

Dread Names: Red List

Chapter One: History and Tradition

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 mysterious vampires who are reportedly moving against the Camarilla in Brazil.

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 Role of the Traditions

The founders of the Camarilla believe that these laws, in the guise of the Traditions, were created to protect all vampires regardless of Clan or bloodline to varying degrees. 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 always function best when everyone can agree on a base assumption or set of principles on a fundamental, base level.

Enter the six Traditions. Enforced by the Camarilla and never questioned, these laws bind the Kindred together. It is assumed that every vampire, regardless of where he lives or who his sire is, knows what these six Traditions are. As such, the punishment 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, and exactly *how* the Traditions are enforced depend on any number of factors.

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, in some ways, are 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. It's entirely another to understand what she believes or what laws her opponent is forced to obey.

Without the Traditions, many believe, vampires wouldn't survive for very long in this modern era. The Justicars are wise, they say, and knows that these ancient laws protect all Kindred—especially now.

Enforcing the Traditions

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.

Even in today's technology-filled world, Princes are expected to enforce these six ancient Traditions. 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, to 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 result in a blood hunt.

Hunted vampires are typically given until midnight to vacate the Prince's domain—an area that is typically 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.

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

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.

Most vampires understand that breaking a Tradition may result in a blood hunt or some other penalty. They may be neonates or elders, 13th generation or 4th, 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 your 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 world-wide—that this decree is not enough.

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 do so. 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, the 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 it, operates *outside* of the Prince's jurisdiction, a fact that annoys and angers many leaders world-wide. 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 have to 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 threat the Anathema represents. What they fear isn't the fact that most Anathema threaten the stability of the Camarilla world-wide, but that these vampires likely don't operate by themselves. They 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 may 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. In many ways, 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. 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. Each Anathema is a powerfully cunning and dangerous being, capable of tearing a city apart and able to destroy a few foolish neonates who decide to go after her.

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 Anathema that wound up on the Red List for political reasons, like Germaine, wind up proving the Justicars were right to put their names on the list eventually.

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 may 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 was 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 level threat that needs to be eliminated. Still, that doesn't stop many Kindred from seeing a connection where none typically exists. 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.

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. 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, the blood hunt was the responsibility of a sire to track down and eliminate her childe by order of the Prince of a domain. It was a way to earn favor with the Prince, to make amends for a wayward childe by taking care of the problem, and to prove one's loyalty to the Camarilla. 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 “a person or thing accursed or consigned to damnation or destruction” to the entire sect. The 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 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 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, but for the most part the Justicars have 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 scattered all over Europe, and primarily consisted of Assamites like Tariq, the Fiends, and Lasombra. 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 because of her role and rank. Following her nomination, her threat level increased—especially after she successfully hunted and killed an Assamite *antitribu* named Rafi ibn Najam and rejoined the Camarilla to claim her Trophy.

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

THIS IS SUPPOSED TO BE AN ARTIFACT ON PARCHMENT

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, Anachriss of Clan Nosferatu, Lenore Braundice of Clan Toreador, Holtz of Clan Tremere, and Democritus of Clan Ventrue

Over time, the Red List was proven to be so effective that some Justicars believed the elimination of key Anathema helped secure the peace. 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.

THIS IS MEANT TO BE A LETTER FROM A JUSTICAR TO A CLAN REPRESENTATIVE ON STATIONERY. ART DECO WOULD BE AN

APPROPRIATE THEME. A JUSTICAR'S SEAL WOULD ALSO BE APPROPRIATE HERE.

September 20, 1922

Dear 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 Clan Nosferatu have uncovered a great many troubling details about 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 Malkavian who spouts off cryptic poems about the Book of Nod in an opium den is nowhere near as dangerous as a Sabbat inquisitor.

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

Nastasio, Ventrue Justicar

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. The Inner Circle hoped that the Sabbat would never stabilize, but began to see the signs that their enemies were becoming more organized. Between the establishment of the Code of Milan in 1933 and the third Sabbat War in the 1950s, both the Justicars and the Inner Circle felt that it was time to change tactics, especially since certain Anathema had not been sighted for decades.

Modern Era

DEVELOPER’S NOTE: THIS IS THE LAST SECTION TO BE FORMALIZED IN THIS BOOK, FOR THIS ENTRY WILL TIE ALL OF THE PIECES—CHARACTERS, NAMES AND LOCATIONS—TOGETHER INTO A BROADER NARRATIVE. BEGINNING FROM THE 20TH CENTURY FORWARD. 4K TO 5K.

Naming the Accursed

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.

DEVELOPER’S NOTE: THIS IS A PLACEHOLDER FOR A LETTER WRITTEN BY PETRODON RECOMMENDING THAT DYLAN BE PUT ON THE LIST. (FROM VAMPIRE REVISED.) 350 WORDS.

The conclave is typically attended by members of the Inner Circle, 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 day 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.

THIS SIDEBAR CAN EITHER BE PLACED NEAR KINDRED’S MOST WANTED OR EARLIER NEAR THE BLOOD HUNT HEADER. WHEREVER IT FITS!

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 vampires
- 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 death.
- the target is called an “Anathema”

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 higher 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.

THIS IS MEANT TO LOOK LIKE A HANDWRITTEN OR TYPED LETTER. IT’S FROM A JUSTICAR TO A CONCERNED KINDRED.

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 more of a threat than Melinda is.

Should Swift's actions continue, in five or ten years he could be as dangerous as Tariq or even Petaniqua. Swift's rank was not a 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

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 Aisha 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 Council'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 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.

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 her 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 Younger 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, like 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 Cartwright 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 Tradition, 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 when necessary. 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.

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 higher 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
- Manage the Trophy Clans

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.

The Role of the Red Ordeal

Justicars may decide not to punish transgressors and, instead, may 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. For example, a Justicar might give the command that the vampire has to try and withstand a new ritual, or be used as a testing ground for new Alastors. Like punishments, red ordeals are determined by how that vampire can best aid that Anathema’s hunt.

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 crimes 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.

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 the 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

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 time an Anathema is spotted in Camarilla-held territory. Others may recommend the later generations 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 the later generations 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 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.

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.

While becoming an Alastor is prestigious in the eyes of the Camarilla, there are some Kindred who do not want the Mark. Most Kindred suspect that any vampire who manages to destroy an Anathema on their own will be recruited immediately. As such, it's commonly believed that Camarilla members would rather know who the Alastors are (and where they might be hunting) than remain in the dark.

Though new Alastors are presented during a second conclave, the individual Alastor may only be required to show herself before the Justicars, Archons, and Prince in a specific domain. The most common way for an Alastor to identify himself is to display the tattoo given to Alastors, known as the Mark—but there are many Alastors who feel that obscuring their role enhances their ability to investigate or hunt down Camarilla members who have either knowingly or unwittingly fallen prey to an Anathema's influence. Others wear the Mark openly as a badge of honor and feel there is no task more admirable than to bring down the Anathema. To them, their loyalty to the Camarilla is a great sacrifice that should inspire all Kindred to keep the Traditions.

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 composed of those few Kindred who have managed to destroy one of the five highest-ranked Anathema—and survived. Red Alastors are rumored to possess even greater authority and power than regular Alastors. To date, no one has been able to confirm whether or not this is true or even if the Red Alastors exist, for the Justicars tend to present Alastors in a similar fashion during the conclave. What happens after they are named, however, is open to debate, rumor, and gossip—until they accept their Trophy.

Temporary Truces

To most Kindred, the Anathema are the stuff of urban legends, powerful myths that grow each year they walk free. 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 Maria Santos, 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 not knowing if or how or why they were condemned to the List. For example, a mummy might pick up Keminitiri's trail or a mage could set her sights on getting close to Karen Anotos—simply because they tend to stand out more than other vampires who carefully protect and honor the Masquerade. 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 to be 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 a better 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 1654—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, 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 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.

THIS SIDEBAR RELATES TO THE MARK OF THE TROPHY SECTION ABOVE.

A Thaumaturgical Sign

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.

Archons and vampires 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 Archon 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 is supernatural in nature.

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. Too, many of these rewards, like the granting of Domain, require the cooperation between the Princes and the Trophy Clan in order to avoid grave political missteps. Though most matters pertaining to the Red List are outside of the Prince's jurisdiction, their involvement shouldn't be overlooked. The Justicars are well aware of these nuances. 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 Gangrels—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.