

# THE SPEAR OF DEVA

## THE ACCOUNT OF NATHAN KENT



*Compiled by: Graf Orlock  
Property of the Camarilla  
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## FORWARD



We all have a destiny. Some never realize it while others simply dwell in the shadows of obscurity. In fact, the majority of the population probably fall into the latter category. They blindly rub shoulders with some of the most powerful beings to have ever existed. The darkness hides them. World events confuse them. Kings fall and countries crumble. But the Kindred remain. Since the time of the first city, the beginning of history really, Kindred have been the secret movers and shakers of humanity; guiding world events in a carefully crafted manner.

Why is this particular accounting important? It is important because my *purpose* is to keep a record of the most influential Kindred to have ever walked the Earth. I have kept a running tab and chronicle for so many Kindred over the years. Our history is not human history. What Kine believe to be their reality is in fact often shaped by our hand. And some of those hands shape the world more than others.

As is with all accounts, this is a living (undead) document that is updated when more information comes to light or the passage of time requires a new entry or addition.

I have documented 49 Kindred over the last 200 years. My chronicles sit comfortably in the library of the Camarilla. These accounts tell of the true nature and events that have occurred over the last several hundred(s), or even more, years. I have, to my knowledge, made great steps to record the accuracy of these “biographies”. These include personal interviews and painstakingly long research into some of the most powerful and influential Kindred to have ever existed.

We live in a *World of Darkness* and many seem to think we are all damned. I can tell you that I have been made aware of many events which have pushed me into believing that conclusion as well. But every once and a while, I encounter Kindred that do not fit neatly into that category. Sometimes, just sometimes, a Kindred comes along that is the antithesis of what we believe.

And I was never more surprised and impressed while writing **this** account!

I had first met Nathan Kent when he visited New York in 1895. I was struggling against the Kindred in that city as they had, as usual, decided to cast down upon my clan, relegating us to the deepest sewers of that city. The Nosferatu of New York, at that time, were on a path of destruction. Rebel Kindred (Sabbat) had already taken power in many areas and the fall of the city was on the horizon. I was shunned by all-except *Nathan Kent*.

Kent took me under his wing and provided me a warm, dry home where he encouraged me to pursue my writing and research. In 1897, I followed Kent West to California, where I remained by his side, secretly, for the next 100 years. It was there that I chronicled his unlife.

The Prince also introduced me to a valiant Nosferatu named Vanguard when we finally made it to San Francisco. Kent and Vanguard had met some 200 years before and had established a friendship over that time, often corresponding with one another despite the distances they had from one another.

The account of Nathan Kent that you hold in your hands is of a Kindred neither good nor evil. I have come to know him more as a *force of nature*. Enigmatic. Powerful. Conflicted. Intelligent. Honorable. Loyal. Ruthless. And extremely dangerous. These are just some of the words that describe him. What is known is that being his ally has tremendous benefits. Being his enemy is to certainly court final death.

With that, I introduce you to Nathan Kent-The Spear of Deva.

Pax Noctunus,

*Graf Orlock*

*Note: I will use the name Valkrane (Androzani) and Nathan (Kent) interchangeably throughout this document. They denote the same person.*

**THE BEGINNING**

Of all the Princes of the Camarilla, few are able to match the legendary status of *Nathan Kent*. While known by many names over the last half a millennium, *Nathan Kent* is what most modern kindred know him by. Born **Valkrane Androzani** in 1435 in the town of Deva, Hunedoara, Romania, he was the only child of *Dorin and Alina Androzani*. As a child, Valkrane was an aloof yet smart boy, often playing with his “imaginary friends” in the nearby forests. Valkrane was teased as a young child as he was head and shoulders taller than boys his same age. Valkrane’s mother said “it was a sign from God” that her son was so big and powerful. She told the young boy that he was “destined to extinguish a great evil in the world.”

Valkrane’s father Dorin was a blacksmith in the town of Deva, often making weapons and tools for the local inhabitants. Alina, his mother, was an accomplished tapestry maker.

As Valkrane grew older, he realized that his size and strength afforded him the ability to outwork and outlift anyone in his town. At the age of 15, Valkrane was already 6’3” 220 lbs, making him respected and feared among his fellow citizens. He took to stonemasonry as a teenager and appeared to excel in creating both statues and buildings, often carrying several thousands of pounds each day. This work afforded Valkrane a physique so rare that he was often referred to as a god of Olympus.



In 1452, at the age of 17, Valkrane was commissioned to help repair and build onto the Fortress of Deva, the castle that stood upon the tallest hill within the city. Valkrane had already been working as a stonemason for 3 years and was even accomplished at that age.

The area’s ruler, **Mercurius of Transylvania**, made the Fortress his home and had been ruling over the area since 1430. Mercurius, also known as **Merkur the Resolute**, was a mysterious and powerful man who saw much of himself in the young Valkrane.

<<<Valkrane Androzani, aged 21, pictured left.



Mercurius (pictured left) was a giant of a man, standing even taller than even the massive Valkrane (who was now 6'6" and 260 lbs).

Mercurius watched Valkrane haul and outwork every other stonemason on the Deva project for years. In 1455, the restoration and additions to Deva Fortress were complete. Valkrane had been made the lead architect (or **Staroste**, head of the Guild) of the project by its end, he had created an incredible castle, complete with every "modern" design at the time. It is rumoured to be one of the safest places on Earth and only Valkrane and Merkur knew all its secrets.

Valkrane continued to work on royal projects for the next 3 years for Mercurius.

As a reward for Valkrane's service, Mercurius commissioned scholars from across Europe to visit his court, giving Valkrane a taste of numerous academic disciplines. By 1458, Valkrane was fluent in 5 languages and had learned philosophy, military strategy and many more arts from Mercurius's generosity. Valkrane was exposed to numerous cultures and experiences which allowed him to grow into a confident and fair man.



Fortress of Deva

## THE DRAGON AND THE SPEAR

In 1460, the Ottoman army was pushing into the lands of Transylvania, threatening the country and the church. Uneasy alliances were in place between the Kingdom of Hungary to the North and at times, the Ottomans to the South. Mercurius commissioned Valkrane to create a strategy to help protect his homeland from all enemies, domestic or foreign. As such, Valkrane made his way 200 miles West towards Rasnov, Wallachia, the home of **Voivode Vlad Dracula**. The Voivode had great victories against all his enemies and Valkrane made the journey to discover what he could.

Valkrane spent 2 years with Prince Dracula (pictured right with Valkrane) and each offered one another new insights and knowledge. It is said that the two became friends and created a pact called the "Balauri Sulita" or the Dragon Spear Accord. It is unknown the exact content of this treatise but some bond was formed to be sure.

In 1462, Valkrane made his way back to his homeland of Deva and reported back to Mercurius about his findings. Mercurius was so impressed by Valkrane's presentation, that he awarded him the title of **Spatar, keeper of the sword (Captain of the Army)**.

Although Valkrane had no direct military experience, he was observant and masterful in his tactics. In the summer of 1462, Valkrane would get his first taste of combat and blood.



## THE BATTLE OF DEVA 1462



*Valkrane learned the impaling techniques from Vlad Dracula.*

On June 3 1462, Mercurius received a message from one of his spies that the Turks were advancing from the South with an Army of 40 000 men and had set their sights on both Vlad's territory as well

as Mercurius' homeland. At this time, Vlad was defeated (Betrayed) in Wallachia and then captured and imprisoned by the King of Hungry.

Meanwhile, the Sultan Mehmed II, advanced on Deva. However, the Sultan underestimated the military prowess of the Deva kingdom and what follows was a long-drawn-out conflict that lasted over 4 months. Valkrane won numerous battles in and around Deva, inflicting heavy casualties to the Sultan's army. Valkrane became known as the **Spear of Deva** and his battle tactics and his ferocity became legendary in the region.

At one point during the campaign, Valkrane had fought for 3 days straight, killing over two hundred Turks by his hand alone. Valkrane then proceeded to impale and leave the bodies on spikes so his enemies could see what type of enemy they were facing.

After those long months, the Turks retreated, unable to conquer the Deva Region. In 1463, Valkrane was made the General of the Army of Deva, commanding a force of 10 000 men.

In 1465, rumours begin to circulate about the failing health of Mercurius, who had ruled over the region for nearly 40 years. Having no heir, Mercurius officially adopted Valkrane and named him the Heir (Voivode) to the Throne of Deva. The population of Deva and the surrounding area rejoiced and Valkrane became the ruler on January 8 1466 when Mercurius died of old age.

Mercurius last words were *"I am tired my dear son. My life has been long and full of many adventures. It's time to rest. I am proud of you."* Mercurius was buried in a tomb within the gates of the Fortress of Deva.

### THE AGE OF THE SPEAR (1466-1479)



Valkrane ruled his region from the Fortress of Deva for many years and was instrumental in defeating the Ottoman Turks who tried several times to push into his kingdom. Valkrane became acutely aware of the political maneuverings of the Hungarian King and other forces outside his realm

flourished and its ruler continued to travel and learn more about the European nations around him.

Voivode Valkrane continued to build and add onto the Fortress of Deva, making it one of the most impressive castles in Eastern Europe. Deva

In 1479, the King of Hungary (Matthias Corvinus) called upon Valkrane to assist him at the Battle of Breadfield (Oct 13 1479), the most tremendous conflict in Transylvania up to that time. Valkrane set out with his special forces unit of 3000 men and joined the 15 000 Hungarians in battle against the 50 000 advancing Turks). Valkrane left his remaining soldiers to defend his homeland as he was wary of leaving it undefended during his absence.

The Hungarian army, with the help of Valkrane, defeated a highly superior Ottoman army, inflicting terrible casualties to them. The Deva forces alone were said to have accounted for the death of at least 30% of the Turk forces.



## THE BETRAYAL OF PAL KINIZSI

King Corvinus, while happy with the outcome of the battle, did not trust the ever-popular Valkrane. The Hungarian people saw Valkrane as the type of King they wished they had. Even as the Battle of Bradfield was taking place, The King had his top general, Pal Kinizsi, formulate a plan to depose the Voivode of Deva.

Kinizsi was a Hungarian General (*pictured right*) of great renown who is one of the few Generals in history reputedly to have never lost a battle. He was also a century old Lasombra anarch member who revelled in chaos and death. Kinizsi always had disdain for the Deva region but was never able to topple Valkrane's mentor, Mercurius. It was always rumoured that Kinizsi never lost a battle because he never engaged in battles where he thought he could lose. He knew that Mercurius was well entrenched in Deva and waited for his death to enact his plan to attack the region.



Valkrane had returned home in early November of 1479 only to find out that spies had infiltrated his court. On November 13 1479, Valkrane was attacked by 10 assassins while paying homage at the tomb of Mercurius. The ensuing carnage became legendary in Deva.

Kinizsi's assassins shot Valkrane with arrows before descending upon him with their swords and daggers. Valkrane managed to kill 4 of the highly trained men and reportedly did so by grabbing one assailant and embracing him so tightly that the arrows that had penetrated his flesh, imbedded into his foe and killed him.

Exhausted from the Battle of Breadfield, his lengthy travel and being ambushed upon his return, Valkrane was unable to defeat the assassins. But destiny for the Spear of Deva had other plans.

## THE EMBRACE: NOVEMBER 13 1479

The assassination attempt of Valkrane was not a quick affair. It has been said that Valkrane fought off his killers for nearly 20 minutes, alone, at the tomb of Mercurius. The blood from the carnage soaked the ground and the ravens gathered nearby.



Mortally wounded, Valkrane fell to his knees and his killers closed in. But they were not destined to end Valkrane's life. That would be left up to his sire, Merkur the Resolute.

Merkur (Mercurius) was in fact an ancient vampire who had settled in the Deva region in the 1420s. Merkur had wandered the world for a thousand years before settling in the Deva Region. Merkur's "death" in 1466 was actually his desire to enter torpor and rest so he could gain back some of the strength he had lost over the years of walking the Earth.

The blood of Valkrane's enemies soaked the floor and made its way into the casket of Merkur. The blood, fresh and powerful, awakened the Methuselah, and he emerged from his 13-year slumber.

Merkur arose from his tomb and quickly killed the assassins. Noting that Valkrane was mortally wounded, Merkur decided to embrace Valkrane, turning him into a vampire on November 13 1479.

## LEAVING DEVA: THE WORLD AWAITS

Infused with the blood of a powerful Methuselah, Valkrane had a choice-remain in the region or “fake his death” and move on. After discussing with Merkur, Valkrane decided to leave Deva and roam Europe to learn more about his Kindred un-life. Merkur remained in Deva, in his tomb, and used his powerful disciplines to keep Deva safe from outsiders.

Before Valkrane departed, Merkur said “*Regere Sanguine Regere in Veritatem est.*” (To rule in blood is to rule truth)-Venture motto. Merkur further told Valkrane to go forth, gather wealth and power and then, and only then, exact revenge on Kinizsi when Valkrane was strong enough.

Valkrane travelled extensively, visiting every country he could over the next 250 years, often changing his name to keep hidden from the prying eyes of mortals. Valkrane spent extended periods of time living in Rome, Paris, London, Madrid, Vienna, Venice, Bucharest, Kiev, and Constantinople to name a few. He began to invest and gather wealth over that time as well.

Valkrane went by many names over those years including Sulitza Bolov (meaning Spear), Castille Constantine, Felix Golden, John Steakley and of course, Nathan Kent.



## THE FOUNDING OF THE CAMARILLA: 1486

Valkrane made his way West to Venice and was present at the formation of the Camarilla. As a neonate, Valkrane observed the machinations of the powerful elders of the clans. Valkrane was also noted the leadership of the Venture clan, who came up with the idea of the Camarilla and a formation of the Masquerade.

This meeting left a lasting impression with the young vampire and it has been rumored that Valkrane made many allies during his time at the meeting. The original members of the inner circle were:

- Adana de Sforza (Brujah)
- Milov Petrenkov (Gangrel)
- Camilla Banes (Malkavian)
- Josef von Bauren (Nosferatu)
- Rafael de Corazón (Toreador)
- Mistress Fanchon (Tremere)
- Hardestadt (Ventrue)



## THE CONVENTION OF THORNS: OCTOBER 18-23 1493

The Convention of Thorns was a peace agreement between leaders of the Camarilla, the Anarchs and the Assamite clan made on October 23, 1493. It marked the end of open conflict between the three groups, and more specifically an end to the first Anarch Revolt. While the Anarchs accepted the agreement, (reluctantly) the Assamites did not and the Tremere began to work on their curse against the Assamites, who would eventually be subjected to the Curse from the Tremere, which made the blood of Camarilla Kindred poisonous to them (Treaty of Tyre 1522).

The convention set up the authority of the Camarilla, through its Justicars, Archons, and Traditions. It also laid the foundation for the core clans which comprise it. The clans of the Founders become the seven clans of the Camarilla, though it is said that the Setites were invited as well and turned the offer down. It is rumored that Raphael de Corazon was upset by this. Founder Camilla Banes argued for the inclusion of the Cappadocians in the Camarilla, but was overruled by other members of the Malkavian clan. By the actions of the Anarchs who refused to sign the treaty, who then attacked the town of Silchester as "sabbats", the formation of the Sabbat was set in motion.



The Convention of Thorns is considered one of the most important meetings in “recent” kindred history. Numerous proclamations, rules and traditions were developed during this gathering. It was at this meeting that Valkrane befriended an Assamite emissary known as **Farooq Al Hassad**, who would later become known as ***The Scorpion (Sting)***.

While the Ventrue and the Assamites did not see eye to eye during the Convention, Valkrane and Al Hassad shared many similar traits and backgrounds (See Sting biography for more details). The two soon developed a mutual respect for one another, despite the tension their respective clans had with one another. Valkrane and Al Hassad would have numerous interactions over the next several hundred years-even to the point where Al Hassad sat as a member of Valkrane’s Primogen in San Francisco during the 20<sup>th</sup> century.

What Valkrane learned most from this epic experience was that he saw the importance of establishing power in the world around him. While he was many years away from ruling over his own city as a prince, The convention set the ball in motion for him to do so.

### VENICE LIFE: 1493-1504

Valkrane, so impressed by the Convention, made his home within the city, learning from powerful Ventrue and other Kindred who resided there. At the time, Venice was considered the “seat of Power” for both the Camarilla and the Tremere (although the official move did not happen until 1530 when they set up in Vienna). Those years consisted of much learning and networking for the young vampire.

Valkrane continued to expand his network and was said to have met a very old and powerful Methuselah named “Louhi”, a powerful Kindred rumoured to be one of the most powerful thaumaturgists/magic users who have existed.

## THE FIRST JUSTICAR ELECTION: 1504

The Inner Circle of the Camarilla held a conclave in 1504 in order to establish the first Justicars for the sect. During the election, **Democritus**, was put into place as the Ventrue adjudicator.

Serving as the second ever Ventrue Justicar, Democritus (pictured right) was renowned for his scientific approach to politics, diplomacy, negotiation. Many who had met him consider this Kindred to be the most calm, rational, and level-headed individual that they have ever met. Since this was the first election of the Justicars, Democritus proposed that each one develop their own cadre of support, later to be named or known as Archons.



Since there was no precedent set for such rulings, Democritus stated *“Justicars should be able to employ whomever they deem to help them in their cause. These archons should be loyal, intelligent and capable kindred from a variety of backgrounds.”*

As such and to Valkrane’s surprise, Democritus named the young Vampire one of his Archons. Valkrane had been a kindred for only 25 years. Democritus explained *“I had been following your journey for some time. In fact, I was friends with your sire, Merkur, and he spoke of you often during your rise as a mortal. I was unsure if he would embrace you but when I saw you arrive in Venice over a decade ago, I watched you closely. I believe you have a level headedness and understanding of politics that would serve me well.”*

And with that, Valkrane became one of Democritus’s archons and served with him for the next 13 years.

## ARCHON SULITZA BOLOV: THE SPEAR OF DEMOCRITUS 1503-1517



Valkrane accepted the archon position (not that he had a choice) and changed his name to *Sulitza Bolov*, which translated to *the Spear* (as an homage to his previous title from Merkur). Over the next 13 years under Democritus, Valkrane (Sulitza) travelled Europe with 3 other Archons and enforced Democritus will and rulings. It was at this time that Valkrane's legendary toughness became the stuff of legends.

Valkrane, now acting as Sulitza Bolov, helped his Justicar in several rulings and conflicts over the next dozen plus years. It was during this time that Valkrane developed and expanded the legendary discipline of Fortitude of the Venture Clan.

Valkrane was involved in several operations for Democritus including these three pivotal events below ([citation needed](#)). Many Kindred initially viewed Valkrane as a poor choice for Archon based on his age but that view was soon dispelled as the "Spear" was able to show his command in the position.

- *Cologne, Germany 1504*
- *György Dózsa Revolt 1514 (Romainia)*
- *Paris Anarch Revolt, 1517*

As Democritus made his way through Europe with his cadre of Archons, many kindred, including powerful elders and Princes, challenged their rulings. Mistaking Valkrane as just a 'young Ventrue with no taste for battle', he was often challenged. It only took a few years until tales of Democritus and his Archons reached every part of the continent.

Valkrane was not only wise beyond his years but also an incredible fighter whose wrath for those who crossed him became the stuff of nightmares and legend.

## ADVENTURES IN THE MIDDLE EAST: 1520-1605

After Valkrane's stint serving as an Archon, he made his way to the Middle East for 85 years in order to learn the history and secrets of some of the independent clans. Valkrane once described his time there as *"a dream within a dream. The Kindred of the Middle East conduct themselves very differently than those of Europe. They have different rules, different laws, and different religions. These make for a wonderful mix of cultures and secrets. I was exposed to the Setites, Assamites and even travellers from the far East (Jiang Shi)."*

As the years went by, Valkrane remained a 'simple traveller in the land of sand'. He was able to study further in to his disciplines of Fortitude and Dominate while there. It was said that he was exposed to the Fortitude powers Stand Against All Foes, Armor of Kings, and the Dominate powers of Fealty and Repression of the Obvious.

It was also said that Valkrane learned the discipline of Obfuscate after he helped the Assamites in several negotiations in the region.

Valkrane concluded: *"I had, while visiting Egypt, had a remarkable vision. I spent many months with some very special people, the Bedouin. They were a nomadic and proud people who had a deep culture. I realized that the way of the Kindred was to set your roots in one place and become cautious, paranoid and untrustworthy. These people changed all that for me.*

*After spending 10 days and nights awake in a cave, partaking in their hallucinogenic herbs and rites, I had a deeply moving experience. I saw myself in a great city by the ocean. I was surrounded by palm trees and powerful Kindred who sought only the expansion of our great species. I knew my destiny revolved around making friendships and honoring loyalty. In this same vision, I also saw that I was betrayed by pettiness and greed. I saw myself fall but then rise, even more powerful than before. I saw a great meeting place with many Kindred and they rallied behind me to fight our most dangerous foes."*



## THE EAST INDIAN COMPANY 1610-1640



Valkrane had made his way to England and befriended several kine within the EIC. Valkrane had changed his name to John Steakley (a friendlier Anglo name) and made a vast fortune behind the scenes. It was during this time that Valkrane fell in love with both Navy Ships and one particular women-Zahur, the Rose of Madrid (1630).

Valkrane was no stranger to Romance but he knew that without embracing Zahur, their time would be short. He had told her of his true nature and she loved him still, despite his dark past.

Zahur had expressed that she did not wish to be embraced but would love Valkrane into her old age. After 10 years together, on a cold winter night, Zahur caught a sickness and despite Valkrane's personal powers, he could not save her. On her death bed, at the age of 36, she said "My love, go find yourself. Do not weep. You are destined for great things."

That evening, Zahur died and Valkrane was bereft with sadness.

## 100 YEARS OF DARKNESS: THE DARK PERIOD 1640-1740

After the death of Zahur, Valkrane abruptly left the East India Company and disappeared into the world. It is not known where he was during that period nor what he was up too. I have speculated that he likely took on another persona (or more) and travelled the world. What is known is that Valkrane was involved in many military conflicts over this time and was drawn to places where bloodshed was high.

Whether it was to work on his military strategy or just a simple lust for blood and battle, no one knows. But you can be sure than many likely fell at the hands of the Spear.

## **THE ALMUT VISIT: STUDYING WITH THE ASSAMITES 1740-1750**

In 1740, Valkrane was drawn back to the Middle East and spent many years with the Assamites. As you can imagine, the events of Valkrane's visit to the Almut, the Assamites Center of Power (located somewhere in Iran), is shrouded in mystery. I had the good fortune to have been able to discuss this visit with several Assamites over the years. It is my opinion, one of the most misunderstood times in Valkrane's unlife.

The Assamites have had a tenuous relationship with the other clans over the past millennia. The assassins are universally feared in Vampire society. From what I have gathered, Valkrane was personally invited to the "Eagle's Nest" by the Old Man of the Mountain (the Assamite Leader). It has been whispered that Sting convinced the Head of his clan to do so.

Valkrane spent, from what I gather, at least a decade at the Almut and the only out of clan kindred to do so. I was told that the visit revolved around blood magic, death cults and certain dark arts as well as honing his personal fighting skills.

## **THE PRIMOGEN MEMBER OF PARIS: 1753-1797**

After Valkrane's visit to the Almut, he moved back to Europe where a series of events lead him to become the Ventrue Primogen of Paris. The Prince of the city François Villon, had just flushed out the current Ventrue for corruption and the Prince needed a new member to replace the old blue blood. Prince Villon thought that the best candidate would be a Kindred who was an outsider yet loyal to the Camarilla. He chose Valkrane.

Valkrane served as a trusted member of the council for nearly 50 years and some say he cloned his leadership methods after his mentor, Justicar Democritus. Then in 1797, Valkrane unexpectedly stepped down from his Primogen role and moved to England.

## HATCHARDS BOOK STORE: LONDON 1797-1830



Settling in London, Valkrane took the name of John Steakley once again and acquired the Hatchards Book Store building (in 1797) and was its 'patron saint' for over 30 years. It was one of the most 'peaceful' times Valkrane had experience in over 300 years. It was during this time that he read and studied every day, expanding his knowledge of the occult, vampire society and kine affairs.

"Big John" as he was known by the locals, tended the store at night and the location became an unofficial Elysium of the city, both appreciated and adored by the local inhabitants. Valkrane, without the pressures of leadership was said to be a happy, joyous and even good-humored

Kindred-a far cry from the warrior leader he had been for the past 300 years.



During his stint at the bookstore, Valkrane embraced two individuals. The first was Horacio Nelson (1805) (the famous British Vice Admiral) after he was mortally wounded in his campaign against Napoleon. The second was Jane Austen, the British Author and influencer.

In 1830, Valkrane past the operation of the store to Austen, who operated under the name Lilliana Bennett. Hatchards still stands today as the world's oldest and continuously operational bookstore under the watchful eye of this literary genius.

Valkrane said *"I had another vivid dream in 1830 and it was of visions of the new world-America. I was intrigued by the wild nature of the new land. The new opportunities. I was ready to seek adventure once again."*

## COMING TO THE NEW WORLD: BECOMING PRINCE

In the winter of 1831, Valkrane made his way to the New World. He had changed his name to Nathan Kent in order to shed past and start anew. Little did he know that his Nathan Kent persona would become the most influential and powerful version of himself to date. Kent lived and travelled throughout America, involving himself in several key events including: The Battle of the Alamo, the US Civil War, the opening of the Brooklyn Bridge and facilitating the arrival of the Statue of Liberty from Prince Villon of France.

Kent remarked about his first years in America “It was a wonderful place and I could see opportunities everywhere. The Nation was still young and going through growing pains. I was particular intrigued by the ‘wild west’ that began to emerge during this time. So many rich characters. I wanted to meet as many of them as I could.”

## ESTABLISHING THE PRINCEDOM OF SAN FRANCISCO (1906):



Kent arrived in the San Francisco Bay Area just 2 weeks after the great quake of 1906. The city was in turmoil where nearly 2/3 of the population were displaced by the ensuing fires and damage. The Prince at the time, Cyranno, a Tremere, had abandoned the city, thinking the area was a total loss and not fit to rule.

With his vast wealth, political knowledge and contacts, Kent saw the potential of the area and envisioned a paradise on the West Coast. On June 1, 1906, Kent declared himself Prince and began to build his Primogen. Again, drawing on his mentors’ teachings, Kent began to create a unique ruling structure within the city that would turn San Francisco into one of the most influential cities on the planet.

## ESTABLISHING THE PRIMOGEN (1907):

Kent was aware that ruling the city would require structure in order for it to flourish. Cyranno (pictured right), the previous Prince, was a self-important and paranoid Kindred who treated the other inhabitants in the city like second class citizens. Cyranno, was a loyal Tremere who put his clan's priorities above everything else. The city had become decadent and dysfunctional. The Nosferatu were shunned. The Brujah subjugated. The Malkavians mocked. The Gangrels ignored. The Venture shut out. And the Toreador used.



Kent recruited Kindred to sit on his Primogen that were competent, intelligent and had equal loyalty to the Camarilla as they did their own clans. Kent knew that if he ruled with an iron fist, the Primogen would not follow his lead. He wanted independent thinkers (which often led to spirited discussions in meetings) as he thought this was the best way to grow and encourage development of the city.

When he began his selection process, Kent approached each Kindred he thought would be the best representation of their clans. But he also wanted each member to have their own specialities that would enhance the group as a whole.

*Vanguard 1910-1998 (Sacrificed himself after the Purge out of Guilt)*

*Dean Hawkes 1912-1998 (Murdered the night of the Purge)*

*Lucindra 1912- 1998 (Killed in Action)*

*Lazo Gajic 1915-Present*

*Max Thorne 1916-1998 (Murdered and Diablorized during the Purge)*

*Peter Takin- 1920- Present*

*Andrew Greensberg- 1920- 1998 (Tortured and Murdered by Sabbat)*

*Graham Corey-1920-Present*

*Sting 1945-1998 (Rescued and Resigned after the Purge)*

## THE SCORPION'S ARRIVAL (1945):

Sting arrived in San Francisco and was added to the Primogen by Kent and served as the city's "sheriff" and enforcer. Sting's ability to deal death was legendary and kept most kindred in line for the next half century. Sting became the first Assamite to serve on a Primogen and the Inner Circle noted this bold move (for better or worse).

The Founders of the Camarilla closely watch San Francisco and the maneuverings of Nathan Kent. While some had disdain for the new world, most recognized that San Francisco was becoming one of the strongholds for the Camarilla.

## THE NEW KINDRED-TEAM WIDOW MAKERS: 1989



In 1989, Kent authorized the creation of several new kindred including 3 that would eventually have a huge impact to the city by the Bay. These kindred were Austin Steel (Brujah), Rohan Thack (Tremere) and Manfred Sheffield (Ventrue) (pictured left). Colloquially known as the Widow Makers, these three kindred quickly established themselves as both trouble makers and trouble solvers in the new San Fran. Over the next few years, they proved themselves to be intelligent, resourceful and powerful allies to Prince Kent. On

several occasions, the pack actually fought side by side with the Prince and vanquished many enemies in the process.

## THE SECOND LUPINE UPRISING: 1995



Golden Gate Park and the North of the City had always been a hub for Lupine activity. There was never a formal agreement between kindred and the lupines and sporadic attacks would happen from time to time between the groups. The Kindred stayed away from the park as the Lupines were formidable enemies. In the spring of 1995, several mortals and kindred were murdered by the werewolves in the city sparking a very strong response from Nathan Kent.

The Lupines gained a lot of courage in those initial attacks and made their way south into the city, and targeted kindred specifically. The first uprising happened in 1949 but was so disorganized that the Kindred easily turned them back. This Second uprising led to the destruction of at least one Elysium (citation needed). The Widow Makers were initially successful at killing 3 Garou during those nights but a larger pack arrived in the following days as re-enforcements.

In one bold attack, Kent and Steel were attacked inside the Pyramid but Kent managed to save Steel during that attack. In fact, Kent fell 47 stories and was able to survive the fall using his disciplines.

Because the attacks became bolder and more vicious, Kent called upon several powerful members of the kindred to assist in the battles. Sting was one who immediately went to work. The other prominent vampire who arrived to help was none other than Kent's methuselah sire Murkur. The widow makers, Sting, Kent, Murkur and handful of other kindred were able to beat back the lupine 'invasion' and squash the uprising.

The moonwalkers retreated back to their holes, badly defeated in the end.

## THE DEATH OF MERKUR: 1998

In the Summer of 1998, just days before the purge, Kent was sent an urgent message from Deva that his sire, Murkur, who had returned home, had been ambushed near the outskirts of the city and killed. Through Kent's vast spy network, Kent had learned that powerful kindred, along with several soldiers, had descended upon the ancient kindred and killed him. Kent's spies had noted that Murkur was assaulted with arrows first and then diabolized. Murkur's corpse was left to turn to ash in the morning sun.

Kent remarked that this attack was eerily similar to his own attack 500 years earlier. Kent knew that Kinizsi, his old foe, was the culprit. Filled with rage, Kent made plans to return back to Deva and avenge his sire's death. But before he could, the events of the Purge were set in motion in San Francisco.





## THE PURGE: 1998

*"Hell would have been a better place than here."-Jonas, Malkavian*



*The below excerpt is from Jonas.*

No one really knows how it started. Some kindred who were there mentioned it started at the Transamerica Pyramid. Others say it began in Golden Gate Park. Still others said they heard a rumbling from the centre of China Town. All we know is that the city erupted in a violence not seen since the fall of Rome.

The confusion of how and why the purge happened is still open for debate but what is known is

that many powerful kindred were destroyed in the days that followed. The *Purge* really speaks to not just kindred who lost their lives during that time, but the mortals, and other denizens of the night who perished.

What is known is that an organized pack of Lupines (werewolves) rained down on the city from the outskirts of the city, killing numerous kindred in their path. Some say it was a dozen Garou, fully enraged who tore through the city.

The pack of Lupines wasn't 12 in number. It was nearly 50. And it included Kindred Anarchs (Nightcrawlers) and even Sabbat members. The utter destruction and hell they unleashed made even the Malkavians question its reasoning.

The initial purge lasted a full 3 days and 3 nights. Elders were torn apart. Neonates were fed upon and diabolized. Havens were burnt to the ground. And Nathan Kent, the once powerful Prince of San Francisco, was eviscerated when he was ambushed in his lair, during the day, by several powerful Garou.

The Primogen was fragmented, many of its members died in those first 72 hours. No amount of power can fend off that sort of fury. And the smart kindred-the ones who had been under the thumb of Kent for all those years, took it upon themselves to exact revenge during the chaos of those dark nights.

Governor Dean Hawkes, Lucinda the Gangrel, The Assassin Sting, and the magnate Andrew Greensberg all appeared to have perished. Even Max, the Brujah Primogen member, fell at the hands of his very own progeny- a man only known as Torch. It was said that Vanguard, the old and wise Nosferatu Primogen member, and friend of Kent, was so ashamed by not knowing of the attack beforehand, that he sacrificed himself at sunup. The shame was too much for him to bare.

But in the following wake of that horrible time, some dark angels saved us from the hell that had befallen us.

A contingent of Tremere, led by a mage named Rohan Thack, was able to hunt down the lupines, using a magic that was both dark and foreboding. House Tremere was able to defeat the lupines so utterly that not one has been seen in the Bay Area in 25 years.

But who would pick up the ashes?

After the smoke settled from the purge, a Giovanni name Ambrogino appeared on scene. He was unlike any Prince the city, or even the Camarilla, had seen before.

*"I have courted death for centuries. I have seen things most kindred could not even imagine. But this night was different."-Sting, Assamite Elder*

I served Prince Kent for 60 years. I was, to my knowledge, the only Assamite to have ever served on a Primogen. That respect given by the former Prince spoke volumes in my opinion. My life, or unlife, has been surround by death. I have extinguished more lives than candles that burn at the Vatican. I am no stranger to it. The final night of the Purge had its fair share of death, I witnessed courage and bravely rarely seen in our world. I equally saw cowardice and greed on a similar scale.

When the Lupines attacked the city on that first night, most younger kindred fell without so much as scratch to the Moon worshipers. The physical prowess of Lupines is something Kindred either underestimate and simply don't know. I have

seen one Werewolf tear through a pack of anarchs without so much as breaking a sweat.

As the news spread of the death of at least 12 kindred on that first night alone (not counting ghouls, servants or kine allies), Prince Kent had mobilized his army. Many calls went unanswered however as it became clear that deceit and subterfuge had already worked its spell on many. I remember speaking with the Prince that night and noting no answer from Max, the Brujah Primogen member nor Lucindra, Primogen of clan Gangrel.

I had learned that Max's silence was due to his fate of meeting final death at the hands of Torch, the leader of the Brujah Nightcrawlers. Rumours circulated that first night that Torch's hatred for Max stemmed from Torch's perception that Max was a sell out to the Venture and the "establishment".

We all had tasks those fateful nights. I saw the Tremere mobilize at their Chantry and prepare for war. The Toreador huddled together at one of their nightclubs to save themselves. The Brujah took it upon themselves to settle old feuds. The Nosferatu, noble and courageous, stopped many Lupines and Sabbat under the city (those battles will never be properly told in my opinion). And the Ventrue-the poor Ventrue, they were picked apart first. I think it was personal as Prince Kent was one.

Andrew Greensberg, Ventrue Primogen, was tortured and gave up valuable information on other of his kind. The dominoes fell from there.

The second night/day was even worse. Another 15 or so kindred perished. Don't get me wrong, we had our victories here and there but the sheer numbers and organization of the war parties was something I've ever seen. There were great minds at work to make this event happen, that, I am sure.

The third day was the worst. I had information that Prince Kent's lair was under siege. I was across town and rush there as fast as I could. It was 11 in the morning. Those scars from the sun still mark my body from that final fight. The Lupines were able to exploit the day time weakness of the Prince.

When I arrived at the Pyramid, the carnage had already begun. On the way up to the 47th floor, I counted at least 10 bodies, both Sabbat and Lupines, dispatched by either Jan Sobashi (Kent's personal body guard) or Kent himself.

As I arrived, I watched an unbelievable battle. I was overtaken immediately by 3 Lupines who held me against the wall. Inside the office chamber, I saw Nathan Kent, standing with his back to the grand windows, facing the 8 Lupines and 7 Sabbat members. I don't know how many gun shots I heard but I can assure you many guns went empty.

Prince Kent, his immaculate suit, was torn to pieces, bullet holes and blood covered his body. His eyes were a fiery red and his fangs all to see. The war party, confident in their numbers, skill and power, did not back down, despite Kent's powerful Presence.

The Lupines took turns attacking and cutting away at him. When he fell to his knees, a Sabbat member, who I can only think was the leader perhaps, bald, fat, and covered in blood, said "Leave him. His essence is mine!"

The Sabbat member stood over the bloodied Kent. The Prince was defeated. Crushed. Brought to his knees. Can you image a worse fate for a proud Ventrue? On his knees in front of his enemies. I'd rather meet final death.

Just before the bite of the leader on Kent, the Prince had one last fight in him....

*" I failed our Prince. I was not able to see this coming. This is unforgivable my friend. I am hollow. I cannot bare my failure." -Vangard, Nosferatu Primogen*

Kent struck the leader in his knees and sent him flying backwards. Then the Prince lifted up his desk and threw it at the grand window shattering it. The mid-day sun exploded into the room. I was blinded by its brilliance. In one last effort, The Prince broke as many windows as he could.

The Sabbat burst into flame. Some attempted to flee only to run into Kent who tossed them out the windows-47 stories up. With Kent burning, the Lupines surrounded him. The 3 that were holding me released. The room was fully engulfed in sunlight-the most I've ever seen. I was burning as well.

Kent, with one last effort, physically grappled and attacked the Lupines. Kent was on fire, causing aggravated wounds to the werewolves. His very body was a weapon. He knew he was going to die so he decided to take as many with him as he could.

I believe Kent killed 3 but one black haired huge Lupine grabbed Kent's arm and ripped it from his shoulder. I then saw Kent's belly gutted open. The Lupine's destroyed Nathan Kent afterward.

I tried to past the sun barrier but I could not. I was badly wounded, still smoking when I witnessed the death. Then, that is when I felt myself pulled from the Room.

It was Vanguard. He had also made his way to Kent's haven but he was too late. He used his powers of Obfuscation to hide us from the enemy. Before I succumbed to my wounds, I remember Vanguard saying " I failed our Prince. I was not able to see this coming. This is unforgivable my friend. I am hollow. I have no purpose."

Then things went dark.

## THE SLEEP -TORPOR: 1998-2008

I (Graf) returned to the Pyramid as soon as the sun set. The carnage was incredible. When I finally made it to Kent's office, the wind was blowing hard throughout the once grand meeting area. Papers swirled around the air and smell of burnt flesh still permeated the room.

I found Kent buried under several bodies of Lupine's. I suspect that this is what ultimately helped him survive the sun for hours. I also know that Kent's higher level Fortitude discipline had something to do with his survival as well.

Badly injured and suffering from his wounds, I carried Kent 14 blocks through the sewers to his tomb, a building near China town. I referred to it as the "Pit of Kent" and some years later, a bar opened on the same spot, fittingly called the "PITT AND KENT". It was there that Kent stayed for the next 10 years, healing his wounds. Only myself and Sting were aware of Kent's torpor location.

## THE AWAKENING: 2008

In March of 2008, Kent awoke from his slumber. His wounds were healed but he was weak. Kent had noticed that a new Prince and Primogen had taken power and were running things in the city. I had assumed the role of Primogen of the Nosferatu after Vanguard had met final death. I quietly watched the members and chronicled the activities of its members. I was overlooked and taken to be "the weak fool" by many. I remained in that role for quite some time.

Kent had his suspicions about many events that took place during (and prior) to the Purge but lacked the personal and political strength to investigate this hunch. Kent further learned that many of his assets in the new world had been drained or dissolved, leaving him "poor" by kindred standards.

It had been 200 years since Kent had been in his original homeland of Transylvania and was drawn back to Deva to heal his wounds and recuperate. With the help of Chinese smugglers and my help, Kent was secretly transported out of San Francisco to his home in Deva. I will not divulge how this was done but it should be known that the network that accomplished this task was deep and sophisticated.

When Kent finally arrived in Deva, he immediately felt his power begin to return. While there, he plotted and gathered information about the new Prince and Primogen of San Francisco and who betrayed him. Kent knew that Ambrogino was too well entrenched within the Bay Area to 'simply over throw him' so using all his guile and cunning, Kent devised a plan. Slowly but surely, he drew up his plans.

What many kindred did not realize was that Kent had actually spent centuries devising his plans. You see, he knew he was destined for more but the events of the Purge derailed (delayed) those plans.

But before Kent could tackle the San Francisco problem, he focused on his old enemy, Kinizsi, and plotted his revenge for the death of Murkur.

## THE DESTRUCTION OF KINIZSI: 2009

*Vincam etiam ab inferis* - "Even From The Grave I Shall Conquer"



While I did not have a direct hand in the death of Kent's old foe Kinizsi, I must say it brought me some pleasure to hear of his final death. The death of one's sire is an emotional affair. While not all Kindred have positive relationships with the one that made them, this was not the case with Kent and Murkur.

Murkur had been a tremendous influence with Kent throughout his existence and filled in as a father figure in every sense of the word.

Kinizsi, flushed with the power of Murkur, had become arrogant and careless. He believed that his personal power alone could stave off any attempts to usurp his power base. He was wrong.

Kent had learned that Kinizsi had made his way to Warsaw Poland where he had become a decadent ruling Sabbat Regent (Prince). What Kinizsi had failed to realize was that Kent was in fact alive and hunting him. Kent had, after all, spent decades learning the art of assassination from the Assamites.



Kent finally tracked down Kinizsi in his lair, an old church in the center of the city. However, something happened that Kent had not anticipated- he frenzied. His anger had overcome him and the normally well put together

and collected Ventrue, flew into a murderous rage. Kent, wielding his spear, killed a dozen Sabbat set to protect the ancient vampire





Kinizsi. They were all outmatched by the skill, power, and cunning of the raging Kent.

When the two vampires finally met, Kent said that a look of terror flooded Kinizsi's face. No matter what Kinizsi threw at Kent, Kent was able to simply brush it off.

With all his power, Kent impaled Kinizsi with his spear, impaling him against the wall of the church, immobilizing him. It was then that the frenzied Ventrue destroyed Kinizsi by diabloring him. The essence of Kinizsi, along with a dozen other vampires the Sabbat Regent had destroyed, entered Kent, including Kent's sire, Murkur.

This act of diablerie lowered Nathan Kent to 5<sup>th</sup> Generation, giving Kent incredible power.

### THE RETURN OF THE SPEAR AND BECOMING JUSTICAR: 2011



Kent spent the next couple of years putting together his plan to serve the camarilla and root out the spies and corruption of his beloved city by the bay. Kent made his way to Venice once again presented himself to the Inner Circle and declared that he wished to serve as the Ventrue Justicar. The Inner Circle voted on Kent's suitability and in an unprecedented action, the circle unanimously agreed to bring on Kent as a Justicar. It was then that Kent reverted back to his

original name, Valkrane Androzani.

Valkrane presented himself before the Circle and outline what he labeled the "13 point document", which described his plan over the next 13 years and how he could help the Circle cement itself in the new century. The circle was so impressed, they gave Valkrane the power to run the Red List in addition to his normal duties.

Valkrane then recruited 6 archons to join his cause. These Archon's had been carefully selected and included: Orion of clan Ventrue, Austin Steel of Clan Brujah, Fenis Sovol of Clan Tremere, Sting of Clan Assamite and Darwin Trout of Clan Malkavian.

## THE RETURN TO SAN FRANCISCO: THE PURGE UNDONE 2023

In 2018, Valkrane set in motion his plan to uncover the plot that overthrew him in 1997. The Justicar used his Archon Darwin Trout to start gathering information about the workings within the city. Using the cover as the "crazy Malkavian", Trout was able to gain vast amounts of information about the former and current kindred within the city.

In 2023, Valkrane sent his archons: Orion, Fenris and Austin Steel (formally of the Window Makers) to The Bay Area to serve notice that the Prince's city was being investigated for Sabbat activity. Valkrane followed in the summer of that year.

Surprisingly, several young kindred rose to the challenge of helping the Justicar and archons uncover the Sabbat threat. Maxwell Knight, Valmont Ventillion and Ban Stradh discovered that a former Venture named Fabian Bullard had allied himself with the Sabbat and was running operations out of Oakland. This new young group of kindred was able to disrupt Bullard, thus setting of a chain of events that would shake San Francisco to its core.

**This will be updated when more information becomes available.**

## APPENDIX:

### THE CHILDREN OF THE SPEAR:

It is unknown how many kindred Valkrane has sired over the years but it appears that he has a particular attraction to famous or powerful and smart individuals.

Here is a list (partial) of the children of Valkrane:

(?) 1600 (Israel)

Darius Rominov/Orion (1750) Gen 7 (Czech Republic)

Horatio Nelson (1805)-Gen 7 (England)

Jane Austen (1817)-Gen 7 (England)

Patrick Floyd Jarvis Garrett (1908)-Gen 7 (United States)

(?) 1945 (United States)

### **Message from the Author:**

When I started Vampire the Masquerade in 1991, I had no idea it would be with me 33+ years later. This is a work of love and I give permission to use this character and any material herein so you can introduce it into your chronicles.

My chronicle was originally called Laced in Darkness and started in 1991. I rebooted it a couple years ago under the name: REBIRTH. It is set in San Francisco.

Nathan Kent (the name), was taken from my favorite SCI FI novel, Armor by John Steakley. (1984) Steakley also wrote a novel called VAMPIRE\$. There was something that struck a chord with me about KENT. When I started playing VTM in 1991, I wanted to introduce an “anti-hero” that would be a beacon of hope to the players. KENT was that beacon. As time went on, he became one of the most influential kindred in the world of darkness-primogen member, warrior, archon, prince and now Justicar. Of all the characters I have written (which are likely reaching 1000 now), Nathan Kent is the one that I care about most.

Thank you to Mark Reign Hagen for creating an amazing game and to my players that have kept the fire going since day one.

Keep being creative and enjoy the world of darkness.

Reach out anytime if you wish.

**Ari Knazan**

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