

Anarch

Genre Resource Guide '10

by Erik Jameson, Geoff Combs,
& the 2010 Anarch Council

**"I got a list of demands, written on the palms of my hands
I'm gonna ball by fists and you gonna know where I stand!"**

-Saul Williams, *List of Demands (Reparations)*



Welcome to The Movement. Good to see you've finally seen the light and embraced your libertas. What I done here is collect the point of view of a bunch o' different licks and a bunch of different info and geography and shit to help your rookie ass out. Got some info about the Free States that're around today, some licks you need to know about, a few tricks, and well, what it really means to be an Anarch. 'Cuz that's what you are now. You gotta know your history, you gotta know where you stand, 'cuz you ain't got a Tower to lean back on or a Sword to stand next to anymore. Good luck.

Following is a non-binding genre document documenting the Anarch world within One World By Night. It is intended to provide information and background and does not include rules. For rules, please see the Binding Rules Document. For more information, please visit www.owbn.org or anarch.owbn.net.

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Special thanks to Ernani and Kadu for the Portugese translation for our Brazilian Anarchs.

Additional personal thanks to everyone past and present from Muerte Libre for their contributions big and small to the Anarchs of OWBN .

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So, what is Anarchy?

Most people nowadays envision leather clad, Mohawk sporting thugs who listened to a little too much of the Sex Pistols but never really "got it." This isn't exactly true... Anarchy as a political system is probably the oldest one known to man. It is simply by definition "the absence of government". Now, with most of our modern mindsets, our brains turn immediately to thinking this means chaos, and while this may happen, that is not the ideal of Anarchy. Imagine being unfettered, no one to tell you what to do, being able to do what you wish, and everyone being able to do the same without causing problems with one another. THIS is the ideal of the Anarch Movement. Granted, how to get there causes a certain amount of strife, because everyone has a different idea on how to get to this point.

There are different reasons as to why a vampire would find themselves amongst the Anarch Movement. As a matter of fact, a different reason for each different vampire. But they all have a reason, and it's one that many of them would be willing to not only fight, but also die, for. That is in fact what perhaps separates an Anarch from a Camarilla character. Most Anarchs have a very personal and deep-set belief in freedom and a desire to change the system. This isn't to say that Anarchs are suicidal; by no means are they. It also doesn't mean Anarchs are raging do-gooders or selfless paragons of virtue. Rather, it means that an Anarch has reason for existence beyond their own selfish desires and needs. In some ways, this can make them the closest thing to a "good guy" possible in the World of Darkness and personal horror, though they are still blood-sucking predators.

So what can you do to better role-play an Anarch? The biggest thing is to understand why your character is not a member of the Camarilla or the Sabbat. Both of those sects provide organization, protection and rewards beyond what the normal Anarch can expect. So there needs to be a good reason why your character has chosen to break with the two great sects and strike out on their own. Was their sire unfairly killed for "no good reason"? Perhaps they were punished themselves on the whim of a tyrannical Prince. Perhaps you're an unfortunate survivor of a shovel-party, and are running from the monsters that created you. Were you just Embraced an Anarch? If so, why is it that you stick around? Vampires are conniving

creatures after all, and the Camarilla in particular can offer a great deal of material rewards. Again, the most important part of the revolutionary soul is to have an answer to why they are an Anarch.

Beyond that, you needn't be a leather jacket clad, Molotov cocktail throwing stereotype of revolution. Some of the most hardcore Anarchs wear suits and ties when attending gatherings and speak about The Movement in corporate or business terms. Sure, you can be a raging Brujah, angry at the world. But you can also be the covert artist leaving secret messages of freedom and libertas in your art, or the reverse corporate raider, taking down the biggest corporations on behalf of the little guy, or the lick that just wants to simply be left alone. But no matter what, the Revolution is a part of your soul and colors nearly every decision you might make.

After that, it's helpful to have a few secondary goals or reasons for existence. Perhaps they have a grudge against the Tremere for some reason, perhaps they want to pursue this mythical Golconda thing, perhaps they want to make war against the werewolves, or maybe they just hate the Sabbat with a burning passion. The most important reason for this is that it will provide your character with a reason for interacting with non-Anarchs. That's extremely important for characters in predominately Camarilla (or even Sabbat!) domains. Your PC may loathe having to deal with the Prince of Podunk, but they may share a passion in combating the Garou, allowing the two to co-exist with each other. Not only will this provide a possible reason for existing in a Camarilla domain, but it also makes your PC more useful and therefor less likely to be killed for mouthing off in Court.

It's also important to remember that Clan is very important in Vampire: the Masquerade and in One World By Night especially. A number of Clans set aside their personal political beliefs to work together and help each other out. The Nosferatu and Brujah and even Gangrel come immediately to mind as Clans that willingly set aside Sect lines when a "brother" is in need. In some cases, the Sect boundaries within Clan, between Anarch and Camarilla, are not as severe or harsh as portrayed in the original White Wolf materials.

One Storyteller's Perspective on Anarch Genre

To live outside the law, you must be honest.
- Bob Dylan

The experience of being an Anarch is distinctively different from being a member of either the Camarilla or the Sabbat and any player or ST dealing with the Anarchs should be aware of those differences in order to accentuate the experiences of life as an Anarch. This is more than just a matter of playing a rebellious character. The Anarchs truly do hold their own viewpoints and are dealing with the World of Darkness from a different angle than the two larger sects.

The primary difference between the Anarchs and the other two sects is that the Anarchs, as a whole, are more in touch with humanity than the members of either the Camarilla or the Sabbat. Not only the path, but humanity itself. The members of the Camarilla, at least those who tend to be in positions of true power, are older creatures than most of the Anarchs and have become removed from humanity. Even those elders who have managed to stay humane no longer associate with humans in the same way that most Anarchs do. As for the Sabbat, they have forsaken the things that made them human in the first place, and many see the human race as little more than food. The Anarchs for the most part tend to be young kindred, still able to associate and even understand the world of humanity unlike much of the

Camarilla, and they rarely choose to embrace their vampiric side like the Sabbat does.

Just because the Anarchs are more associated with humanity doesn't always make them good people. Like humans, the Anarchs are of all sorts. Some are noble philosophers and leaders, hoping to make unlife for the Kindred something better than it could ever be under the Camarilla or the Sabbat. Some simply want to survive and be left alone. Some are opportunists, and even criminals, who have freedom to commit acts they couldn't get away with elsewhere. Many Anarchs come from mortal gangs and continue to have the same territorial mindframe in death that they had in life.

The Anarch Movement as a whole is about freeing the Kindred of the oppression of both sects. It's easy to see why the Anarchs fight against the Sabbat. The Sabbat is monstrous to those not part of its dominion, and even the most cruel of the Anarchs still maintain their roots in humanity while the Sabbat demands its members to cut all ties with what is human. Even though the Sabbat and the Anarchs come from the same origins, it's because of this the two sects rarely see eye to eye in these times.

It's also too easy for many Anarchs to ignore the Camarilla as a threat. But it is the Tower that the Anarchs rebelled against originally. The Camarilla may seem like less of a threat in some circumstances, and in the realities of OWBN, but it is the elders of the Tower which exert rigid control through disciplines, manipulation, and the blood bond that threaten the freedom of any lick. Whether overtly or covertly, any Anarch who associates with the Cam risks becoming their puppet or slave and every Anarch should remember this.

A common theme for any Anarch game is survival. The Anarchs are weaker than either of the other two sects. They have fewer numbers and higher generations. There are very few elder Anarchs supporting the Movement like there are in the Camarilla and the Sabbat. There is even the tendency of the Anarchs to fight each other, and there are no rules against killing to protect the Anarchs, such as the Camarilla's Traditions, only pure strength. Plus, the Anarchs rarely have information on the other creatures of the World of Darkness, at most a smattering of rumors. So they probably don't even know what else is out there hunting for them. The life of an Anarch is rough and dangerous. Or as Thomas Hobbes said, "solitary, poor, nasty, brutish and short." Think about trying to live on your own in the roughest area in town. You are truly independent and free to do what you like, but at any moment could get killed in a random act of violence.

The politics of the Anarchs is very different from the other two sects in the respect that there is no uniform political system in the Anarch states. One Barony can be a virtual dictatorship with the Baron ruling his gang with an iron fist. The next Barony can be a place of absolute freedom for those who live there, with the Baron acting only as a representative of the Barony. Despite the name of the Anarchs, this isn't the same thing as the Anarchist movement in the real world. The Kindred Anarch Movement started several centuries before the mortal one did, and the two have little in common besides the name and love of freedom and independence. A barony is going to be structured as the Anarchs in it see fit, and an area with several baronies may have very conflicting political views on how things should be run.

An Anarch game can be very rough and tumble. Casual violence is common among the Anarchs. The rules of Etiquette aren't of importance like in a Camarilla game, but Streetwise is so essential. Often the one who rules in a given barony is simply the strongest or most brutal.

But it's not only about the violence. There are the idealists who want to change things for the better, sometimes even from within the Cam or the Sabbat. And then there are the strays whom don't fit anywhere else. Weirdos and freaks and people without outlandish ideas who can't accomplish what they want to in the other sects or just don't belong at all.

To really separate the Anarch genre from other games, focus on the humanity and the ties the Anarchs have with it. Don't let Humanity checks slide easily and focus on how devolving into the Beast can effect a character's mortal ties. Focus on the theme of survival and constantly remind the players that the Camarilla, the Sabbat, and even the Independents can all threaten the Anarchs. Focus on the differences in politics, or lack thereof, that the Anarchs have, and make those politics very distinct from the other sects. And focus on the potential for violence in the Anarch's world. It'll make playing an Anarch it's own unique experience.

Factions Within The Movement, or, Can't We All Just Get Along?

The Anarchs within OWBN tend to fall into four different camps or philosophies. They tend to either follow the Status Perfectus or the Treaty of Thorns and they either tend to be militant or moderate.

Militant Anarchs are as their name would suggest, rather militant in their distaste for the Camarilla. They typically tend to follow the Status Perfectus, but not all of them do. But they are all united in their desire to take the Camarilla down, and sooner rather than later. They typically refuse to work closely with anyone with Status and certainly refuse to work with anyone with a Court Position. This doesn't mean they are loners or have nothing to do in primarily Camarilla domains.

One can't forget Anarchs are still vampires and that means they are crafty and manipulative by their very nature. Because they are outside the normal Camarilla power structure, it shouldn't be uncommon for a power hungry Cammie to come to the Anarchs, hoping to manipulate them into doing his bidding...which the Anarch should then attempt to turn around for his advantage. Because they are seen as pawns, perceptive Anarchs should be privy to the backstage workings of the local Tower in ways the regular Cammie can't...and if they're smart, also know exactly how to manipulate it to their advantage. Which usually would be to make sure the Tower stays out of their backyard and make sure there is a strong Anarch enclave...or even engineer the domain's collapse.

The more moderate Anarchs may do the same thing, but they just play the politics and prestaton game much like anyone else. Instead of looking for opportunities to tear the Tower down, brick by brick, they are looking for chances to improve the local situation, to bargain for a piece of turf or negotiate to save a brother. Remember, they may have a different philosophy but they aren't normally in direct opposition to the Tower.

That may be the biggest difference in fact. One Anarch will negotiate with the Tower for what they want, the other will look to force the Tower's hand through manipulation and raw power.

The other primary difference lies in the piece of paper one chooses to rely most upon. Most Free States are built upon the Status Perfectus, which essentially states two things. One, all Anarchs must preserve the Masquerade. And second, that Anarchs help out other Anarchs (stated more poetically with 'libertas.'). In many ways though, it's a manifesto, a declaration for the separate nature of the Anarch sect even if it doesn't actually say that. Many Perfectus Anarchs consider themselves to be the true

Anarchs and often look down their undead noses at their Treaty of Thorns counterparts and genuinely see themselves as a separate sect from the Camarilla, free of their 'rules' and 'justice.'

The Treaty of Thorns is much more commonly held in mixed or heavily Camarilla domains, though there are Free Staters that hold to it also. For the most part, they recognize they are a part of the Camarilla oftentimes simply because they are in opposition to the Sabbat. The biggest element for them is that the Treaty of Thorns is the only treaty the Camarilla recognizes as a whole when it comes to the Anarchs; the Status Perfectus is merely an interesting piece of fiction or philosophy, but it's nothing more. Thorns however is at least supposedly upheld by the Camarilla and all its representatives. In some ways, a Thorns Anarch is one of the most vocal Anarchs to be found, constantly fighting to make sure the Camarilla holds up their end of the Treaty and attempting to make the Tower accountable when they don't.

Keep in mind even a Perfectus Anarch will argue for Thorns when it's convenient or necessary.

Grandpa Anarch's Guide to Getting Over on the Cammies (as told by Krieger ~motherfucking~ Klein)

"Look, the Treaty of Thorns isn't anything more than the terms of surrender dictated to us by the Cammies. Even most archons don't know what's in it. Take a lesson from the Vikings. When they went a vikin' they would count when coming up on a town. If they were outnumbered, they traded. If they outnumbered them, they raided. It's the same way when dealin' with Cammies. First, find a place where you and your crew can muscle the prince a bit. The best places are those that are always fighting the Sabbat. Or a place with a new ripe prince after a bloody praxis can be pretty good. Find yourself a ripe place and get some muscle. When you go in to start with, be nice. Call ahead even and bring a gift. Fluff up that Prince's ego and tell him you want to help with his Sabbat problem. You'll clear 'em out of (insert the area of land you want) but you then want that land for your boyz. In exchange for that land you and your boyz will uphold the Masquerade and fight the Sabbat and any thing else that threatens the Cammies domain.

That's really all it takes. From there its just give and take. If you've killed a lot of Sabbat lately and your crew makes the sheriff and scourge look like a bunch of school children then stand behind that treaty and tell 'em you only gotta follow the first tradition. However if you and your whole crew won't even make the sheriff flinch, then you gotta play a little nicer and follow their rules when in their territory under the guise of "being a gracious guest and following your hosts traditions."

Just remember, when they have you over a barrel and you're playing along, you're "being polite" and "respecting someone else's territory" but when you have them over a barrel you have your land and you'll fight the Sabbat and you're only required to follow the first tradition and that's all there is to it.

In the meantime, if you need help, you talk to your brothers. We'll help you get set up and rolling if you've got a gang that needs a home. Then make certain NONE of your boyz ever go any where alone and never forget. If shit hits the fan and you gotta run, don't be above letting the sabbat in the back door to make your point to the prince. With you, you keep the Sabbat out. Without you, the Sabbat are up their ass.

The Sabbat. That's your bread and brother. Not the treaty, but blame it on what you want. It's all words. They don't mean shit. Actions speak real loud and a pack of shovel heads ripping the scourge limb from

limb is a strong statement."

An Uncomfortable Truth (as told by Lauren Galloway)

"Being a lick ain't easy. Every interaction you have with others of our kind will always be tainted by the low boil of maneuvering and paranoia just simmering under the surface. Every interaction you have with mortals is a relationship of dependency because we need them to survive and if you take one as a ghoul, you're buying what you've broken. Everything you touch is dirtied by a wildly spinning wheel of outcomes and consequences and every relationship you have is permanently stained. The concept of equality exists only in the dictionary.

Being an Anarch is less easy. There's no safety net to catch you when you fall and no magical Harpy to wack you with the Status stick when you say the wrong thing. The consequences for your choices can carry more immediate penalties that don't usually have your protection or safety in mind. Becoming an Anarch usually guarantees someone will have a problem with it and being an Anarch will invite others to mess with you just because you are one.

So it makes sense that a lot of us in the Movement would want to embrace Status Perfectus. It's a plucky and earnest little piece of paper extolling the virtues of libertas and agency that establishes the Movement and each of us as Anarchs. Yet, the reality remains: Our continued existence is due to the grace of the Treaty of Thorns and the Camarilla's willingness to recognize this document. So am I saying that Status Perfectus is wrong and the Treaty of Thorns is right? No. It's a piece of paper just like Status Perfectus but it's the piece of paper that holds the power in the eyes of the Camarilla.

Ready for the second uncomfortable truth? As much as we may want to be, the Anarchs aren't on their own political island and never will be. Like it or not, we're always going to have interact with Camarilla and sometimes the stability of our needs will be tied into the stability of theirs. Were that we existed in a political vacuum, the Treaty of Thorns would never need to exist but we don't so it does. But the rub? The Treaty of Thorns isn't a document of oppression. It's a document of vagaries that gives us the keys and the currency to deal with the Camarilla on our terms, while making them think we're dealing with them on theirs.

Sometimes, you gotta top from the bottom."

Anarch Combos, and What they Mean to the Anarchs

Too many gamers, be they STs or players are more than willing to read the 'crunchy' parts of game books, but not the other parts that explain the hows and wherefore's of certain things. Anarch Combination Disciplines are amongst these. The MET Anarch Guide says this:

"Wise anarchs who come across the secrets of these combination Disciplines hold them in reserve until they are absolutely necessary, as they represent one of the few edges unique to the Cause; the less the enemy is allowed to know about them, the better."

One of the few edges unique to the Cause. Seriously... these are not powers that an Anarch will willingly teach to a Sabbat or Camarilla member. They won't even teach them to the newly minted Anarchs of any stripe. These are taught to those who've shown a level of commitment to the Cause that is nigh unshakable. Your Cam PC with any status can't simply jump ship and learn them in six months, then

come back to the Camarilla. These powers are one of the things that set the Anarchs apart from the rest of the vampires out there, so STs, please show the Anarch players in the organization a little respect by not allowing these powers out to just anyone.

One must remember that Anarchs generally don't have an edge in Generation. They rarely have an edge in Resources or Influences. They certainly lack the edge in scary Elders lurking about. What Anarchs are left with is the willingness to unite when pushed, leaving all differences behind, and Anarch Combination Disciplines. Just because a member of the Camarilla helps out Anarchs on a regular basis, that doesn't mean they will be taught a Combo as a reward. Most Anarchs ultimately don't trust the Camarilla, assuming it's only a matter of time before they are betrayed or lose their usefulness as a "tool." Many will take what they can, while they can, all the while waiting for the Camarilla to do what they always do and betray their "friendship." As such, Anarchs not only don't teach Anarch Combos to the Camarilla, but many won't even admit to knowing them outside of a trusted circle. Some go so far as to even deny the very existence of Anarch Combination Disciplines.

Anarch Combos are not cookies or medals to be awarded to the Camarilla. They are the ace up the sleeve, the last resort, the final trick that may mean life or death for any given Anarch and should be treated as such. While Anarchs may trade Disciplines almost as freely as the Sabbat, Combination Disciplines are special, rare, hard to find and not to be shared with just anyone.

Anarchs and Disciplines

Anarchs share disciplines, at least the basic levels of the Cardinal 8, fairly freely with each other. Higher levels usually require payment of some sort, but usually the favor is returned in the teaching of another discipline in return. This often applies to the basics of Clan Specifics too. Your friendly neighborhood Gangrel may see freely teaching Eyes of the Beast as a great way to help his local Anarchs survive against the Sabbat, despite what the greater Clan might say, but asking for more Protean than that would be asking far too much...and a good Anarch would never ask. Exceptions of course do exist, and certain Clan Specifics like Obtenebration or Serpentis might reveal too much to very powerful elders with vengeance in mind to share freely.

Anarchs know that knowing a little bit of almost everything can be extremely valuable to their survival. Keep this theme in mind; Anarchs view the Powers of the Blood as a means to their survival first and foremost. They aren't about power, or collecting them all, they are about making sure the Anarch lives to see another night. Most Anarchs realize that they will never ascend the heights of power that archons and princes may dwell in, but having that one unexpected trick may mean the difference between life and death. This is why the Anarch Combination Disciplines were created, but it applies to the Cardinal Eight and the more common In-Clans also.

What should also be kept in mind is that sharing disciplines is not something most Anarchs would prefer to do with the Camarilla. It's a fairly intimate process that sometimes involves the sharing of blood...which leads to the possibility of the blood bond. And that's something that no Anarch would do knowingly or willingly. Even if the blood bond isn't involved, it often involved making a deal with a member of the Camarilla and owing them favors, which is something most Anarchs should shy away from.

It should also be kept in mind that between Anarch characters, local STs and Coordinator level NPCs pretty much any Discipline can be found, if only the character knows who to ask...and in fact, what is the correct question to ask in the first place.

Anarchs and Thaumaturgy

Thaumaturgy is not common amongst the Anarchs. Generally speaking, there just aren't many teachers. Those who do learn it are genuine rogues, often on the run from the Pyramid and other powerful figures of the Camarilla. As such, Anarch Thaum tends to be very gritty, grimey and highly utilitarian. Anarch Thaumaturges just don't have the time for fancy or extended research and instead focus on the the cantrips and rituals that will help them survive. They also don't tend to achieve great heights of power since they lack the resources and are so frequently on the run.

That said, it's really not that uncommon for any given Anarch to know just a taste of wizardry, a basic level or two and a small handful of rituals. What they know is unlikely to be offensive in nature and almost certainly won't require difficult or hard to obtain materials, and is likely to be even more restricted than what is available to true Anarch Tremere. They also aren't likely to ever match even a neonate Tremere in wizardry, but again, that one ritual may mean the difference between life and death.

It is suggested that STs limit Anarch Rogue Thaumaturgy to at least that of True Anarch Tremere (see the binding packet) and probably even more so. Cantrips and minor magic should be relatively common; powerful magics and magic items should be kept to dungeon fantasy games.

Baronies in OWbN

The Barony is the traditional name for Anarch territories. Not all Anarchs like the name, thinking it's too close to the whole "nobility" thing that the Princes of the Camarilla seem to ape badly. Others find it to be a subtly sarcastic dig at the Camarilla, much like the title of Baron is meant to be. Regardless, it is the traditional title and is most commonly used to refer to Anarch turf. Just keep in mind not every Anarch likes, or even uses, the name or even the 'structure.'

The following is a 'living document' and may be updated from time to time as games and players influence actions in and around these areas. As this portion is 'non-binding', look in from time to time to check on changes or check anarch.owbn.net.

Gainesville, FL

Gainesville, Florida is known primarily as the home of the University of Florida. Settled first during the 17th century by Europeans, it was Timucuan Indian territory prior to this. The city remained a sleepy train stop in North Central Florida, and known as 'Hogtown' due to pork production in the area, until the University moved there officially in 1903. Explosive growth followed. The college sports many majors and schools, including a law school, veterinarian school, college of journalism and medical program. Practically every mortal power player from Florida has a degree from this University, and the reach of it's alumni is great. During the 60's, it was referred to as 'the Berkeley of the South' due to student unrest regarding the Vietnam War, so it has it's own history of counter-culture. The college football team routinely outsells the majority of the NFL in sales of merchandise, and is the true heartbeat of the community.

Flanked to the north and south by swamps (Payne's Prairie & San Felasco Hammock), and right along Interstate 75, this liberal city is a blue dot in a sea of red, and an oasis of civilization surrounded by rural living. Practically all commerce in the city, even the county, is as a result of the University. Current population is pushing half a million citizens*, almost all within the city itself.

Far removed from the nearest Camarilla Domain and Sabbat Diocese, the Anarchs here have relative peace, but still face threats from without. For over 100 years, the city was a small Camarilla Domain, ruled first by Tremere, and was stable. From its inception to the turn of the Millennium, there were only three Princes. With the dawn of the 21st Century, and the death of its last elder Prince, there was a rapid succession of no less than a dozen neonate and ancillae Princes, whose control over their peers was shaky at best. Not able to govern effectively as a Camarilla city, eventually the system collapsed, with no small help or effort from the Anarchs who'd begun flocking to the city. There are still a small handful of Camarilla citizens living in the city, specifically on the campus grounds. The University itself is more or less 'off limits' to the Anarchs, as there are at least two or three powerful Camarilla kindred that live there.

There are also a few independents who live in and around the city. They are those such as Gangrel that come through San Felasco, as well as Giovanni near the city center, and at least one Setite who plies the student population with whatever pleasures they desire. How the Anarchs react to them is more or less on a case to case basis.

* like many cities in the World of Darkness, Gainesville's population is artificially inflated.

A notable NPC who often haunts the Gainesville Barony is Big D. Few know his real name, and many guess at his clan (Ventrué), who set the wheels in motion of the expulsion of the Camarilla in Gainesville. He's a trucker by trade, and spends most of his nights in motion in his big rig with his gang. He has vast resources from which to pull from, namely in the realms of transportation influence. He fits many stereotypes of a good ol' boy trucker, down to his flannel shirts and trucker caps. The gang he leads is mixed with mortals as well as kindred, so that his truck doesn't stay in one place very long, and runs day and night.

For information on many of the Anarch PCs within Gainesville, feel free to visit: [The Anarch Wiki](#)

Hurricane Coast Free States (NPC Domain)

This loose affiliation of Anarch Baronies are the second great experiment of the Anarchs in North America.

The Southern United States has a long history of dislike of overriding authority from on high--especially if that authority isn't seated in the South. Politically, this culminated in the US Civil War in the 19th century, and it's after affects are still being felt today. As much as this war was about slavery, it was also about what authority the federal government has over the individual state governments. Needless to say, this mirrors much of the political struggle the Anarch Movement has had against the Camarilla.

The Hurricane Coast is an example of what happens when the Camarilla gets caught napping. Loosely held by the Camarilla for most of the last hundred years, it was of no real import. No one was brutally repressed, but no one really found their way into the upper echelons of the Tower. That was until the early

90s. Several kindred, led by a Caitiff by the name of Jenny, had been inspired by the stories they had heard of the Anarch Free States in California.

Big D, the Ventruer Anarch trucker has been instrumental in the building of the Hurricane Coast Free States. With his gang, they've run material and 'troops' quickly and quietly all along the I-10 corridor from Florida to Mississippi. His ambition is to have the entirety of Interstate 10 as an Anarch freeway, but knows that this might be decades in the making, if it ever happens at all. This is especially true with the Camarilla domains of New Orleans & Phoenix on the route, as well as Texas which is torn between the Tremere and the Sabbat.

The Movement has realized the importance of this region to the Camarilla, namely as it's a large swath of coastline that's uncomfortably close to Mexico. Using their control here as a trump card to leverage considerations from the Ivory Tower is high in the minds of the gangs along this stretch of Interstate 10. Though the Camarilla may have great sway in Coastal Texas, much of Louisiana and on the central coasts of Florida, the center region between them are firmly Anarch Territories now.

Biloxi/Gulfport, MS (NPC Territory)

Jenny, a Caitiff, started the slow change of power in the South here. Inspired by the Anarch Free States in California, they began to train, to gather resources, and to recruit, until they were ready to take down the relatively weak Camarilla Prince of Biloxi, where the Southern revolution began. They struck at the end of 1999, taking advantage of the mortal fears and confusion of "Y2K", dragging then Prince O'Neal out of his Haven and staking him for the sun. The sudden and decisive strike sent the rest of the Court fleeing or into hiding.

Currently, Biloxi is run by the Council of Nine. Jenny herself is not a part of it, preferring to travel the so-called Hurricane Coast offering her aid to any who ask. Several of her initial rebels are on the Council however. Politics in Biloxi can be quite fractious, but ultimately they have managed to remain responsive to external threats, especially the Sabbat.

The Gulfport-Biloxi Metropolitan area is the largest in mortal population of the Hurricane States, and is a de facto 'capital'. There's a certain amount of ego and pride the Anarchs have here being the 'first' to take a city for themselves, something that often rankles Anarchs of other cities in the HCFS.

Mobile, AL (NPC Territory)

Not long after the taking of Biloxi, inspired by Jenny and her Council, and if the rumors are true, led by Jenny herself, the city of Mobile, AL, fell in a brutal series of street fights and mortal gang wars. The Anarch rebellion then quickly spread east, to the Florida panhandle and even into parts of Georgia.

Mobile is a traditional Barony, led by a surprisingly gritty Toreador by the name of Robin. Second of the Hurricane Free States to come into being, it was besieged successfully by Jenny from Biloxi. Fighting here was particularly intense, as it had been an important southern port occupied by the Sabbat, who the Camarilla had unsuccessfully fought to stalemate over the previous few decades. The Rebellion hadn't considered the Anarchs a threat, especially in light of having held off Camarilla incursions before. What they hadn't considered was that the Anarchs, while having less mortal influence to bring to bear as the Cam, had enough to cover themselves and the Masquerade, and unlike the Camarilla, they didn't have any problem with actually being on the ground themselves burning out pack after pack after pack. The end of the Sabbat happened relatively quickly when the first strike of the Anarchs was to by-pass the

shovel-heads and mid ranking Sabbat and strike directly at the Lasombra Bishop who'd taken up a haven on Dauphin Island in Mobile Bay. While the body count was high, and many Anarchs died in the battle, when the vinculum to the Bishop was broken, the various packs began fighting amongst themselves. This only sped their demise as the Anarchs used to similar cell type fighting tactics, and picked off the squabbling packs one by one.

Robin, the current Baron, is a tactically sound minded Toreador who's continued to pacify the city. He also has a bit of a soft spot, and has successfully converted a pack of shovel-head Sabbat into an Anarch gang who are more passionate about their Libertas than many other Anarchs (there's no more fanatical follower than a convert).

Valdosta, GA (NPC, part of Gainesville's territory)

This once sleepy town along I-75 about halfway between Gainesville, FL and Macon, GA started as a nominal Camarilla Domain made mostly of neonates aping what they'd seen from more 'civilized' Camarilla cities. Tired of the pomp and circumstance, and realizing they'd never get any attention from the larger domains... the court simply dissolved. What remained of the Kindred there were Anarchs of the more 'modern' definition--violent, disillusioned, and without direction.

There is no leader in Valdosta by any stretch, and violence between the gangs here is intense. They teeter on the edge of Masquerade breaches on a near nightly basis, and it's only a matter of time before they attract the attention of 'someone' else that will have to deal with them. Some rumblings amongst neighboring Anarchs is that a joint 'force' of gangs from elsewhere should come in and establish some peace before the Camarilla, Hunters, Sabbat or worse comes in to pacify them.

Columbus, GA (NPC, part of Stolen Hours, Macon GA's territory, contact those STs for interaction)

Columbus is situated in and around Ft. Bragg and the College of the Americas where the US Government trains officers for other nations armies. This Anarch Domain is under the purview of the Stolen Hours game located IC in Macon, GA. They use it as an NPC Barony, and any interaction with this area should go through those STs.

Columbus, Georgia is more or less a free state...more or less. Years ago former Prince Yeeves of Middle Georgia struck a deal with the Anarchs that if they would stay in Columbus, and out of the rest of the Domain of Middle Georgia, they would be allowed to exist there more or less unmolested. Officially Yeeves still claimed Columbus as part of her Domain but forbade her citizens to go there. This deal has continued to this day.

Columbus is a city for the moderate Anarch and the peace is watched over by Baron Kipp Jacobs. Kipp stays Baron merely because she has been the constant voice of reason and is more often right than not. Militants have passed through the city but usually don't last that long as the majority of the Anarchs there are happy with the relative peace they have. There is still a point of contention that the Camarilla still claims the city but it is party that frustration that keeps the city together.

Pensacola, FL (NPC Domain)

Pensacola is a relatively quiet city on the westernmost part of the peninsula of Florida. Known primarily for it's naval air base which is home to the Navy's Blue Angels, it's the last stop in the Sunshine State

on Interstate 10 before entering Alabama. There had been a small, quiet Camarilla domain here for some time. After the fall of Biloxi and Mobile (and with Anarchs on the march east), the neonate Prince who'd only given lip service to the Justicariate to begin with, and far removed from it's closest Camarilla neighbor, did the tactical thing, and abdicated his Praxis and let the city go. That isn't to say that he removed himself from the city or from power however. No, this Brujah, James Farragut (yes, mortal descendant of Adm. David Farragut) stayed nearby and turned his coterie into an Anarch gang. For the better part of the last decade, he's been the 'conservative' voice of the Anarchs in the area, but has slowly built a cult of personality around him. Many don't trust him, knowing he's a former Prince, but his actions to stem several maritime invasions of Sabbat have earned him a grudging respect from the more extreme Anarchs in the area.

During it's time as a Camarilla Domain, Pensacola's population was always small. Few from the Ivory Tower cared for this sleepy city for good or ill, or sought it out as havening grounds. That has changed with the turnover of governance. Now it's population swells with Anarchs, part of what keeps former Prince James in check. More than a few are former military, and still know folks who serve, which allows them a slow but steady trickle of military hardware that gets 'lost' from the Naval station.

Panama City Beach, FL (NPC Domain)

PCB as it's referred to, is oft called the 'capital of the Redneck Riviera', and it holds a similar distinction for the Anarchs. Less a barony, and more a liberty station for traveling Anarchs to go to so that they can let their hair down, and not concern themselves with the Jyhad for a few nights. Popular amongst mortal college students as a Spring Break destination, as the mortal revelers population swells and ebbs, so do the Anarchs who follow them in for a good time.

The de facto 'Baron' is a modern day Bacchus Brujah named Marty B who claims to have come from somewhere in Canada on Spring Break in the 90s, and never left. Embraced during that fateful weekend bender, and now in a perpetual eternal Spring of his own, he's less 'in charge' so much as he's the guy who throws the party every night. He keeps in fairly close cahoots with the Followers of Set in the area, allowing them to ply various illicit trades as necessary to keep both moral and kindred populations 'happy'. What few know is that behind the scenes, there's a war brewing between Marty's gang and the Followers for control over PCB. The Setites see Marty as too high and distracted to mount a cohesive defense, and were he alone, they'd likely be right. Thing is, if Marty goes away, or loses his Libertas to the Setites, the Hurricane Free States will likely turn the party zone into a battlefield tout de suite.

Metairie, LA (Metairie ReVolt, probationary as of Summer 2010)

The anarchs in the Metairie area near New Orleans left the Camarilla to carve out their own territory free from their elders' clutches. The Camarilla ordinarily, would stamp out such rebellion before it would spread but their revolt coincided with increased Sabbat activity making their disobedience the perfect opportunity for the Camarilla to use them as a front line against the Sabbat. Granting conditional semi-autonomy to the Anarchs, conditional on their guardianship of Jefferson Parish from the Sabbat in the west, the Anarchs thrived under the leadership of Douglas Ross, a formidable Brujah leader.

Defiant in the face of Camarilla manipulations, Douglas led his anarch brothers against the Sabbat safeguarding the newly minted freestate. The golden age of Douglas' rule was short lived, and the Sabbat skirmishes took a heavy toll before the anarchs eventually prevailed. Haunted by the losses the anarchs

suffered, Douglas went off on a journey of self discovery.

In his absence the Anarchs, influenced by the manipulation of the Camarilla, elected Thistle - a weak caitiff unsuitable to lead. Thistle, off balance from the heady rush of newly obtained power, sought to ingratiate himself with the Camarilla and in so doing was led to reordering the anarch freestate into poor mimic of proper Camarilla society. The farce led to infighting as Anarchs chafed under the newly minted leash slipped onto their necks by their own hands. The Anarchs broke into factions, and Douglas' gang dispersed. A new wave of anarchists, hearing the previous glory experienced under Douglas Ross, came into the area. They were greeted with a figurative ghost town - the news of Thistles' dismal rein did not make it to them in time and they were left stranded with no waiting anarch brothers to take them in.

The new comers have struggled to find a purpose, fighting with their brothers without a common thread to bind them. The struggle of brother against brother eventually pulled the disparate groups together to gather and make their peace. Born from this conflict came a new united gang, the first true united anarch front since Douglas left, now going by the name the Platinum Skulls. The militant Platinum Skulls resent the Camarilla and face significant danger from Sigmund, the Tremere Elder, and his machinations.

Rockland , NY (Under The Rock)

Rockland in Westchester County in New York has been Independent or Anarch for some decades now. Generally forgotten in the battle for New York City, it has been a melting pot of Kindred. Not only are there Anarchs, but a number of Independents including the Giovanni.

For many years, the area was under the leadership of a single elder by the name of Francios Bardonia, who led more through his personal power than anyone agreeing with his political beliefs. Gangs of Anarchs fought for local street power, beneath his notice for the most part. The last year or so has seen a great deal of chaos however; there are rumors that he has been killed and that the streets run red with kindred blood fighting to determine who is in charge now.

Albuquerque, NM (NPC Domain)

In the middle of the American Southwest, Anarchs have quietly held domain for the last fifty years. The region has generally been too difficult and not valuable enough for the Camarilla, with most of the state being held by the Sabbat or infested with strange shape-changing beasts. Quietly, Anarch refugees from Sabbat assaults all over the Southwest gathered here (when not fleeing to the California Free States) and set up an experiment in vampiric democracy. The domain has an elected Baron and an elected 5-man Council, both of which have authority to veto the other. The Baron does have emergency authority in case of war, but has not had to utilize that power in four years. Voting occurs every two years under normal circumstances.

The current Baron goes by the name of "Walks-With-Coyotes," an elder Gangrel that has been the off-and-on elected Baron for 26 years out of the last 50. The most notable member of the Council is the Ventruue, Samuel Williams, who has been the Barons' rival for the last 18 years, holding the position of Baron for eight of those years.

Southern California

The Anarch Free States became the Mecca of the Movement after the Revolt led by Jeremy MacNeil and Salvador Garcia in December of 1944. They took control of Southern California from Santa Barbara to

San Diego. Behind the scenes, things got more and more factionalized as the decades progressed until it was too volatile to prevent outside forces from breaking up the Free States.

The Sabbat hit hard, dominating San Diego and running north as the Crypt's Sons destabilized Los Angeles further. The Anarchs who were left, led by MacNeil and acting El Hermandad generalissimo Gregory Consuela, were forced begrudgingly to turn to the Camarilla for help against the terror of the Sabbat. The price, of course, was a piece of LA.

Los Angeles, CA (La Sangre de los Angeles/Muerte Libre)

The Sabbat were overcome and the Camarilla installed its domain in what's essentially the northern half of Los Angeles County. Local Anarch leaders fought for a hard border, which became the 10 Freeway. The relationship started tempestuous, and has had flare-ups, but the Camarilla Domain and Los Angeles Anarchs have coexisted without war, understanding that they have sometimes had to be allies of convenience. Or at the least not engaged in open warfare with each other or the Sabbat would destroy them both.

Los Angeles consists of six Baronies.

The Barony of East Los Angeles remains the bastion of El Hermandad, the biggest Anarch gang in the Freestates. Salvador, the former leader, has left to help Anarchs elsewhere and the gang is now led by Consuela who some claim that he has always been the gang's true leader. El Hermandad's territory includes Latino-heavy Pico Rivera, Downey, Norwalk, and Montebello as well as East Los Angeles proper. It is the least friendly barony to outsiders, particularly the Camarilla, and members of the gang have started to push for war against the Tower again.

The Barony of West Los Angeles consists of Venice, Culver City, parts of West L.A., Inglewood, Hawthorne, El Segundo, and Marina del Rey, including LAX and the Anarch Elysium known only as the Coffee Shop. Relatively peaceful compared to other baronies, there has been some unrest as of late due to the Barony of Torrance splitting off. The current Baron is known as Uncle Remus, though some say that another Anarch is actually running the show.

The Barony of Torrance for many years was part of the Barony of West Los Angeles, but as of late it has separated. It isn't certain why the Baronies split, but many point to the close ties that Uncle Remus keeps with the Camarilla. The Baron of Torrance is Skippy Hate, a Brujah that no one had heard of until recently.

The Barony of South Central was part of the Barony of Los Angeles until the Camarilla pushed hard for more attention after a rift between the worlds of the living and dead seemed to fester in Compton. Conor MacMorna stepped up to lead Anarchs and allies to rectify the problems. The place, which is the former territory of the Crypt's Sons, has seen a lot of turmoil and renewed gang warfare among the mortal population. It seems destined to fall back into chaos unless someone steps up to take the place of MacMorna with him going turncoat. There are even rumors of a rejuvenated Crypt's Sons, with a new leader.

The Barony of San Gabriel is led by Toreador artiste Kristo, but with strong influences by El Hermandad. Generally insular, the barony stays out of conflicts but follows the lead of the Barony of East Los Angeles.

The Barony of Diamond Bar doesn't have much to offer except access to Raging Waters, but the gang there led by Red Tooth is willing to fight for it and has. Luckily for those who favor stability, Red Tooth tends to stay in his territory unless he's needed elsewhere. It's rumored that the katana he carries and the bike he rides both belonged to Camarilla members - trophies from the early days of the agreement when the sides were more antagonistic.

The Barony of Long Beach was retaken by a former Brujah primogen in the Camarilla territory, Mr. Black. He disappeared a few years back, only to be claimed by Tom Jennings, another former Brujah primogen. There were rumors that the Anarchs lost the territory to the Cathayans in a Fast and Furious-style street race, but it seems entirely unfounded. In recent months however, a small Camarilla contingent has laid claim to Domain in Long Beach and as yet, the Anarchs have been unable to dislodge them. As it stands right now, no Prince or Baron can really lay claim to the second largest city in Los Angeles.

Orange County, CA (Muerte Libre)

Just as Los Angeles started to settle into its agreement between the Camarilla and Anarchs, Orange County was hit again by the Sabbat, leading in from San Diego. The toe hold won by the Camarilla in Los Angeles was noted, and opportunistic members of the Ivory Tower were quick to lend their support to the local Anarchs. When the threat was squashed, local Anarchs were pushed out as the ranks of the Camarilla swelled. Deals were broken and domination was the obvious goal. It caused Jeremy MacNeil to return back to Southern California to organize another revolt. It took 47 minutes for the Anarchs to take the entirety of the county back, killing the Domain nearly to a man. And it sent a loud message.

The Barony of Anaheim was the first to pull out of chaos and into a real Barony. An elder Malkavian named Herzog who ascribed to Anarch ideals outmaneuvered another elder, R.I.P., to claim the territory. Herzog was later apparently killed via mob of Brujah torch-wielding villagers, though his successor was his devotee, Lauren Galloway rather than R.I.P. There is a rumor that he has somehow managed to cheat death, or faked it in the first place, and now resides in the body of Gangrel leader Dan Keller.

The Barony of Santa Ana has been under the reins of Johnny Chang for a few years now. It has a heavy Latino population that's influenced by the local kindred gang, Los Malditos, which is actually larger than Johnny's gang, the Architects of Freedom.

The Barony of Huntington Beach has gone through many hands and Barons, including the "Department of Beachfront Security", the Architects of Freedom, Da Villans, the Knights of Retribution, and a few others that are barely memorable, not to mention the Cathayans. It's long been the weak link in Orange County. Huntington Beach is currently in chaos.

South Orange County - everything Irvine down - was carved out as Gangrel territory, headed by Dan Keller. Sometimes they claim to be Anarchs, but mostly everyone knows they're Independent. Any Independent or Anarch Gangrel are welcome as long as they recognize whose territory it is. Current word on the street is that Keller may be dead and if true, it's not clear who has stepped up to take his place.

Unincorporated Orange County has been the territory of Joe Barclay since the Camarilla's short reign of control. It consists of some of South Orange and pockets everywhere else - all the places that aren't claimed by another city. His rules are similar to those of Keller.

The Rest of California

Much of the the rest of California up to the northern California Camarilla domains is either Anarch or too small or sparsely populated for anyone to really care. Fresno is Anarch as is most of Kern County. East of LA and the OC, Riverside is nominally Anarch, though it's really debatable who is in charge, between Baron Danny, the Sabbat, the nearby Giovanni of Promise and the supposedly mythical 'werewolves.'

Loudon County, VA (NVA)

A Free State of the Anarchs, non-Sabbat Gangrel, and non-Sabbat Brujah on the East Coast, this is the home of both Krieger Klein and Svidi the Ironhorse, two of the oldest Anarchs still visibly active east of the Mississippi. It has withstood several Sabbat assaults and even grown as Krieger and Svidi make deals with the Camarilla to vanquish their joint Sabbat foes. Loudon County was a Gangrel Free State until Svidi The Ironhorse arrived. Svidi added that all Anarchs, non Sabbat Gangrel, and non Sabbat Brujah were welcome within the borders of Loudon County. While Svidi is rarely seen within Loudon County. Kreiger's deeds and presence are often fealt in the region, as well as the Brujah Jack Twist. The hospitality of Loudon County to its visitors is well known, even others not welcome to live within the borders are granted three nights stay before they must move on.

East Peoria Area, IL (TSM)

Everything east of the Illinois River in this region has been claimed or in contention by the Anarchs for the last decade. During their sojourn in Illinois the Ironhorse Gang destroyed all the Sabbat and Setites that were in the region., and set up a base of operations in East Peoria It is rumored they even built the Paradise Casino to fund their wars against the Sabbat in the region. Many remember the wild parties they threw at Club Cabaret for any visitors who were passing through. When they pulled out and headed to the east coast a few gangs stayed behind, and the Giovanni, Setites, and Sabbat muscled there way back in the region. It is rumored that in the last few months a very charismatic anarch of great power drove all of the sabbat packs from the region. Word also has it that a chapter of the Sons of Odin has returned to retake what was lost, and is led by the Brujah childe of Kreiger Klein by the name of Esteban. Word of a Cammarilla Neo Nazi Ventrue Prince has also surfaced in the last six months. This region appears to still be a melting pot of all the major sects. Time will tell if the Anarchs of the region can regain all of the territory they once held.

BRAZIL

Brazil is a wild place in more ways than one. Stereotyped for their over-the-top Carnival parades and parties, that passion carries over into other aspects of Brazillian life such as politics...and that passion doesn't entirely die with the Embrace. The following provides a good overview of the Brazillian Anarch situation and history.

Northeast Brazil

Cariri / Caucaia-NE

The Anarchs of Ceara began around 1637 with a Gangrel named Hendrick, who was taking refuge from the Blood Hunt imposed on him in Europe. He established a base in the hills of Maranguape and prevented the worst of the onslaughts of Dutch colonization.

In 1802, the Camarilla begins to lay economic and small-scale military siege to the city, loed by the Nosferatu Paulo Paes Leme and the Ventrue Ernesto. The Camarilla is able to make significant inroads, but this changes when Philip

D'Angola, a Brujah, and X, a Malkavian, meet and organize the city into a Free State. Hendrick takes the mantle of leadership, X spreads the thoughts of the Enlightenment philosophers, and Phillip brought military power. Together they are able to snatch back what is theirs. Not long after Hendrick fell into torpor while fighting the Camarilla.

Today, the Movement exists in Ceara led by an old ally of Philip D'Angola, Victoria Regia, a Toreador. She leads a few members in the cities of micro Cariri, south of Ceará, with the support of Phillip. Victoria has thoughts of promising future for the Cariri cities and has been investing very heavily in the urbanization of the place; so much that the Camarilla is beginning to take a much closer look.

Today, Philip found remaining survivors of persecution violent anarchists executed Camarilla. These anarchists are re-organized on the basis of his ideal, with the leadership of an experienced fighter, Erik, a Ventrue that with the support of Philip, took control of the west coast of Ceará State, including the port complex Pecém, the largest in the state of Ceara. The Anarch territory on the West Coast, headquartered in Caucaia are guaranteed through agreements signed between Philip, Hendrick and Crian Lobos current Camarilla Prince of the time.

Caruaru-PE

The Anarch scene here had its origin in Recife in 1996 with a group of neonates who called themselves as Lost Boys. Led by an Assamite, Samir Beremiz, he had originally intended only to set up a base for Assamites. However, aided by Leonardo Lima an elder of the clan Malkavian and Gato, a Ravnos, the situation changed and it became an Anarch movement. One year after the Lost Boys started to act against the status quo and established a power base in the city, elders began to take the lawless group seriously and began to fight back. Beremiz ended up being destroyed as well as Gato somewhat later.

Currently the Anarch claim the city of Caruaru, making the city a strategic point between the Camarilla and Sabbat. The current Baron, Artur Andrade, was able through his influence to persuade two firstborn Camarilla to support his adviser Sir Davi Falcão as a "Baron of the Camarilla" in the city, making Caruaru a land far from the prying eyes of the Camarilla.

Maceió-AL (NPC Domain)

The Anarchs got their start in Ceará in 1962 when Phillip D'Angola was dismayed to find his master supporting slavery, even owning slaves. Phillip escaped to the northeast, a region less populated with both mortals and Cainites. Fearing reprisal should he be found, he began to disseminate the ideals of Anarchy to both vampires and select mortals as a way to protect himself.

Phillip is responsible for creating several "Quilombos," sort of refugee camps populated by escaped African slaves. He worked the evening campfires, spreading the ideals of liberation and rebellion in these refugees. In some ways, because of this, he is the father of the Anarch Movement in Brazil.

With the start of the Dutch invasion in Brazil, Philip actively participated in the creation of the Palmares Quilombo, along with many former slaves and ghouls. Eventually though, Phillip would become restless and move on, roaming the country and spreading Anarch ideals.

Currently Phillip along with other young Anarchs is cleaning up the city from the remnants of the Sabbat to introduce the Free State's largest domain. Recently arrived in Maceió is a gang led by a revolutionary, Zacarias Manuel de la Rocha, a child of the Smiling Jack himself, to help with the rebirth of this pillar of the Brazilian Anarch Movement. With them several other gangs came from Los Angeles to help assist in the birth, or rebirth of the Free State.

Paulo Afonso - PE

The interior of Pernambuco has never known any real sort of order, dating all the way back to the 18th Century.

Anarch ideals had reached these lands with the embrace of Isabela de Sá, a Malkavia anti-tribu with known multiple personalities. She would embrace several children into the Movement and convert several Caitiff and organize them in Paulo Afonso, enough so that they were able to influence the city and in July, one of Isabela's personalities, Padua Ricardo, was announced as Baron of the Free State.

Currently, the Baron is now trying by all means to disrupt the Camarilla and bring their younger members to its Free State, and thereafter destroy what remains of the Sabbat that still inhabits the backwoods. So most of the Free State is working against the Camarilla, but not in a physical way, but instead causing it to destroy itself.

Southern Brazil

Concordia-SC

The Anarch scene of Concord is directly linked to Chapecó Lodger Chambers, a resident Gangrel for years in the city. He has remained solitary for the most part, trafficking in drugs for his personal profit and generally leaving everyone alone. He did have the informal support of Lucas Bonfim, an independent Nosferatu who also wished to be left alone.

When the Camarilla arrived, Chambers was invited to the structure, and promptly refused. In the chaos that the city became, the Sabbat would eventually attack, invading distribution points and inflicting casualties. Chambers would put aside his independence to aid the Camarilla in ousting the Sabbat. His actions also secured his personal territories with the prince.

But the Sabbat would return, and even stronger, led by Dr. Mortis. The confrontation was violent, as might be expected. The Camarilla chose not to provide support, but the Malkavian Aquilles Mekhet, an old friend of Chambers known for his impetuosity, threw in his support from Santa Catarina, Parana. He would end of taking up residence in the eastern region of Caucaia. With the disappearance of Chambers, Aquilles has stepped up to take the leadership role.

Foz do Iguacu-PR

The Anarch presence in Foz do Iguacu, the border city between Brazil, Paraguay and Argentina, began a few years after its foundation in 1914 with the arrival of Ramon Fernandez, a Spanish Brujah on the run from the Ivory Tower. He settled without major problems, but began to draw the attention of the Sabbat of Paraguay and the Brazilian Camarilla when he embraced several new members and began to grow rapidly in influence.

In one of the numerous clashes with the Sabbat of Paraguay, Ramon was killed and the Anarchs were briefly without strong leadership. The appearance of Valádría, a very influential and politically moderate neonate Ventrue seemed to stabilize the situation. She was able to play all sides against each other, providing arms and money to the Sabbat, the Anarchs and the Camarilla. Little did anyone know that Valádría had been tasked by her elders to play the factions against each other for the benefit of the Camarilla and the Ventrue.

What nobody expected was for Valádría to throw herself in with Anarchs for real, having come to see their libertarian beliefs as her own. Although away from politics, she is still the central figure within Foz.

In 1970 the Brazilian government started construction of the Itaipu hydroelectric plant in partnership with the Argentine government, which further strengthened the Anarchs, then under the leadership of Baron Bruno who only recently met Final Death.

Today both sides, Camarilla and Sabbat, feel that the Anarchs of Foz do Iguacu have as strong a hold on the city as possible, and really no longer bother to take it from them.

South-Eastern Brazil

Osasco-SP

The Anarchs have been in Osasco, Sao Paulo since the early twentieth century, with the arrival of several political dissidents from Europe. They were able to influence several neonates, but they were all kept quiet to avoid the attention of the Camarilla. The Anarchs have adapted and survived, taking on social and urban policies of the mortals as their own and generally kept a low profile. In doing so, they have managed to build an Anarch Movement that is likely to survive all but the most disastrous of assaults.

For a brief time, they even managed to create a Free State in the 1990s under the leadership of Ryan Angus. Unfortunately, like many others, he fell in battle during the 'Bloodmoon' and the Free State would quickly crumble without his leadership.

After the 'Bloodmoon' and the loss of many Anarchs, both young and old, the Movement in Brazil is still licking its wounds. Recovering its strength, both in terms of membership and influence among the mortals is of prime priority.

The Anarch Movement can be divided into two camps or factions. They are:

Anarch Classic: The main figure is Giuseppe Agu and the faction is fairly hierarchical and segmented. This faction is generally adherents of the Treaty of Thorns. While Agu is a Baron, he lacks support given that no more than 30% of the Movement follows this philosophy. They are true Anarchs however, as their main political objective is to change the status quo of the Camarilla, seeking a more equitable and modern Camarilla.

Modern Anarch: This faction tends to be younger, and therefore follows more extreme ideologies and has a greater connection with radical mortal groups. They intend to change not only vampiric society, but mortal society too, seeking sociopolitical change at all levels of society. Given the more radical politics of some of these Anarchs, it's not a surprise that some of their tactics are extreme and violent also. They tend to organize in 'cells' made up of three to five Anarchs, self-sufficient as possible. This faction can be divided further into two camps.

Libertarians: The main figure of this philosophy is Joseph Striker, who leads as much as 40% of the Movement. They are the most humanitarian of the various elements, preaching doctrines of self-management and sustainability, creating strong community ties and are perhaps the most 'green' of any of the vampiric factions.

Anarcho-primitivism: The main figure of this group is Montoya. With less than 25% of the Movement under this wing, this far-left group is perhaps the least represented. They are extreme in their politics, violent and unpredictable. Some members are borderline Sabbat, seemingly only in the Movement for the opportunity to blow things up, but most are simply hardcore devotees of their extreme left politics. There are several notable communists within this group.

OTHER AREAS OF NOTE

Anarchs are scattered nearly everywhere there are Vampires and the Camarilla. The following are some additional places Anarchs can be found; some of them are very notable, others only the locals even know

about. If you wish to use them in your background and don't play in the relevant game, please contact the local Storytellers to get their approval and make sure your PC fits into their existing history.

Brandon, Manitoba, Canada

In real life it is the second biggest city in Manitoba. In OWBN it is the third biggest in Manitoba. The Baron Jean Harvest leads a small coterie or gang of mostly Brujah, but also a stereotypically 'goth' Toreador with surprising abilities.

Buffalo, NY

While strictly speaking a Camarilla domain, Buffalo has significant areas claimed exclusively by Anarchs and a Prince that is too weak to do anything about it. Vaux Saladin leads the local Anarchs and has been instrumental in shifting the domain's 'sympathies' and brokering deals to the advantage of the Movement. Some would claim that the domain is Anarch in all but name.

Cedar Falls, Iowa

The nearby small town of Dyke has been an Anarch sanctuary for some time now. Frankie Harris, a Brujah, has been Baron for the past several years.

Delaware

Delaware is entirely Anarch, but major centers of activity are Newark, Wilmington, Dover and the Rehoboth area in the summer. In 2008, a Brujah named David Griffin--known to be a tactician and orator embraced during the Civil War-- gathered a large group of Brujah and other anarchs together to pressure the then-Prince of Philadelphia, a Ventrue named Tony Angelo to give up Northern Delaware to them. After a much less tense talk with Baltimore, they were able to claim the rest of Delaware as well. The only requirement in the deal was that the Anarchs must stand firm against any Sabbat incursions (especially from New Jersey).

Flagstaff, AZ

This relatively small college town nestled in the pine trees of northern Arizona has been an Anarch haven for some time. They have been markedly quiet in recent years however, leading some to wonder if they still exist. They apparently do; they just aren't drawing attention to themselves.

Kenosha, WI

Historically, the Domain of Kenosha is composed of Kenosha and Racine Counties, in southeastern Wisconsin. Traditionally, Sturtevant, one of Racine's suburbs, has been Anarch territory. Former Prince Kharne once ran them out of Sturtevant and took away their territory, but a Camarilla Brujah, Oliver Freigh, secured Sturtevant as his own personal domain under Kharne and moved the Anarchs back in. Since then, the Anarchs have aided the Camarilla against the Sabbat as per the Convention of Thorns, and in doing so negotiated for more territory, recently adding the town of Union Grove (also in Racine County) to their territory. To date, Oliver Freigh remains the Kenosha Camarilla's liaison to the local Anarchs.

Marysville, CA

Minor hub of Anarch presence. Entrenched around known Sabbat territory, the few gangs it has, has managed to steer away the roaming packs for the time being. A word of advice from the local Baron

Pipes "If ya don' wan' no problems, call me. If ya wan' problems with me or those maniacs that call themselves Sabbat, then don' call me. We live rough nights here"

Milwaukee, WI

Milwaukee has an NPC Anarch territory that is held over by an Anarch Ventrue. Like many Anarch domains in the middle of Camarilla strongholds, it is a warzone. The Anarchs aid the gangrel elders of the Anubi in their fight against the Lupines. There is a large motel that everyone is allowed to stay at and its on the outskirts of town. It is considered a "safe house".

Mt. Vernon, IL

Mt Vernon is a nexus for Anarch activity. Elements from all across America are said to cross paths here. This area is a major intersection of Interstate highway travel, so the Anarchs stepped in to take control. The largest contingent is Roger Wachowski's gang, known loosely by their motorcycle gang affiliations. It should be noted that many Baronies sprang from initial discussions and plans of attack that took place here under Roger's influence. Roger is known as an old Brujah who fought in the Revolt.

New Haven, CA

There is a small bar owned by Anarchs in downtown New Haven, called "One Last Shot." They've had Tolerance there since Prince Patron or about a year and a half. There's 3-4 Anarchs residing there these days.

Northern Kentucky

Northern Kentucky's baron is just simply known as Alex of clan Brujah. A place of note in Covington, Kentucky is the bar that he runs that also doubles as an Elysium per current agreement with the Prince of Cincinnati. The bickering between the Anarchs and Cam has finally calmed down and now they watch out for the Rebellion for each other.

Orlando, FL

The greater area of Orlando, FL may have gained its fame from its tourist attractions: Disney World and Universal Studios; however, beneath the shiny veneer, the real city pulses beneath. Over the last several years, Orlando's Anarch populace have successfully banded together to repel a Sabbat invasion, have negotiated several treaties and favor exchanges with the Camarilla, and have protected their borders from internal strife and bickering. Turf wars are common, especially among the outer-bordering areas where militants constantly challenge some of the more established gangs; and each gang and gang-territory has their own unique leadership structure(s). Much like the West Coast original however, vampires stay away from Disneyworld.

Ormond Beach, FL

This suburb of Daytona has only recently gone Anarch; news is sparse regarding specifics.

Saint Charles, MO.

Traditionally in the Saint Louis area the city of Saint Charles has been controlled or at least populated by rising and falling numbers of Anarchs for years. While the local Camarilla population has scoffed at this "claim" by the Anarchs, very rarely have they tested that claim. From biker gangs to roving groups of Clanless & Malkavians to once political juggernauts, Saint Charles has seen almost every form of

Anarch possible. Perhaps not a "Free State," but definitely a sanctum for those seeking to avoid the spotlight of the politics of the Camarilla, Saint Charles has become the home to many an Anarch in the region.

Saint Cloud, MN

Ruled by Grit (NPC), Brujah Biker-gang leader. He and his gang stabilized St. Cloud after a difficult, Sabbat filled, time. Anyone can show up as long as they are willing to take a turn at watching the borders.

Saskatoon, Saskatchewan, Canada

Several years ago, the Camarilla aided the Anarchs in removing the Sabbat from the city, but little has been heard since. It is unclear what the current situation is, though it is assumed to still be held by Anarchs.

Wisconsin Dells, WI

Little is known other than this is an area that the Movement can call home in the midst of Camarilla domains.

Notable Gangs

The Ironhorse Gang (Chapter) Sons of Odin MC

This nefarious band of mercenary anarchs was founded by the einherjar known as Svidi The Ironhorse in the mid 1950's. Initially they mimicked the motorcycle clubs that were sweeping the west coast in this time period. They lived free beholden to no prince or bishop. They rolled through any territory taking whatever they needed to survive, and destroying any who stood in their path. Like the vikings of old they would descend on a target taking what they wanted and fade away as soon as their objective was complete. Soon after the appearance of the Red Star this murderous band decided to settle in central Illinois. The Gang was surrounded by cammarilla domains and decided to fulfill the clause in the Treaty of Thorns wherein they would act as muscle for the cammies in exchange for land. In Illinois Krieger Klien was patched into the Gang, and gained the title "Mother Fuckin".

Krieger brought his own brand of charm to the Gang, and managed to find himself bloodhunted several times through the years. He also modernized the Gang in many ways, and helped them transition from a nomadic biker club into a relatively settled existence. The Gang transformed into a well supplied guerilla force of Sabbat hunters. With Svidi to sell the services and Krieger to manage the supply chain they took the show on the road. They taught their techniques too many Anarchs, and supplied the frontlines with munitions and daylight raiders. Their ranks were swelled by many of the Gangrel who had turned their backs on the Camarilla. At some point Krieger was seen on the East Coast, and established himself amongst the Anarchs in the Midatlantic. The Camarilla also took note, and he was bloodhunted yet again. Through all of the adversity somehow Svidi managed to gain control of Loudon County Virginia, and declared it open ground for all Anarchs, Gangrel, and Brujah.

Song of the Southland

About six years ago the rift between Anarch and Camarilla ran so deep in L.A. that even the Brujah clan was divided. The primogen, Mr. Black, decided to call a rant that included ALL Brujah. A ragtag group from the Anarchs gathered together warily to represent, jokingly taking names from Song of the South. Since then, they've taken prominent roles in Southern California, holding the Anaheim, Santa

Ana, Huntington Beach, West Los Angeles, and South Central baronies at different times. Brer Fox, Brer Bear, Brer Owl, Brer Frog, and Uncle Remus have championed the Movement in California and were highly influential for a time. In recent years, some of the members have become less prominent, Brer Owl leaving the Free States and Brer Bear recently defected to the Camarilla. If not officially, the gang is essentially defunct.

Where Are They Now?

So what are the luminaries of the Free States right now? The following is just a suggestion for players who wish their characters to know a piece of the "big picture." Look for updates on anarch.owbn.net to be posted in the future.

Jeremy MacNeal - in recent months, it has been believed that MacNeal has been in Los Angeles aiding in the resistance against the "Camarilla" invasion of the Free States. It has been difficult to confirm however as any work he has done has been behind the scenes. It has been confirmed that he has been spotted in the Hurricane Coast Free States several times the last few years, perhaps the second incarnation of his great dream.

Salvador Garcia - Salvador and his band of freedom fighters have been most recently been in Brazil, fighting the Camarilla there. He has been linked, inconclusively of course, to a number of bombings, robberies and assassinations. Everytime the agents of the Camarilla begin to close in, he and his gang of guerilla fighters once again vanish into the ghettos and the jungles.

Crispus Attucks - Hard to tie down, Crispus has alternately been linked to wherever Jeremy is, the Hurricane Coast, upstate New York, or parts of the Midwest. Nothing has been conclusively confirmed, though his hulking shadow has been seen almost everywhere Anarchs have been in need across the United States.

Louis Fortier - Something of a recluse anyway, it is believed Fortier rarely leaves Los Angeles, preferring to do his work through ghouls and agents. His newest known associate is John Carter, an expert in computer security.

El Hermandad: Currently the largest and strongest Anarch gang in the free states, it's founder Salvador Garcia has long since left the gang in the capable hands of Gregorio Consuela. For many years Gregorio has practiced an isolationistic policy towards both the Camarilla and other Anarchs. As of late, El Hermandad have become more interested in the politics of the Free States.

Crypt's Sons: The gang, once ruled by Mohammed al-Muthlim, supported the Sabbat attacks upon the Free States. This support resulted in the Anarchs and the Camarilla working together to rid Los Angeles County of the Crypt's Sons. Long thought dead, as of late the gang has started to resurface, apparently with a new leader. The tensions that existed between the Crypt's Sons and El Hermandad are starting to resurface as well.

Who's who in the Movement, amongst the PCs

There is an Anarch Wiki where players can put down information on their Anarch PCs. Anyone who wants to participate in the project can go here: [OWbN Anarch Wiki](#) Read the instructions, and take a perusal of who's there. One can also join the Anarch Rant List, a yahoogroup populated by many of the

more notable PCs in OWBN. Or at least the more vocal ones...

Anarchs & Clans - an OWBN Perspective

Though One World By Night does hew fairly close to the original White Wolf publications in many ways, there are in fact differences between our Organization today and what White Wolf published a number of years ago and not just in terms of territory. One of these differences is Clan. Following is some additional information that newer players may find useful.

Brujah - Possibly even more common than as published, the Brujah are the heart and soul of the Anarch Movement in many ways. And while there are stereotypical thugs and firebrands, this is also perhaps the most diverse grouping within the Movement, breaking all the stereotypes. Perhaps half of all the Anarchs are Brujah. One significant difference is that the Brujah brotherhood does commonly cross sect lines, at least across Camarilla/Anarch; they may argue and shout, but more often than not, they will stand together against common enemies.

Caitiff - Not a 'clan' per se, but these orphans have numbers higher in the Movement than in either the Sabbat or the Camarilla (even if they call themselves 'Panders' in the former). They tend to find themselves treated far more amicably amongst the Movement of every political bent than in the other sects, and often flock to the Anarchs. Actual numbers of Caitiff are lower than they should be however, and more Caitiff are always welcome.

Gangrel - The feral ones are a natural fit for The Movement. Some rejected their Clan returning to the Camarilla, some thought going Independent wasn't the best choice in the first place. Even as Anarchs though, they still retain a fiercely independent streak. Just never assume that a Gangrel outside of the Camarilla is Anarch; there are still many independent Gangrel around. And even the Anarch ones tend to keep an independent streak.

Malkavian - The crazy ones don't lag too far behind in terms of numbers. They aren't that different from their Camarilla cousins in general, and are usually about as feared and misunderstood. Other Anarchs look at the Malkavians with a mix of fear and respect. Respect for the powers they wield and fear for the same exact reason. True pranksters seem to be rare, probably because of the inherent risk and dangers involved, but those that specialize in knowledge or the gathering of knowledge seem to be more common, though they make for terrifying guerilla fighters and 'terrorists.'

Nosferatu - Fairly common within the Anarch Movement, but they seem to be in the background a great deal. Most Anarch Nosferatu seem to specialize in information dealing, perhaps even more so than their Camarilla brethren. That does mean that they aren't always as trusted as the other clans however. The Anarchs tend to be more likely to look past their looks (and smells and whatever) and see their true value, something that many Nosferatu appreciate.

Toreador - The last major grouping within the Movement. Anarch Toreadors tend to be not to different from their Camarilla cousins, though their arts tend to be grimmer, more street, less finesse and "frou frou." Some become similar to the Settites in their dealings, though this isn't overly common. Anarch Toreador do tend to be looked down upon by their Camarilla cousins though, as sort of black sheep and are sometimes excluded from various artistic houses and societies.

The Others - The rest of the Clans just don't have a significant presence within The Movement of OWBN. There are Caitiff (see above), Assamites, and even a rare Ravnos or two, but the rest are almost unheard of. Ventrue and the Followers of Set are extremely rare, but at least they exist. There are no currently known Anarch Lasombra or Tremere, let alone the truly rare Bloodlines.

While there is no R&U restriction on Assamites, Followers of Set or Ventrue, we do recommend that STs set their own restrictions on these clans as members of the Movement, as by book canon and OWBN genre, they are rarer than the 'common six' listed above.