

Gangrel Clan Guide

MES Cam/Anarch Chronicle

This document is intended to offer supporting information; please read the Gangrel Clanbooks (original and Revised) for detailed information regarding this clan in Vampire: The Masquerade.

Of all the clans of the Camarilla, the Gangrel are in many ways the most enigmatic. Wanderers, loners and individualists, they are nevertheless a founding pillar of the sect, and one of its staunchest defenders.

Archetypes: Viking warriors, primitivists, survivalists, scouts, urban predators, animalistic shaman, people from Greek, Mongolian, Native American or Mesopotamian cultures, travelers.

Gangrel as a Global Clan.

The culture of the Gangrel clan seems, at first, to be loosely organized and not particularly hierarchical. However, looks can be deceiving. Like any family of wolves, the Gangrel have a sense of who is 'more powerful' and who is 'less powerful, although such distinctions do not always fall along the lines of relative generation or age. There is no such thing as 'Gangrel Clan Status,' but there is a deep sense of pride in one's accomplishments, which leads to the establishment of short-term pecking orders.

Gangrel will gather before most gatherings of at least national significance as well as at moments of significance for the clan. These events consist of sharing stories and trying to earn one another's respect. These gatherings are called 'althings'. The Gangrel who has performed the most courageous deeds, accomplished significant tasks, or who have done well in informal combats or trials at the althing is chosen by clan vote to be the clan's speaker for the term of the larger gathering. This individual is called the 'Alpha,' and can make decisions for the clan. After that gathering is finished, the respect and 'rank' fades away, until the next althing determines a new set of 'Alpha' for the assembled clan.

Because this amorphous system means the clan's leadership is prone to change often (in the eyes of other clans), the Gangrel have acquiesced to appointing a Myrmidon and a Clan Head. These two positions are considered the 'point-of-contact' for the clan, and empowered to make decisions where the Camarilla is concerned. These two prestigious positions are spokesmen, wardens, and watchers, ensuring that the Clan Gangrel's position within the Camarilla is secure, but not given arbitrary command. Like all positions of power in the Gangrel, these positions are maintained through continual action; if the title holder is weak, compromised or not accomplishing the clan's goals, they will be challenged.

Challenges

The Gangrel are not so much 'organized' as they are 'stable.' An unofficial hierarchy of respect keeps them together, but when two Gangrel have a contention, it can get bloody. These challenges do not have to be formal or physically combative, but they can be dangerous; dangerous enough to cause serious damage or even final death to one or both Gangrel involved. These conflicts are resolved when someone backs down, or when one combatant shows clear dominance over the other.

It is uncommon for a Gangrel to take interest in a city's government, but when a Gangrel does claim a permanent position, he or she has staked out their territory. Other Gangrel have the right to question that individual's ability, and to challenge their fitness to lead. This usually happens only when the challenging Gangrel is willing to immediately take over the position; Gangrel do not believe in 'championing' or in removing a leader if you aren't willing to step up and do the job yourself.

When a formal challenge for a position is offered, it is a matter of honor to accept. Those who do not accept risk being considered cowardly. Such a Gangrel cannot hold the position of Alpha at any gathering for a year and a day. If accepted, an older Gangrel - usually a member of the *Angarren* is chosen to set the style of fight in which the two must conflict.

Factions

A Gangrel cannot be a member of more than one faction.

The Watch

Members of the Watch are a tight-knit organization of like-minded Gangrel, who communicate regularly and keep quiet tabs on their own clan. The Watch root out 'evil' among the clan; Infernalism, dark compacts, non-Camarilla clans, and Gehenna heresy, to name a few. Similar to mortal Internal Affairs agents, these Gangrel are always on the lookout for signs that another Gangrel has become compromised by dark forces, and are willing to lie, cheat and spy in order to discover the truth. These Gangrel see themselves as guardians of the clan, protecting it from infiltration and corruption — of all kinds. The Watch are incredibly loyal to the Camarilla, and see influences outside the sect's walls as dangerous and possibly infernal - especially Ravnos, who, despite their protestations, have been proven to be untrustworthy, vice-mongering opportunists without honor. The Watch guards the Camarilla from these agents, and especially, protects their clan from such associations.

A Gangrel joins the Watch by proving their worth to the other members, and then formally asking for inclusion. If their deed is great enough (and their Camarilla loyalty unquestioned), they will quickly be accepted by the rest of the Watch.

The Watch has some concern about the Angarren, whom they see as toying with things not meant to be known, but they appreciate the lorekeepers' dedication to the ancient ways and traditions. The Virkaar are treated with less respect; members of the Watch generally see that group as a vestigial throwback to the ancient days, better to be left behind in favor of the new world order: the Camarilla.

Angarren

Their name taken from the Norse word for 'trouble-finders,' the Angarren are a group of Gangrel who seek knowledge, stories, and lore world-wide, wishing increasing the clan's litany of tales. They roam the world over, bringing new information and retelling the ancient tales so young Gangrel can learn the ways of the Clan.

The Angarren are scholars, occasionally pushing the limits of the clan's tolerance in their quest for forbidden or lost knowledge. Yet most are impenetrably loyal to the clan - beyond personal loyalties, sect loyalties, or even lineage. The Angarren see their task as critical to the clan's future. Better that a loremaster survive, carrying the hopes, dreams, and collected history of the Gangrel, than that some personal goal is fulfilled (or a loved one brought to safety). Those who master the ways of the Angarren are seen with great respect by the clan, and by their faction, and are often asked to speak wisdom at althings or when conflict arises. However, this respect often makes the Angarren judgmental, and vicious to those who attempt to eclipse their tales and legends. They do not like to be interrupted, nor to be told that they are wrong where lore or legends are concerned.

Members of the Angarren pride themselves on their lore, and their wisdom. They judge one another by these things, as well, and those who act intemperately - or worse, who risk knowledge! - are shunned until they make amends. Further, any gangrel who spreads incorrect legends or twisted knowledge is shunned, or even punished for trying to trick the clan. This shunning involves not sharing new information, and not

allowing the shunned individual to speak publicly until they have done penance for their crime - an act which always means bettering the clan in some way.

The Angarren feel the Virkaar are honorable, but a dying breed, and find the Watch to be little better than mortal Inquisitors targeting knowledge in an attempt to keep society blind and passive. They treat both with outward respect, but work dedicatedly to undermine the Watch and preserve the Virkaar.

Virkaar

Membership in this group is both an accolade and a responsibility. The *virkaar* are the fiercest warriors in the clan. A single deed can elevate a Gangrel to the accolade of *virkaar*, provided that deed is brave, public, and shows their fighting prowess. When someone has reached this pinnacle, the *virkaar* invite them to join the order (it is considered exceptionally bad form to *ask* to join). They prize valor, individual acts of heroism and courage, and personal strength or cunning in a warrior far more than they do 'handicaps' such as weapons, technology, or group tactics.

Virkaar are not simply the clan's best solo fighters, they are also individuals who ensure that the rest of the clan lives up to a standard of honor and toughness. Gangrel that they find to be failing in either duty are harassed, provoked, and if they continue to fall short, eventually put down. Sick or weak wolves must not be allowed to slow the pack. They look on this task as their sacred duty, and woe be to anyone who gets in their way if they are attempting to cull someone from the clan.

The Virkaar tend to be single-minded, and some are fanatic; more than a few are old Gangrel who are mightily set in their ways. Even the younger Gangrel in this faction tend to be hardcore; they realize that the world is not a gentle place, and for the Gangrel Clan to survive and prosper, it must be strong. Even young members of the Virkaar tend to disdain modern weaponry in favor of their claws and cunning. This is not because they are bestial, nor because they do not see the worth in such technology. It is because they feel they are above it, and that such items as GPS, rifles, explosives or other fighting aides' cause a hunter to become weak and soft.

Members of the faction tend to have an on-again-off-again relationship with the Angarren. They see the lorekeepers as necessary fundamentals, carrying the old stories and educating the young - but they also dislike and disdain new tales, and modern ways, and disagree with those Angarren who try to insert such things into the legends of the Clan. They also see the Angarren fleeing fights (surviving to ensure the continuance of knowledge, say the Angarren), and this enrages the Virkaar.

The faction tends to feel that the Watch are underhanded weasels looking to tear down men and women of honor, too reliant on politics, and too far enslaved to the Camarilla. These are dogs on leashes, not wolves; They understand the Watch's purpose to destroy evil and respect that, but needless to say, the *virkaar* do not trust the other factions any farther than they could spit one's bones.

Major NPCs

Harbard, 6th (leader of the Watch) — Leader of German Gangrels; Harbard lost his eye in a fight against an infernalist that had infiltrated the clan in the 1200s. Upon destroying that monster, he founded the Watch, and has been a vigilant investigator, ever watchful for evil within the clan. He lives in the Black Forest.
[Cb-Ga]

Rhun of Tintagel, 6th — Embraced sometime before 550 AD, Rhun is Sire to Art Morgan and Xaviar d'Calais. Rhun is a sturdy Welshman with a good head for business and a keen sense of wit often watching over his childe, Xaviar. Rumors say he was in love with Madame Guil prior to her addition to the Red List. He

is a member of the *virkaar*. [DCbN] [CotN]

Inyanga, 6th — Inyanga's origin is in Africa, but she has acclimated relatively well to the modern world, and former resident of Chicago. Although she is a member of the Camarilla in name, her loyalties are clearly to herself. She is known to have made bitter enemies among the Mallkavian clan. [CbN2,pp84-86] [CbR-Ga]

Kolakas, 5th – An ancient Greek Gangrel, his embrace date is unknown, but approximated at 330 BC (he is one of the oldest vampires currently awake). His understanding of the modern world is tenuous at best, and he relies heavily on Murcia. [Created for our chronicle.]

Karsh, 5th – Once and possibly still, Warlord of the Camarilla, Karsh exited the conclave of 1959 in a fit of rage, and has not made a public appearance since that night.

Della Croix, 10th (Steward) — Della Croix was embraced at the end of the US Civil War, in the Deep South. She does not know, nor care, who her Sire was; she was independent as a mortal, and she is three times as independent as a vampire. She has a good head for business and isn't afraid to speak her mind, but some of her beliefs (particularly those about the color of a person's skin) are a bit outdated. Regardless, she has been a good Steward for the Gangrel, straddling the line between static Elders and fractious Neonates and ensuring that the clan remains a strong pillar of the Camarilla. Her cunning and courage has allowed her to claim the position of Steward, despite her age and high generation, as she has been able to singlehandedly earn the loyalty of many different groups and factions within the clan. [Created for our chronicle.]