

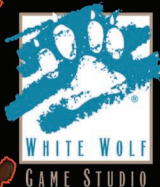
# Archons & Templars

## vanguards of the great sects

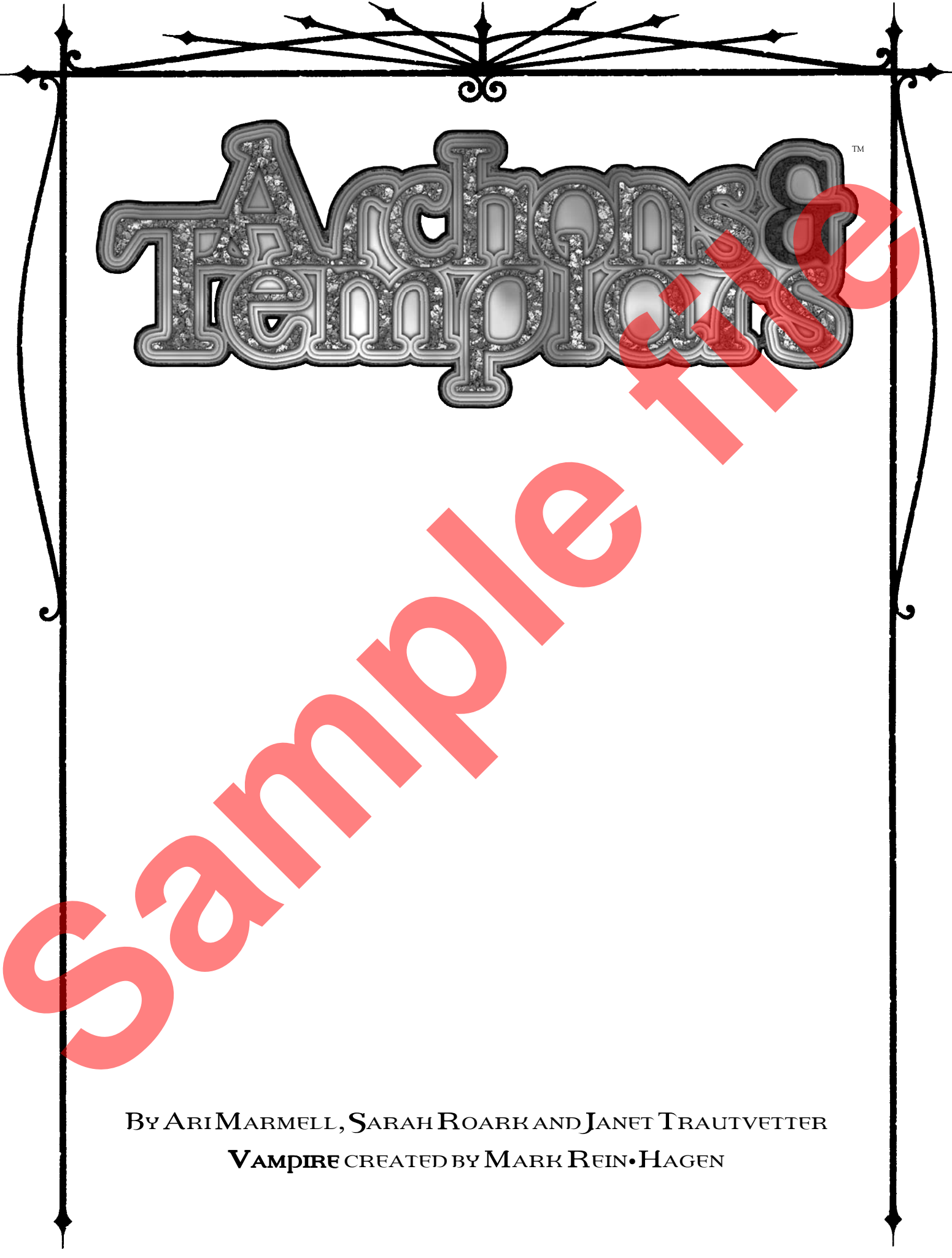
Titles among the Damned aren't always primogen and prisci. Somebody has to do the dirty work. From fighting Lupines to hunting rogue Cainites, from enforcing the Traditions to leading a crusade, a few bold vampires step to the head of the charge. Those vampires are the unsung champions of the night.

## Archons & Templars includes:

- A chance to play high-status characters from both of the prominent sects
- New powers and tactics used by the elite guardians of the Kindred
- A device on creating a chronicle exclusively about one sect's champions







# Archons Temples<sup>TM</sup>

BY ARI MARMELL, SARAH ROARK AND JANET TRAUTVETTER  
VAMPIRE CREATED BY MARK REIN•HAGEN

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## OVERHEARD

I would cancel all my business trips if we could find the dwarven citadel.

— Chad Brown

Was that a giant cat? There were people inside.

— Rebecca Schaefer

I do not know zee meaning of zee word “eraser”!

— Mike Chaney

I just remembered that monkey that can run 40 miles per hour.

— Justin Achilli

## CORRECTION

Due to deadlines, an Additional Material credit for Vis Sierra was omitted from **New York by Night**. In recognition, we credit those contributions here and in future printings of that book.



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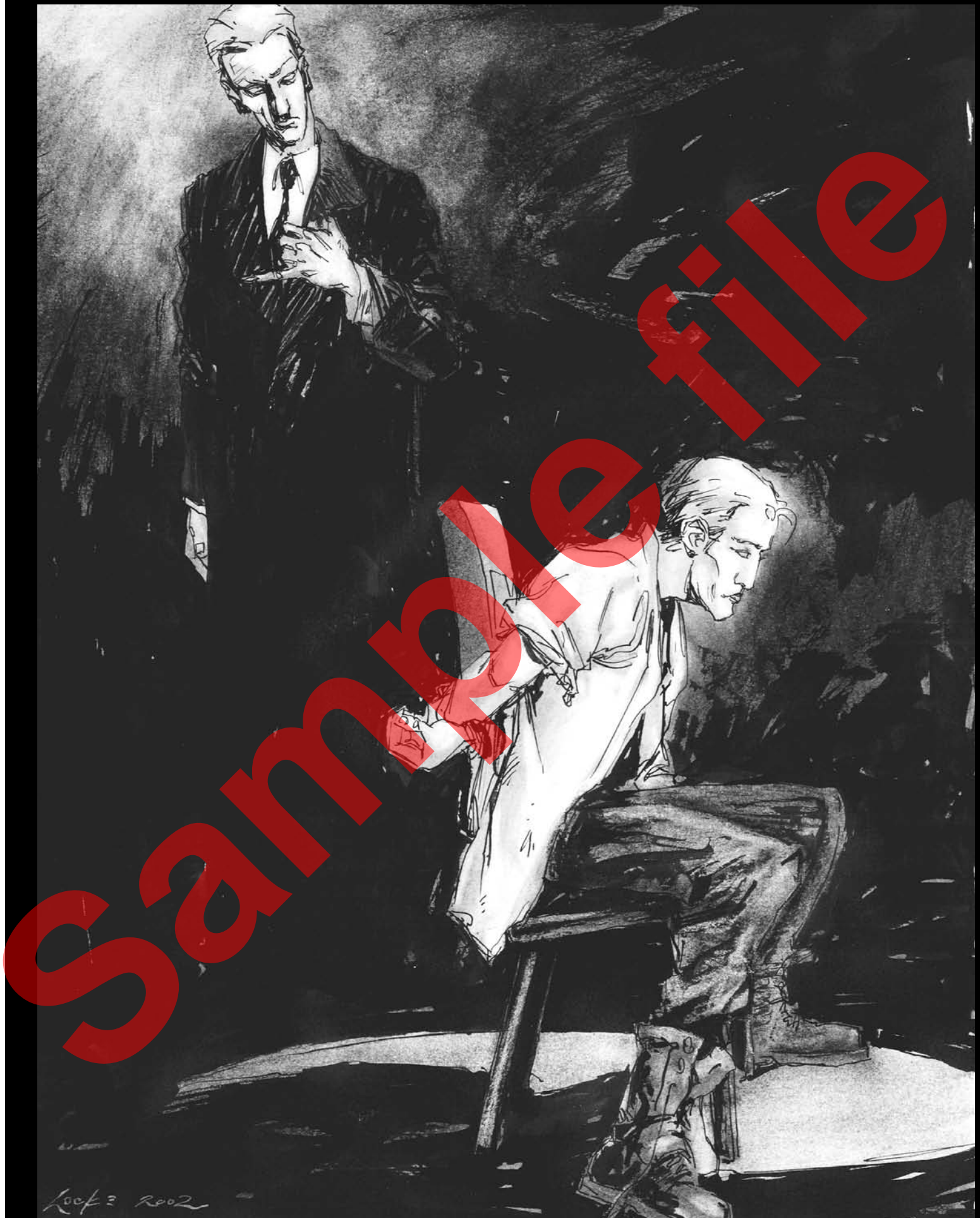
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# Andromeda's Temples<sup>TM</sup>

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# CHAPTER ONE: THE NOBLE CAUSE

*Diplomacy has rarely been able to gain at the conference table what cannot be gained or held on the battlefield.*  
— General Walter Bedell Smith

Partial transcript of a briefing given to new recruits by Archon Kirsten Bellamy of Clan Toreador; handwritten comments added after the fact by Archon Zachariah Shale of Clan Tremere

It should go without saying, when viewed through both the lens of history and of modern affairs, that the Camarilla stands preeminent as the single most successful, and most vital, social construct of Kindred society. Without the sect, its laws, its procedures and above all its Masquerade, we would have long since been destroyed by either the endless mortal masses or rogue elements within our own ranks.

It should, but it doesn't. Despite all demands of common sense and sanity, Kindred still exist who wish to see the Camarilla torn down.

Violence is the last refuge of the desperate, but the modern nights surely hold enough desperation to account for a great deal of violence. We, the Camarilla,

therefore find ourselves in need of force with which to counter the force of others. Police and bodyguards; soldiers and assassins; detectives and spies; judge, jury and all too often executioner.

Mortal nations burden their governments and bureaucracies with dozens of agencies designed to fulfill these needs, from the CIA and NSA to the FBI and local police to trillion-dollar-budget armed forces. We, of course, aren't kine, and we don't govern the way they do. We do not govern at all. The Camarilla wisely simplifies matters. What use is a muddled collection of such organizations when one will suffice? Almost from its earliest nights, the Ivory Tower has laid the honor of such duties upon the archons.

More so even than the justicars to whom we swear allegiance, we archons represent the true might of the Camarilla. We spend most of our time in the field,