, but it is not the only reason. What better way to ferret out moles, keep an eye on Kindred who are acting suspicious, and connect with other high-ranking members of the Camarilla? Red Alastors understand, perhaps better than any other Kindred, that sometimes the best way to protect the Camarilla is to work from within.

By far, Red Alastors face an increasing number of challenges in the modern era. With more Alastors being named, their supervisors find it difficult to safely store information that's needed to discuss tactics and coordinate offensive maneuvers without causing a breach of the Masquerade. Many feel that one solution is to better utilize ShreckNET and opt to strengthen their ties to the Nosferatu, which isn't always easy. Others suggest that the best way to hide and convey messages is in plain sight by using ghouls or kine to deliver them.

Josians

The infernalist-hunting Josian Archons share a lot in common with the Alastors, and the two groups confer on multiple occasions. It is possible, however unlikely, that a Josian might also be named an Alastor—simply because infernalists and Noddists do appear on the Red List from time to time. Most often, however, the Josians do not become an Alastor unless they take down one of the Anathema and win the Trophy. So far, while the Josians have assisted throughout the years, they haven't been received the Mark of the Trophy and generally don't have plans to. The Josians, in general, tend to regard Alastors as their peers. That's not to say that sentiment is always returned, or that some Josians aren't jealous of the acclaim that Alastors get—especially since hunting infernalists tends to be a thankless job. Regardless, the Josians won't dare to air their true feelings for fear they'll anger the wrong Kindred.

With rumors swirling around the current names on the Red List, however, the Josians are keen on collaborating more with the Alastors to hunt Dylan Bruce, Valerius Maior, Francisca Santos dos Rodrigues and Noddists like Ayisha Jocastian. Secretly, they wish the Alastors will allow them to lead those initiatives given how many years they've spent studying and hunting infernalists independently of them.

Too, Josian Archons feel that taking down Dylan Bruce, in particular, and unraveling the methods he used to subvert the Mark of the Trophy would elevate their status within the Camarilla—a political maneuver most Josians agree might get them enough attention to be afforded some of the same benefits Alastors enjoy. Why shouldn't they, too, receive a Trophy or be given boons for the thankless work they do? To that end, though the Josians wish to be acknowledged they often don't have time to worry about politics. The Josian Archons have their hands full dealing with profane vampires who operate independently of those on the Red List. And, thanks to infernalist Anathema, the number of profane vampires are on the rise.

Duties and Responsibilities

The rank of Alastor is a permanent appointment that does not end until the Kindred's Final Death. Kindred who are entrusted with this task hunt the Camarilla's most feared enemies on its behalf.

To be named an Alastor is to be named the Camarilla's most loyal servant, a sentiment that's ironic given the nature of a vampire. It is a role and title that's taken so seriously, the Justicars often point out that an Alastor's actions reflect on his Clan, sire, coterie, and fellow Alastors as well. This

acts as a way of keeping the Alastors in line, because the punishments for running afoul of the Camarilla after being named to this role are severe.

Becoming an Alastor carries with it any number of responsibilities, some more taxing than others. These duties tend to be common across all Alastors, regardless of whether or not they're in a supervisory role as a Red Alastor or not. How they split up and carry out these tasks, however, often varies widely and is up to that individual Alastor and his coterie mates.

- **Remaining Focused on the Hunt:** Alastors, much like how the Josian Archons are ordered to hunt infernalists, are tasked with a primary focus: the Red List. Any other matters pertaining to politics, Clan responsibilities, their coterie, sire, domain, or ghoul, and other personal issues are supposed to be secondary to the hunt. This does not mean, however, that Alastors are always on the move searching vigilantly for the Anathema and their accomplices. Unlike other Kindred, Alastors are more active, less resistant to change, and make good use of their downtime between hunts. It's very rare for an Alastor to disappear for years at a time or remain too long in one place, but it can and does happen when that Alastor goes undercover, into torpor, or is on a mission that's one piece in a larger plan.
- **Following the Chain of Command:** Alastors tend to have at least one home base they operate out of, if not more. A Red Alastor operating in their region provides them with guidance and a centralized point-of-contact, while the Justicars issue edicts and speak on behalf of the Inner Council. Because Alastors operate outside of the night-to-night activities of the Camarilla, they don't necessarily have to answer to other, high-ranking Kindred like Princes, Primogen, or Sheriffs, but it is in their best interest to treat them with a modicum of respect. Vampires have long memories, even in the Camarilla, and it's not wise for Alastors to forget that the Anathema are not the only threats they have to worry about.
- **Evaluating the Traditions:** The Traditions, while important, can be binding for Alastors — especially since the destruction of the Anathema is their primary duty. Logistically, the Traditions become cumbersome for Alastors who go undercover since non-Camarilla sects and organizations do not share the Camarilla's values and beliefs. Some Traditions, however, like siring a progeny can and probably should be avoided for this act in particular raises more questions than an Alastor may be prepared to answer. Others, like maintaining domain, may not be as valuable to an

Alastor who's constantly on the move. Though this is true, some Alastors — specifically Red Alastors — who remain for longer periods of time in a Camarilla-held territory or city, tend to view themselves as model Kindred and feel they need to set an example for others by upholding the Traditions to the letter of the law.

- **Maintaining Domain:** Though Alastors are afforded many benefits, it is still their responsibility to maintain their domains and secure safe haven whenever necessary. This task, in particular, can be very difficult for Alastors which is why the Trophy grants them temporary benefits when traveling through another Camarilla-held city. The longer an Alastor has been on the hunt, the more paranoid they tend to be, and the more havens they typically have. Some veteran Alastors frequently rotate their havens, skip maintaining a domain altogether, and leverage several false identities to throw followers off their scent. Others rely heavily on their coterie mates to deal with everyday affairs.
- **Cleaning Up Masquerade Breaches:** Of all the Traditions, the Masquerade is still the most important and one that the Justicars expect the Alastors will still uphold. How they go about cleaning up a breach of the Masquerade, however, is often open to interpretation. Some Alastors who are in hot pursuit of an Anathema simply notify the local Sheriff of any issues or expect them to take care of their mess, while others feel that clean up is their responsibility. This responsibility, in particular, tends to be highly controversial since some Alastors feel the Masquerade distracts them from the hunt. To them, the Anathema use the Masquerade as a weapon and Alastors lose valuable time if they have to stop trailing them to deal with any witnesses.
- **Finding Moles and Spies:** The Justicars understand, especially after discovering years later, of Kemintiri pretending to be Lady Merritt in Victorian London, that sometimes the worst enemies can be found closer than most Kindred might think. One of the more difficult responsibilities an Alastor has is to root out traitors within the Camarilla. Most Kindred are suspicious of the named Alastors and don't necessarily want to get too close to them for fear they'll be implicated in some fashion. Others seek them out in the hopes that the Alastors will disclose more information about the hunt and whether or not they're conducting any investigations in their region. Regardless, the Alastors have their work cut out for them — which is why some prefer to remain focused on hunting active Anathema to avoid the political

machine. Moles and spies exist, and the Alastors know this, but to some extent they also trust that local matters will be handled by the Prince. Though the Alastors can step in, they tend to confer with the Justicars and Red Alastors before taking action in a Prince's backyard.

- **Collecting Evidence:** Once an Anathema is named, the Alastors act on the assumption that that enemy is guilty. That doesn't mean, however, that the Alastors burst into action and immediately go on the hunt unprepared. Often, they spend considerable effort learning as much as they can about their target by gathering evidence. They might work the streets near the Anathema's last known location interviewing witnesses or tracking down known allies. They might coordinate their efforts further by investigating existing eyewitness reports, tracing financial data, or identifying possible havens and traveling routes. Either way, it's up to the Alastors to collate and share this data however they see fit before engaging the Anathema on their own. Once the data is collected, however, it presents a security risk regardless of whether or not it's stored on a computer, since this data reveals insight into what the Alastors know about the Camarilla's enemies. Worse, now that the Alastors are becoming increasingly paranoid, many of them have gone to extreme lengths to hide what they find.
- **Infiltrating Enemy Territories:** As many Anathema belong to other Sects, like the Sabbat, Alastors often need to travel into enemy territory to hunt them. Sometimes, these hunts require the Alastors to be away for months or years at a time. Some Alastors choose to go fully undercover by adopting a new identity in an enemy sect to avoid attracting unwanted attention or dealing with opponents who aren't on the Red List. This decision isn't taken lightly, because when an Alastor infiltrates an enemy territory they leave everything behind — except the Mark. Many are forced to take actions that are out of character, like torturing kine or diablerizing Kindred, to protect their cover or risk being killed themselves. Most Alastors try to avoid going undercover near a profane vampire, however, because the risks are far too great.
- **Teaming up to Eliminate Key Threats:** Many of the Anathema are so powerful a single Alastor cannot hope to bring them down on his own. Others, like Francisca Santos dos Rodrigues, are so enigmatic Alastors feel they need to proceed with caution. For these reasons, Alastors often strategize with

each other to discuss the best methods to eliminate the Anathema, but also to identify the Anathema's background, resources, allies, unwitting accomplices, and rivals. In some cases, Alastors have been more successful bringing down an Anathema by attacking her known associates and cutting off all support rather than forcing a direct confrontation.

- **Choking off an Anathema's Support:** Many Alastors find it difficult to deal with an Anathema's support network due to its complex nature. On an individual level, some Anathemas use Disciplines and blood bonds to manipulate their allies, while others rely on blackmail, threats, and bribes to force an accomplice's hand. Other Anathema hide at the center of a great web, like Christopher Barrow who draws a protective circle of associates around him or Karen Anatos who builds a cult-like following. Tightly-woven groups can be challenging for Alastors to deal with because they don't trust outsiders and, if filled with mortals, may be harder to crack without a serious breach of the Masquerade. However, bigger networks are just as threatening, for while a vast web may be easy to infiltrate, it might be harder to escape unharmed.
- **Maintaining Contact:** Though Alastors may go on the hunt or travel for long periods at a time, it's important for them to maintain contact with other Alastors, Red Alastors, and the Justicars when possible. The specifics of how Alastors communicate and what crucial moments trigger them to check in will vary widely. Some Alastors are more comfortable with new technology, while others are not and prefer to use older methods of delivering messages. Technology, however, is a tool that Alastors cannot ignore, especially since they cannot assume the Anathema isn't making good use of it. For this reason, the Nosferatu have begun teaching any who are willing the features of the ShreckNet which has, in turn, built strong ties between the Clan and the Alastors. Here, too, security can be a problem. A few Alastors have taken to using encrypted cell phones, while others have experimented with Thaumaturgical communication.
- **Fulfilling the Trophy Clan's Wishes:** The Trophy Clan primarily interacts with the Alastors in two, different ways. Alastors who have claimed the Trophy, by taking down the Anathema, have a relationship with the Trophy Clan that often winds up being mutually beneficial. In some ways, the Trophy Clan acts as a victorious Alastor's sponsor, to help them continue going on the hunt for the next target. While the Trophy Clan's wishes may not be explicit, some

Alastors may favor hunting certain Anathema next over others as a show of gratitude. The second way the Trophy Clan interacts with Alastors is more indirect, through the instructions they've given the Justicars regarding the Anathema they've sponsored. Taking down one of the Anathema is tricky enough, but bringing them in staked or proving their Final Death can be a lot harder. The Trophy Clan may prefer that the Anathema is brought back to the Camarilla in a specific manner, but the reality of the hunt is that these wishes may be difficult to fulfill. Alastors would do well to remember that politics and social commerce will help them overcome any issues they might have.

Like the Josians, Alastors only have purview over matters pertaining to what they were originally assigned to oversee. In this case, the Alastors are hyperfocused on the Anathema and the hunt. Their oversight only goes so far, and it doesn't grant them unlimited power in the sense that Alastors can do whatever they wish, however they see fit. The benefits that are afforded to an Alastor cannot be used for personal gain or to settle grudges, nor can Alastors break the Traditions whenever it suits them. While it is more likely that Alastors may break the Traditions given their role, Alastors are also not immune to reprimand or internal investigation – and that includes the possibility of being investigated by the Josians if they give anyone reason to think they've turned to the profane.

Should an Alastor falter, her punishments may include: branding, blood bond, loss of domain, forced torpor, or Final Death. Often, other Alastors will volunteer to witness or carry out these punishments if one of their own falls. Regardless of how a Justicar's judgment is carried out, Alastors understand that straying from the path will not be tolerated.

Though the Alastors are tasked with these heavy responsibilities, the Justicars don't expect them to shoulder that burden by themselves. Over time, the Alastors have developed policies and procedures that help guide and protect them while on the hunt.

Policies and Procedures

Unlike police precincts and federal bureaus run by mortals, Alastors don't work out of a centralized building nor do they separate out their responsibilities into specific roles designed around a unique skill set. Though Alastors are capable and, in some cases, evenly matched to go up against the Anathema, they collaborate with one another in a variety of ways like sharing information, trading favors, and offering support when it's useful to them. That



doesn't mean that Alastors are more friendly and amicable than other Kindred. They're still vampires. Some view the hunt to be a competition for the Trophy, while others care more about vengeance and personal vendettas.

The biggest difference between an Alastor and a bounty hunter or secret agent is that the Alastor isn't bringing in his quarry to be judged nor is she beholden to the wheels of any justice system outside of the Camarilla. Once the Anathema is named, the Justicars have already issued their final decree which, in most if not all cases, will result in Final Death.

The Anathema do not receive an official summons from the Camarilla nor are they told why they are being hunted. It is not the Alastor's place to question the decision of the Justicars, either, which can result in a moral quandary if the Alastor falters. To prepare them, the Justicars often instruct them that the Anathema will go to great lengths, like telling elaborate lies or granting attractive favors, to claim they are innocent and get to safety. Some Anathema, like Petaniqua and Kemintiri, understand they're being hunted and know that Alastors exist. Others, like Christopher Barrow and Karen Anatos, may not understand the full ramifications of the unwanted attention they're getting or why. And worse, the profane Anathema must be taken down at any cost, for infernalists threaten every vampire — even Sabbat and the Independent Clans.

All Kindred, whether they're an Alastor or not, has the right to hunt the Anathema and can participate in any coordinated or sanctioned fight. In fact, many Kindred are encouraged to join the hunt for an Anathema when he's sighted in their city. Only the Alastors, however, receive the Mark of the Trophy and the powers granted by this thaumaturgical mark.

The Thaumaturgical Mark

The Mark of the Trophy is a thaumaturgical symbol of a crescent moon that was created by the Tremere long ago. This Mark, which is applied by the Justicars during a ceremony, both protects the Alastors and hinders them. The presence of the Mark grants an Alastor all the powers afforded to them as described in Chapter One. However, this Mark can also doom an Alastor, for if it's spotted by an enemy who understands what the symbol represents — her cover is instantly blown.

Thanks to Dylan Bruce, several Alastors are now more paranoid than ever. His ability to subvert the Mark of the Trophy has forced some Alastors to call it the "Mark of the Beast." Dylan Bruce is not the only topic of conversation among Alastors, however, for the recent influx of new candidates has generated a lot of chatter.

Several unsubstantiated rumors about the Mark include:

- The Mark of the Trophy is no longer being applied to new Alastors. Some don't have the Mark, a tactical maneuver designed to help Alastors go deeper undercover and avoid an infernalist's touch.
- Dylan Bruce isn't responsible for subverting the Mark, the Tremere are.
- Some Alastors have requested that the Mark be applied to the back of their necks or higher up on their forearms, to give them the opportunity to hide it better.
- The Tremere are experimenting with the tone of the Mark, and are attempting to apply different flesh-colored birthmarks to the next batch of Alastors.
- Alastors tasked with going deep undercover are tattooed with a sigil that's meaningful to the group they are permanently attempting to infiltrate. Kindred whisper that an Alastor was recently tattooed with an upside-down ankh.
- The Mark can be removed, but the Justicars aren't willing to call back every Alastor that's out in the field to do it.

In modern times, many Alastors feel that the Mark of the Trophy is outdated and shouldn't be applied. Though they won't openly admit it, some think that Alastors have too many powers and should be controlled centrally, either through the Red Alastors or the Justicars themselves. To some, the Mark doesn't mean the same thing now as it did in the 15th century.

Though that may be true, given recent events, even a small change — like altering the position of the Mark or removing it entirely — is a bigger deal than most Kindred realize. In all likelihood, the Justicars are spending their efforts trying to persuade the Tremere to unravel how Bruce subverted the Mark and reveal certain thaumaturgical secrets, so they can undo the damage he caused. Without the help of the Tremere, the Justicars might avoid naming new Alastors altogether for the time being and, instead, pair good candidates with existing Alastors or Red Alastors for training and support.

Tactics

The underpinnings of an Alastor's operation boils down to the tactics he wants to deploy and how easy it is to carry out his plans. The difficulty of these schemes is dependent on the time, allies, and resources required. Some traps, like framing an Anathema's allies, require more coordination than others and rely on the use of modern technology.



BONDED THROUGH LOYALTY

While it's rare for Justicars, Archons, and Alastors to agree on anything, they tend to think alike on the subject of loyalty. Though trust is almost impossible to come by, even among the Kindred, loyalty to the Camarilla and what the organization stands for is a necessity for anyone who chooses to protect it for their own selfish reasons. Blood bonds betray the overall concept of loyalty, not just because they engender an artificial form of that emotion, but because they can be easily broken. More than one blood-blonded Alastor who managed to infiltrate the Sabbat has had their cover blown after taking part in Vaulderie.

The regnant-thrall relationship also presents any number of challenges for Alastors. Not only do they undermine what the Mark of the Trophy represents, blood bonds are cumbersome to maintain. Often, Alastors who receive a blood bond in addition to the Mark resent their regnant once that bond is broken and question their true feelings long afterward. This can, if not handled correctly, put the Alastors at great risk.



Other snares, such as drawing the attention of an Anathema's adversary, may demand more finesse. To do this, an Alastor relies on the help of his coterie and his allies who hail from a variety of sources which are covered more in detail later on in this chapter.

Though operating behind the scenes may be more time-intensive, many Alastors prefer to attack an Anathema's support network before risking the possibility of all-out battle. Tactics for destroying an Anathema's circle of allies includes framing, discrediting, or conning them. Other Alastors are desperately trying to curry favor with the Tremere, to seek a way of breaking blood bonds and protecting themselves from the Anathema's influence. Overall, however, mortals can be easier to deal with because the Alastors may slip behind the scenes and use the police, FBI, or other pre-existing organizations to do their grunt work for them – provided the Anathema hasn't fully infiltrated those institutions, too.

With some Anathema, specifically Alex Swift and Petaniqua, targeting their allies may not be feasible due to the

strength and size of the Sabbat. However, just because an Anathema like Kemintiri doesn't, on the surface, have the backing of a full organization mean she's any less dangerous. Forced isolation, as in the case of Rabbat, can also turn a vampire into a beast. Unlike the Alastors, the Anathema are not bound by the Traditions nor do most care about their humanity. This alone makes them dangerous, but when combined with a thirst for vengeance, a lust for power, or a desperate need to survive – it can make them unstoppable, especially when they're backed into a corner.

Regardless of the tactics an Alastor uses to hunt the Anathema, they tend to rely heavily on their allies and resources to ensure they have a better chance of success. A commonly held belief is that an Alastor's chances of survival greatly increase with every new ally they reach out to. The Justicars may be the only Kindred who know whether or not this is true for sure, but the logic is sound.

Leveraging Other Allies

An Alastor's coterie is, first and foremost, more than just a collection of Kindred the Alastor travels with. A good coterie can mean the difference between unlife or Final Death for any Kindred, and this is especially true for Alastors. For this reason, many Alastors choose who they surround themselves



AVOIDING BLOOD IN THE STREETS

When the Alastors do decide to wage war against the Anathema, they typically take their first cues from the Red Alastors who coordinate the battle on a larger scale. This is partly done out of necessity since Red Alastors see the bigger picture, but also to protect the Alastors and reduce any hostile feelings toward them from other Kindred.

Alastors may have the right to wage open war in the streets of a Camarilla-held city, but they know all too well that doing so – even if the Anathema is caught – will have long-term repercussions. Still, Red Alastors don't protect their charges without good cause. Keeping Alastors in good standing with other Kindred benefits them, too, and not only because it gives them one less thing to worry about.



with very carefully, and those members vary widely. Some Alastors feel they work best with other Alastors; others, with Josians, Archons, Scourges, or Sheriffs. Still others opt to work with a mix of Kindred: some ranking, and some not.

Alastors tend to develop their own methods to hunt the Anathema that tailors to their unique skill set and, more importantly, surround themselves with like-minded individuals. One of the more crucial decisions an Alastor makes is to balance her responsibilities against the needs of her coterie. It's highly unlikely for two or more Alastors to be connected at that level for security reasons. Typically, an Alastor's coterie is made up of one Alastor and Kindred who either desire to become an Alastor or who have pledged to serve them, much like an Archon's servire.

Allies help Alastors in any number of ways, even going so far as to provide them with the necessary resources required to hunt. Perhaps the one reason some Alastors may want to consider building up their network, is to ensure that there are other Kindred who can vouch for him when necessary. Red Alastors, especially, exist to stand up for their Alastors if they're being suspected of falling prey to an Anathema like Kemintiri or, worse, an infernalist like Dylan Bruce. The relationship an Alastor has with her Red Alastor, however, needs to be nurtured in the same way a progeny might connect with her sire.

Alastors who go deep undercover tend to operate differently than their peers. They are forced to tread carefully because they understand what happens if the Mark is revealed or if they make one too many missteps. Most Alastors do not expect to return from an undercover assignment, and often make preparations assuming that they won't. They may still try to find sympathetic allies whenever possible, but in many cases it's not easy to find a like-minded individual in the midst of so many enemies.

Undercover Alastors can expect they'll be subjected to intense scrutiny once they return due to the subversion of the Mark. At this time, the Justicars have instructed the Red Alastors that any decisions regarding the Alastors that are deep undercover are outside their purview. Due to the severity of the breach, the Justicars have taken back the authority over this subset of Alastors and expect total compliance — a decree that many Red Alastors aren't happy with.

Auditors and Bellators

The members of an Alastor's coterie that don't hold a rank within the Camarilla are referred to as *auditors*, and are thought to be Kindred who are hoping to one day become an Alastor themselves. They are not as well regarded as Alas-

tors are, but no one will dare to say that publicly. Auditors can and do carry out tasks on behalf of Alastors, and most Kindred realize, after a proper introduction, that the auditors speak and act when Alastors cannot.

Auditors also often operate in secret, helping out with a variety of tasks like: Masquerade clean up, haven or domain maintenance, translating and encrypting messages, spying on the Anathema or her network, etc. Those who do are hoping to gain something like the honor of being named an Alastor, part of the Clan Trophy, or the attention of the Justicars for other reasons.

When Alastors need more muscle, however, they turn to the *bellator*. The bellator reflects Kindred who are physically capable of holding their own in a fight, and may be called in to assist any ranking member in exchange for a reward. In this case, the Alastors think of the bellator as willing Kindred who are capable of backing them up — for a price. Alastors believe that the bellator are akin to mercenaries who will fight to the bitter end provided they get paid. For this reason, some Alastors think the bellator might not step aside when it came time to deliver the killing blow.

Using Disciplines

Beyond basic or specialized skills and personality attributes, Disciplines are an important tool in an Alastor's arsenal. Alastors use Disciplines in any number of ways; they often find that the best Disciplines aren't the rarest of the rare, but the more common ones that they can use in unusual ways. Still, many Alastors operate without the use of Disciplines and avoid using them as a crutch. Disciplines, such as they are, aren't guaranteed to work all the time. In tense situations, Alastors should be able to rely on their wits and base skills even without them.

Alastors also invest in Disciplines differently than other Kindred who typically don't see frequent combat. While most Alastors have Celerity, Potence, and Fortitude, higher levels give them an edge in a fight or on the chase. Though these Disciplines are essential in combat, seasoned Alastors keep a close eye on how they expend their blood to activate these powers and when. In the heat of battle, the loss of blood can be devastating — especially when Alastors come face-to-face with the Anathema.

While all Disciplines can be useful, a few in particular like Auspex and Thaumaturgy stand out because they can be applicable in multiple ways. Alastors who don't have the powers required to perform essential pieces of investigation or combat find themselves relying on their auditors more often than they should.

Sample Disciplines are described below in context of the investigation by addressing some of the more commonly used powers.

Animalism

Some Kindred overlook the animal kingdom when plotting an offensive, but to the Gangrel and Nosferatu they understand the value of Animalism. Alastors use Feral Whispers and related, higher levels within this Discipline to connect with beasts in order to perform a variety of tasks. Rats and crows can scout out abandoned buildings or barren fields ahead of a hunt. Dogs can be used to guard havens or bases of operations, and wolves may spy or howl to divert attention from an Alastor's position. Useful both on the hunt and off, Alastors who use Feral Whispers often devote time to other levels in Animalism to make good use of beasts.

A Kindred's Beast may not be affected by this power in the same way an animal or a mortal, but for Alastors Quell the Beast is a useful tool to diffuse tense situations, even calm crowds. During combat, the higher levels allow Alastors greater control over their Beast and other Kindred's, which can give Alastors an edge over Anathema that don't have a mastery of Animalism. Some Alastors believe that the way to tip the odds in their favor, is to control an Anathema's Beast. If that proves to be impossible, manipulating a higher generation's Beast — one who's been subjected to higher levels of Dominate — can also prove useful.

Auspex

While Auspex is one of the more common Disciplines, it's also the most beneficial due to its versatility and flexible applications. Of all the Disciplines, Alastors feel that Auspex is essential because it's used in every aspect of the hunt for the Anathema.

Here are some examples of how Alastors use Auspex:

- **Heightened Senses:** A vampire's senses give her an edge over mortals, so she can see, hear, and smell what others normally cannot, even locating a vampire who is attempting to hide in plain sight. Heightened Senses, which effectively doubles certain vampire senses, are extremely useful when on the hunt to pick up trails that might be overlooked. The stronger the scent of blood, for example, the easier it'll be for an Alastor to track her prey. Some Alastors don't bother using Auspex to track the Anathema but, instead, concentrate their efforts on easier marks to zero

in on possible havens, suspects, and prey to avoid over-relying on the use of this Discipline.

- **Aura Perception:** Some Anathema enjoy hiding in plain sight, while others flaunt their abilities not caring who knows what they are. With practice, some Alastors believe that the use of Aura Perception can be helpful to not only identify supernatural beings and diablerists, but also perceive the touch of the infernal to spot profane vampires as well. Aura Perception, though, is better used during an interrogation because it can help pinpoint emotional states like fear and anxiety. The drawback to aura reading is that it requires time and concentration, so it's not always effective during chase scenes or combat.
- **The Spirit's Touch:** Though the Anathema may try to cover their tracks, it's difficult if not impossible to leave no trace behind. Using Spirit's Touch to pick up on psychic impressions from clothes or weapons the Anathema uses is one of the most useful tools an Alastor has in their arsenal. The Spirit's Touch can be used in any number of ways, because it works on any object, and Alastors tend to get creative with its uses. Alastors often use The Spirit's Touch to investigate abandoned havens to search for clues, and aren't afraid to use it to glean impressions to track down key witnesses.
- **Telepathy:** Telepathy and Telepathic Link are useful to Alastors to spy and perform reconnaissance in certain situations. Seasoned Alastors understand that though they may glean important information and communicate telepathically they have to assume the Anathema are spying on them as well. For this reason, Alastors find that Telepathy is most useful when trying to identify and interrogate witnesses, usually mortal. Telepathic Link is also valuable in the heat of combat to communicate with their fellow Alastors or allies like the bellator. In those cases, the Anathema are too occupied to glean what messages the Alastors might be sharing with each other.

Dominate

Alastors that invest in Dominate use this Discipline in a variety of ways, both offensively and defensively. Planting suggestions to report unusual activity into the minds of mortals scattered throughout a city creates a network of unwitting spies. Because Anathema favor Dominate as well, the Alastors find that Dominate is effective to shut down enemy ghouls and higher generation vampires who have

been twisted to the Anathema's will. Others use Dominate to clean up the Masquerade and cover their tracks. Even at lower levels, Dominate is often incorporated into an Alastor's battle plan.

Obfuscate

Some Alastors prefer to stay hidden and operate from the shadows, spying on the Anathema, staying hidden during a stakeout, and striking from a strategic position. Obfuscate gives Alastors basic cover before, during, and after a fight, and helps protect the Masquerade, too, by helping them remain unseen from an unsuspecting populace. At higher levels, Anathema who use this Discipline give their hunters the slip by assuming the identities of other Kindred or mortals to blend into a crowd or stand alongside them in their investigations. Alastors who are working deep undercover might use those same abilities to obscure their identity, to avoid being caught.

Presence

The ability to manipulate others' feelings gives Alastors the power to draw other allies to their side or scare enemies away. Effecting basic emotions like rage and love can spark a riot or simulate deep loyalty. An angry mob can be used as a distraction, while devoted followers can provide cover. Some Alastors believe that Presence is a better Discipline to use in order to instill commands and influence enemies due to its short-term effects. Alastors need to be able to think and react quickly when they're battling the Anathema, and Presence is sometimes used in the heat of the moment to turn the tide.

Protean

The obvious uses of Protean give Alastors an edge in combat and, at higher levels of this Discipline, can greatly benefit them in a fight or on the hunt. Shapeshifting into a bat, wolf, mist form, or horrid manifestation allows Alastors to scout, scare, and intimidate while turning their flesh to marble strengthens their resilience. One of the more useful aspects of Protean, however, is to gain mastery over the earth, to meld with it at will. Not only does this power grant Alastors the ability to find haven wherever they roam, it also gives them a safe space to heal should they suffer damage or burrow underground to reappear in a different location when cornered.

Thaumaturgy

Blood doesn't lie, but it can be manipulated. For the Tremere, an Alastor's path of study creates a specialized hunter that's sought after for her unique abilities. The Justicars and Red Alastors have, in years past, discussed possible methods of working with the Tremere to recruit representatives based on their thaumaturgical prowess.

Thaumaturgy offers Alastors access to a vast array of information and insight during an investigation. Four paths Tremere Alastors may want to consider on the hunt are:

- **Path of Blood:** The Path of Blood gives Alastors power not only over his blood but a target's, too, which allows them to attack the Anathema through their vitae. At low levels, the Alastor is able to analyze blood to determine a vampire's generation — which can eliminate suspects while hunters are in pursuit. It is thought that the Path of Blood is the key to an Anathema's swift and utter annihilation, especially if Cauldron of Blood is used at a crucial moment.
- **Path of Conjuring:** The ability to conjure objects gives some Alastors peace of mind, knowing that a stake or a knife is always close at hand. During investigations, however, this path has other, non-combat uses. Alastors might conjure a badge, magnifying glass, collection bags, or other types of equipment mortals might use to perform crime scene walkthroughs and autopsies. Others might opt to conjure bribes to fool a mortal witness into thinking they're getting the better end of the deal or, at higher levels, banish an Anathema's possessions through Reverse Conjunction.

- **Elemental Mastery:** This Path allows the Thaumaturge several advantages, including enhancing combat abilities, enhanced investigation, and summoning elemental allies. Much like the Auspex power of Spirit's Touch, this Path allows the vampire to further investigate a scene through Wooden Tongues. Elemental Form may allow the vampire to hide in plain sight, setting up an ambush for an Anathema.
- **Path of Technomancy:** By far, one of the biggest barriers lower generation vampires have to operating in modern day society is technology. Cell phones, computers, PDAs, cars, even mechanized panels for security systems and elevators can be affected through this path. Tremere Alastors like to use certain aspects of this power to avoid a breach of the Masquerade, like Analyze, for a temporary flash of insight that can avoid any unnecessary questions. Higher levels also give Alastors the ability to encrypt and decrypt messages, remotely access equipment, or travel through the internet. In short, while this path isn't necessarily combat-focused, it can be used in interesting ways to help Alastors turn a confusing piece of metal into an invaluable asset.

Specific rituals give Tremere Alastors the chance to fine-tune their prowess so they can better pick and choose their area of study. The rituals a Tremere might study as an Alastor will likely depend upon when that Kindred was named, and even low level spells give them an edge. Illuminate the Trail of Prey is favored among many investigators, while other Alastors prefer to guard their temporary havens with Defense of the Sacred Haven and Wake with Evening's Freshness. Regardless of what power or ritual is used, the Alastors understand better than most that the Tremere's involvement in the hunt for the Anathema is a necessary evil.



KMJ
2002

CHARACTER AND TRAITS

"Nothing matters but the facts.

Without them, the science of criminal investigation is nothing more than a guessing game."

— Inspector Clouseau, "A Shot in the Dark"

Alastors primarily come from the ranks of Archons chosen by the Justicars for their skills and training. However, there are some Alastors who either killed an Anathema or are hoping to make a name for themselves to reap the rewards of the Trophy. Regardless of their origins, Alastors tend to be extremely capable investigators and warriors prepared to hunt, track, question, or throw down at a moment's notice.

Getting Started

The cadre of Alastors is not quite as cosmopolitan as the Camarilla's rank-and-file of Kindred. Alastors are a cultivated bunch of specialists and mercenaries chosen for an important (and often brutal) task to take down or eliminate terrifying threats. The Alastors tend to be hyper-focused and stick to their task, even more so than the Archons who serve under the Justicars.

Though they are capable, Alastors have a high mortality rate because of the rigors of their duties. Unlike Archons, Alastors rarely stay in one domain, are often on the move, and don't always hunt in Camarilla-controlled territories. Those who survive their first year tend to be extremely competent and more than a little jaded after experiencing the horrors of the world around them.

This chapter will help you customize a vampire character into an Alastor. For a complete description of the character creation process, see Chapter Three of **V20** on page 77.

Concept

Concept is the foundation of character creation. This starting block helps you determine how you are going to build your character to fit the role of the Alastor. Start by asking yourself a few questions like:

- Was your character chosen to be an Alastor by the Justicars? If so, which Justicar?
- Did she manage to capture or kill a former Anathema?
- What methods of investigation does your character prefer to use when hunting the Anathema?
- How did the Alastor learn the skills needed to do his job?
- What fighting techniques does she rely on?
- What type of chronicle would you prefer to play? More mystery-centric or action-focused?

Take a look at the concepts listed on pp. 81-82 of **V20** and pick the ones that make sense for your Alastor's origin and preferred style of hunting the Anathema.

Motivation

Many Kindred have enough on their plate by simply finding vitae and dealing with local politics in the city they choose to haunt from night to night. Few would want to take up the call

to hunt some of the most dangerous monsters known to the world. What motivates a Kindred to become an Alastor? Revenge or greed? Loyalty or glory? Determining your character's Motivation will help you build an Alastor with depth and purpose.

These questions may help determine what your character's motivation is for becoming an Alastor:

- What is it about hunting the Anathema that thrills your character? Alternatively, what is it about the Anathema that terrifies your character?
- Why is it important for your character to be one of those chosen to hunt?
- Do you hold a grudge against one of the Anathema?
- Are you attempting to strengthen ties to a particular Trophy Clan, Red Alastor, or Justicar?
- Many Kindred understand the benefits of becoming an Alastor and the Trophy. What will your character stand to lose by becoming an Alastor?
- How does your character feel about the Camarilla? How do those attitudes and values shape your desires?
- What does your character think about other Alastors? The Anathema? The Mark of the Trophy?

Most Alastors tend to operate in one extreme or another. They can be hyper-focused on investigation, approaching a Sherlock Holmes-like attention to clues and connections or they can excel in vampiric combat, constantly honing techniques to use their Disciplines by seeking out challenging opponents before they face off against the Anathema.

Those Alastors who don't favor combat or investigation are not unusual, but they tend to fade into the background or surround themselves with other characters that supplement their abilities. Many Alastors have, at minimum, one area of expertise that they are known for amongst the Justicars, Archons, and other Alastors.

Backgrounds

Alastors hail from all ranks of Camarilla society. Some are Archons, chosen by the Justicars to hunt down the Anathema, others are selected for their specialized skills in law enforcement or the military, and yet others fall into the role due to luck. Whether that luck was good or bad depends on the Alastor and the circumstances surrounding him.

Regardless of the circumstances that brought them to the hunt, Alastors often require more resources than other Kindred because they often operate deep undercover in multiple cities rather than concentrating all their energy on maintaining one domain. Regardless of what's picked,

characters will likely be relying on their backgrounds to help them on the hunt.

Allies

Allies are extremely important to an Alastor, and can tip the odds in his favor. Alastors could make good use of mortal Allies for grunt work, both investigative and combat-related, to avoid putting pressure on other Kindred. However, since they must protect the Masquerade at all costs, working with mortals has inherent risks as well.

Alternate Identity

Some Alastors have obtained long-cultivated Alternate Identities that allow them to operate deep undercover in the Sabbat or Anarch Movement while they hunt one or more of the Anathema down. The challenges of staying undercover and not exposing the character's ties to the Camarilla often necessitate extended time with little to no contact with the Justicars or other allies.

Armory

This Background can be found in *Hunters Hunted II* (p. 37) or in *Anarchs Unbound* (p. 99). Armory is something many Alastors opt to build and acquire — especially since a cache of available weapons can mean the difference between life and torpor when dealing with certain Anathema.

Contacts

Contacts is, by far, one of the Alastors' most useful Backgrounds. The Alastor can task certain people with information-gathering jobs like watching specific locations (Havens, etc.) or keeping an eye out for unusual activities in the area. Contacts in different cities may require some more incentive by either being paid or possibly Conditioned to be on the lookout for certain Anathema and their allies. Regardless, sometimes the smallest clues can often lead to a break the Alastor needs to pick up an Anathema's trail.

Generation

Alastors tend to be a lower Generation than a run-of-the-mill Camarilla Neonate. It is unlikely that higher Generation vampires would survive in a fight against the Anathema and,

worse, may even be manipulated to become the Anathema's pawns. However, the Justicars do name Alastors with a higher Generation, and they tend to be paired with other, more experienced hunters to ensure their survival. These Kindred may assist an Alastor as an auditor, may be highly specialized in interrogation or spying techniques, or function in a specialized role. In general, however, higher Generation vampires who become Alastors will fare better if they have a tight focus that serves the demands of the hunt.

Mentor

Many Alastors have a more powerful patron they can learn from or glean advice about matters related to the hunt. Some Mentors may be Archons, or even the occasional Justicar, while other characters will likely turn to the revered Red Alastors for training.

Retainers

Ghouls and other Retainers are extremely useful for Alastors for much the above reasons, including muscle, investigation, message relays, areas of expertise, etc. They can be harder to maintain, however, since Alastors rarely remain in any one location for more than a few weeks or months at a time.

Status

Many Alastors have at least some Status from their nights as an Archon or if they've earned the Trophy after successfully hunting down an Anathema. This Status can open doors for the Alastors when visiting the Domain of a powerful Prince while on the hunt.

Combination Disciplines

While most Kindred are reluctant to share their secrets without enacting a steep price, there have been times where Archons and Alastors have come to rely on each other in dire circumstances. Perhaps this is why some of them tend to share knowledge and techniques among the chosen few.

Combination Disciplines offer up useful abilities to the Alastor in dire situations. Whether hot on the trail of an Anathema or engaged in combat directly, it can often take everything in an Alastor's arsenal to bring down the most dangerous outlaws.

Quick Sight (Auspex •, Celerity ••)

Recently, Alastors have picked up this trick from the Toreador Archons. Quick Sight allows the vampire to see fast-moving objects as if they were traveling at a visible speed. A Kindred with this power can better track projectile objects, like an arrow that's been shot from a crossbow or a bullet from a gun. However, most Alastors will likely use Quick Sight to monitor another vampire's movements when their target is using Celerity.

System: The player spends one blood point to activate this power, which lasts for a scene. Any time the character wishes to see, follow, or examine something that is moving too quickly for normal observation, the player must make a Wits + Alertness roll. The difficulty based on how quickly the item is moving, which would normally be 6 or 7. One success allows the character to observe the trajectory or movements of the object in motion; more successes bring greater detail and clarity.

This power costs 9 experience points to learn.

Iron Facade (Fortitude •, Obfuscate •••)

Battles are often won not by the strength or weaponry of the combatants, but in the psychology of war. The appearance of invulnerability is often sufficient to unsettle or even rout a superior foe. With this power, the Kindred creates just such an appearance, seeming to shrug off heavy or even near-crippling blows as if he'd be splashed with water. This power was more commonly found amongst Archons, but has recently been taught to Alastors.

System: The player rolls Manipulation + Subterfuge with a difficulty 6. If successful, the character appears to be unwounded and functioning at full capacity regardless of how badly injured he actually is. This power does not actually heal wounds or reduce dice-pool penalties; it simply appears to do so, making it impossible for the enemy to judge the character's true state. The power lasts for a scene, or until the character reaches the Incapacitated health level. A vampire with Auspex can see through this power if her Auspex exceeds the character's Obfuscate.

This power costs 10 experience points to learn.

Badger's Hide (Fortitude •, Protean ••••)

Acquired by an Alastor who spent several years undercover in the Anarch Free State, this power allows the Kindred to alter her skin into an ultra-durable hide in order to repel attacks or other environmental conditions. The Alastor with Badger's Hide is able to resist piercing attacks for a time. This Discipline is often used in heavy combat and gives Alastors the opportunity to fight longer than they would without it.

System: This power costs one blood point. For the remainder of the scene, any attacks that might normally pierce a Kindred's skin, as determined by the Storyteller, have their damage halved and rounded down after the character soaks. Any successful attack that isn't soaked does a minimum of one health level of damage. Damage may be dealt from weapons such as stabbing knives or impaling spikes and spears.

It costs 12 experience points to learn this power.

Lucinde's Revenge (Dominate •••, Fortitude •••)

For centuries, Lucinde's Revenge was known only to the Ventrue. Recently, a new iteration of this power has become widely taught among the Alastors per the wishes of Justicar and Red Alastor, Lucinde, who wants those hunting the Red List prepared to resist the manipulative tactics and Disciplines the Anathema use, one in particular. This power protects against Presence, keeping that Discipline's more subtle effects at bay.

System: Lucinde's Revenge protects against all Presence based on Generation in a similar way that Dominate functions. Only a Kindred of lower Generation than the user of Revenge can affect that Kindred with Presence. Thus a Ninth Generation Kindred would be unaffected by a Twelfth Generation Kindred attempting to use Dread Gaze on her.

It costs 25 experience points to learn this power.

New Merits and Flaws

Trophy Allegiance (4 pt. Merit)

Similar to the Clan Friendship Merit (pg. 489, V20) Trophy Allegiance opens doors and allows the character to be treated favorably by a specific Clan. The character has earned the Trophy from the Clan in question for taking down one of the Anathema. Word has spread throughout that Clan, that members should offer assistance and rewards to the character for their deed.

While the Trophy itself has likely already been covered with specific rewards, this Social Merit reflects more of a general goodwill and offers the character -2 difficulty on all friendly Social rolls involving members of the Trophy Clan who are familiar with the Alastor's deeds. Additionally, the character's reputation may earn her the occasional small favor such as the use of a haven, a loaner car, access to information from Trophy Clan members.

Note: This Merit is only available to Alastor characters who have killed an Anathema and earned a Trophy.

MERITS AND FLAWS

These Merits and Flaws are particularly well suited to Alastor characters. For a core list and description of Merits and Flaws, see the Appendix of V20, beginning on p. 479.

MERITS

Bruiser

Daredevil

Coldly Logical

Concentration

Useful Knowledge

Code of Honor

Eidetic Memory

Iron Will

Boon

Open Road

Mole

Lucky

FLAWS

Addiction

Vengeful

Dark Secret

Enemy

Narc

Dark Fate

Trophy Arrogance (4 pt. Flaw)

The character has begun to wear out his welcome when it comes to making demands on the Trophy Clan. While the Clan has promised him any number of rewards, both monetary and supernatural, the new Alastor has been abusing the Trophy's Clan hospitality and is taking advantage of them. Making demands of local Kindred resources, throwing the

fallen Anathema back in the Clan's face, or being overly arrogant about the fact that the Clan owes the character are just some of the ways an Alastor can demonstrate this Flaw.

***Note:** This Flaw is only available to Alastor characters who have killed an Anathema. It is not available to those named Alastors by Justicars and Inner Circle.*

New Thaumaturgy Rituals

Level Two

Communicate with Kindred Bond Mate

This variation on the Communicate with Kindred Sire Ritual is rare, even among the Alastors who have studied Thaumaturgy. It requires that both vampires have shared at least one point of vitae, thus putting them at least one step towards a Blood Bond, within the last year. Most Kindred are reluctant to share their blood with a Thaumaturgist, so there must be a very strong sense of trust between the two vampires, not something easy to come by, even in the Camarilla.

Similar to Communicate with Kindred Sire, the caster is able to join minds with a vampire they have shared blood with, mentally speaking over great distances. This communication continues until the ritual expires or one side forces and ends the connection.

System: The caster must meditate for 30 minutes to create the connection. Conversation may be maintained for 10 minutes per success on the activation roll.

Extinguish Flames

Two versions of this ritual exist, though they both have the same effect. Practitioners of the Lure of Flames Path long ago created a version where they snuff out flames through force of Will, forcing the open flames to consume themselves. Practitioners of Weather Control use the elements, including wind and rain, to put out flames they have targeted.

System: The caster must target a specific fire they want to extinguish within their line of sight. Each success reduces the size of the fire by one level (using the chart on page 218 of V20). This ritual requires 10 minutes to cast, reduced by 1 minute for each success on the roll.

Level Five

Ward versus Demons

This ritual is often taught by Josians to Alastors when the two groups are joining forces to hunt infernalists. This warding ritual functions exactly as do Ward versus Ghouls and Ward versus Kindred from V20, but it inflicts injury upon Demons.

System: Ward versus Demons behaves exactly as does Ward versus Ghouls, but it affects demons rather than ghouls. The ritual requires a handful of sulfur rather than a blood point.



STORYTELLER TOOLKIT

"All warfare is based on deception."

— Sun Tzu, *The Art of War*

The World of Darkness is occupied by many supernatural creatures, mysterious foes, and diabolical schemers — but none are as threatening to the Camarilla as those who occupy the Red List. The thirteen Anathema are some of the most dangerous antagonists your players will encounter, because they aren't always high-powered enemies: they represent the rarely-seen monsters that *other* monsters fear.

Getting Started

As a Storyteller, it's your job to balance the weight of the Anathema's presence in your Camarilla chronicle against the characters that are both directly and indirectly affected by them. This is easier said than done, however, for each Anathema is the eye of his own unique hurricane. No matter how powerful or weak they might seem, these damned characters radiate chaos, each in their own separate way. The turmoil that follows in an Anathema's wake is part of the reason why no Kindred who crosses paths with them will remain untouched or unaffected. While the Anathema do not care about the Traditions — the members of the Camarilla should and typically *do* to ensure they retain control of their domain and do not draw their Prince's ire. Even the Alastors, who operate outside the Traditions to bring the Anathema down, still need to protect the Masquerade — a fact that the Anathema often use to their advantage.

The longer an enemy of the Camarilla has been active, the greater the threat that Anathema tends to represent. Unlike

other elders, the Anathema have a tendency to act as if they're on the run. Often, they'll remain on the move and disappear for a shorter period of time, decades as opposed to centuries. Maybe Petaniqua has been spotted in a nightclub with her pack, and she's hot on the trail of a Malkavian elder who's fled to the city for protection. Maybe the local papers claim that Karen Anatos is filming on location and she's surrounded by an army of young admirers. Maybe Alex Swift is going after the local Gangrel and is systematically taking them out before he advances on the city. Or, maybe Kemintiri's true face has just been revealed. Much to everyone's shock and horror she's been pretending to be a beloved Harpy for a decade or more....

This makes the Anathema even more frightening, because most vampires understand that they are out there — somewhere — exerting their influence or traveling through their city or domain. While each Anathema is different, there is one similarity that all of them share: they are high-level threats to the Camarilla. The style of play you introduce will impact how your players hunt and interact with them, but the theme and mood of your chronicle will set the tone for how your story unfolds.

Theme

The themes present in a game involving the Anathema may vary depending upon which character you introduce. However, there are two major themes that will be present throughout your chronicles.



THE BLEEDING HEART OF YOUR CHRONICLE

While there are many ways to introduce the Anathema into your chronicle, there are two that stand out because they require different approaches to storytelling. Some chronicles may feature the Anathema as a new, high-powered threat for the players' characters to deal with in their city. Though the players' characters are not Alastors, they will be swept up in the turmoil that follows in the Anathema's wake and the responsibilities they must fulfill for their Prince and the Camarilla.

Other chronicles, however, may require the players' characters to hunt down the Anathema, traveling from one Prince's domain to another, risking their undead lives to fulfill their duties as Alastors or Archons who wish to become an Alastor.

This chapter addresses both non-Alastor and Alastor chronicles to varying degrees. You may find that you'll need to pick and choose what works for you and your players, especially since there are a number of different player character configurations for a game that involves the Anathema.



Hunter and Prey

Whether the players' characters are hunting them or not, each Anathema is a target that the Camarilla wants to be taken out. The names on the Red List act as a focal point for the players' characters to zero in on. However, unlike less-powerful antagonists the Anathema are more than capable of holding their own. They may be hunted, but they also do their fair share of hunting themselves — to find vitae, allies, information, etc.

To explore the relationship between the hunter and the hunted, focus on the motivations of your players' characters. Why are they hunting the Anathema? Out of loyalty to the Camarilla or obligation? Do they care about the Trophy or take specific issue with one of the Anathema? Then, play up those desires and turn the tables on the characters every once in a while. Turn the hunters into the hunted and find out how their goals change.

An Eternal Struggle

Once an Alastor, always an Alastor. The Red List may be filled with thirteen names, but the List will never cease to exist. There will always be one more threat to the Camarilla to be taken down, one more Anathema that will roam freely. For player characters who are Alastors, this theme will emerge the longer they hunt. How will your characters deal with the reality that their duty to hunt the Anathema will never stop? That the Mark of the Trophy doesn't just bind them, it brands them for all eternity?

For player characters who are not Alastors, explore the fact that the Camarilla's enemies will never stop coming. How does that make them feel knowing that they are never truly safe? Will this drive them to earn more status so they may one day become an Alastor? Or will they turn away from the Camarilla and struggle with their loyalties?

Mood

Moods that emerge out of the themes presented will likely fall all along the horror spectrum. There are two moods, however, that will be omnipresent in your chronicles. They won't necessarily work in tandem with one another, so don't feel like you need to use these as a pair.

Paranoia

The idea that the players' characters can't trust anyone is already part of being a vampire, but in a game where enemies and their allies are present this feeling is amplified. This is especially true for Alastors and other high-ranking members of the Camarilla, for the presence of an Anathema or her allies will undoubtedly increase the tension that already exists between these characters.

More to the point, however, is the fact that the Anathema are always active, always extending their claws into the most unlikely places. Exploit this and bring the players' characters into a downward spiral. The deeper they dig, the more witnesses they question, the more secrets bubble up to the surface — and the faster their trust erodes. Allies they thought were clearly on their side may be pawns of the Anathema. Enemies they believed dead — or worse — have come back to haunt them. An Alastor's paranoia will only increase if she goes undercover, pretending to be an Anarch or member of the Sabbat to track down a target.

But what happens when a vampire becomes increasingly paranoid over time? There's always one more enemy, sure,

but seeing a threat where there necessarily isn't one is dangerous, too, especially in the Camarilla.

Vigilance

Some of the Anathema have been around for centuries and have yet to be caught. And, as discussed earlier, a character's motivations for hunting the Anathema holds a lot of weight in your chronicle. These motivations, whether they're simple or complex, may hold the key to how determined the players' characters are to bring down the Anathema and their allies and how vigilant they'll remain to look for them.

Still, being vigilant doesn't just impact the characters that are on the hunt. It also impacts other Kindred, too, who may fall under the spell of an Anathema and be lured into helping him as unwitting allies. Vigilance requires high-ranking members of the Camarilla to play their parts more carefully, to show their power at more precise moments, and to hide their secrets even deeper. When an Anathema has been reported in a city, how many fruitless searches will it take before the hunt is called off? If an Anathema has just won a fight against several Alastors, how long will it take before the Justicars name their replacements? Ensure the cities are on high alert?

There are many ways that this mood can impact the characters in your chronicle. Play around with various threat levels to bring this forth and see how the players' characters respond.

Styles of Play

The two primary styles of storytelling you'll be using in a plot involving the Anathema will likely be action and investigation. While each style has its own unique thrills and challenges, your chronicle will probably include both to some extent. You may want to decide which style will be more prevalent than the other to appropriately balance the threat level the Anathema presents for you and your players before you begin.

Action

In an action-centric game, the players will likely be hot on the Anathema's trail, flying from one domain and city to the next, desperate to set a trap for the damned to take him down. This type of game may involve a lot of combat, chase scenes, and run-ins with many different types of antagonists ranging from the Sabbat to the Anathema's allies to the

A MATTER OF DEGREE

Anathema such as Petaniqua, Alex Swift, and Christopher Barrow are connected to larger organizations that also represent a threat to the Camarilla. Any chronicle that involves an Anathema like these will probably involve the Sabbat, infernalists, or other mysterious and well-organized groups. These secondary threats may require you to adjust the scale of your chronicle. However, they don't necessarily impact the style of play, because your focus should be on the players' characters and what's at stake for them when they hunt or deal with the Anathema. The fact that there's an even bigger threat — multiple creatures, vampires, and mortals who'd take down the Camarilla if they could — is a harsh reality in the World of Darkness. Try not to get too caught up in what's happening behind the players' characters back and let them figure out how important those pieces are.

Anathema herself. For every foe the players' characters take down, a greater threat may be hiding in the shadows, waiting for the perfect opportunity to strike. Worse, each fight the players' characters take on likely results in casualties, loss of vitae, or property damage of some kind. It's always a good idea to reinforce the effects of being a vampire in the World of Darkness and how deadly, how powerful, how terrifying it is when Kindred go to battle.

There are many challenges a combat-heavy game presents, including the need for greater and greater resources, the issues that arise from not having a domain or allies close by, and the politics that impact the players and their status within the Camarilla. Fighting on the front lines is a task that requires discipline, however, because there's always the possibility that a vampire might frenzy when the blood begins to flow. Use the Beast to tap into each character's worst fears and make every battle unique. After all, vampires are not superheroes — they're predators. What happens when the predators start hunting each other across thousands of miles? How far will the players' characters go to catch an Anathema, knowing full well they put themselves at risk of diablerie or worse?

The trick to running a combat-heavy game for V20 is to keep a close eye on your pacing and make great use of downtime when you give the players a breather.

Here are some different types of action-centric scenes you can use to adjust the pacing:

- **Chases:** The players' characters may be chasing down a witness or some other character involved with the Anathema. These scenes may be light on combat but can still thrill, chill, and excite your players' characters as they run after their target. There are a lot of options, too, for how these scenes play into your chronicle. After all, in the World of Darkness characters run for different reasons — and they don't always line up. One vampire might be on the run simply because she's afraid that the players' characters are hunting her for a crime she didn't commit. Another could be a mysterious ally, a secretive friend hiding and watching from the shadows who doesn't want to be exposed at any cost.
- **Obstacles:** Most Anathema won't hesitate to use who or what surrounds them for protection or to slow down the players' characters if they're hot on their trail. By throwing obstacles into the players' characters paths, you're forcing them to make quick decisions — sometimes with dire consequences — before they can move on. What happens when Kemintiri starts using Disciplines to break the Traditions to throw them off her trail? Suddenly, a crowd of kine turns from a nuisance into a significant problem that the players' characters have no choice but to deal with.
- **Traps:** Hunting the Anathema is dangerous, and there's no better way to increase the threat level than to set up a trap for the players' characters. Ensnare them creatively, but when you do add an element of time to ensure the pressure stays on. Valerius Maior could have booby-trapped his haven and now they're stuck and the clock is ticking. Ayisha Jocastian may have drawn the players' characters to an occult bookstore, but when they arrive there are piles of burning books all throughout the building. Sirens blare and it's obvious the fire department and possibly the media are approaching. Can the players' characters get their Beasts under control in time?
- **Disasters:** Both natural and artificial disasters amplify the tension in any scene, because they will probably result in a lot of minor obstacles and traps. Examples might include: weird weather caused by a thaumaturgy ritual gone wrong, an electrical fire, or a collapsed building. Each disaster impacts a larger area or group of characters to become its own scene as opposed to



an event that happens in the background. Disasters can be tricky because they aren't as focused as the other tools in your kit, but when used effectively they can give your Storyteller characters a chance to slip away despite the players' characters best efforts.

- **Twists:** Lastly, plot twists that invert your regular scenes can dramatically impact the pacing because they have the tendency to refocus the horrors you're introducing in a new way. What if, during the course of a hunt, the tables are turned on the players' characters and the Anathema starts hunting them instead? Now, your chronicle shifts into high gear as the characters scramble to survive. Alternatively, what happens when the players' characters realize that the "allies" they've been roughing up aren't actually working with the Anathema? Or that the Anathema wants to recruit them to their side?

When scenes get tense, narrate what's happening in the surrounding area to set the scene and either reassure the players or terrify them. Show the shattered windowpanes, the blood pooling from a gaping wound, the broken street lights. Narrate the Anathema's use of Disciplines to put the fear of Caine into your players' characters. And, above all, never forget to tell your players who's watching and waiting behind the fence or on top of the next building — or who's ready to spring into combat the first chance they get.

Don't be afraid to allow a little mystery to flourish in your game to further increase the threat level. What happens when the characters uncover Kemintiri's plot to awaken Set and consume his soul? Or finds out about Maior's scheme to summon one of the demons he's made a pact with? Not only will the players' characters race against the clock to defeat the Anathema, they'll also have to stop the catastrophe from happening, too.

Regardless of how the players' characters feel about battling the Anathema (and how well they fight), they are still Kindred — a fact they should always be aware of. They may travel light and stick together, but the coterie is still made up of Kindred who are protecting the Camarilla. That responsibility comes with its own set of duties that go well beyond sniffing out where Ayisha Jocastian might be hiding. Use that to your advantage to reinforce that your chronicle is — despite all the claws, fangs, and blood — still very much a Camarilla-centric game.

Investigation

In an investigation-style plot, the players will track down the Anathema focusing on other Skills, pooling their knowledge

UNDER COVER OF DARKNESS

It is not unheard of that Sabbat loyalists and Anarchs will target the Camarilla to spy on and assassinate high-ranking Kindred. What many don't realize, however, is that some Kindred — Alastors, mostly — will do the exact same thing by going deep undercover to glean intel about the Anathema and the Camarilla's many enemies.

An investigative game like this takes on a darker, more sinister feel because outside of the Camarilla, most vampires don't play by the same rules that the Kindred do. Not only will an Alastor's resolve be tested, but his Humanity will be as well. What happens when he realizes how brutal his Sabbat "allies" can be? What will an Alastor do when an Anarch's morally-questionable acts conflict with the Traditions?

When running a chronicle like this, make sure your Storyteller characters act according to who they're truly loyal to. Just because your Alastor might be making headway convincing the Sabbat she's an *antitribu* doesn't mean they'll believe her right away, for example. They may want proof, and that'll require your players' characters to deal with some gut-wrenching decisions that may have long-term consequences.

and resources together to eventually pick up the damned's trail. The focal point of your chronicle will be to provide your players with the opportunity to unravel grand conspiracies, uncover dark secrets, build a body of evidence, and plot a course that leads back to an Anathema.

When a mystery lies at the heart of your chronicle, these games tend to be paced differently because the action will depend upon how hot or cold the Anathema's trail is and who her allies are. An Anathema who was sighted four months ago may no longer be moving through Camarilla territory, but his allies and enemies may know where he is now or what he was doing in the city. In a game like this, though the pace may be slower and less frantic than a combat-heavy game — the danger is no less real. Instead of battling the Anathema, the players' characters might be fighting unwitting allies, the Anathema's spies, and may uncover dangerous truths about the activities of other vampires in their domain.

Make sure the trail never gets too cold by leveraging minor Storyteller characters that are marginally connected to the Anathema or his allies. Mystery plots will rely heavily on the players' characters using their Mental skills and Backgrounds to dig into the secrets and clues the Anathema leave behind. This can be a challenge for players who are more interested in punching stuff, but can be great fun for those interested in exploring the mystery of the World of Darkness setting.

There are a number of mysteries the players' characters can unravel by focusing on different Storyteller characters. Remember that each Anathema is the heart of a storm, and each one has their own plans and allies—powerful, unwitting, and secretive. Unraveling the Anathema's schemes makes for a good mystery game. Why is Kemintiri seeking so much ancient occult knowledge? What is the secret of Christopher Barrow's occult society and what are they planning? Focus on who their allies are, however, and the players' characters will have to deal with the consequences when they find themselves facing a corrupt Archon. Show them what happens if they find out too much, uncover too many buried secrets. How will the players' characters react when they realize not every Anathema deserves to be on the List? What happens when they begin to understand that the closer the get to the truth, the more dangerous it is for them?

The tools you have at your disposal for an investigative game are similar to what you've been using in chronicles where a blood hunt has been called. The players' characters can get hurt, yes, but not just physically. If they remain in their own city, they could lose status or domain based on what they uncover and who has tasked them with finding the truth. For example, say the Prince has suspected Kyoko Shinsegawa of rallying local Kindred to her side, and has given this information to an Alastor who plans on leading a team to hunt down traitors. What happens if one of the players' characters winds up being suspected of colluding with Kyoko? How will Clan rivalries impact an investigation like this — knowing that the traitors will be brought before the Justicars for Final Judgement?

The primary challenge you'll have running an investigative-heavy game will be to ensure there is enough evidence, hooks, and mystery for the players' characters to cue off. You'll need to develop a wide range of witnesses; each might have a different piece of the puzzle. Then, you'll use this web of story hooks to draw the players' characters deeper into the mystery over several sessions. Here, too, pacing is important — but it's not as crucial in a combat-heavy game, because downtime in an investigative game will happen regularly.

An investigative game doesn't necessarily require the use of Alastors, but not having political clout in a city means that the coterie may be bound by what their status will allow. This type of chronicle works well in a contained, well-popu-

lated location — whether that's a Camarilla territory or not — because there's always one other witness to examine, one more piece of evidence to find. Regardless of what facts the players' characters reveal, upholding the Traditions should be part of their process to uncover the truth — especially if the chronicle takes place in their city.

Managing Your Characters

To avoid being overwhelmed by the Anathema's presence, decide what your high-profile Storyteller characters feel about this damned character. Then, allow those beliefs, rumors, and actions to flow into the next character, to spin a web of conspiracies, political intrigue, or intricate plots to hunt the Anathema.

By focusing on Archons, Justicars, Primogens, Princes, and Sheriffs, you're allowing your players' characters to understand how dire the situation is before you toss them into the fray. Each Storyteller character you manage will likely respond differently when an Alastor or Anathema comes to town. There are, however, some stereotypes about both that are important to point out. Use these generalities as a guide when balancing your character depictions against these high-level threats.

- **Justicars:** When it comes to the Red List, the Justicars' authority and oversight is absolute. Not only do they speak for the Inner Circle, they hear grievances, collate reports, name the Anathema, award the Trophy on behalf of the Trophy Clan, name and manage the Alastors, and oversee all matters pertaining to the hunt. The Justicars have even less patience when it comes to the Red List than they normally do; Kindred would be wise to step carefully when communicating with the Justicars on this subject in particular.
- **Archons:** Most Archons are involved with the Red List to some degree, especially considering they carry out the commands of the Justicars, and they are expected to hunt the Anathema as well. However, Archons are often preoccupied with their nightly duties like battling the Sabbat, handling Kindred disputes, protecting the Masquerade, dealing with external threats (Lupines, Anarchs, diablerists, hunters, etc.), and investigating corrupt Princes. Thus, it should be unsurprising that the Justicars feel most Archons may one day become an Alastor. In terms of power and status, Alastors have more tools at their disposal to hunt the Anathema than the Archons do — but Archons tend to hold more sway in the Camarilla for other matters. For this reason, some Archons see Alastors as a lifelong prison sentence

rather than an honorable duty, while others believe that becoming an Alastor is a promotion worthy of only the best Archons.

- **Princes:** Most Princes dare not speak their true thoughts regarding the Red List in public, for while they want the Anathema dead they are conflicted about what and who it might take to accomplish that goal. Behind closed doors, however, many Princes feel that the Justicars should not have set up a specialized group of Anathema hunters that are allowed to operate outside the rules every other Kindred must abide by in their city. The Princes may even go so far as to suggest that hunting the Anathema should be their responsibility, and that they should never be called upon to fulfill a Trophy's rewards. Some Princes don't trust that the Alastors will stick to hunting Anathema when traveling through their domain, and secretly chose their city to report their secrets back to the Justicars. For these reasons, when an Alastor comes to town the Princes may privately complain of the burden they must endure to fulfill their wishes. Of all the Alastor's perks the Princes have to oblige, however, the one that upsets them the most is the fact that the Alastors don't have to announce their presence — not even when passing through the city.
- **Sheriffs:** When an Alastor comes to town, the Sheriffs often worry about loose ends. Unlike a blood hunt, the Sheriffs don't orchestrate maneuvers to hunt the Anathema and, instead, take their cues from the Alastor(s) present in the city. For all intents and purposes, the Alastors are in charge — which works both for and against the Sheriffs. The arrival of an Alastor makes the Sheriff's job harder, primarily because the hunt for the Anathema requires a lot of resources: time, Kindred recruits, etc. Some Sheriffs see the Alastors as competition, however, for it doesn't sit well with a lot of them that they have to take a backseat whenever the Anathema are spotted. Worse, they're often required to clean up after the Alastor, which makes certain Sheriffs bitter since they get nothing out of it — not even a simple "Thank You."
- **Primogen:** As head of their Clan politics, the Primogen will primarily be concerned about which Anathema is being hunted. The politics surrounding the Anathema relate to the Trophy, the Trophy Clan, what state the Anathema is required to be brought back in, and who will receive the evidence or body. For this reason, it's not uncommon for the Primogen to request that members of the Clan gather information and report back to him with all the juicy details about the Alastor who's arrived in town, where the Anathema was

spotted, and how the other Kindred are reacting. The Primogen will tend to strategize with Clan members to figure out who's best equipped to hunt the Anathema, be named an Alastor (if there isn't one already), and earn the Trophy. Reactions will vary from Clan to Clan, but should the Anathema be directly tied to the Primogen in some fashion — either personally or through Clan politics — Clan members should expect him to be more active and alert than in years previous. In general, the Primogen have a lot to gain should an Anathema be taken down by a Clan member.

- **Alastors:** Any plot that involves the Anathema will involve Alastors. They often act outside the Traditions, and their sole purpose is to doggedly pursue their targets. Most Alastors are aware of what the high-ranking members of the Camarilla feel about them in any given city — but they often don't have time to be political. When they arrive in a city, they are usually in a location for a short period of time before moving on. Even if they could stay longer, many would probably look for ways to not overstay their welcome knowing that their perks have been given to them for the sole reason of hunting the Anathema. As a Storyteller character, an Alastor may ask a coterie or other vampires for help, but they're not as omnipresent as a local Sheriff or Primogen is.

Of course, when you're deciding how you want to present your Storyteller Characters, you'll want to leverage them against how you plan to introduce the Anathema. There are two ways to draw the Anathema into your chronicle: through your existing game or by starting a new one.

Existing Vs. New Chronicles

In an ongoing chronicle, you can clearly show how your existing Storyteller characters will react when one of the Anathema is spotted in the players' characters city or domain. All vampires in the Camarilla, whether they're an Alastor or not, are obligated to hunt the Anathema when sighted in their territory. Thus, the threat level that particular Anathema presents should ripple throughout every social and political circle that exists in the city and surrounding area. Perhaps the biggest challenge you'll face when introducing them into your existing chronicle is to reinforce just how dangerous the Anathema are. If you haven't done so already, test how your players will react with a minor subplot about a blood hunt — for one of the Anathema's allies. Then, slowly ramp up the tension as they begin to understand why the Anathema are the Camarilla's most wanted and how the politics of the List — like the Trophy — could potentially impact them.

If you're the type of Storyteller who likes to surprise your players, you can also go the opposite route and turn their domain upside down. Maybe they accidentally stumble across an Anathema battling an Alastor, or have been asked by their Clan to put up an Alastor for a time. Now, the coterie are witnesses or allies that the Alastor can use to his advantage. Alternatively, you could always introduce an Alastor one fateful night in Elysium and throw the local Kindred community into an uproar. Allow the players to see what happens when this newcomer mentions Germaine has been sighted down by the docks. Show the Prince's carefully-monitored reaction and zero in on the Trophy Clan. Combined, these narrative techniques will reinforce that the hunt for the Anathema are more serious than a blood hunt — which is why the rewards are greater, too.

New Anathema-themed chronicles are best started when your players have a direct tie to the Red List in some fashion. While it is possible to run a non-Alastor chronicle, if the purposes of your new game is to hunt the Anathema, your players' characters may be better equipped to pursue them if one of them starts the chronicle as an Alastor. This technique will require you to explain what benefits and drawbacks there are to being an Alastor, the ins and outs of each Anathema, the Red List, and Trophy politics. If the purpose of your game, however, is for one or more of the players' characters to *become* Alastors, then think about their status within the Camarilla. After all, the easiest (and most common) way to become an Alastor is to hunt the Anathema as an Archon. To ensure that your players' characters are well-built to handle this kind of a game, please refer to **Chapter 4: Character Creation on p. 97**.

Regardless, who the players decide to be will impact the type of game you want to run. The Story Hooks presented at the end of this chapter on **p. 113** will provide you with ideas to customize your introduction of each unique Anathema into a new or existing chronicle.

Coterie Configurations

Alastors are at the heart of any story involving the Anathema. The details of how an Alastor is involved (and which character it is) should be noted toward the beginning of your chronicle — whether the players decide to create that character or not. The details of how your Storyteller characters interact with your players' characters will depend upon whether or not there are any Alastors present in the coterie.

Without Alastors

Chronicles without any Alastors can be very difficult to narrate, simply because the Anathema will likely overpower

the coterie in a direct confrontation. Indirectly, however, there are plenty of hooks to lure the players into a Red List-themed game.

Here is a list of ways you can balance the players' character backgrounds with the threat level that's present in a chronicle of this type:

- The characters are helping a Storyteller character (e.g. Alastor, Archon, Prince, or Primogen) investigate the Anathema's activities in their city. In a chronicle like this, the Alastor or Archon would be in charge of the hunt.
- A Storyteller character, like an Archon, wishes to become an Alastor and the characters are providing backup. The Archon would orchestrate the players' next move.
- The characters are convinced that becoming an Alastor is what they want to do. They've taken up the hunt and have agreed to split the Trophy. While leadership is typically not split between the characters evenly, the burden of that responsibility is less focused since there's more than one character with the same goal.
- The Primogen has ordered the characters, who are all members of the same Clan, to help decide what Trophy shall be awarded by getting to know the Alastors who've arrived in the city. This type of game incorporates the Red List in a passive way.
- Unfortunately, an Anathema has drawn the characters into a web of lies — and now they are caught up in the hunt to redeem themselves and prove their worth to the Camarilla and their Clan. Here, the danger can be tailored to how powerful the characters are, and how much status they stand to lose.

When you design a chronicle without Alastors, keep in mind that one of the best ways to help keep your players characters grounded is to reinforce Clan politics, their status, protecting their domain, and, of course, ensuring that the Masquerade remains intact. The Trophy tends to have a lot of strings attached — which means that local Kindred will speculate on what's offered and how valuable this reward might be for them.

Don't be afraid to be a little creative when it comes incorporating the political aspects of the List. The Trophy, naming Alastors, Camarilla and Clan rumors, and slights — both perceived and real — are great fodder to draw upon. Also, the promise of *other* boons could sweeten the pot for the players and encourage them to be more active if they feel overwhelmed and overpowered by the Anathema. For example, the local Sheriff might be grateful for the charac-

ters' help should they volunteer to interview witnesses or to keep the Masquerade intact. The city's Primogen might take special interest in the coterie from now on should they take careful notes and remain "in-the-know" about the hunt.

Though it can be challenging to run a chronicle without Alastors, it can be done provided you know ahead of time what the characters are capable of.

With Alastors

By far, the easiest way to run a game that incorporates the Red List is when one or more Alastors are present, and the differences between having a single Alastor vs. multiple Alastors are relatively minor. In a chronicle with one Alastor, the characters will follow a clear leader — every major decision rests and falls on her shoulders. In a plot where multiple Alastors are active, however, conflicts may arise depending upon who's in charge.

Though Alastors are built to handle the vigors of the hunt more effectively than other Kindred, you may encounter certain challenges when you run a chronicle for characters who fill their shoes. Many of the issues that pop up have more to do with the fact that you're running a new chronicle. It's highly unlikely that characters in your existing chronicle would have taken down one of the Anathema and were then named Alastors. After all, if the Anathema are rare, a *captured* Anathema is rarer still.

When Storytelling an Alastor chronicle, it's a good idea to try and:

- Appropriately gauge the threat level the Anathema presents.
- Introduce the Anathema and his allies slowly to build tension.
- Show the effects the Alastor has on Clan politics.
- Temper the Alastor's ego with rivalries.
- Ensure the Alastor has someone to report to on a semi-regular basis.
- Force them to think about potential breaches of the Masquerade.
- Help your players' characters take the Anathema seriously by narrating her impact on other Storyteller characters.
- Terrify the players' characters from time-to-time to remind them what they're facing.
- Introduce Storyteller characters that have nothing to do with the hunt to ground the players in the World of Darkness.
- Help the players' characters use their Disciplines and gauge their Vitae levels before, during, and after combat.



Try to avoid:

- Throwing the players' characters against the Anathema in the first session — unless you plan on beating them soundly to show them what they're facing. An Anathema's appearance should take their breath away. To maximize the impact of his presence, plot your story arc accordingly and fuel the players' characters desire to take him down any way they can.
- Thinking of the Anathema as static Storyteller characters. They are always moving, always active even when they're not present in a scene — and this should be clear and apparent when you're Storytelling an Alastor-based game.
- Introducing the Anathema as the final monster the players will have to face. Besides the fact that there are 13 Anathema, the Red List is an omnipresent list of threats to the Camarilla. The Red List will not suddenly cease to exist just because one of the Anathema is removed.
- Downplaying the fact that the Alastors are hunting the Anathema to protect the Camarilla. Politics aside, the Justicars will publicly declare that any Kindred who becomes an Alastor are dedicated to the preservation of the Camarilla and all it represents on a global scale.
- Focusing too much on the Anathema's character sheet in order to assess whether or not the players can take that Anathema down. The Justicars don't name threats based on the character's power level, but their ability to weaken the Camarilla through their actions and schemes. Often, there is far more to an Anathema's story than the dots on a character sheet, and you are encouraged to flesh out these characters to fit a longer story arc for this reason.
- Ditching the hunt in favor of local politics. More so than any other Kindred, the Alastors' primary, life-long responsibility is to take down the Anathema. Should the players' characters avoid the hunt to revel in their perks — or seek to remove the Mark of the Trophy — ensure you're prepared for the consequences of what happens when an Alastor doesn't take his job seriously.
- Forgetting that the Anathema are rarely sighted and, even rarer still, captured. Even in an Alastor chronicle, you will have to figure out how to keep the game moving when a specific Anathema falls silent.

The key thing to keep in mind when you're running an Alastor chronicle, is that your plot should have a tighter focus that's directly tied to the Red List. Unlike a non-Alastor chronicle, your

players' characters shouldn't have the luxury of time because they are expected to be vigilant, to take down the Camarilla's Most Wanted, and reap the rewards for their efforts.

With Josians

Though profane vampires have existed long before the Camarilla was formed, the Inner Circle did not deem the threat that infernalists posed to the organization to be as serious as the dangers the Sabbat posed until the eighteenth or nineteenth centuries. To hunt demonologists, thralls, and diabolists, Archons were named to the rank of Josian and trained to eliminate this threat. Together with their servires, Josians track down the profane to deliver their judgment of Final Death and interrogate Kindred who are suspected of infernalism.

While every infernalist may be hunted by a ranking member of the Camarilla, not every profane vampire is named Anathema. When an infernalist is present on the Red List, like Dylan Bruce, consider adding the Josians in either a direct or indirect fashion to deepen your chronicle.

Josians, like Alastors, may vie for the Trophy and seek to bring down one of the Anathema who's also a known infernalist. Unlike Alastors, however, the Josians' ability to focus on the hunt for the Anathema may wax and wane as other matters are brought to the fore. The presence of the Josians is a sign that a chronicle will involve infernalists, which may or may not coincide with an Alastor's wishes.

When narrating an Alastor chronicle that involves the Josians, remember to:

- Focus on the profane vampires that occupy the Red List.
- Treat each Anathema as the center of his own story. Infernalists don't necessarily work together or share the same goals.
- Spur rivalries between the Josians and the Alastors.
- Encourage non-ranking Kindred, like servires and auditors, to get caught up in the fray.
- Give the Josians and Alastors conflicting goals that reflect their positions.
- Highlight what makes infernalists such a threat to the Camarilla.
- Show the Josians investigating other Kindred on suspicion of being an infernalist.
- Introduce low humanity allies and informants that are teetering toward the profane.

- Make the players' characters suspicious of a potential mole close by.
- Add Storyteller characters that steer the players' characters in the wrong direction.
- Reveal how devastating the Path of the Evil Revelation is by displaying an infernalist's power.
- Tempt the players' characters with their darkest desires, slowly taunting them until they give in.

Try to steer clear of:

- Introducing profane vampires as the only type of "big bad." Infernalists are a type of antagonist, but they're not the only scary creatures that creep in the night. Alastors and Josians aren't heroes per se, because within each of them lies the Beast.
- Believing that all infernalists are one-dimensional demon-worshippers with a singular and horrific scheme. Each character should have motivations befitting the type of profane vampire she is and the demon she serves.
- Neglecting down time. Infernalists are heavily associated with blasphemous texts, unholy rites, and demonology. For Alastors to know what they're up against, they might need to research or collaborate with the Josians to determine which demon is pulling its charge's strings. By using down time, Storytellers can better control the pace.
- Thinking short-term. Profane vampires are just like Kindred, in the sense that their plots and plans may stretch for decades, even centuries.
- Overly relying on the Josians for help when the players' characters are all Alastors. The Josians don't act out of kindness; they, too, have selfish desires and would seek the Trophy for themselves. They may have knowledge that Alastors might require, but nothing in the World of Darkness is freely given — or taken.
- Treating the Josians as a different rank than Alastors. While Alastors may be more favored in the eyes of the Camarilla, Josians are mostly — if not all — Archons. Alastors should avoid looking down on the Josians, for they might find themselves the subject of an internal investigation.
- Overlooking the struggle for the players' characters to maintain their Humanity. At the heart of any chronicle involving infernalism, is the sharp contrast between Kindred who follow the Path of Humanity, and those who don't. Infernalists have fallen so far from the Path, they do not have an ounce of Humanity. How does that impact the players' characters?

Though Josians hunt infernalists, it's unlikely that an entire coterie would be comprised of them for the sole reason that Josians need to remain tied to the rest of the Camarilla. Other Kindred do fear the Josians, but not in the same way as they do Alastors since Josians are narrowly focused on infernalists.

In a chronicle involving Anathema like Valerius Maior, a coterie may be comprised of a Josian and his servire, an Alastor and her auditor, and either another Alastor, auditor, or bellator to flesh out the circle. In the hunt for the Anathema, there's plenty for a player to do should she decide to become a Josian.

For more about Josians and infernalists, turn to pp. 111-127 in **Rites of the Blood**.

Story Hooks

Though specific and generic story hooks have been presented throughout **Dread Names, Red List**, the ideas presented below are tailored to the concepts introduced in this chapter. These suggestions will help you decide how to introduce the Anathema into your game depending upon whether you plan on kicking off a new chronicle or dropping them into an existing plot.

- **Kemintiri:** Of all the Anathema on the List, Kemintiri represents the greatest threat and is one of the most powerful characters in **V20**. Kemintiri is not the type of Anathema most Alastors can go up against directly and survive. To appropriately incorporate her into a chronicle, think about adding her either indirectly by giving the Alastors rumors of unwitting Kindred she may have manipulated, the chance to investigate her allies like Monty Coven in London, or offer them clues to unravel her schemes. In this way, your chronicle can still incorporate Kemintiri without forcing a direct confrontation. To add her directly, remember that Kemintiri rarely reveals her true self, and often favors guises to manipulate other vampires to do her bidding. The Alastors, themselves, might be her allies without even knowing it, for this Anathema particularly hates those who think they're qualified to hunt her. Or, they could be embroiled in a local Prince's desperate act to interrogate the local Kindred population because he's worried Kemintiri is in disguise somewhere in his city.
- **Petaniqua:** Because Petaniqua is a Methuselah and one of the ranking members of the Sabbat Inquisition, bringing her down won't be easy. Petaniqua is shielded, in a way, from the perils that other Anathema face because she's a respected member of the Sabbat. Alastors might decide to go undercover to

assassinate her, even though the Mark of the Trophy has been subverted. Most often, however, Petaniqua is an interesting character to drop into your chronicle because she is also hunting Dylan Bruce, Valerius Maior, and Francisca Santos dos Rodrigues. If you run a chronicle with any of those Anathema, Petaniqua could make an appearance and may even call for a temporary truce to take them down. While Petaniqua has her flaws, she's not a fool, and may be interested to buy or trade favors with the Alastors about enigmas like Christopher Barrow — or she could be luring them right into a trap. If the players hail from the Ventrue or Malkavian Clan, be sure to emphasize the history between them and Petaniqua, for a hunt for this Anathema may also incorporate Clan politics and rivalries, too, far beyond the hatred the Camarilla feels for the Sabbat.

- **Dylan Bruce:** Though Petaniqua and Kemintiri rank higher on the Red List, existing Alastors will have probably declared Dylan Bruce enemy number one. In a chronicle involving this infernalist, there are a number of different angles to explore ranging from Clan politics and how Clans feel about the Tremere to rescuing Alastors who are deep undercover in enemy territory. The story potential for a chronicle involving Dylan is huge because there's a lot of mystery surrounding his character and cleanup to do in order to protect the Masquerade — which means the benefits could be great for higher generation players that are trying to avoid a direct confrontation. While it's possible for you to forge an unholy alliance between Bruce, Maior, and Santos dos Rodrigues, it's unlikely that the threat of infernalism is that cut and dry in the World of Darkness. This is a lesson that Alastors do need to learn, for even if all three Anathema are located in one place and time, that doesn't mean they're necessarily working with one another.
- **Valerius Maior:** For the most part, Maior is acting in isolation according to the wishes of his demonic master. When you drop him into your chronicle, consider limiting the amount of information the players know about him. Most vampires, including Alastors, wouldn't know that Maior is *actually* Varro, so there's a lot of room to investigate his deeds and, if at all possible, incorporate the Tremere. A chronicle that directly involves the Tremere could have far-reaching effects, well beyond the hunt for the Anathema, with a lot of political ramifications. This particular story is a good one to involve any players who have chosen to become auditors, because there's a lot of mystery surrounding this character that begs to be explored.

- **Karen Anatos:** While some Anathema choose to lurk in the shadows, Karen Anatos is hiding under the spotlight. Some Alastors may think she's a joke, a silly Goth character on a television show that can easily be attacked. This is a fantastic opening scenario, because the trick to handling this Anathema is to show the Alastors why she deserves to be on the List. You can do this in any number of ways, by highlighting the network she's built up over a hundred years or showing how Karen doesn't care about the Masquerade. Besides her herd and network of allies, Karen does have some fans amongst the Anarchs and members of the Sabbat — as well as a powerful sire. These vampires could be her invisible bodyguards, signing up to be part of her network, or pulling her strings from behind-the-curtains.
- **Ayisha Jocastian:** Any plot that involves the Malkavians is bound to offer its fair share of challenges. When designing a chronicle around Ayisha Jocastian, however, there are many parties involved like the Mnemosyne and Jocastians. Alastors might start their search for Ayisha by questioning these two groups, and could stumble on Noddist lore that hasn't been revealed yet or come to realize that both groups aren't actually blood lines. Though the reality is that these groups are all Malkavians, there's enough Kindred who believe otherwise — including Ayisha. In addition to a Noddist-centric plot, Ayisha is also a good candidate for a straight up hunt. She's on the run and has a grander scheme, but she's more paranoid this time around because she's famous among vampires. She may take on several guises to ditch her pursuers or try to ally herself with other Anathema, but she also might pretend to be an auditor or Josian, to do the exact opposite of what every Alastor expects her to do in order to throw them off her trail.
- **Francisca Santos dos Rodrigues:** The number one rule to follow when incorporating an infernalist into your chronicle is: infernalists lie. While Francisca has claimed she wants to awaken the Baali Methuselabs, that doesn't mean she wants to accomplish this herself, nor does it explain *why* she seeks them out. Here, there's a lot of story potential related to arcane relics and tomes, dark thaumaturgy rituals, and over treasures hidden away in the World of Darkness. Francisca has a lot of mystery surrounding her, and this is something you can use to your advantage by fleshing out her connection to the Brujah Clan or tapping into her allies. An Anathema like this infernalist is best used in a plot-heavy game, because while she's not as powerful as Kemintiri, Francisca represents the threat of the unknown and how paranoid vampires can be.

- **Germaine:** The “hero” of the Anarchs, chronicles that involve Germaine are bound to be more physical than not. Germaine is an iconic character, he represents the true nature of an Anarch, and he acts accordingly. While this might make him a little more predictable than a feral vampire like Kyoko Shinsegawa, his “fans” surround him and will throw down when he does. Besides straight up combat, chronicles may involve the mystery of why he was named to the Red List in the first place, a story that would likely invoke the wrath of the Toreador, and his effort to recruit younger Kindred to become Anarchs. Too, a chronicle could indirectly involve Germaine if it ties to his sire, Critias. After all, if you decide that Critias is manipulating him from the shadows, the Alastors might find that the best way to take him out is to eliminate his sire, too.
- **Alex Swift:** A military mastermind, Alex Swift brings out the soldier in every Alastor. Chronicles involving this Anathema should have a military focus that zeroes in on the direct conflict between the Sabbat and the Camarilla. This means that the chronicle might incorporate many different types of Kindred, for all of the roles associated with a war between vampires need to be addressed in some fashion. A war needs its generals and soldiers, spies and broadcasters. However, a war in the modern era also requires a lot of vitae and Masquerade cleanup, too. The players could try to infiltrate the Sabbat and go undercover, rescue another Alastor, or try to recruit new Kindred to become auditors or bellators in order to help them launch a counter-attack. Too, if Alex Swift is taken down in the heat of battle, there’s a danger that his second-or-third in command will immediately take over – and those names are valuable data, something the Justicars would love to get their hands on.
- **Christopher Barrow:** Like Karen Anatos, Alastors may not take Christopher Barrow seriously as a threat because, in this case, he’s mortal. However, he’s not a good character to throw against the Alastors right off the bat, because if they get captured they may not be able to escape. Instead, start off with an investigation. Maybe one of his victims escapes his lair. Maybe the Alastors watch a Lupine get captured by him. Barrow has a lot to hide, but he’s not as good at obscuring his past as vampires are – because he does underestimate them. This mortal doesn’t know that there are vampiric factions or what the Camarilla is, and this is a tactic Alastors might use to their advantage. Due to his suspicious and dangerous nature, Barrow is also a great candidate for a chronicle involving unlikely allies who temporarily call a truce to bring him down. Regardless, in any plot that involves this Anathema, there’s a lot of conspiracies – global and local – to throw the characters in his path.
- **Kyoko Shinsegawa:** While mindless vampires don’t make great characters to drop into a long-term chronicle, they can set the tone for the dangers of hunting the Anathema. As a feral vampire, remember Kyoko will do everything in her power to survive. She cannot be reasoned with, and does need to be brought down. However, Kyoko introduces an interesting grey area for Alastors. When dropping her into a chronicle, make sure the Alastors know they’re in for one hell of a fight, because this Anathema is the type that will play with their Beasts. In an indirect confrontation, you could introduce her as a mystery to be solved and enlist other Kindred to help bring her down. After all, the story of how she became feral will last a lot longer than a direct confrontation.
- **Raymond Narcisse:** The battle between good and evil takes center stage in a chronicle involving Raymond Narcisse. Though he’s a vampire who hunts other vampires out of his misguided sense of justice, Narcisse is the type of Anathema who would seek out mortal allies and break the Masquerade to unleash them on other vampires. This makes Narcisse a target for other vampires, for any Anathema that kills Kindred, Anarchs, Independents, and members of the Sabbat with impunity will get on everyone’s hit list. Plots involving Raymond might not be as deep as other scenarios, for what this Anathema wants is pretty simple. However, one type of chronicle you may want to run is to put the Alastors on the defensive, and put them in Raymond’s crosshairs.
- **Rabbat:** Once revered and now pitied, the Nosferatu Elder generates a lot of conflicted feelings among Kindred. She’s been on the Red List for a long time, and there are a lot of Kindred who don’t want to see her killed – but feel they have no choice but to hunt her or support the Trophy. Any chronicle that involves Rabbat should involve Camarilla politics, for in addition to Clan Nosferatu some vampires still remember Rabbat before she was named as an Anathema. Too, if the Justicars caught wind that she isn’t as great of a threat, the Alastors might find themselves twisted up in a conspiracy to either hide that truth from the rest of the Camarilla or reveal that fact to everyone, so the Nosferatu can stop being blamed for modern day outbreaks.

Alternate Anathema

Recently, the Justicars and Alastors have been focusing on how to best keep the Red List up-to-date, to ensure that when one Anathema is taken down, another threat is named to replace her within a reasonable period of time.

In addition to the existing Anathema, the Justicars have begun to identify a number of new candidates that warrant a spot on the Red List for their perceived threat to the Camarilla. These undead and other creatures have caused enough trouble to come to the attention of the powers that be in the Camarilla and that means they are close to drawing the ire of some powerful hunters among the damned.

This chapter offers up a toolkit of options for Storytellers to customize the Red List, changing it to better fit their chronicle and play style. Perhaps the current list is not large enough. Law enforcement agencies such as the FBI have a Top Ten Most Wanted, but their actual Most Wanted lists are much longer and include a number of different categories. Perhaps the Justicars expand the Red List to include more threats, focusing different Alastors on different targets.

Case Studies

The alternate Anathema presented below are ideas for you to swap, add, or drop in to your chronicle should the original thirteen not fit your chronicle's needs. By switching out characters, you can customize your version of the Red List to be more martial and less political if that's your preferred style of storytelling. Other alternates present a window into the network of favors, alliances, and of course, betrayals affecting powerful Kindred who do not retire or ever forget a slight, even for acts committed centuries ago.

The Camarilla functions largely on the promise of allegiance between the seven Clans and their willingness to follow the Traditions. When those partnerships and rules are broken, the entire Sect suffers. Consider how the Anathema impact these Clans to further shift the goals of the players' characters. Mixing in alternate Anathema that push at the edges of the social contract of the Camarilla in some way, be it that someone has snubbed the Inner Circle's trust or ignored an owed boon, offers the characters a chance to strengthen, or shatter, the Camarilla's foundations.

Jayne Jonestown

"The Beast inside me burns, baby, and I can't control it. Oh no. It yearns for nothing but your blood. Your sweet, hot blood."

This wild child of the Sabbat constantly pushes the boundaries of the Masquerade with live performances and music videos

FOR THE STORYTELLER: ADDING ALTERNATE ANATHEMA

These alternate candidates are offered up as ideas and options for new Anathema should your players' characters eliminate one or more of the current roster. Alternatively, should you decide to expand the Red List past thirteen names for your chronicle, consider how the Justicars might keep a "most wanted" list and when they reveal those additional names. Maybe they only reveal the top thirteen threats to the Alastors and keep the rest hidden until needed. Or, maybe the Justicars reorganize the priority of the hunts based on current threat levels and send out a larger list of names to the Red Alastors with their instructions.

Whatever you decide, remember that the events happening now take precedence over how the Red List was managed in years past, so feel free to introduce protocols that make sense for your story. For example, say the players' characters in your chronicle are normally used to dealing with higher stakes. If that's the case, then maybe the Justicars have shifted the Red List to accommodate a military focus. The Camarilla has no shortage of enemies, after all, and a dedicated team of anti-terrorism agents among the Alastors could be tasked with tracking down and destroying threats that go far beyond a specific Prince's Domain.

featuring vampiric themes, blood sports, and references to the occult that are too factual for Kindred to ignore. Among the Toreador, the Clan's mouthpieces and press agents have, so far, kept mortals from examining the Brujah *antitribu's* lyrics and act too closely, and have even gone so far as to create an "unauthorized" biography detailing the special effects Jonestown used in his videos to expose him as a fraud. Other videos with an emphasis on religious and social commentary show interviews with cultural experts condemning the pedestrian nature of yet another rebellious rock star trying to garner attention from a bored audience by being more shocking than his predecessors. These PR stunts may have protected the Masquerade, but they have also enraged this member of the Sabbat and his Pack, pushing them to outdo, outwit, and outperform the Toreador with every gory show they put on.



Jonestown's shock-and-awe tactics may prove to eventually be his undoing. Before too long, the vampire may fully breach the Masquerade in such a way no amount of spin will explain his actions. Should that happen, the Justicars will no longer view the Brujah *antitribu* to be an annoyance, and will condemn him to the Red List. Unfortunately for him, Jonestown does not have many Sabbat allies nor Status to help protect him if the Alastors start gunning for him.

As an Anathema: Jonestown is the embodiment of a public threat to the Masquerade. As a Brujah *antitribu*, his rebellious nature lures younger members of the Sabbat, riling them up to stop listening to their sires and give into their primal urges. His star may fade over time, but regardless of when he's named to the List he'll still have enough hangers-on and paparazzi around him that prevent the Camarilla from striking down this public figure with ease. Additionally, his Packmates will never stray far from his side, and the vampire will almost always have a gaggle of blood dolls and groupies nearby.

The Anathema shouldn't be an overtly physical threat for the Alastors to take down. Jonestown's Generation is high and he's the type of vampire who's more concerned with revealing the truth than he is about learning Disciplines. What makes him dangerous, however, is that the Brujah *antitribu* is a highly-adaptable survivor who knows how to use his allies and environment well.

Jonestown would make an excellent addition to the Red List in chronicles that are focused on the conflict between the

Camarilla and the Sabbat. His ability to spur younger Cainites into action makes him a different threat from other Anathema who have committed the same crime, for the Brujah *antitribu* is more than capable of convincing other vampires to follow his lead, to find bigger and better ways to breach the Masquerade.

Adonai

"I will not rest until every blood sorcerer has been turned to dust."

The rebellious founder of the Salubri *antitribu* has earned the wrath of the Tremere, as well as other Camarilla Clans, in an alarmingly short period of time. This pleased Adonai immensely as he holds the Warlocks and any who would ally with them in utter contempt. Rumors are all anyone has about Adonai's Embrace and Sire. Did Adonai reject the ways of the Salubri Clan, or did they cast him out? What drove the *antitribu* to join the Sabbat? The Justicars have more questions about Adonai than answers, and this alone is enough to warrant further investigation. Unfortunately, no Salubri *antitribu* has successfully been interrogated or captured to date. All who have encountered the Camarilla have fought to the death, thus avoiding the wrath of the Justicars and revealing the reasons behind their concentrated attacks on the Tremere Clan.

Under Adonai's leadership, the Salubri *antitribu* have been honed into fanatical warriors who have evolved into fierce, nigh unstoppable opponents that don't back down in a fight. It is rumored that Adonai himself has led a number of raids on Tremere chantries, stealing secrets and destroying artifacts. In recent years, sightings of the vampire on the front lines have dwindled, reflecting his withdrawal into the shadows to coordinate and plan a larger effort to destroy the blood sorcerers.

The Justicars believe that Adonai has spent a considerable amount of effort strengthening his ties to the Sabbat, and has begun to coordinate attacks on Camarilla-held territories with the Anathema Alex Swift while his childer Embrace an alarming amount of young Salubri *antitribu*, all eager for the cause.

Capturing or killing Adonai would cripple the Bloodline and protect the Tremere's arcane secrets and prevent their extinction. The Clan has spent several months working to convince the Justicars that Adonai is a threat to every Clan, not just theirs, and actively seek to shed old grudges in order to survive the coming storm.

As an Anathema: Adonai represents a multi-faceted antagonist that may be hunted for several reasons. The Salubri *antitribu* is a military target because, in at least one faction of the Sabbat, he's a powerful and influential leader. His low Generation and rare Bloodline gives him an edge over Cainites, and members of the Sabbat seek to use what he knows to their advantage. Despite how the other Clans may feel about the Tremere, Adonai seeks to ransack their chantries and take

possession of their darkest secrets. This alone is enough to force the Justicars to sit up and take notice, but like it or not, the Tremere are members of the Camarilla and an attack on the blood sorcerers would not go unpunished.

Adonai could be a high level addition to the Red List and should be treated on par with other elders. Like Petaniqua, Adonai is an active threat that strategizes and attacks a specific target. Instead of hunting infernalists or Malkavians, however, Adonai creates childer and desires the extermination of the Tremere.

Chronicles involving this vampire may range from a high-octane Sabbat versus Camarilla focus to a politically-motivated story involving a Camarilla Clan who desires to help the Tremere in exchange for key rituals.

Madame Guil

"These long nights may be filled with blood, but they are empty without love."

This long-time Justicar and member of the Toreador Clan has recently disavowed the Camarilla, and has abandoned the organization heading off into parts unknown. Though she served four terms as a Justicar and was adept at uncovering Sabbat spies and *antitribu*, other Kindred grew suspicious of the former Toreador's loyalties following her investigation into an assassination carried out by the Black Hand. As time passed, others grew to believe the rumors that followed in her wake. Madame Guil had taken a Sabbat lover. The Toreador brutally executed innocent Kindred who threatened to expose her as *antitribu*. The Black Hand manipulated Madame Guil, promising her favors and status within the Sabbat in exchange for her help covering their assassinations.

Amidst these rumors, the Justicars grew worried that the true cause of the Toreador *antitribu*'s actions was not her defection to the Sabbat, but her deteriorating Humanity. Privately, they wondered just how long one of their own would be able to maintain her sanity before succumbing to the Beast, and how her demise would reflect upon them.

The truth about what Madame Guil and her lover, Luc, desire is known only to them. Regardless of the details of their star-crossed relationship, however, the Sabbat does not suffer betrayals, either. If Luc has also defected from the Sabbat, there would be no shortage of hunters tracking them down, and no telling what might happen should Guil be caught and interrogated by them.

As an Anathema: If the current Justicars were to place Guil on the Red List, the *antitribu* would be the first Justicar since La Mont, also a Toreador, to betray the Camarilla and be named one of its most wanted enemies. This act would be an embarrassment to the Toreador Clan they could not easily overcome, and other Clans would not let a betrayal of this magnitude slide.

As a physical threat, Guil is immensely powerful. She is a Sixth Generation powerhouse with a considerable command of Disciplines and a supremely tactical mind. Having Guil on the Red List offers Storytellers many options, ranging from the imminent danger of the characters facing such a powerful foe to a twisting and turning political Chronicle where the highest levels of the Camarilla are reeling from the defection and betrayal of one of the most trusted officers of the Inner Circle.

The Noah

"I endure."

Some Kindred aren't convinced that the Methuselah Enkidu, a former Anathema, was destroyed, and now believe that the Gangrel is being held prisoner by the Inner Council. Following the final battle, the few surviving Kindred who reported back to the Justicars managed to avoid the question how an ancient creature who survived countless wars over the course of four millennia could have been brought down so easily. Rumors persist of a secret arrangement between elders of the Gangrel and Ventrue Clans regarding the Methuselah and his alter-visage Sabrina.

Most Alastors understand that if there is any truth to these rumors, the proven survival of Enkidu or his alter-ego could unravel any confidence in the Red List as it currently stands — and them as well. For this reason, other Kindred are convinced that if proof of a conspiracy does surface, the Justicars and Alastors will move quickly to cover their tracks.



If Enkidu is still active, the ancient Gangrel has fallen silent and may have found a safe place to enter into a long overdue torpor. Alastors who have hunted the self-serving Methuselah in the past know that its shapeshifting ability make it almost impossible to tell what The Noah might be doing night after night. Since Enkidu's Sabrina persona was found out, it's possible the Gangrel faked its own death and created a new mask to stalk Kindred in a different way than it has in the past.

As an Anathema: To keep Enkidu on the Red List or add him back on would add another ancient and near-indestructible Methuselah to the Red List, making the Alastors' task all the more dangerous. Enkidu, a Fourth Generation Gangrel, has a vast array of Disciplines as well as any number of ghoul animal guardians to protect him. And, like Kemintiri, Enkidu can change form — which makes him almost impossible to spot.

If the other Clans can prove that the Gangrel Clan conspired to remove one of their elders from the Red List, the political repercussions against them would be severe and long-lasting. However, the Gangrel would not be the only Clan to suffer the fallout. Who would have helped such a clever subterfuge happen? The Ventrue? The Brujah? Which Clan would stand to gain the most from Enkidu's survival?

Takuma Sononda

"What was yours, is now mine. Forever."

Once the Malkavian Primogen of Seattle, Sononda was highly influential and had the Prince's ear on any number of matters, including internal security protocols and naming which Kindred should be granted the right to Embrace. A trusted ally, the Prince relied on Sononda to keep an eye on potential issues occurring within the city's limits.

Sometime in the last decade, the coastal city began to draw more and more Anarchs seeking haven. Sononda noticed the uptick in vampires, and warned the other Primogen that their presence, when combined with other Kindred who also wanted a domain in Seattle, would stretch the limits of the Masquerade. Sononda, with the backing of the other Primogen, managed to convince the Prince of this potential Masquerade breach.

The Prince believed that new vampires were discouraged from remaining in the city for more than a week. What no one realized is that many never left Seattle. Tasked with asking them to leave, Sononda had been ambushing and diablerizing the outsiders instead. As the Malkavian's Humanity began to deteriorate, the Primogen's actions were eventually

discovered by the Sheriff. Unfortunately, Sononda managed to flee the city before getting caught.

As an Anathema: Usually, any Kindred who violates the Tradition of Destruction would be left as a matter for the local Prince and Sheriff to deal with. However, Sononda was a well respected Malkavian Primogen whose allies included the Justicar Petrodon, whose influence stretched north all the way into Canada. Adding Sononda to the Red List would show that the current Justicars are willing to enforce the laws of the Sect regardless of a Kindred's connections or Status. Considering that Sononda has fled the city, adding the Malkavian to the Red List means the former Primogen cannot simply flee to another Domain.

Sullivan Dane

"God, I did not falter when I learned the truth. Instead, You gave me the strength to become a hunter."

Dane is one of the most dangerous vampire hunters to exist in the modern era. It is suspected that this mortal is responsible for more Kindred deaths than any other since the founding of the Camarilla. Many Kindred have attempted to set traps for him by tapping into their influence with the FBI and police departments in Chicago, New York, and Detroit. Instead of attacking the hunter directly, some Kindred resorted to less obvious tactics to discredit and defund his operation. When subtlety didn't work, others planted false evidence to get him arrested or committed. Despite these attacks, Dane's hunt continues to this day.

Sullivan Dane is a former Jesuit who knows and understands more than he should about the Kindred and their folklore. He is thought to be an independent operator, but some believe that he may be connected to a larger organization and is resilient to threats.

Dane can be described as an above average individual with an athletic build and lean sharp features with dark hair and green eyes. The only distinguishing marks the hunter bears are severe burn marks that crisscross his hands and forearms, which he hides under a set of thick gloves

As an Anathema: Like Christopher Barrow, Dane represents the Justicars vow to hunt and destroy those mortals who would dare to torture, manipulate, or judge the Kindred.

If the Justicars place Dane on the Red List, his nomination is a clear sign that they view this mortal as a global threat to all Kindred. Additionally, the vampire hunter should be treated as a living, breathing example of why the Masquerade is so important, and that the newly-named Anathema represents an important lesson in morality for all Kindred.



THE PATH OF EVIL REVELATIONS

Nickname: Corrupters

Virtues: Conviction and Instinct

Bearing: Corruption. Succumbing to the whims of a demonic master is a self-fulfilling prophecy. The bearing modifier is applied whenever the infernalist attempts to turn another vampire away from his Path.

Basic Beliefs: Vampires are merely one expression of supernatural evil in the World of Darkness. Although vampires are creatures of great power and depravity, they pale in comparison to the ancient beings that reside in Hell beyond the realms of the dead. This, then, is the credo of the Corrupted: All vampires are but playthings to the demons of the Inferno, and the proper place of the vampire is to acknowledge the supremacy of these infernal masters. Some vampires revel in their evil natures and spread their filth, and see themselves as lords of vice. The true masters, whisper the Corrupters, are the creatures formed of the spiritual essence of malevolence, the demons that enslave and devour human souls.

To follow the Path of Evil Revelations, a vampire must believe that all vampires were created to serve a greater evil, and that both demons and infernal entities are greater harbingers of the taint that vampires cause. All Corrupters claim one or more infernal “patrons,” and spread the specific brand of vitriol espoused by their demonic lords. Vampires who follow the Path of Evil Revelations claim to be given tremendous powers and a place in the infernal hierarchy in exchange for absolute servitude and the sacrifice of their own souls, and the souls of their victims. With such enticements,

the Corrupter acts to poison his fellow vampires, hoping to eventually turn them to his cause so that they might take their rightful (and subordinate) places in the hierarchy of Hell.

Because the followers of the Path of Evil Revelations give themselves over to various demonic lords, they paradoxically control their actions by serving the interests of their patrons. Obviously, other vampires hate and fear the Corrupters because they remove a vampire’s will and force them to abandon their self-interests. The Camarilla considers infernalists a threat to the organization’s security and the Masquerade, while the Sabbat loathes anyone who would willingly enslave himself to some greater unseen power, whether archdemon or Antediluvian.

For their part, most followers of the Path of Evil Revelations consider both Sects weak and misguided, due to their failure to recognize the infernal lords and their professed “morality,” be it in the form of the Camarilla’s wayward protection of a Masquerade that preserves both human and vampire, or in the shape of the Sabbat’s holy crusade to free vampires from the tyranny of the elders. Still, the Corrupters move quietly in both circles, subtly influencing other vampires and arranging the downfall of elders who stand against their demonic masters.

Ultimately, the Path of Evil Revelations embraces inward evil as a tool for outer darkness. Students of the path come in many forms, but all have bartered their souls for the hope of advancement in a hierarchy predicated on corruption and depravity. Through malicious servitude, the Corrupters seek to be raised above the other vampires — whom they believe will one day be brought to heel by their infernal lords.

Followers of more rigid codes of ethics find Corrupters affected and laughable. Why make such ostentatious shows of adolescent and shallow “evil”?

The Ethics of the Path

- You are the servant of the greater evil. Serve your masters well, and your position will be elevated.
- You must convince other vampires of the rightness of your cause. Use duplicity and prey upon their weaknesses whenever possible.
- Fight against vampires who would strive for some semblance of honor or goodness. They are misguided.
- Never reveal your true motives. Others cannot work against you if they do not know the end toward which you work.
- It is acceptable to engage in intrigues with the servants of other demons, but your loyalty to your lord – and to his other retainers – must be absolute.
- Use the Beast as a tool to spread your evil.

History

Although many vampires believe that the Path of Evil Revelations was founded by a group of infernalists in the 1600s (or as part of a medieval death cult in the Dark Ages), the truth is that vampires, like humans, have pledged their souls to infernal powers since time immemorial.

While profane vampires have always existed, the actual codification of this path and its philosophies did not occur until the Renaissance era. The Path of Evil Revelations did not come into being until after the other Paths were created, the Corrupters subvert that which already exists.

Despite being infernalists, the Corrupters have never been unified beyond a generic purpose because they each serve a separate demonic master. A group that's pledged to serve one demon is just as likely to work against a different band of Corrupted just as they would a coterie or pack of vampires.

Current Practices

Although the Corrupters have no unified structure, they share some common practices. Most involve themselves in secret debased rituals in which they make sacrifices to their dark lords. Although human sacrifice is common, it's by no means universal – the importance, to these infernalists, lies

in the symbolism of the sacrifice itself, so human sacrifice is really the sacrifice of community, morality and free will. Additionally, all Corrupters make a practice of bringing others into the fold, via coercion or compulsion. The lure of power without responsibility to any sort of conscience is a tempting one for many vampires or humans. Indeed, the unification of practices among the Corrupters is really only evident since many of their infernal masters desire similar devotions.

Still, loyal infernalists reaffirm their devotions every night; the dark powers are notoriously fickle with those who show any signs of slackening. Corrupters are fond of using pawns and intermediaries, especially ill-informed dupes, to fulfill their master's goals and devotions. Followers of this path rarely Embrace others – to avoid creating a potential threat to their own power – but do make copious use of blood bonds among mortals and vampires alike.

Ultimately, Corrupters can be found amongst the most depraved aspects of society. The spread of virulent plagues, the kidnapping and torture of families, the engineering of cartels that cater to vice and addiction – each Corrupter has a specialty, a form of malevolence honed and practiced to an exquisitely sublime grotesquerie. Corrupters of the Decani, the lords of disease, encourage the explosive growth of slums and shantytowns, where people choke in their own filth and effluvia. Children of Chykas the Riven, a demon of strife, carefully promote emotional confrontations and rifts in friends and associates, until their passions explode into murder and terror. Servants of Nulpheggorth, a demon of vengeance, raise cults of ghoulish followers who dine on the decanted brain matter of those who fail the dark masters, promising power and eternal life to those who do not falter.

The coming years will be dark indeed, as the Corrupters plant their seeds in an overripe world set to burst with its own rot.

Description of Followers

The “typical” Corrupter is intelligent, charismatic and relentlessly immoral. These Corrupters use their charm and cleverness to bring less talented (and competitive) minions into the fold that can be manipulated for their dark intent. Corrupters usually choose slaves based on their brawn and their tendency to be easily swayed by promises of power.

Most Corrupters do not reveal their true nature until instructed to do so by their demonic masters, and will disguise themselves as vampires of the area's predominant society to blend in. When an infernalist is revealed, the shock of their existence turns the local vampire community upside down – and brings out the hunters who dog at the Corrupt-

PATH OF EVIL REVELATIONS HIERARCHY OF SINS

Rating	Moral Guideline	Rationale
10	Maintaining any semblance of goodness or honor.	Feign goodness but never presume that you are anything more than a servant of evil.
9	Missing a nightly devotion.	Proper service requires constant affirmation.
8	Helping others when not to your advantage.	Compassion and aid are simply tools to bring others to your debt.
7	Passing up an opportunity to acquire temporal power.	Power in the material world is the means by which the will of the infernal lords is expressed.
6	Following your own interests.	The master's will is more important than one's own.
5	Not working with other followers of your master.	The master's goals are best served with unity against one's opponents.
4	Failing to take an opportunity to fulfill your master's goals.	Advance the will of your lords whenever possible.
3	Providing infernal goals to non-converts.	Never reveal to outsiders your master's true motives, so that your master cannot be fought.
2	Failing to corrupt or destroy other vampires.	All vampires must recognize their proper place as agents of evil or be destroyed.
1	Disobeying your infernal master.	You must serve the interest of your superiors in Hell.

er's heels, forcing them to flee the area. Often, a Corrupter leads a "double unlife" in which he acts as an unassuming but loyal member of a vampiric sect, while keeping his private affairs carefully concealed.

Following the Path

All Corrupters must be ready to place their masters' desires above their own selfish motives. At any moment, the Corrupter could be called upon to serve as a tool or even a meal for his infernal lord, and he must obey without compunction. Every goal, every Corrupter's desire must bend toward the advancement of his demonic overlord's mission at all times. And, whenever possible, the follower must also bring converts into the fold to recognize the superiority of a greater darkness.

Each infernal lord has its own agenda; most are categorized by a specific form of a recognized "evil." Thus, a servant who's pledged to the Lord of Disease might be charged with carefully spreading plagues and compromising medical achievements, while the Duke of Violence's agent will likely push other vampires to acts of frenzied destruction and bloody combat whenever feasible.

The most effective Corrupters advance the goals of their demonic masters subtly and indirectly. A servant of chaos who embarks on a six-state killing spree will only draw unwanted attention to himself, while the Corrupter who quietly nudges other vampires to infiltrate the local police force and force

them to shoot innocent mortals furthers the work of his master in a better way. Corrupters who plot and scheme in this manner not only fulfill their demonic master's wishes, they have also managed to recruit other vampires — both of which ensures their survival.

Common Abilities: The more insightful and cunning adherents of this path develop significant Occult Ability. Subterfuge, Etiquette, Intimidation and Empathy are also useful in drawing converts or hiding one's true nature. The more martial Corrupters study enough Brawl and Melee to defend themselves in physical confrontations.

Preferred Disciplines: Followers of the Path of Evil Revelations protect themselves by gathering information with Auspex and developing bonds of loyalty with Presence. Many also study blood magic, including Thaumaturgy and Necromancy, as taught by their infernal lords.

Dark Thaumaturgy Rituals

All Thaumaturgy rituals have ratings. Dark Thaumaturgy rituals, while an infernal type of blood magic, follow many of the same rules as standard Thaumaturgy rituals are found in V20, page 230. The ritual's rating is the lowest level of Thaumaturgy (or Dark Thaumaturgy) a vampire must have before attempting to use it. For example, a vampire must have mastered the third level of Thaumaturgy as a basic requirement before performing the Felis Negrum ritual. Also, like other Thaumaturgy rituals, Dark Thaumaturgy rituals must



be learned before they can be used. Generally, the higher the level of the ritual, the longer it takes to study it, though the aid of demons can speed up the process.

Dark Thaumaturgical rituals require a successful Intelligence + Occult roll, for which the difficulty equals the level of the ritual + 3 (to a maximum of 9). Only one success is required for a ritual to work, but some spells may require more successes or have variable effects based on how well the player rolled. Should this roll fail, the spell may simply have no effect, or the Storyteller may come up with an interesting side effect.

Should the player botch the roll, her vampire has failed the ritual in such a way that she has incurred the wrath of her demonic lord. The effects of botching are at the discretion of the Storyteller, but they should be severe and have a long-term effect on the Corrupter. Maybe the vampire's managed to anger a new denizen of Hell who tries to use her to attack her demonic master. Or, perhaps the Corrupter has accidentally revealed herself to be an infernalist to all vampires within a specific radius based on her location.

Unless mentioned otherwise, rituals require five minutes per level to cast. For more on Dark Thaumaturgy Paths see **Rites of the Blood** (pp. 167 - 170).

Level One Rituals

Curse of Oedipus

The Curse of Oedipus completely blinds the vampire's target. It requires the thaumaturge to light a stick of heavy incense, the smoke from which is believed to mystically cloud the target's vision.

System: This ritual blinds a single target. The caster does not need to see or be in the presences of the victim in order for it to work. The thaumaturge does, however, have to know the target's name and appearance. The Curse of Oedipus goes into effect for a number of hours equal to five minus the target's Stamina.

Level Two Rituals

Video Nefas

The caster entreats demons to answer his questions, revealing occult secrets or unraveling complex mysteries. Most demons are not omniscient, however, and this ritual's effectiveness is limited by the demon's knowledge. Video Nefas has no visible or discernible effect, which makes this a favorite amongst Corrupters. Vampires with Auspex might detect the shadowy outline of an imp or homunculus whispering into

the dark thaumaturge's ear. In order for this ritual to take effect, the caster must break a dried bone in half.

System: The number of successes accumulated on the roll determines the extent of the information the demon must reveal. The caster may ask only one question of the demon, but he may cast this ritual as many times as he wants.

1 success	Yes or No
2 successes	A short sentence
3 successes	A descriptive synopsis (3-4 sentences)
4 successes	A complete answer
5 successes	An encyclopedic answer, which may include the topic's history, interesting personages involved, or even apocryphal lore never before known to mortals or vampires.

Level Three Rituals

Felis Negrum

This ritual turns the thaumaturge or another individual into a black cat. The thaumaturge must burn the whisker of a black cat, or the skin of a white cat, and inscribe the subject's name on a piece of glass in her own blood.

System: If the infernalist uses Felis Negrum on herself, she can change back into a vampire at will. If used on a ghoul, the spell lasts only 24 hours. If used on another vampire, the spell lasts for 12 nights minus one per permanent point of Willpower the victim possessed at the time of the transformation.

A target may resist the effects of Felis Negrum either consciously or subconsciously, by winning a resisted roll against the dark thaumaturge's Willpower. This ritual requires the caster to spend one blood point. The subject acquires all Traits — including Mental Attributes — of a cat for the duration of the transformation. Cat Traits are found in V20 on page 389.

Level Four Rituals

Plague's Secret Domain

Plague's Secret Domain causes the victim to become "sick at heart." The subject loses interest in his regular activities or maintaining his personal appearance, and he eventually sees no reason to continue his life or unlife, falling into torpor or chronic depression.

The infernalist must perform the ritual in front of a smoking censer, which she extinguishes with freshly spilled mortal blood at the ritual's completion.

System: The effect of this ritual lasts for 24 hours. For every success above 2, another day is added to the victim's depression. Whilst the victim suffers from Plague's Secret Domain, the dark thaumaturge may continue performing the ritual to add more time to their affliction. If the ritual continues for 10 days, the victim enters torpor if he is a vampire, and will commit suicide if he is mortal.

In order to activate this ritual, two blood points are required. They must be taken from a "donor" other than the dark thaumaturge.

Level Five Rituals

Close the Ways

The infernalist who performs this ritual does not do so lightly, for it is much more difficult to undo Close the Ways than it is to call it down. While this curse does not necessarily kill a target, it does deluge her with a tide of terrible misfortune. To perform the ritual, the caster extinguishes 14 flames with his bare hands, naming his intended victim with every doused flame.

System: A successfully cast ritual brings untold bad luck to the victim. This means that any success will cause an automatic botch to the victim's rolls for a specified period of time. Treat this botch as a "ghost" 1 on die rolls, as if the victim always had an additional 1 turn up. Thus, if the subject rolled no successes but no 1s, he would still botch, as the "ghost" 1 turned his failure into a botch. Likewise, if the victim's rolls garner any successes, subtract one for the "ghost" 1.

The duration of Close the Ways is as follows:

1 success	One night
2 successes	One week
3 successes	One month
4 successes	One year
5 successes	10 years

The caster must sacrifice two points of permanent Willpower when enacting this ritual, to stave off the Röttschreck of the flames and to bring the curse down upon her victim's head. This curse may be broken only by the dark thaumaturge invoking it, and to do so she must cut off her own left hand and spend two more points of permanent Willpower.

Into the Inferno

Into the Inferno allows the caster to step into Hell itself. Why any Corrupter would want to willingly walk into the fiery inferno is unknown, but some captured infernalists

have claimed there are great rewards for those who face their masters directly — including powerful profane artifacts and secret lore. To enact this ritual, the caster must wash an entire wall with the blood of child sacrifices; the wall then becomes the portal into Hell.

System: This ritual requires 24 hours to cast, during which the dark thaumaturge must remain fully awake. At the end of the ritual the portal will open, and it will remain so for a number of hours equal to the caster's Willpower.

Though anyone may walk through the door into Hell, the denizens of Hell may not escape through this portal into the mortal world. They may, however, attempt to deny exit to any vampires who have invaded their realm of eternal torture.

Variable Level Rituals

Call Forth the Host

A favored ritual amongst all Corrupters, Call Forth the Host draws a demon or tortured spirit from the Inferno into the earthly plane. The creature appears through the power of the ritual and follows the thaumaturge's instructions to the letter.

While this is a favored ritual, most demons resent being summoned and ordered around in this way. They may return later of their own volition to torment the would-be sorcerer, and always seek to subvert the dark thaumaturge's commands by exploiting weaknesses in their instructions.

Demons take many forms, though they may generally disguise themselves to walk unnoticed among humankind. For this reason, the caster must know the precise, true name of the demon she wishes to summon for this ritual to take effect.

System: This ritual requires one hour per level to perform. For example, summoning an imp takes only one hour, while summoning a shade takes three. The summoned demon serves the thaumaturge for a number of hours equal to 10 minus the level of the ritual. By way of example, an imp would serve the caster for nine hours while a shade would serve for only seven.

During this period of servitude, the demon may not harm the caster, and it must follow her exact instructions in a literal fashion. When the duration of servitude expires, the demon vanishes in a puff of sulfur and returns to Hell. It may, however, return of its own accord later to even the score.

Level	Type of Demon	Stats
1	Imp, a mindless, slave demon.	Physical Attributes of 1, Intelligence 1
3	Shade, a tormented soul.	Physical Attributes of 2, Mental Attributes of 2
5	Pit Lord, a demonic sergeant-at-arms.	Physical Attributes of 3, Social and Mental Attributes of 2
7	Lesser Demon Noble, a ruler of a territory in Hell.	All Attributes of 3 or greater. 10 to 12 points in various Disciplines.
9	Greater Demon. Not a wise choice to force into servitude...	All Attributes of 5 or greater, reaching godlike levels. A daunting array of Disciplines.

Bind the Interloper

For some Corrupters, it's not enough to bring forth a demonic entity from the depths of Hell. Bind the Interloper allows a caster to force a demon that was summoned by another dark thaumaturge into his own servitude. This allows the new caster to command the demon as if he summoned it himself.

In order for the dark thaumaturge to snatch a demon from another infernalist, the caster must secretly negotiate with the demonic entity in order for it to effectively switch masters. Some tactics may include promising a bounty of souls to the demon as payment, creating a ritual that allows the caster to broadcast the demon's true name, which is more powerful than many of its common names, or the sacrifice of a valuable object or commodity like the vampire's blood that supersedes the original caster's offering.

System: The ritual's level varies depending on the potency of the entity being bound. (See the table for Call Forth the Host). Bind the Interloper requires 10 minutes per level to perform, and Corrupters should expect that the original caster will likely vow to take revenge.

As with Call Forth the Host, the dark thaumaturge must know the demon's name. However, the caster must achieve more successes on the roll than the original summoner accumulated when she first summoned the demon. Should the binding succeed, the demon serves the dark thaumaturge for the remainder of its servitude period, without beginning a new one. This demon may also return to punish the dark thaumaturge for forcing it into servitude, and may even pit both summoners against one another.

DREAD NAMES. RED LIST

There are some threats that transcend a local Prince's domain and become enemies of every Kindred in the Camarilla. These Anathema become targets of a global Blood Hunt for their crimes. Not just political enemies, the monsters on the Red List have been named enemies of the entire Camarilla by the Justicars.

Dread Names, Red List explores the Camarilla's "Most Wanted" List, naming those deemed most dangerous by the Justicars and their chosen deputies, the Alastors. Included are details on the Anathema that occupy the Red List, as well as details on those who hunt them. Storytellers are also given a toolkit for running Alastor-focused chronicles.

Dread Names, Red List includes:

- * An in depth look at the 13 beings named Anathema by the Camarilla's Justicars.
- * A history of the Red List from the earliest nights of the Sect to the present.
- * Advice on creating Alastor characters and running Alastor Chronicles.
- * New systems including the Path of Evil Revelations and Dark Thaumaturgy Rituals.



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